Picross 3D™: Round 2

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/documents/

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.

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

CTR-P-BBPP-00

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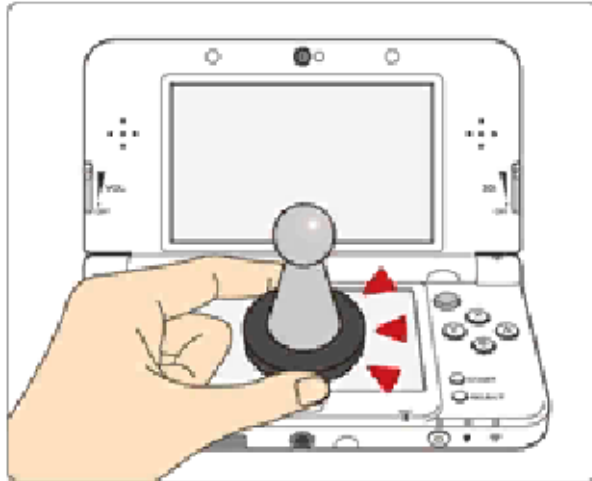
This software supports :amiibo: .
You can use compatible amiibo™
accessories by touching them to the
Touch Screen of a New
Nintendo 3DS/New Nintendo 3DS XL
system.

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)

◆ 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.

Picross 3D™: Round 2 is a puzzle
game in which you discover shapes
that are hidden inside blocks of
cubes. Coloured numbers help you
determine which cubes to mark with
blue or orange paint and which to
remove in order to reveal those
hidden shapes.

Select/Confirm	Tap item
Rotate block	Touch lower screen and slide in desired direction
Remove cube	Tap cube (holding ✛ or Ⓧ)
Mark cube with blue paint (🟦)	Tap cube (holding ✛ or Ⓨ)
Mark cube with orange paint (🟧)	Tap cube (holding ✛ or Ⓑ)
Flag cube with blue pencil (🟦)	Tap cube (holding Ⓛ or Ⓡ)
Flag cube with orange pencil (🟧)	Tap cube (holding ✛ or Ⓐ)

◆ To consecutively remove, mark or flag a series of connected cubes in a single row or column, perform the desired action on one cube and then slide the stylus across the other cubes, all while keeping the button for that action held down.

◆ Certain controls can also be performed using the Circle Pad. Go to "Controls" in the game's Settings menu to change or

review your control options.

The first time you play the game, you'll be treated to a welcome sequence when you tap the lower screen at the title screen. During this sequence, you will be asked to pick a membership card and enter your name, and then your save data will be created.

Starting a New Game

This game supports three different save files. To start a new game, tap an unused membership card.
You'll be asked to enter your name, and then your save data will be created. Once this process is complete, simply tap on your new membership card to start your new game.

Continuing a Game

To continue a game, simply tap on your membership card. The number of stamps on your membership card corresponds to your total number of points (p. 8), and your membership card's design changes as you fulfil certain conditions.

Menu Screen

The following options are accessible via the Menu screen.

Puzzles

Select this option to visit the café's library (p. 7), from where you can select books and play puzzles.

Quick-Save Data

If you have created quick-save data (p. 6), this option will appear. Tap it to pick up your suspended puzzle right where you left off.

Settings

This menu contains three different tabs. Tap a tab to review or change its settings options.

Game	On this tab, you can toggle the Help and Bomb support features on or off and change the background art and music for puzzles.
Controls	Here you can edit the controls and choose whether to use the buttons or the Circle Pad while solving puzzles.

Other	This tab enables you to adjust the volume of the background music and sound effects, change the name that appears on your membership card, and delete your save data.

Saving Data

Your game progress is automatically saved whenever you solve a puzzle or change a setting.

Creating Quick-Save Data

Creating quick-save data allows you to save your progress on a puzzle so you can exit to the Menu screen and come back to the suspended puzzle later. To create quick-save data, tap 🔲 during a puzzle and then tap "Quick Save". To resume play using quick-save data, select "Quick-Save Data" on the Menu screen.

Deleting Data

To delete a specific save file, tap the membership card that corresponds to that save file, then select "Settings" on the Menu screen. From there, tap the "Other" tab, select "Delete Data" and then follow the on-screen prompts.

