

Super Smash Bros. for Nintendo 3DS

1 Important Information

Basic Information

2 Information Sharing

3 Online Features

4 Parental Controls

The Basics

5 What Kind of Game Is This?

6 Starting a Game

7 Saving and Deleting Data

Actions

8 Moving

9 Attacking

10 Shielding

Setting Up a Match

11 Starting Out

12 Basic Rules

13 Items

Mode Introduction

14 Smash

15 Online (Battle)

16 Online (Others)

17 Smash Run

18 Games & More

19 StreetSmash

Miscellaneous

20 amiibo

21 Playing with amiibo

22 Posting to Miiverse

23 Add-on Content

24 SpotPass Notifications

Fighters

25 Mario/Donkey Kong/Link

26 Samus/Yoshi/Kirby

27 Fox/Pikachu/Luigi

28 Captain Falcon/Peach/Bowser

29 Zelda/Sheik/Marth

30 Meta Knight/Pit/ZS Samus

31 Ike/Charizard/Diddy Kong

32 King Dedede/Olimar/Lucario

33 Toon Link/Villager/Trainer

34 Rosalina/Little Mac/Greninja

35 Palutena/Robin/Shulk

36 Sonic/Mega Man/PAC-MAN

37 Mii Fighters

Support Information

38 How to Contact Us

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 Nintendo 3DS™ and Nintendo 3DS™ XL systems.
- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual also apply to Nintendo 2DS™ systems, excluding references to features which make use of 3D visuals. 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 eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.

You can change the in-game language by changing the language setting of your system. 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 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.

© 2014 Nintendo Co., Ltd.

Original Game:

© Nintendo Co., Ltd. / HAL Laboratory, Inc.

Characters: © Nintendo Co., Ltd. / HAL Laboratory, Inc. / Pokémon. / Creatures Inc. / GAME FREAK inc. / SHIGESATO ITOI/APE inc. / INTELLIGENT SYSTEMS / SEGA / CAPCOM CO., LTD. / BANDAI NAMCO Games Inc. / MONOLITHSOFT

Trademarks are property of their respective owners. Nintendo 3DS is a trademark of Nintendo.

 This product uses the LC Font by Sharp Corporation. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.

 V-1403771

 Sora

CTR-P-AXCP-03

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

Connecting to the internet via this game will allow you to do the following.

- Battle online (p. 15)
 - Send/receive short messages (p. 15)
 - Spectate in or post replays (p. 16)
 - Post snapshots and Mii Fighters (p. 16)
 - Use Miiverse™ features (p. 22)
 - Purchase add-on content (p. 23)
- ◆ Please note that your profile may be visible to other players worldwide.
- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.
- ◆ To use Miiverse features, you must have already launched Miiverse and completed the initial setup.

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.
- Nintendo 3DS Shopping Services Restricts the purchase of add-on content.
- Miiverse Restricts the posting and/or viewing of snapshots and Miiverse posts. It is possible to restrict posting only, or to restrict both posting and viewing.
- Online Interaction Restricts online battles with other players, and the sending and receiving of short messages, snapshots, replays and Mii Fighters.
- StreetPass™ You can restrict use of the StreetPass function for playing StreetSmash.

5

What Kind of Game Is This?



Mario, Link, Kirby and a whole load of other characters jump outside the borders of their own series to battle each other! Through different kinds of attacks, they try to launch each other into the air and off the stage. With wireless play, you can battle nearby friends or fight players from around the world.

Launching Enemies

1. Damage Them

Increase the total damage of your enemies by hitting them. The higher a fighter's damage, the farther they will be launched when hit.



2. Hit Them with Smash Attacks

Use powerful smash attacks to send opponents flying out of the battlefield.



Recovering

Even if you've been launched away from the stage, you can jump and use other moves to try and return. Don't give up!





When you first start the game, you will be asked to set up SpotPass™ settings (p. 24).



Choose a play mode or other option.



Smash	Choose a fighter and a stage, and then battle (p. 14).
Online	Connect to the internet to fight in online multiplayer battles and spectate the battles of others (p. 15-16).

Smash Run	Fight enemies in an expansive labyrinth, then use your powered-up fighter in a random type of Smash battle (p. 17).
Games & More	A collection of different modes. Here you can play Classic mode, hone your skills in the Stadium, customise your fighters, watch replays you have saved and more (p. 18).
Challenges	You'll receive rewards (such as trophies and custom special moves) for fulfilling certain conditions while playing the game.
StreetPass	Play StreetSmash (p. 19).

