Fullblox™

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 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

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

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

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2 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.

3　Online Features

This software allows you to connect
to the internet to download new
Fullblox by purchasing Passes
(p. 11), and to receive
notifications (p. 13).

◆ 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.

4 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 Passes.

● Sharing Images/Audio/Video/Long Text Data
Restricts the creation/reading of QR Code patterns.

● StreetPass
Restricts the sending/receiving of information via StreetPass.

What is Fullblox?

Fullblox™ is an action puzzle game where you take control of Mallo and his friends to challenge puzzles called Fullblox in Fullblox Land. By pulling and pushing blocks in different directions, you create platforms that help you climb up to the goal.

Fullblox Land is home to several different attractions. You can purchase a Pass for each attraction to gain access to all sorts of Fullblox.

◆ For more information on purchasing Passes, see Page 11.

When you launch the game for the
first time, you'll be taken to the
Welcome Centre, where you can
learn the controls (p. 8) and find
out how to play (p. 9).

After Clearing the Welcome Centre
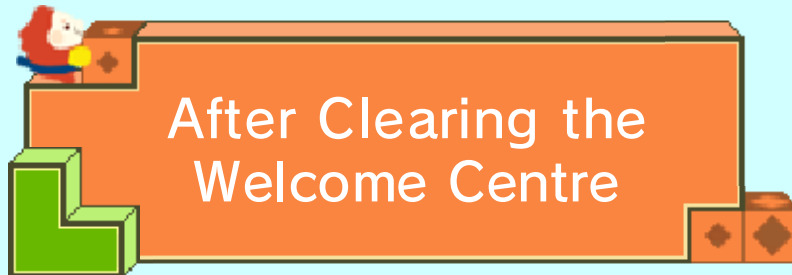
Once you've
cleared the
Welcome Centre,
launching the
game will take
you to the title
screen. Select "Enter Fullblox
Land" to bring up the Fullblox
Land menu.

Select "About Pullblox" or
"About Fallblox" to go to
Nintendo eShop and see more
information about the previous
games in the series. You can
also purchase them from there.

◆ If the Pullblox or Fallblox icons
   are already displayed on the
   HOME Menu, selecting one of
   these options will allow you to
   launch that game instead.

Menu Controls

Navigate	◎ / ✛
Confirm	Ⓐ
Go Back	Ⓑ

◆ You can also select icons using the Touch Screen.

The Fullblox Land Menu

You can select various attractions and other features here. At first, only the Help Centre and Welcome Centre are available.

◆ You can also navigate by touching ◀ / ▶, or the icons on the bottom of the Touch Screen.

Welcome Centre	Practise your Fullblox skills by taking some lessons.
Help Centre	View tutorials and change settings.

Other Modes

● You'll need to purchase
Passes (p. 11) to play in
other attractions, such as
Mallo's Playtime Plaza.
● Buy any Pass to unlock
Fullblox Studio (p. 10).

Saving Data

Game data will be saved automatically after completing the Welcome Centre, and then after you complete each Fullblox.

◆ You can manually save Fullblox you make or receive in Fullblox Studio (p. 10).

Deleting Data

Go to the Help Centre→Options→ Delete Save Data from the Fullblox Land menu.

◆ Be careful when deleting save data, as 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	◎ / ✛
Jump	Ⓐ
Grab Block	Ⓑ
Move Block	◎ / ✛ when grabbing the block
Rewind	Ⓨ
Move Camera	Ⓧ + ◎ / ✛ (+ Ⓐ to zoom)
Rotate Camera¹	Ⓛ / Ⓡ
Pause / Resume	START

¹ This option isn't available for some Fullblox.

Go to the Help Centre→ Tutorials from the Fullblox Land menu to learn more about the controls.

◆ Change the control scheme by going to the Help Centre→ Options→Control Settings.

Selecting a Fullblox

Choose a Fullblox
to play. The more
Fullblox you clear,
the more you
unlock.

◆ You can't select Fullblox in the
Welcome Centre.
◆ You can only select Fullblox in
attractions opened by purchasing
Passes.

How to Play

Make your way up to the goal by
pulling out blocks to create
platforms you can climb on. You
can pull and push blocks up to two
squares in any direction.

Lesson 5

No. 5
Level
★ ★ ★ ★ ★

Zoom

❶ Mallo

The character you control.

◆ You control a different character in each of the main attractions.

❷ Goal

This is either marked with 🟦 or 🟨.

❸ Reset Switch

Jump on this to move all blocks back to their starting position.

❹ Mallo's Position

❺ Zoom

Slide 🔼 up and down to zoom in or out on the upper screen.

More features will appear as you unlock more Fullblox.

Pause Menu

Press START to pause. From here, you can go back to the attraction area, or select "Skip to Next" to move on to the next Fullblox.

