Fire Emblem™ Echoes: Shadows of Valentia

amiibo Features

Support Information

1	Important Information

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 six different languages: English, German, French, Spanish, Italian and Dutch.
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.

Advisories

This software (including any digital content or documentation you download or use in connection with this software) is licensed by Nintendo only for personal and non-commercial use on your Nintendo 3DS system. Your use of any network services of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy, which includes the Nintendo 3DS Code of Conduct.

Unauthorised reproduction or use is prohibited.
This software contains copy protection technology to prevent reproduction and copying of content.
Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.
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.
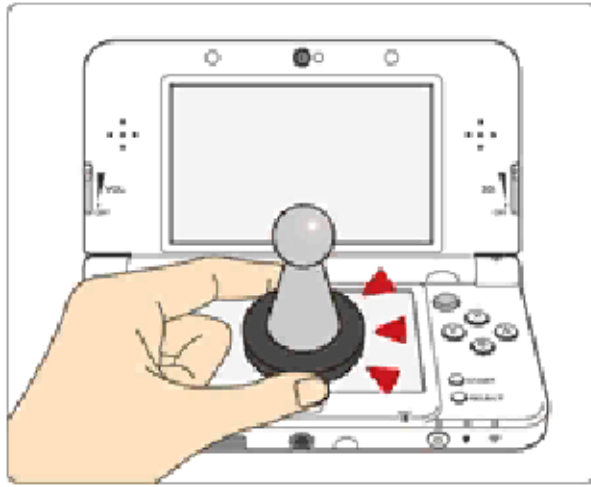
This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.

This software supports :amiibo: .
You can use compatible amiibo™
accessories by touching them to the
Touch Screen of a New
Nintendo 3DS/New Nintendo 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:
- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/
New Zealand)

◆ 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 ⇒ [icon]
   ⇒ 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
   ⇒ [icon] ⇒ 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 send play data (p. 14), check rankings (p. 15) and download extra content (p. 16).

◆ 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.

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.

● Nintendo 3DS Shopping Services
Restricts the purchase of downloadable content (p. 16).

● Online Interaction
Restricts access to the global rankings feature.

● StreetPass
Restricts the sending/receiving of profile cards via StreetPass.

✳ Button Controls

Select option	✛/◎
Confirm	Ⓐ
Advance text	Ⓐ
Auto-advance text	Ⓧ
Advance text quickly	✛+Ⓐ
View message log	Ⓡ
Browse guide	✛/Ⓛ/Ⓡ
Skip event/cutscene	START
Back	Ⓑ

◆ Hold Ⓛ+Ⓡ and press START to return to the title screen.

✳ Battle map controls (p. 10)

Move cursor	✛/◎
Show menu (when cursor is not over unit that can still act)	Ⓐ
Move cursor to next unit	Ⓛ
Skip combat animation ✱	Hold Ⓛ when initiating combat
Display danger area	Ⓧ
Move cursor quickly	(holding Ⓨ) ◎/✛
Toggle zoom	Ⓡ

✱ If combat animations are set to "Off" in the system menu, you can hold Ⓛ when initiating combat to temporarily turn them on again.

✳ World map controls (p. 11)

Move cursor	✛/◎
Select unit	Ⓐ

Move	(while a unit is selected) ✛/ ◎
Show menu (when cursor is not over one of own units)	Ⓐ
Toggle zoom	Ⓡ
Move cursor quickly	(holding Ⓨ) ◎/✛
Switch between Alm and Celica	Ⓛ

❁Dungeon controls (p. 12)

Move	◎
Dash	◎+Ⓑ/◎+Ⓨ
Show menu	Ⓧ
Pan camera	✛
Zoom	Hold Ⓡ
Point camera forwards	Ⓛ
Attack	Ⓐ

☀ Touch Controls

You can touch icons on the bottom screen to select and confirm options, change screens and more.

Start up the game and press any button at the title screen to display the title menu.

New Game

Choose a difficulty setting and a game mode and start the game from the beginning.

Continue

Select data to load and resume the game from where you left off. Select "Bookmark" to resume play from your last bookmark (p. 8).

Extras

Manage downloadable content, change SpotPass settings and more. You can also erase all data here.

Saving Data

Select "Save" from the menu in settlements, dungeons and the world map to save your current progress to a save slot.
◆ You can also save at the end of a battle or chapter.

Bookmarks

Select "Bookmark" from the battle map menu to save your progress with a temporary save file and return to the title screen.
◆ Resuming from a bookmark will delete the bookmark data.

Copying Data

Select "Copy" from the main menu, then pick a save file to copy it to another slot.

