

Code Name: S.T.E.A.M.

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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.

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.

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and other written materials accompanying the software are protected by domestic and international intellectual property laws.

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CTR-P-AY6A-00

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.

With this game, you can connect to the internet to enjoy multiplayer battles and receive notifications via SpotPass™. Each player must have a copy of the software.

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

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.

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.
- Online Interaction
Restricts all online matches with other players (p. 18) and the creation of tournaments (p. 19).
- StreetPass
Restricts the sending/receiving of character information via StreetPass™.



The year is 1865. Advances in steam technology have set this world on a different course from the one that we know. Here, the dividing line between history and literature has also been blurred; the heroes of reality and the heroes of imagination are one and the same.

It falls to you now to take command of an elite unit made up of these heroes, utilising the latest in steam technology and guiding your forces in battle against an alien menace that threatens the entire world.

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Starting the Game

Go to the title screen and choose CAMPAIGN (p. 9) or VERSUS (p. 15).

Then, you can either load a save file or start a new campaign by selecting NEW CAMPAIGN.



Saving Data

The game will automatically save when you complete a map. In addition, you can save the game mid-map by activating a save point (save points can only be used once). During a mission, if you pause and choose RETURN TO TITLE SCREEN, you'll create a single-use quick-save file that will be deleted after you load it.

Deleting Save Data

To delete save data, go to the file selection screen and touch DELETE. It's also possible to delete all files by holding (A), (B), (X) and (Y) when launching the game from the HOME menu.

◆ Data cannot be restored once it's been deleted, so be careful.

- 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.

GGPSD	
Move	○
Aim/Look	Ⓐ / Ⓑ / × / Ⓨ or ○ (R) / C Stick
Adjust range (certain weapons only)	Ⓡ
Up/Down: Switch between agents	+
Left/Right: Switch between weapons	
Fire main or sub weapon	Ⓛ

- ◆ To use ○ (R), you must first enable the Circle Pad Pro by switching it on in the Options menu (p. 20).
- ◆ C Stick control can only be performed on the New Nintendo 3DS and New Nintendo 3DS XL.



① Health bar

When an agent is hit by an attack, they lose health. When an agent's health reaches zero, they are defeated and will be unable to fight until the map is cleared (if all agents' health reaches zero, the mission fails). You also can spend a certain amount of medals at any save point to revive any fallen agents.

② Steam gauge

At the start of your turn, each agent receives a certain amount of steam depending on the power of the boiler they are equipped with. Most actions cost steam to perform.



③ Agent portrait

Touch these to switch between agents.

④ Wrench icon

Open the Pause menu.

⑤ End turn

Touch this to end your turn.

⑥ Star icon

Touch to select this agent's special.

- ◆ When the special is selected, a pulley will appear. Pull this down with the stylus to activate the move.

⑦ Camera icon

Drag the camera icon with the stylus to aim a weapon or simply look around.

⑧ Range slider


Touch here to adjust the range of certain weapons.

⑨ Current weapon

Touch here to toggle between main and sub weapons.

Specials

After you've progressed a little way through the game, each agent can use a powerful move called a special, once per map. These have different effects, depending on the agent.



In Campaign mode, you'll follow the story of the agents of S.T.E.A.M. as they fight to repel the alien invasion of Earth.



Maps and Missions

The campaign is divided into several missions, each of which comprises one or more maps. On each map, you will need to complete an objective (e.g., "reach the goal") to move on to the next map or complete the mission. Between maps, your agents will be healed of all damage and you will have the opportunity to re-equip and/or swap in different agents.



Score

Once you complete a mission, you will receive a certain number of medals based on your performance. Your squad will receive promotions and unlock additional equipment based on the total number of medals you have earned.



10 Single Player - The Liberty



1 Menu

Return to the title screen, configure options, or view the Help Monitors that you've seen in game so far.

2 Briefing Room

Go to the Briefing Room.

3 Library

Milton will share his notes with you on enemies, characters, and the world. You will also be able to access extra content from this menu.

4 Prepare

Select a mission to play and equip your agents here.

Playing with amiibo™

If you have a compatible amiibo figure (p. 21), you can add that character to your team on the Prepare screen. When you're selecting your squad members, touch the amiibo button and follow the on-screen instructions.

- ◆ If the amiibo character is incapacitated in battle, they will no longer be able to fight. To make that character available again, add them back to your team roster using the appropriate amiibo figure.

Briefing Room

Go to the Briefing Room to hear details about the upcoming mission, as well as background information about the war and S.T.E.A.M.



5 Sub weapon list

Touch to review the sub weapons you've unlocked and how close you are to unlocking your next one.

6 Boiler list

Touch to check how many gears you've collected and view the boilers you've unlocked.

7 Records & stats

View information and stats on your campaign so far and multiplayer games.



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The Enemy's Turn




Watching the Enemy

During the enemy's turn you may or may not be able to see what your enemy is up to, depending on the currently selected agent's field of vision. You may switch between agents to keep an eye on other areas of the map.