◆ The "Skip to Next" option is only available while playing through Mallo's Playtime Plaza for the first time. It can be used from Challenge 1-6 onwards.

Create your very own Fullblox, or receive them from other players by reading QR Code patterns (p. 14). This mode is available after you buy a Pass for at least one attraction.

◆ You'll mostly use the stylus in Fullblox Studio.

◆ Fullblox you've cleared are marked with 🏁. If you can make a Fullblox into a QR Code, it will be marked with ▦.

Getting Started

Select an empty slot and touch "Create". From there you can choose between two modes.

◆ 3D Mode

Create a three-dimensional Fullblox with multiple layers.

◆ Unlocked after you play at least one 3D Fullblox in one of the attractions.

2D Mode

Create two-dimensional Fullblox. You can also create much larger Fullblox in this mode.

◆ The bigger canvas is unlocked after you've saved ten or more Fullblox in Fullblox Studio.

Creating Fullblox

Touch the canvas to place blocks and gadgets and more. When you're finished, touch "Done" to save.

◆ Touch "Test" to try out your new Fullblox while you're working on it.

❶ Tools

❷ Help

Touch 🔲, followed by the area of the screen you want to find out more about.

❸ Canvas

Play Custom Fullblox

To play a Fullblox saved in the Studio, select its save slot and then touch "Play".

Editing / Deleting

To edit a Fullblox, select its save slot and touch "Edit" to make changes. Touch "Delete" to erase it entirely.

◆ Be very careful when deleting data. Once deleted, it cannot be recovered.
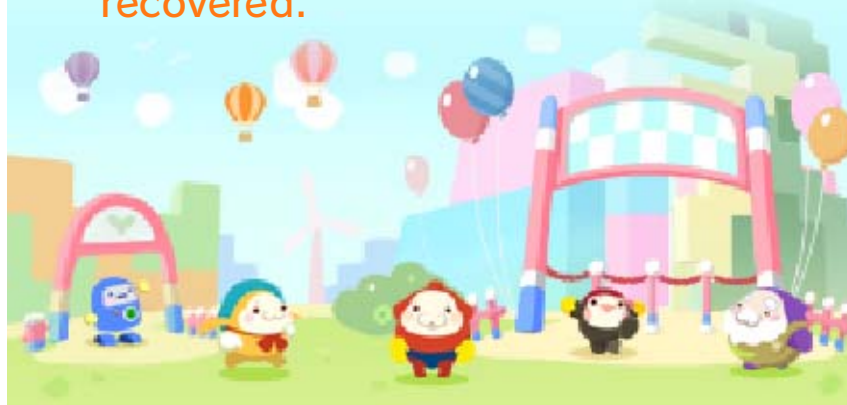
Passes let you enter new attractions, each with their own selection of Fullblox. You can purchase them from Nintendo eShop (wireless internet connection required) at the entrance to each attraction.

How to Purchase

1. Select the attraction you want to enter on the Fullblox Land menu.
2. Follow the on-screen prompts to purchase the Pass for that attraction from Bappo.

◆ Read the purchase information carefully before proceeding.

About Purchasing Passes

● You can check your purchased Passes in the Account Activity section of Nintendo eShop.
● Once purchased, Passes can be re-downloaded for free.

Adding Funds

You must have sufficient Nintendo eShop funds to purchase Passes. If you do not have enough funds, you can touch "Add Funds" to add more.

A Nintendo eShop Card or a credit card is needed to add Nintendo eShop funds.

◆ To save time when adding Nintendo eShop funds again, it is possible to register the credit card information and protect it with a password.

◆ The credit card information can be deleted at any time in Nintendo eShop by going to the Menu and selecting "Settings/Other".

Exchanging Favourites (StreetPass™)
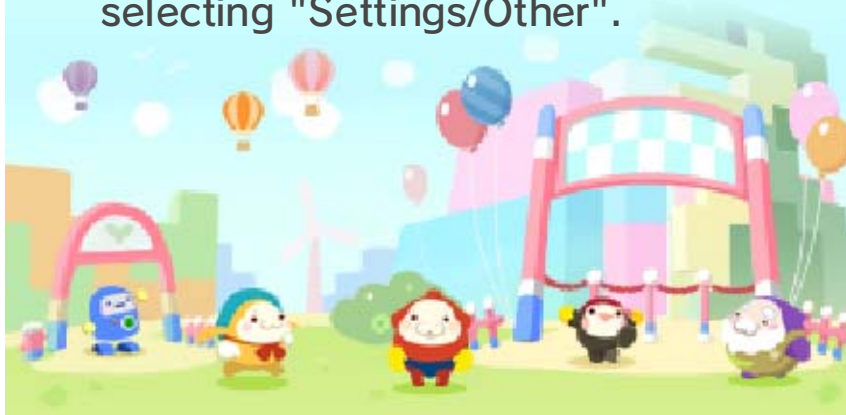
If you pass by another player who has StreetPass registered for this software, you will automatically exchange favourites data.