Wii U

Connect to Super Smash Bros.™ for Wii U to use your Nintendo 3DS system as a controller and exchange custom fighters between your Nintendo 3DS system and Wii U™ console.

Manual

Touch the manual icon on the lower screen to view the electronic manual.

Notices & AOC Shop

Touch "Notices & AOC Shop" on the lower screen or press (Y) to see notices. On the Notices screen you can also touch "AOC Shop" or press (Y) to open the AOC Shop where you can buy add-on content (p. 23).

Navigating Menus

Navigate the menus with the following controls.

Choose a field	+ / ○
Make a selection	(A)
Cancel	(B)

- ◆ You can also use the Touch Screen in some menus.

New Nintendo 3DS

Any references to ZL, ZR or ○ (the C Stick) in this manual apply only to the New Nintendo 3DS/3DS XL systems.





Saving Data

Any progress you make or settings you change will be saved whenever you end a battle or adjust the settings.



Deleting Data

After starting the game, wait until the Nintendo 3DS logo disappears. Before the title screen appears, press and hold $\text{A}+\text{B}+\text{X}+\text{Y}$ to delete all save data.

- ◆ Deleted data cannot be recovered, so be careful.
- ◆ Make sure you have downloaded the latest update for the software before deleting data. If you have not done so, you will not be able to delete data that came from a system which has the latest update.

- Do not turn the power off, reset the system or remove the Game Card/SD Card 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 to the loss of save data. Any modification is permanent, so be careful.

If You Own the Downloadable Version

If you copy your software onto a PC or other storage media, please be aware that you will not be able to use the associated save data even if you copy it back onto the SD Card. It is not possible to back up your save data.





Walking

Use **○** to walk. Your speed will change depending on how much you slide it to the left or right.

Dashing

Quickly tap **○** left or right to dash. As long as you hold **○**, you will keep dashing.

Crouching

Slide **○** down to crouch and reduce the amount of knockback that results from enemy attacks.

Dropping Through Platforms

Quickly tap **○** down to drop through platforms.

- ◆ Not all platforms can be dropped through.

Jumps and Mid-Air Jumps

Jump by tapping **○** up or by pressing **⊗** or **⊙**. You can then jump while in mid-air by tapping **○** up or tapping **⊗** or **⊙** again.

Footstool Jump

When above an enemy, press ⊗ or ⊙ or tap ○ up to spring off them and jump even higher.

Grabbing Edges

If you get close enough to an edge, you'll grab onto it. Sliding ○ towards the edge, jumping or pressing the attack button will let you climb up in a variety of ways.



- ◆ Some fighters have special moves or tools to grab onto ledges.

Taunting

Use + to taunt. Different taunts will happen depending on the direction you press.



- ◆ Taunting leaves you exposed to enemy attacks; taunt wisely.





Standard Attacks

Perform standard attacks with **A**, and press **A** repeatedly to execute a series of attacks. With some fighters, you can hold **A** to attack continuously until you catch an opponent, and then automatically unleash a series of standard attacks.

Strong Attacks

Slide and hold **○**, then press **A** to perform a strong attack. Attacks differ depending on the direction you slide **○**.

Smash Attacks

Tap **○** and press **A** at the same time, or tap **○**, to deliver a smash attack and launch your enemy.

Smash Hold

Tap **○** and hold down **A**, or hold **○** in a certain direction, to charge up power, then release to deliver a very powerful smash attack.

Dash Attacks

Press **A** while dashing.

Air Attacks

While airborne, press **A** to perform attacks. Sliding **C** and pressing **A**, or sliding **D**, will trigger different moves.

Special Moves

Press **B** to do a special move. You can perform different special moves by sliding **C** in different directions and pressing **B**.



Final Smashes

Break a Smash Ball (p. 13), then press **B** to unleash your character's unique Final Smash.



10 Shielding

Press **R** or **ZL** to deploy your shield and guard against enemy attacks.



- ◆ Your shield will shrink over time or if it takes damage. If your shield breaks, you'll be stunned and unable to do anything for a short time.

Dodging

When shielding, slide **○** left, right or down to dodge in that direction.