To delete all save data, launch the game from the HOME Menu and then hold down Ⓐ+Ⓑ+Ⓧ+Ⓨ from the time the Nintendo 3DS logo fades to the time the title screen is displayed.

◆ Once deleted, data cannot be recovered, so please be careful.

● 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.

The Café's Library

The café's library is home to a variety of books - each volume contains several puzzles. Tap a book to open its puzzle-selection screen. To navigate between the shelves, either slide your stylus left or right across the lower screen or tap the small grey arrow icons on the lower screen.

Books that bear the lock icon (🔒) can only be selected once you've cleared their unlock conditions. If you're not sure of a book's unlock condition, simply tap that volume to see it displayed on the upper screen.

Unlocking amiibo Puzzles

Once you've cleared enough puzzles, a new book bearing the "a" from the amiibo logo will appear in the café's library. When you tap this volume, you'll be taken to its puzzle-selection screen, where you'll find an icon bearing the full amiibo logo. Tap this icon, and then scan supported amiibo to unlock various amiibo puzzles.

Selecting a Puzzle

To begin a puzzle, simply tap a selected icon on a book's puzzle-selection screen (p. 8).
If you wish to change your difficulty setting before starting a puzzle, simply tap the difficulty icon that's displayed in the bottom right of the lower screen on the puzzle-selection screen first, and then select a new setting (more stars means a greater difficulty). Complete puzzles to earn points and jewels (p. 8). Once you've cleared every puzzle in a book, that book is considered complete. Puzzles can be replayed at any time, regardless of whether their books are already complete.

📦 Viewing Galleries

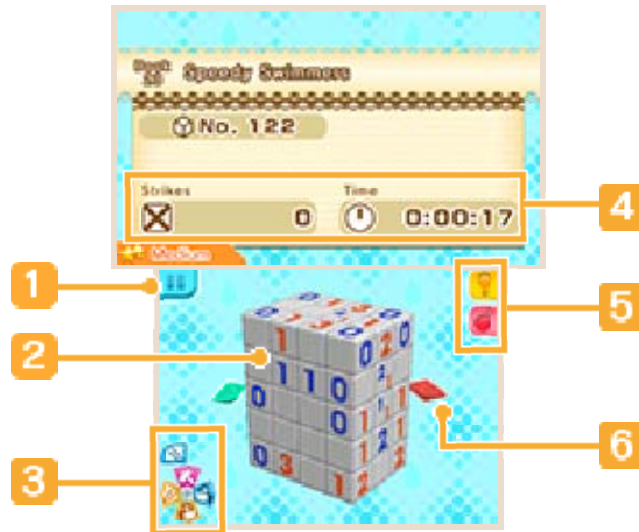To learn more about a shape you've found, go to its book's puzzle-selection screen and tap ⬜ to access the book's gallery.

Whenever a gallery is added to your collection or updated, 🔵 will be displayed on that icon as well as next to the book's number in the library.

Puzzle Screen

1 Pause icon

Tap this icon to open the Pause menu, from which you can restart the puzzle, quit to the puzzle-selection screen or create quick-save data that captures your progress so you can come back to the puzzle later. If you choose to create quick-save data, tap "Quick-Save Data" on the Menu screen to access it later (p. 5).

2 Block of cubes

To rotate the block of cubes, simply touch your stylus to the lower screen and then slide it in the direction you want the block to turn.

3 Control guide

Here you can see the controls that are currently set for removing, marking and flagging cubes.

4 Puzzle info

Here you can see how many strikes you've made so far and how much time has passed during this attempt. The current book that the puzzle belongs to, puzzle number and book number are also listed above.

◆ During certain puzzles, your remaining time is displayed here instead of how much time has passed.

5 Support icons

Tap these icons to make use of the Help (💡) and Bomb (🍎) support features (p. 9).

6 Slicers (p. 9)

Results Screen

When you complete a puzzle, the results screen is displayed. It shows how many points you currently have as well as your clear time, total number of strikes, points earned and the jewel earned from this attempt.

1 Clear points

Here you'll see the base number of points you earned simply for clearing the puzzle.

2 Strike bonus

The fewer strikes you get during a puzzle, the higher this point bonus will be.

