TOP SECRET

STEELDIVER™

*T*his seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Original
Nintendo
Seal of Quality
™

Thank you for selecting the STEEL DIVER™ Game Card for Nintendo 3DS™.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo 3DS system, Game Card or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet (Important Information Leaflet). Always save these documents for future reference.

This Game Card will work only with the European/Australian version of the Nintendo 3DS system.

WARNING! This video game is copyright protected! The unauthorised copying of this game may lead to criminal and/or civil liability.

Download Play

Supports multiplayer games via local wireless communication. One player must have a copy of the software.

To all new recruits.

Welcome to Steel Divers.

Our elite fleet of strike submarines operates on the front lines

providing surveillance, attack and defence.

Your efforts will be critical in the future, and we look

forward to hearing of your daring exploits.

Make us proud!

FOR YOUR
EYES ONLY

Board of Directors
Steel Divers

CONTENT

Touch the Steel Diver™ icon on the HOME Menu, then touch OPEN to start the game.

Close your Nintendo 3DS™ system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

The in-game language depends on the one that is set on the system. This game 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 game. 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 Operations Manual, "System Settings".
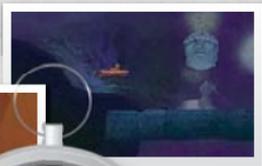
BASIC CONTROLS

• *Game control is mainly achieved via the Touch Screen, with buttons being used to control just a few operations. See **pages 8 and 9** for details of submarine controls, and **pages 10 and 11** for periscope controls.*

• *For general information, please refer to the Nintendo 3DS Operations Manual.*

3D Screen

Touch Screen

START *Pause Menu*

Note: *In this manual, 3D Screen images are shown with a white border* ☐ *, and those for the Touch Screen are shown with a grey border* ☐ *.*

PILOTING THE SUBMARINE – Missions

The submarine is operated using the control panel displayed on the Touch Screen. While there are some differences depending on submarine type, basic control is the same for all types.

Sea Chart

Touch this to zoom in or out on your submarine's position.

Masker

This device releases air bubbles to confuse inbound homing missiles. Using it depletes air, which can be monitored on the air gauge.

Air Gauge

Indicates the amount of air available for the Masker. When this gauge is empty, the Masker can no longer be used.

Speed Slider

Use this to control the submarine's forward or backward speed. The more the slider is moved to the left or the right, the faster the submarine will move. Move the slider to the central position to bring the submarine to a halt.

Anticipate submarine movements.

Control response is delayed.

Health Bar

Shows how much damage the submarine has taken. Collisions and enemy attacks will reduce health. If it reaches zero, the submarine will sink. Surfacing the submarine will restore both health and air.

If there is a leak, touch and hold to repair it!
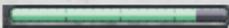
Depth Slider

Use this to make the submarine move vertically. The more the slider is moved up or down, the faster the submarine will move toward the surface or dive deeper. Move the slider to the central position to maintain the same depth.

Torpedo Launch Button

Launches torpedoes in the forward direction. Be careful – they take a little while to reload.

Pitch Wheel

Use this to adjust the pitch of the submarine, and touch and hold the centre to level out.

Note: The ND-01 Manatee does not have a pitch wheel, but is able to fire missiles vertically.

OPERATING THE PERISCOPE – Periscope Strike

The periscope is operated using the control panel displayed on the Touch Screen. The periscope is operated in exactly the same way regardless of submarine type.

Rotate with the Nintendo 3DS to rotate the field of view.

Grip the Nintendo 3DS firmly.

Take due consideration of your surroundings when rotating!

Remaining Enemy Vessels

×01 ×01 06

Elapsed Time or Time Remaining

00:23:56

Periscope Zoom Lever

Use either the Touch Screen or the ✚ Control Pad to raise or lower the lever, and zoom in or out on your enemy.

Torpedo Launch Button (A)

Touch the button to launch torpedoes in a forward direction. Be careful – they take a little while to reload.

Sonar – *Use sound waves to find enemy subs*

The sonar is displayed when attacking enemy submarines.
Touch the sonar panel to locate the enemy.

Dive Lever (B)

Touch and slide down to avoid enemy attacks with a rapid dive.

Heading Control

Rotate your field of view by touching and sliding left or right.

*Note: You can quit the current mission at any time from the Pause Menu.*

MAIN MENU

The following game modes are available from the Main Menu.

Missions

Here you can play through the campaign missions or time trial courses.