- ◆ Press **R** or **ZL** to dodge in mid-air.

Grabbing/Throwing





Grab opponents either by pressing **L/ZR** or by pressing **A** while shielding. After grabbing an enemy, use **○** to throw them or **A** to attack them while they are in your grip.






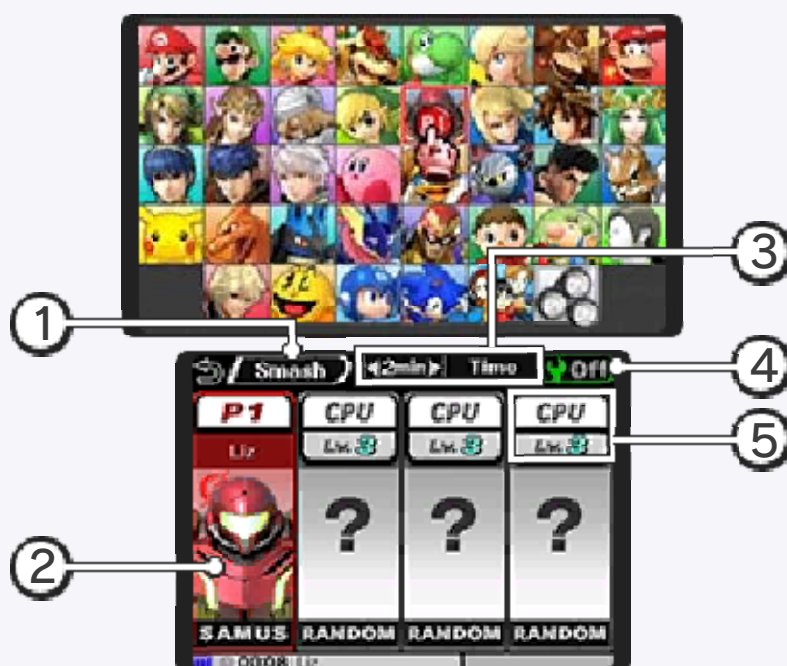
11 Starting Out



Character Selection Screen

Once you've selected a mode to play, the character selection screen will appear. Place your token  on the fighter you want to use, and then make selections for settings  to . Once everything is ready, press  to begin the battle.

- ◆ Hold  to fill the  gauge and return to the previous menu. You can also touch and hold  to return.
- ◆ Available settings will change depending on the game mode you have selected.







1 Match Type

You can choose to have a free-for-all Smash battle or split the fighters into two or three teams for a team battle.



2 Fighters

Touch your fighter to change their appearance.

- ◆ You can also use  and  or  and  to change their appearance.

3 Rule Changes

You can adjust the rules for the battle, such as the time limit and item spawn settings.

- ◆ Selecting  or  will change the time limit when playing a timed match, or the stock (number of lives) in a stock match.

4 Customisations

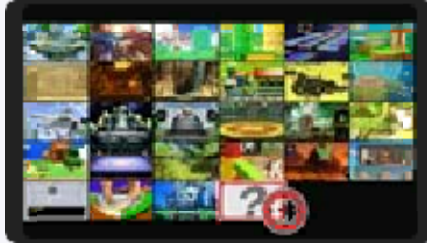
Turn this setting on to use characters made in Custom mode (p. 18).

5 CPU Players

Touch these panels to set whether a CPU fighter will appear and what their difficulty level will be.

Stage Selection Screen

Once a stage is selected, the battle will begin.



- ◆ Some modes will not display a stage selection screen.