Overwatch

Agents with certain weapons equipped and enough steam left over at the end of their turn will be placed into overwatch mode. In this mode, an agent will shoot at any enemy that moves within their range and field of view. Remember, the direction that your agent is facing in is important for overwatch!



Your struggle with the alien invaders will require a variety of weapons and equipment. Choosing the right tool for the job can be the difference between success and failure!



Unlocking New Weapons and Boilers

Early in the game, you will receive your first two sub weapons. After that, you will unlock new sub weapons at certain score thresholds. Additionally, there are three large gears on each map, often in out-of-the-way locations. Collect these to unlock new boilers for your agents to use.



Equipping Agents

To equip your agents, choose a mission to play or replay. After that, select which agents you'd like to use or touch SUGGESTED to choose automatically, then touch OK. This will bring you to the Equip screen for that agent.



1 Agent name

2 Info about current item

Here is where you will see information about the sub weapon or boiler you are currently highlighting.

3 Agent portraits

Switch between agents by touching the portrait of the agent you want to equip.

4 Sub weapon slot

Like main weapons, sub weapons vary widely. Unlike main weapons, you can change the sub weapon each agent carries.

5 Boiler slot

Every agent needs a boiler to provide steam. Boilers vary based on steam capacity and recharge rate, and may even have special abilities, such as the Rocket Pack's bonus to jump distance with the Jump Booster.

6 Back to Prepare screen

7 Unit/Team switch

Tap here to toggle between views of the selected unit and the entire squad.

8 Agent stats

See Agents (p. 13) for more information.

Select **RANDOM** to randomly assign a sub weapon to a particular agent.
Select **SHUFFLE** to randomly assign sub weapons to all agents.



Wars aren't fought by equipment; they're fought by soldiers. Each member of S.T.E.A.M. is a uniquely talented individual, ready to do his or her part against the alien menace.

Main Weapon

In terms of gameplay, the primary distinguishing feature of each agent is their main weapon. These range from the straightforwardly powerful Eagle Rifle to the area-wide healing ability of the Medi-Mortar.

Specials

Each agent also has a special that can be used once per map. Not all of these are attacks, but all are very powerful. Use them well.

Ability

Every agent has an ability that is constantly active, and some of these abilities will give a bonus to the entire squad.

Stats

Lastly, agents vary in their maximum health and weight class. The former dictates how much damage agents can take before being defeated. The latter determines what kinds of boilers they can wear.

Wooden Crates and Metal Boxes



Crates labelled "S.T.E.A.M." contain medical kits, extra steam tanks, or other helpful items. Most damage-causing weapons can break open these crates.

Metal boxes will contain medals, which are worth bonus points. Only certain weapons can break them open.

Restoring and Reviving Agents

You can spend medals at save points to restore the health and steam of your agents. You can even revive agents that have fallen!

Weak Points



Most enemy aliens have a weak spot somewhere on their bodies. Examine your foes carefully and try attacking from various angles to see if you can find these weaknesses.

Tanks and Cannons



Occasionally you will find a stationary steam cannon or a tank vehicle on the field.


Enter the tank or cannon from the rear by moving your agent to the back and pushing forward on the

Circle Pad.

Your agent's steam reserve is used to fire, and move tanks. Cannons are stationary, but still require steam to fire.

Exit the tank or cannon by touching EXIT.

Be on the lookout for Help Monitors. Besides providing helpful game tips, they will refill the steam tank of the agent who reads them.



Versus mode lets you battle against a human opponent, with just a few differences from the Campaign mode:

- There are three different types of Versus match: Death Match, Medal Battle, and A.B.E. Battle (see Versus Game Types below).
- Turns in Death Match and Medal Battle are restricted by a time limit. A.B.E. Battles are real time.
- In Death Match and Medal Battles each player controls their own team of S.T.E.A.M. agents, equipped from the arsenal of weapons and equipment they have unlocked in the game so far.

You will be able to choose from a variety of maps specifically created for multiplayer battles and customise your team with weapons, boilers, and agents.



Versus Game Types

Death Match: Defeat all four members of your opponent's squad before he or she defeats yours.

Medal Battle: Collect more medals than your opponent within five turns.

A.B.E. Battle: Defeat your opponent's giant robot in real time.

Starting a Multiplayer Match

From the title screen, choose **VERSUS** and follow the on-screen instructions.

Versus mode can be experienced via both Local Play (p. 17) and online play (p. 18).

In online play, you can choose between playing random matches or taking part in tournaments (p. 19). You can also create tournaments yourself, or take part in those created by others.

Multiplayer-Only Items

Power Booster



This increases an agent's base power by 50%. A given agent can benefit from up to three of these, for a total increase of 150% to power. The bonus lasts for the rest of the match.

Health Booster



This increases an agent's base health by 50%. A given agent can benefit from up to three of these, for a total increase of 150% to health. The bonus lasts for the rest of the match.