Registering a Favourite

Whenever you clear a Fullblox, you can register it as your favourite one.

Viewing Received Favourites

In the Fullblox Land menu, select Help Centre→Extras→StreetPass.

⬛ How to View Favourites

You can view the details of a favourite Fullblox on the upper screen by selecting it.

◆ If the Fullblox displayed on this screen are from an attraction you don't have access to, you can purchase the Pass for it.

Activating StreetPass

You can activate StreetPass using one of the following methods.

● Select "Register as Favourite" after clearing a Fullblox.
● Select Help Centre→Extras→ StreetPass in the Fullblox Land menu.

Deactivating StreetPass
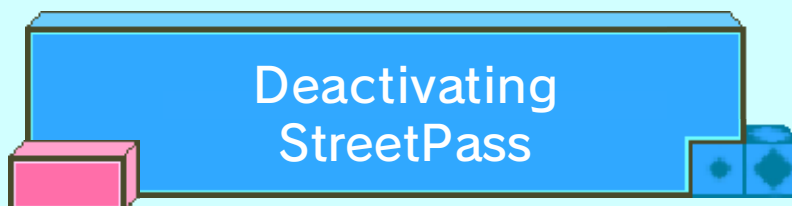
To deactivate StreetPass, open the System Settings from the HOME Menu and select "Data Management", then "StreetPass Management".
Touch the icon for this software title, then select "Deactivate StreetPass".

Notifications / Data Sharing (SpotPass™)

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). It can then receive notifications and share usage data with Nintendo.

◆ 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
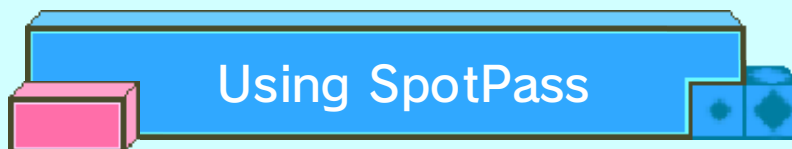
Receiving Notifications

From the Fullblox Land menu, select Help Centre→Options→ SpotPass Setting, then select "On".

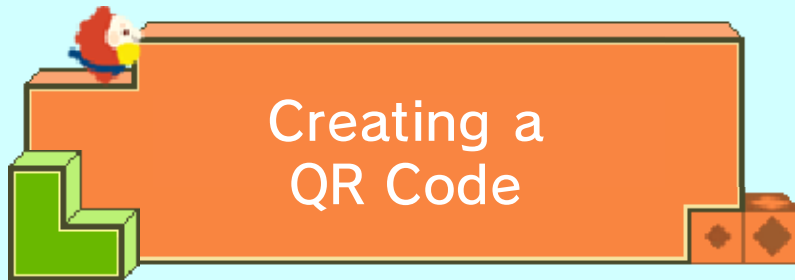◆ You can deactivate this at any time.

Sharing Usage Data

From the Fullblox Land menu, select Help Centre→Options→Data Sharing, then select "On".

◆ You can deactivate this at any time.

In Fullblox, you can receive
Fullblox other people have created
by reading QR Code patterns, or
share Fullblox you've created by
making your own QR Code
patterns.

Creating a
QR Code

In Fullblox Studio, select the
Fullblox you want to share and
touch the "QR Code" icon at the
top right of the Touch Screen.

Important

● Before you can make a QR Code out of a Fullblox you've created, you have to play it and clear it. Any Fullblox marked with 📷 can be made into a QR Code.

● A Fullblox marked with 🔒 cannot be copied, edited or made into a QR Code.

● If you save a Fullblox made in 3D Mode by reading its QR Code, you won't be able to edit it and create another QR Code for it.

● Fullblox Cards containing QR Code patterns are saved to the SD card's DCIM folder (e.g. DCIM\100NIN04) as JPEG images.

Reading a QR Code

Follow these steps to read a QR Code.

1. Select an empty save slot in Fullblox Studio and touch the "Read QR Code" icon at the bottom right of the Touch Screen.

2. Select whether to use the camera to read a QR Code, or to use a Fullblox Card saved on the SD card.

Using the Camera

Using the system's camera, align the QR Code so that it fits within the frame.

◆ If there is more than one QR Code stored on the same Fullblox Card, follow the on-screen instructions.

Reading from a Fullblox Card

The software can read QR Code patterns saved to the DCIM folder on the SD card. Select the Fullblox Card to see the Fullblox on the top screen, then select "Yes" to save it to Fullblox Studio.

15 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