Ω Form Stages

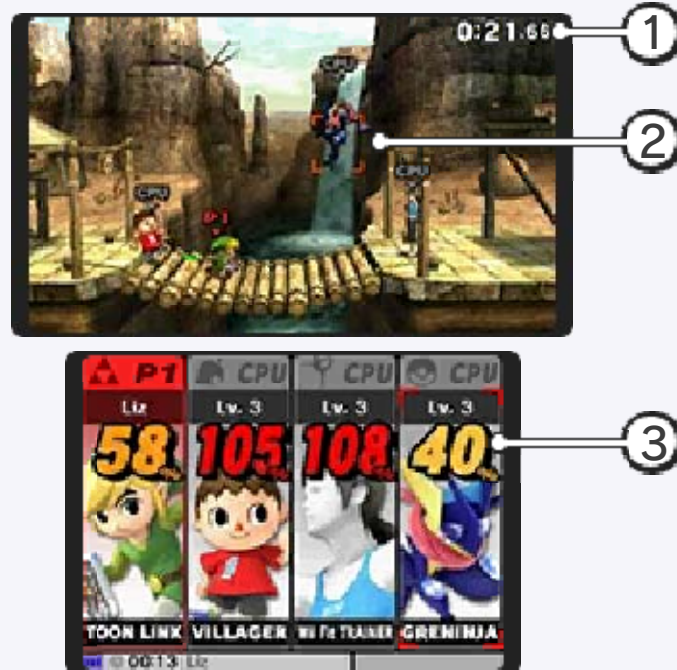
Press ⊗ before selecting a stage to enter its Ω Form. The stage will be completely flat in this form, like the Final Destination stage, and any environmental obstacles will be removed.

12 Basic Rules



The object of each battle is to knock back and launch your enemies so they fall off the stage and cannot make it back. Hit enemy fighters to increase their damage, then land a smash attack to launch them!

The Battle Screen



Remaining Time

② Lock-on Cursor

Touch a fighter on the lower screen to display this. It lets you easily see that fighter's location.

- ◆ This feature is only available in Smash mode and in the final battles in Smash Run.

③ Total Damage

Global Smash Power

Global Smash Power (GSP) is a value displayed in various modes, such as Classic and Stadium. It represents the number of players worldwide you place higher than in terms of skill.



- ◆ For example, if your number was 147,200, you would be ranked higher than 147,199 people worldwide.
- ◆ This number is calculated by sending and receiving ranking information via the internet. If you have not connected to the internet at least once while using this software, Global Smash Power will not be displayed.

Pause

Pressing **START** will pause the game and allow you to take snapshots or end the battle.



- ◆ Snapshots will be saved to your SD Card.

Results

After the battle, a results screen will be displayed. Depending on the game mode you selected, you may also receive some gold.

Gold

Gold can be used to purchase trophies, among other things.



13 Items



Pick up a nearby item by pressing **A**. Press **A** again to use it, or press **L/ZR** to discard it. Throw the item by sliding **○** and pressing **L/ZR** at the same time.

Item Information

The effects of some items become clear simply by touching them or picking them up, while other items require you to hit an enemy or wait a while. It all depends on the item.

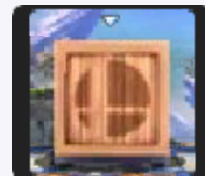
Master Ball (Helping)

Throwing one of these will cause a Mythical or Legendary Pokémon to appear and assist you.

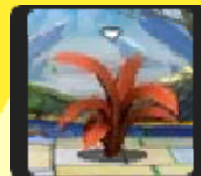


Containers (Carrying)

Attacking or throwing a container will break it open, revealing the items inside.



Grass is also a type of container. Pull it up to get items.



Fairy Bottle (Recovery)

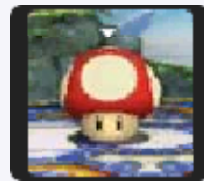
If you get one of these when your damage is 100 or more, it will remove 100 points of damage. If you have less than 100, you can still throw the item at enemies.



- ◆ If your enemy is at 100 points of damage or more, the item will heal them when it hits.

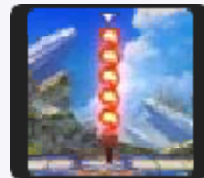
Super Mushroom (Transforming)

Touching this item will make a fighter bigger and more powerful.



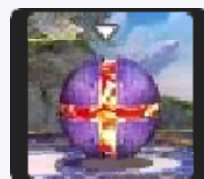
Fire Bar (Battering)

Hitting enemies with this weapon will light them on fire and damage them. Landing blows with it will gradually decrease the number of fireballs.



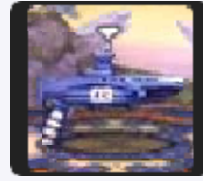
X Bomb (Throwing)

When it explodes, this item emits an enormous X-shaped blast that pierces all terrain.



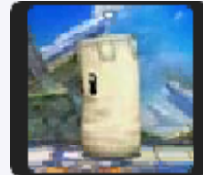
Steel Diver (Shooting)

Fires small torpedoes.