When choosing a submarine, you can select GHOST to see your own or the Dev Team ghost. Select DECALS to attach a decal that you have previously won.

*Note: A brief, time-limited version of **Periscope Strike** is awarded after successful completion of a campaign mission.*
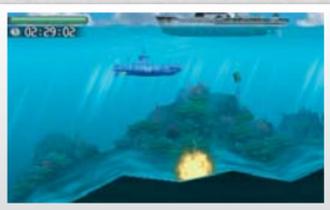
Periscope Strike

Operate the periscope to find enemy vessels in the periscope view, and then fire your torpedoes to sink them.


▶ **Ghost**

When displayed during a mission, this shows the ghost image of a previous voyage.

If MY GHOST is selected, the ghost of the best previous mission record is shown; and

if DEV TEAM GHOST is selected, the record set by the Dev Team is shown.

Beat the Dev Team ghost and you'll be awarded a medal!

Steel Commander

Steel Commander *is a turn-based strategy game played on sea maps divided into hexagonal spaces. The player takes turns moving units and engaging the enemy in the periscope view, with the ultimate goal of sinking the enemy's supply ships. You can also win by destroying the enemy's submarine. Play against the CPU in* **Single Player**, *or against another player via* **Download Play**, *as explained on* **page 14**.

→ *Note:* For details, select HOW TO PLAY in Steel Commander.

Save Data

Player progress is automatically saved during the game.
To delete save data, select SAVE DATA from the **Main Menu** *and then choose the mode.*
Note: *Once erased, save data cannot be recovered.*

▶ **Decals**

Decals are won during the bonus **Periscope Strike** challenge following the successful completion of a campaign mission. These decals may then be attached to the submarine on subsequent missions. If the required number of a particular decal have been won, then a special power will be activated that will be effective when that decal is applied.

Here is an explanation of how to play using Nintendo 3DS Download Play. 2 players can participate using a single Game Card.

You Will Need:

Nintendo 3DS system . . . . One for each player
STEEL DIVER Game Card . . . . One

Connection Procedures

Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. The **HOME Menu** will be displayed.
3. Touch the STEEL DIVER icon, then touch OPEN.
4. Select STEEL COMMANDER from the **Main Menu**, and then DOWNLOAD PLAY. A detailed description of the **Main Menu** may be found on **pages 12 and 13**.

Client System:

1. Turn the power on. The **HOME Menu** will be displayed.
2. Touch the Download Play icon, then touch OPEN.
3. Touch NINTENDO 3DS. The **Game List Screen** will appear.
4. Touch the STEEL DIVER panel.
5. You will be asked to confirm your choice. Touch YES to download game information from the host system.

- DO NOT use wireless communication in prohibited areas (such as in hospitals, on aeroplanes etc).
- If you are using your Nintendo 3DS system in a prohibited area and the wireless LED is blinking, wireless communication is active. Push the wireless switch immediately to disable it.

Guidelines for Communications

For best results when using wireless communication, follow these guidelines.

Begin within 10 metres

- Begin with the distance between systems at about 10 metres (approx. 33 feet) or less and move closer or farther apart as desired, keeping within 20 metres (approx. 66 feet) or less.
- Avoid having people or other obstructions between the systems.
- Ensure that wireless communication is enabled. If the wireless LED is not lit, push the wireless switch to enable wireless communication.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

NOTES

IMPORTANT HEALTH AND SAFETY INFORMATION

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.

WARNING – USING 3D FEATURE

- The use of the 3D feature by children aged six and under may cause vision damage. Therefore it is recommended that only children over six should use the system in 3D mode and if children aged six and under have access to the system, parents or legal guardians should restrict the display of 3D images using the Parental Controls feature.
- Do not use the 3D feature if you have a binocular vision disorder such as strabismus, or if you only have sight in one eye. Viewing 3D images can exacerbate these conditions and lead to fatigue and discomfort. Observe careful usage and take a break of 10 to 15 minutes every half hour. If you experience symptoms listed below, adjust the 3D effects to a comfortable level or set the display to only use 2D images.
- Do not view unclear 3D images for extended periods of time. Prolonged viewing of unclear 3D images, such as double images, can lead to eye strain, dryness of the eyes, headaches, stiff shoulders, nausea, dizziness, motion sickness, fatigue and7or discomfort.
- Everyone has a different way of viewing 3D images. For information on how to view 3D images properly please refer to the relevant pages of the Operations Manual. If you experience any of the symptoms above, adjust the 3D effects to a comfortable level or set the display to use only 2D images. Depending on your physical condition and your surrounding environment, you may be unable to see 3D images properly. If this is the case, disable the 3D feature.
- Please refrain from using the 3D feature while travelling as a passenger in cars or on public transport. Constant shaking can lead to 3D images becoming unclear, causing nausea and eye strain.