Steam Booster



This increases an agent's steam recharge rate by one. Each agent can benefit from up to three of these. The bonus lasts for the rest of the match.



This software uses StreetPass (local wireless communication) for leaderboard tracking. By using StreetPass, you can compare your stats against those of other squads and move up in the leaderboards. If you maintain a top rank on a mission's leaderboard for a week or more, you'll receive a score bonus. The higher you place, the higher the multiplier will be, so stay at the top of as many mission leaderboards and get as many StreetPass encounters as you can to really boost your score!

- ◆ To communicate using this feature, all players must activate StreetPass for this software.
- ◆ Even if StreetPass is activated, you will not be able to receive medals if data is not sent or received between players, or if you deactivate StreetPass after data is exchanged.

Activating StreetPass

From the Prepare screen, tap  on

the upper right to activate StreetPass for this game.

Deactivating StreetPass

To deactivate StreetPass, open the Nintendo 3DS System Settings, select DATA MANAGEMENT, and then select STREETPASS MANAGEMENT. Touch the icon for this software title, and then select DEACTIVATE STREETPASS.

- ◆ You can disable StreetPass functionality via Parental Controls.
- ◆ For more information about Parental Controls, refer to the Operations Manual.



Local Wireless Battle
(Local Play) 

It's possible for two players to play multiplayer matches via local wireless communication.

You Will Need:

- One system in the Nintendo 3DS family per player
- One copy of the software per player

Setup

- ① Select the save data you want to use.
- ② Touch PREPARE to choose the agents you want to use in battle, and equip them with weapons and boilers.
- ③ Choose LOCAL for a local wireless battle.
- ④ Choose your preferred match type.
- ⑤ You can either host a game or search for available games of your selected match type. One player will need to be the host.
- ⑥ Both players choose a map. If players choose different maps, the game will determine which one to use at random.




Online Multiplayer (internet)

Choose ONLINE to play via the internet, either against a random opponent or another participant in a tournament.

Setup

- 1 Select the save data you want to use.
- 2 Touch PREPARE to choose the agents you want to use in battle, and equip them with weapons and boilers.
- 3 Choose ONLINE to battle via the internet.
- 4 Choose RANDOM to battle against a random opponent, or choose TOURNAMENT to battle against another participant in a tournament (p. 19).
- 5 If you've selected RANDOM, choose your preferred match type.
- 6 An opponent will be selected automatically.

- 7 Both players choose a map. If players choose different maps, the game will determine which one to use at random.



If you want to participate in tournaments, you'll have to join or create one. Tournaments come in two types: public and private.

Public Tournaments

Public tournaments are created by Nintendo. Any Code Name: S.T.E.A.M. player can participate in one by selecting JOIN A TOURNAMENT in the tournament menu.

Private Tournaments

Private tournaments are created by players. To participate in a private tournament, you'll need a tournament code from the creator of that tournament.

Creating a Tournament

On the tournament menu, select MY TOURNAMENTS, followed by CREATE. Adjust the settings, then enter a name for the new

tournament. Note that you can set start and end times for the tournament. Tournaments start and end on the day you create them by default.

Titles

Players who place will receive a title on the ranking screen at the end of a tournament. These are established by the tournament creator and are awarded for first, second and third place. Additionally, a runner-up title is awarded for players who don't place but are in the top 10% of players.

Public Tournament Notifications (SpotPass)

This software supports the automatic download of data, such as information about multiplayer tournaments run by Nintendo via an internet connection.

- ◆ Data received via SpotPass is saved to the SD Card, so make sure you always have an SD Card inserted into your system.

● Using SpotPass

Activate SpotPass by touching SPOTPASS in the lower-left corner of the screen when you decide between Local and Online multiplayer (p. 15).

- Deactivating SpotPass

SpotPass can be deactivated by touching the same icon used to activate it.



For detailed information on setup and use of the Circle Pad Pro, please refer to the accessory's instruction booklet.

The New Nintendo 3DS and New Nintendo 3DS XL do not require the Circle Pad Pro.

If the Circle Pad Pro is not used for five minutes, it will enter standby mode. To end standby mode, press the ZL/ZR Button.

Circle Pad Pro Calibration



Right Circle Pad

If the Right Circle Pad is not responding correctly, or it is sending signals to the software without being touched, follow the instructions below to calibrate the accessory.

● Calibration

1. On the main menu, select the wrench icon, then **OPTIONS**, followed by the Circle Pad Pro icon in the lower left of the screen, then **CALIBRATE**.
2. Follow the on-screen instructions to calibrate the Right Circle Pad.

◆ Calibration of the Nintendo 3DS

system's Circle Pad can be carried out in the System Settings. Please refer to the Operations Manual for details.






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.

Please note that Code Name: S.T.E.A.M. does not save data to

amiibo, so you will not need to delete any existing game data when using amiibo.

- ◆ 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.

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.

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