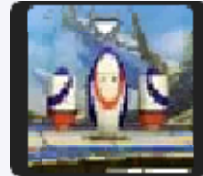
Sandbag (Punching)

Attacking Sandbag will cause items to fall out.



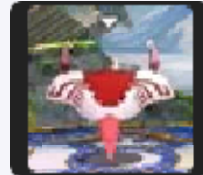
Rocket Belt (Gear)

While in the air, hold , or hold  or , to fly upward on bursts from the belt's jets.



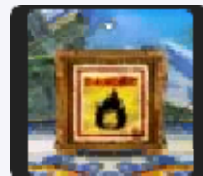
Dragoon Parts (Combining)

Gather all three parts to complete the legendary Dragoon.



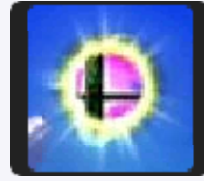
Blast Box (Exploding)

Light it on fire or hit it with a strong attack to cause an explosion.



Smash Ball (Final Smash)

Use attacks to break the ball open, then press (B) to unleash your Final Smash.



◆ There are many other items besides these!



14 Smash



Select the stage and rules, and play against CPUs or friends.

Solo Smash

Battles with just you and the CPUs.

Group Smash (Local Play)

Play with up to three other people.

- ◆ The system will not enter Sleep Mode while you are fighting in a local battle.

You Will Need:

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

Set-up

One player hosts the game on their system. Other players can join and battle in the game the host creates.

- ◆ The battle rules can be set by the hosting player.

Hosting a Game

1. Select Host Game.



2. Set the rules and select your character, then press .
3. Select the stage you want to play.
4. Train while you wait for all players to be ready. When everyone's ready, press and to start the match. If there are four players, the match will start automatically.

Joining a Game

1. Select the game you want to join.
2. Select your character and press .
3. Select the stage you want to play.
4. Train while you wait.

Rules

Select Rules to adjust the battle rules, time limit, number of stocks, item spawn settings and more.

15 Online (Battle)



Battle (Internet)

Connect to the internet and play against players located around the world. From the Online menu, select either With Friends or With Anyone.

- ◆ If you activate Sleep Mode during an online battle, it will count as a disconnection and will result in a temporary restriction from online play.
- ◆ To battle other players in With Friends mode, all players must have added each other as friends. You can add players as friends from the Friend List on the HOME Menu.

With Friends

Battle friends. One of the players will host the battle. Once other players are ready, the battle will begin.

Creating a Game

1. Select New Game.
2. Set the rules and select your character, then press **START**.

3. Select the stage you want to play.
 4. Train while you wait for all players to be ready. When everyone's ready, press **[L]** and **[R]** to start the match. If there are four players, the match will start automatically.
- ◆ The host sets the rules for the first match. From the second match, the lowest-ranking player in the previous match sets the rules.

Joining a Game

1. Select the game you want to join.
2. Select your character and press **START**.
3. Select the stage you want to play.
4. Train while you wait.

Short Messages

By taunting during a match, you can display short messages for your friends to see.

- ◆ Please be respectful of others when you use short messages.

With Anyone

Battle players from around the world. Fight with all your might in "For Glory", and enjoy a laid-back match in "For Fun".

For Glory	Battle on a randomly selected Ω Form stage. Your battle results (including your number of losses) will be recorded.
For Fun	Battle on a randomly selected stage (excluding Final Destination). Only your number of wins will be recorded.



Profile

By touching a character on the results screen after a battle, you can view that player's profile.

- ◆ You can set up your profile by going to Games & More → Options → Internet Options → Profile.

Reporting and Blocking Users

When viewing another player's profile, you can choose to block them or report them for bad behaviour.

- ◆ Baseless reporting of other players may result in the reporting player's suspension from online matches.
- ◆ If you would like to remove players from your list of blocked players, open the Online menu and hold **START** for more than 3 seconds.

About Online Restrictions

Quitting during a match, continually self-destructing, idling, or attacking one person excessively may result in you being restricted from playing online matches for a while.





Spectate
(Internet) 

From here you can watch other players' online matches, view other players' replays and view the World Status.

Spectate	Watch replays or bet gold on other players' online matches.
Replay Channel	View replays of matches played with a specific character.
World Status	View worldwide stats and see where people are playing online.