The faster you clear a puzzle, the higher this point bonus will be.

The harder the difficulty at which you clear a puzzle, the higher this point multiplier will be.

Here you can see the jewel and points you earned. There are four different types of jewel in total: △, ◲, ⬠, ◆. The more points you earn on a puzzle, the better the jewel you'll receive.

◆ Your total points are calculated by adding up your clear points, strike bonus and time bonus, then multiplying that number by your difficulty multiplier.

Understanding Coloured Numbers

Each puzzle block is made up of horizontal rows and vertical columns of cubes. The trick to finding the shape hidden inside a block is learning how to interpret the coloured numbers that appear on the ends of that block's rows and columns. A blue number indicates how many blue cubes are present within a row or column, while an orange number indicates how many orange cubes are present within a row or column.

◆ To learn more about how to solve puzzles, play through any books you unlock that bear the following symbols:

Normal Numbers

Normal numbers indicate that the cubes of their colour within a row or column are connected. For example, **3** indicates the presence of three connected blue cubes - the images below show two possibilities of where these three connected blue cubes might be hidden in a row four cubes long.

or
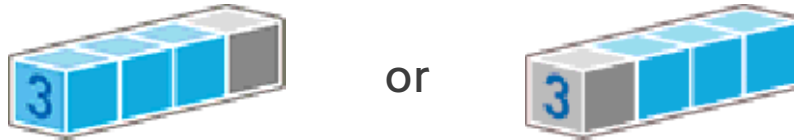
Circle Numbers

When a number is enclosed in a circle, as seen in the examples below, it means that the indicated cubes are not all connected – rather, they are divided into two groups within that row or column. For example, ③ indicates the presence of three blue cubes that are divided into two groups – the images below show two possibilities of where these three blue cubes might be hidden in a row four cubes long.


or
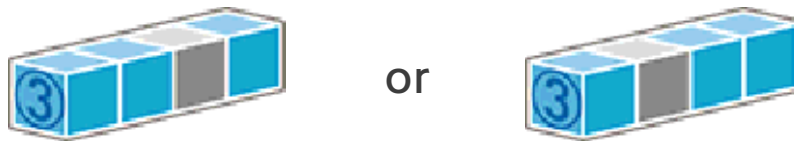
Square Numbers

When a number is enclosed in a square, as seen in the examples below, it means that the indicated cubes are not all connected – rather, they are divided into at least three groups within that row or column. For example, ④ indicates the presence of four blue cubes that are divided into at least three groups – the images below show two possibilities of where these four blue cubes might be hidden in a row seven cubes long.
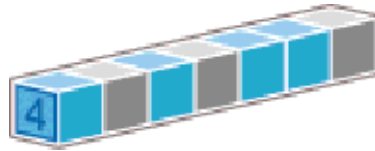
or
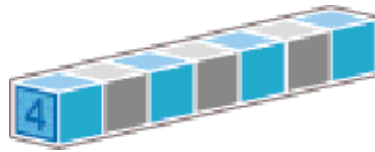
📦 Dual Numbers

Dual numbers, as seen in the examples below, indicate that a row or column contains both blue and orange cubes. For example, $\begin{smallmatrix}3\\1\end{smallmatrix}$ indicates the presence of three blue cubes and one orange cube – the images below show two possibilities of where these four coloured cubes might be hidden in a row four cubes long. Note that individual numbers within a pair of dual numbers can be circle numbers or square numbers too.

    or

Slicers

Slicers enable you to look at the layers of cubes that are tucked away inside a block. One looks like a blue diamond, while the other looks like a red diamond. To use a slicer, touch and hold your stylus to it and then slide it through the block until you see the layer you want to work on. To return to the default view, either slide the active slicer out the same way or double tap it.

Bomb

The bomb is a support feature that removes all the blocks in 0 rows and columns for you. To use the bomb during a puzzle, simply tap .

Help

Help is a support feature that provides you with hints when you're stuck. While a hint is displayed, you'll be shown a column or a row where there's something to remove, mark with paint, or flag. To get a hint during a puzzle, simply tap 💡. When you're all done with the current hint, tap 💡 again to close it. You can get hints as often as you want.

10　How to Contact Us

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

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