Deleting Data

Select "Delete" from the main menu, then pick a save file to delete it. Alternatively, you can select "Extras" and then "Erase Data" to delete all save data, including any extra content you unlocked.
◆ Please make absolutely sure that you want to delete your save data, as deleted data cannot be restored.

● Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system 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.

In settlements such as towns and villages, you're free to talk to people and explore the area.

Talk 💬

Talk to people in the area. Some people may ask you to slay monsters or fetch items for them.

Examine ✋

Select "Examine" or press Ⓡ to bring up a cursor on the top screen. You can search for fine details, pick up items and more while the cursor is present. You can also hold Ⓡ to zoom in while searching.

◆ Hold Ⓨ as you look around with ✛/◎ to move the cursor faster.

Move 🚶

Select "Move" or press Ⓑ to bring up the map on the top screen and choose your destination. You can also touch your desired destination on the bottom screen map for the same effect.

Menu 📝

Here you can save your progress,
equip your units with weapons,
armor and items, etc.
◆ You can also bring up the menu
with ⊗.

If you move into an area containing enemy units on the world map, or touch an enemy in a dungeon, a battle will begin.

Battle Screen Layout

In battle, you and your enemy will each take turns to act. Press Ⓐ on a location without any units, or on a unit which has already acted, to display the menu.

1 Terrain effect

Shows any terrain effects at the cursor's location.

2 Unit

Blue units belong to your army, red ones are enemies, while green ones are unaffiliated. The gauge underneath shows that unit's current HP (Hit Points).

3 Unit status

Shows information about the highlighted unit. Touch any entry to read a short description.

4 Touch Menu

Touching this lets you access the following actions.
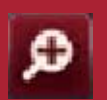
View the unit's combat animations.

	Issue commands to all units in your army who haven't yet acted, choosing from "Charge", "Improvise", "Fall Back" and "Gather".
	Check the number of units who can still act, each army's total strength, and the turn number.
	Check the message log.

On the overworld map, use Ⓐ to select Alm or Celica's army, then move it around with ◎/✛. You can visit settlements and dungeons and begin battles with enemies in this way.

✺ Mila's Turnwheel

As you progress through the game, you will unlock the ability to use Mila's Turnwheel from the menu.


✤ Viewing the past

By using Mila's Turnwheel from the overworld map menu, you can look into a character's past and view previous events triggered by using the "Talk" command in battle. You can also use amiibo (p. 17).

Turning back time

You can use Mila's Turnwheel in battle to revert the battle to a previous state. The number of times you can do this is limited, but will reset when you complete the battle, leave a dungeon or make an offering to a statue of Mila.

Within dungeons, use ◎ to move Alm or Celica around.
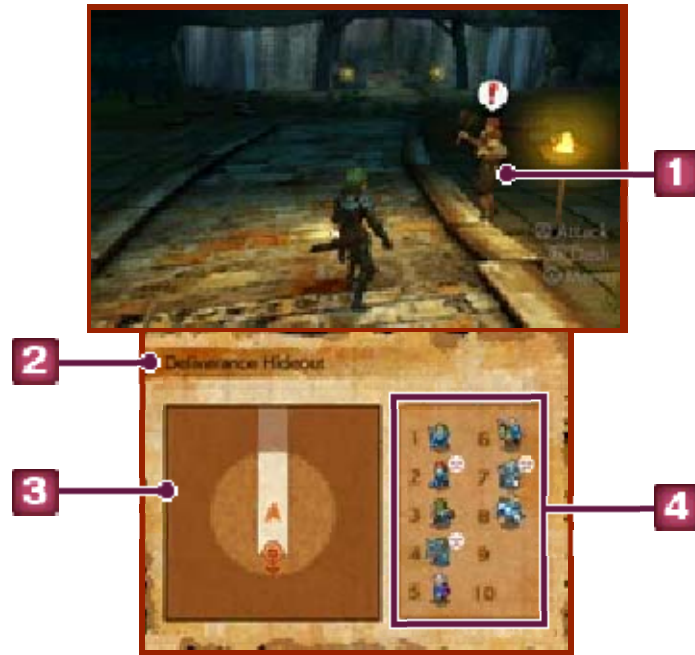
1 Enemy

If an enemy touches you, a battle will begin. (Attacking the enemy with Ⓐ before making contact lets you begin the battle with a small advantage.)
If an enemy touches you from behind, the battle will begin with the enemy's turn.

2 Dungeon name

3 Area map

🔺 indicates an enemy, while 🔸 marks allies.

4 Party members

These are the members of your party who will take part in the battles inside this dungeon. You can bring up to 10 characters. The icons on the right will show you which characters are fatigued.