Share

From here you can view content sent by players from all over the world, or send your own content to your friends and other players.

View

Download content posted by other players, such as snapshots, replays and Mii Fighters. You can then view content in the Vault, or use your new Mii Fighters in battle.

- ◆ Downloaded content will be saved to the SD card.

Send

Post your own content to the server, such as snapshots, replays and Mii Fighters.

- ◆ In order to receive content that your friends send to you, select Games & More → Options → Internet Options, and change Data from Friends to On.
- ◆ Shared data will be stored on Nintendo servers for 30 days and then deleted.

Conquest

An event where up to three teams go head-to-head, and you can battle to contribute points that support one of them. Select Conquest to see which team is winning and other information.

- ◆ You can only play this mode when a Conquest event is active.

How to Play Conquest

When playing With Anyone matches as one of the characters featured in the current Conquest event, you'll contribute points to that character. Whichever character gets the most points while the event is running is the winner. If the character you supported the most wins, you get a reward!

- ◆ After fighting a battle to try and contribute points to a team, you'll have to wait a while before you can try to contribute again.



17 Smash Run

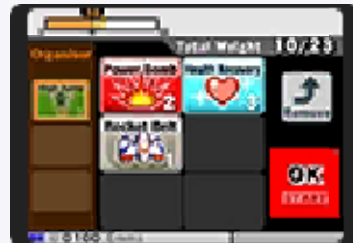


Battle enemies in a large labyrinth, and power your character up for the final battle.



Set-up

You can change a character's abilities and select equippable Powers to bring to the battle.



- ◆ Each Power has its own weight. If the total weight goes beyond a certain limit, you cannot equip it.
- ◆ The amount you can equip differs depending on the character's speed.

Game Screen

Explore the labyrinth while defeating enemies and collecting stat boosts. When the timer runs out, a final battle (e.g. a Smash with special rules) will start!



① Time Limit

② Equippable Power

Touch to use.

③ Powered-up Stats

④ Map

Switch to the map screen.



18 Games & More




Play minigames, change the game settings and more.



Solo

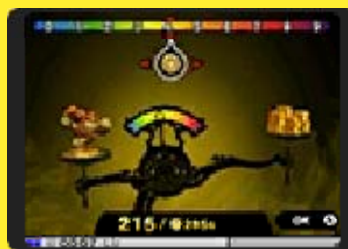
Play by yourself in modes like Classic and Stadium.

Classic

Move along the map and challenge the CPU opponents that await. When the road splits, use  to choose which direction to take.

Intensity

Change the intensity by betting more or less gold. The higher the intensity, the greater the reward.



All-Star

Battle against a succession of CPU fighters. Your damage total won't go down between matches, so the key to victory is making good use of the healing items provided in the rest area.

Stadium

Play Multi-Man Smash, Target Blast and Home-Run Contest.

Training

Hone your Smash skills.

Group

Play All-Star or Multi-Man Smash with a friend via local wireless.

Custom

Create Mii Fighters and customise characters.

Create Mii Fighter

Register Mii characters you've made in Mii Maker™ as Mii Fighters. Once you've chosen your fighter, you can customise your Mii Fighter's fighting style and gear.

- ◆ Even if the Mii character used to create the Mii Fighter is deleted from Mii Maker, the Mii Fighter will not be deleted.

amiibo




Train your amiibo™ to be your own personalised Figure Player (p. 20-21).

Vault

View your trophies, records, snapshots and more.

- ◆ You can buy trophies using gold or Play Coins.
- ◆ For more information about Play Coins, refer to the Operations Manual.

Sound Test

If you have headphones connected to the system, you can listen to the game's music even when the system is in Sleep Mode by selecting the Play in Sleep Mode option (). Use  to skip to the previous song and  to skip to the next song.

Options

Change the controls, sound, fighter outline width and damage display settings. In Internet Options, you can edit your profile, short messages and more.



19 StreetSmash



In this mode, you can battle against character tokens gathered via StreetPass.



Collect Character Tokens (StreetPass)

If you pass by another player who has StreetPass registered for this software, they will automatically send and receive character tokens, allowing you to do battle in StreetSmash.

Set up StreetPass

To activate StreetPass, select StreetPass on the main menu, then select OK.

- ◆ To deactivate StreetPass for this game, go to the HOME Menu, then go to System Settings → Data Management → StreetPass Management.