Be sure to observe the following to ensure your well-being during the use of this product:

- Do not attempt to use this system if you are feeling tired or unwell. Depending on your physical condition, doing so can lead to fatigue and discomfort.
- If you experience fatigue or discomfort in your eyes, head, shoulders or anywhere else, stop playing immediately and take a break. If the symptoms persist, set the display to only use 2D images.
- Avoid excessively long play sessions. Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.

WARNING – SEIZURES

- Some people (about 1 in 4,000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should supervise children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms such as: **Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation**.

To reduce the likelihood of a seizure when playing video games, follow these precautions:

- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D function).

WARNING – EYESTRAIN AND MOTION SICKNESS

Playing video games can make your eyes hurt after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also cause motion sickness in some players. Follow these precautions to avoid eyestrain, dizziness or nausea:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these precautions to avoid problems such as tendonitis, carpal tunnel syndrome or skin irritation:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as **tingling, numbness, burning or stiffness**, stop and rest them for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING – RADIO FREQUENCY INTERFERENCE

The Nintendo 3DS system can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS system within 25 centimetres (10 inches) of a pacemaker while using wireless communication.
- If you have a pacemaker or other implanted medical device, do not use wireless communication without first consulting your doctor or the manufacturer of your medical device.

Important Safety Information for use of Nintendo 3DS on board aeroplanes, in hospitals and airports

- Operation of the Nintendo 3DS system with wireless communication NOT active may be allowed on board aeroplanes, in hospitals, and in airports as with any other non-wireless device.
- You will know when wireless communication is active on your Nintendo 3DS system when the yellow wireless LED is lit, to indicate that communication is enabled, or is blinking, to indicate that wireless communication is in progress. The wireless LED will blink when you are using in-game multiplayer features or transferring a game/feature to/from another unit. Observe and follow all regulations and rules regarding the use of wireless devices in locations such as hospitals, airports, or on board aeroplanes.
- In order to comply with airline regulations, do not use wireless communication functions while on board an aeroplane. Operation in these locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

IMPORTANT: The Nintendo 3DS system allows you to disable wireless communication for all system features. To enable/disable wireless communication, use the wireless switch on the system.

WARNING – WIRELESS COMMUNICATION

The Nintendo 3DS system offers various applications allowing your Nintendo 3DS system to communicate using wireless communication. To enable/disable wireless communication, use the wireless switch on the system.

IMPORTANT: The Nintendo 3DS system may automatically connect to the internet when wireless communication is enabled. If you want to avoid such connection, please disable all wireless communication by using the wireless switch of the Nintendo 3DS system. A broadband internet connection and a wireless access point or a Nintendo Wi-Fi USB Connector are required in order to enjoy certain Nintendo 3DS Services. You are responsible for any internet connection fees. We therefore recommend you make sure that you have high-speed internet access, with no restrictions on usage and downloading time, before using such services in order to avoid additional Internet charges being incurred when using such services. The Nintendo 3DS Services are not available in all countries; visit http://3dsservices.nintendo-europe.com for details.

The Nintendo 3DS Services are governed by the Nintendo 3DS Service User Agreement and Privacy Policy. For more details please visit http://3dsservices.nintendo-europe.com.

Keep the following in mind regarding the use of wireless communication:

- 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 and friend cards 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 or friend cards 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 and that you do not share friend cards with 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.

- As far as Nintendo servers are involved in any wireless communication, please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems.

GAME CARD PRECAUTIONS/MAINTENANCE

1. Avoid touching the connectors with your fingers. Do not blow on them or allow them to get wet or dirty. Doing so may damage the Game Card and/or the Nintendo 3DS system.

2. Game Cards are high precision electronic devices. Do not store them in places that are very hot or cold. Do not hit, drop or otherwise abuse them. Do not attempt to take them apart.

3. Do not clean with paint thinner, alcohol or any other solvent.

4. Always check the Game Card edge connector for foreign material before inserting the Game Card into the Nintendo 3DS system.

STEELDIVER

(Nintendo)®