About fatigue in dungeons

While inside a dungeon, battles will cause units to accrue fatigue - once the fatigue reaches a certain level, the unit's abilities will decrease. You can remove fatigue by leaving the dungeon, making offerings to a Mila idol or by using items.
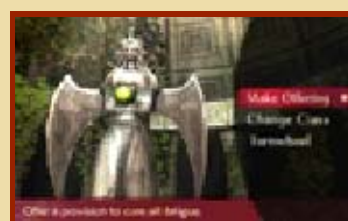
Retreating from battle

Three turns into a battle, the option to "Retreat" will become available in the menu. Select it to escape from battle and return to the dungeon. (If not in a dungeon, you will return to the world map.) Upon retreating, however, you will not receive the battle map's victory reward.

Leaving the dungeon

By selecting "Evacuate" from the menu, you can have the selected unit escape from the dungeon. If the selected unit is Alm or Celica, all party members will leave the dungeon.

Mila Idols and Sacred Springs

At Mila idols, typically found within dungeons, you can make offerings to remove fatigue, change units' classes or activate Mila's Turnwheel. You can also make a character drink the water from sacred springs to increase one of the characters' stats.

◆ Each spring will only provide a set number of drinks before drying out.

When you pass by other people carrying Nintendo 3DS systems with StreetPass enabled for this software, you can exchange profile cards.

Activating StreetPass

To activate StreetPass for this software, you will have to register your profile card.

◆ This will be done the first time you select "Connect" in the world map menu. You can also register it by selecting "StreetPass History".

Deactivating StreetPass

You can deactivate StreetPass for this software by going to the HOME Menu ⇒ System Settings ⇒ Data Management and deleting its StreetPass data.

Checking Profile Cards

From the world map menu, select "Connect" and then "StreetPass History" to see the profile cards of StreetPass users you have passed. You may also sometimes receive presents or gossip with them.

◆ Your data being sent out via StreetPass will automatically be updated whenever you select "StreetPass History".

◆ You can keep up to 50 profile cards you have received via StreetPass. If you reach that number, previously-received cards will begin to be removed, starting with the oldest. To stop a card from being removed in this way, you can mark it with a ★.

While the system is in Sleep Mode, and even while the software is not running, the SpotPass feature will periodically connect to the internet (if available) to send your play data.

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

Activating SpotPass

You can turn SpotPass off and on in the "Extras" menu on the title screen, or by going to "Connect" followed by "Connect Settings" on the world map menu.

Sending play data

Your play data is uploaded using SpotPass. You can turn sending play data off or on in the "Connect Settings" menu, available by selecting "Connect" from the world map menu.

If you connect to the internet, you can check the play stats of players in a ranking format.

Global Rankings (Online Interaction)

On the world map menu, select "Connect" and then "Global Rankings" to check the current standings.

From the world map menu, you can select "Connect", followed by "Manage DLC", and finally "Purchase DLC" to purchase paid downloadable content using the internet.
To play purchased DLC, select "Connect" on the world map menu, followed by "Manage DLC", and finally "Play DLC".

How to Purchase

1. From the world map menu, select "Connect", followed by "Manage DLC".
2. Select "Purchase DLC", touch "OK" on the touch screen, and select "Purchase Content". Then choose the DLC you wish to purchase, and select "Proceed".
   ◆ Touch "Agree" to acknowledge the conditions.
3. Select "Purchase", and the download will begin.

About Purchasing DLC

● You can check your purchased DLC in the Account Activity section of Nintendo eShop.
● Once purchased, DLC can be re-downloaded for free.
   ◆ Purchased DLC may no longer be available for re-download if you delete your Nintendo Network ID.
● 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 purchase DLC, you must have the required funds in your Nintendo eShop account balance. If you do not have the required funds, you will be prompted to add funds. Select "Add Funds" to proceed.
You will need a Nintendo eShop Card, Nintendo eShop activation code or credit card to add funds.

◆ It is possible to save the credit card details so it is not necessary to enter them every time you add funds.

◆ Saved credit card details can be removed at any time through "Settings/Other" in Nintendo eShop.

Using amiibo with Mila's Turnwheel

You can use compatible amiibo in the Turnwheel menu, available from the world map. By doing so, you can learn a new technique (using amiibo to summon units). With Alm and Celica's amiibo, you can also challenge new dungeons.

Writing data to amiibo

Scan Alm or Celica's amiibo and select "Write" to save that character's current stats to the amiibo. The next time you use the "amiibo" ability in battle, the summoned illusory warrior's strength will reflect the saved data.

Summoning amiibo in Battle

During battle, you can select "amiibo" from among Alm or Celica's abilities and scan an amiibo to summon a special illusory warrior to fight by your side. The summoned unit will differ depending on the amiibo you scan.

18 How to Contact Us

This game is published by Nintendo.

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

For technical support and troubleshooting, please visit:
support.nintendo.com