StreetSmash

Prepare for StreetSmash battles or adjust the settings.

Street-Smash	Battle by hitting your opponents' character tokens.
Practice	Play a StreetSmash practice match.
Profile	Edit the battle message you'll send via StreetPass or select the character token you will use.
Records	Check your StreetSmash records.
Tutorial	View the StreetSmash tutorial.

How to play StreetSmash


Hit your opponents' character tokens with your own.






You'll earn gold if you make an opponent's token fall off the stage.

Controls

Move


Use  to move your character token in any direction.

Attack


Press  to attack. Press and hold  to charge power, then release  to unleash a powerful attack.

- ◆ Strike an opponent's character token from behind to send it flying.


Shield

Press  to guard with your shield.

Dodge

Tap  in any direction while guarding to dodge in that direction.

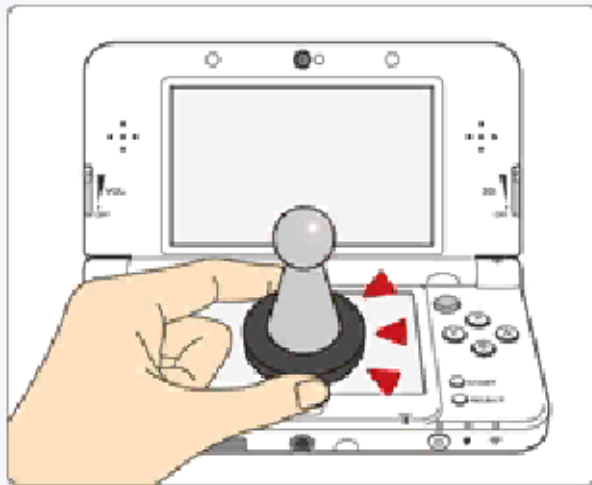
Counter-attack

If you've narrowly dodged an enemy's attack, press  to counter-attack.






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.

- ◆ 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.





If you use an amiibo, the character can appear in battles as an FP (figure player). FPs can stand against you as rivals or fight by your side as partners.

- ◆ You cannot use amiibo with Nintendo 3DS, Nintendo 3DS XL or Nintendo 2DS systems. The amiibo option will not appear under "Games & More" for these systems.
- ◆ You cannot control FPs.

Connecting to Super Smash Bros. for Wii U

You can share amiibo data between both versions of Super Smash Bros. That means that an amiibo trained on Super Smash Bros. for Wii U can be used with the Nintendo 3DS version, and vice versa.

About amiibo

As amiibo battle, they will level up, slowly becoming stronger. They will learn based on how their opponents fight, and you can feed them equipment to give them new abilities, allowing every amiibo to grow into a unique fighter.



First-Time Setup

Go to "Games & More" → "amiibo", then touch your amiibo to the NFC area to register the owner's Mii and set the amiibo figure's nickname and character's appearance.

- ◆ You do not have to perform first-time setup if you've already used the amiibo in the Wii U version.

Things You Can Do with amiibo

Make Them Fight as FPs

To make an amiibo appear in battle as an opponent or a partner, press  or  on the character selection screen in Smash Mode, then touch the amiibo to the NFC area.

- ◆ If you touch several amiibo to the NFC area, you can make your amiibo fight each other.

Customise Them

To customise an amiibo, go to "Games & More" → "amiibo", then touch it to the NFC area. You can feed it equipment to change its attack, defence and speed stats, and change its special moves.

- ◆ When you feed your amiibo equipment, keep an eye on the equipment's positive and negative stat values. They'll affect the growth of your amiibo.



Saving and Deleting amiibo Data

Saving Data

When you leave the character selection screen or the amiibo menu, you will be given the opportunity to write data to the amiibo. Touch the amiibo to the NFC area to write the following data.



Leaving the Character Selection Screen

- Stats that have improved through levelling up
- Newly learnt fighting techniques
- Gifts acquired


Leaving the amiibo Menu

- Changed stats
- Changes to special moves

Deleting Progress

This returns the amiibo to the state it was in before you trained it up. Go to "Games & More" → "amiibo", then press **L+R+X** to display the amiibo progress deletion screen. You can then delete the amiibo figure's progress by touching it to the NFC area.

- ◆ This will not reset the amiibo figure's nickname, the owner's Mii or the character's appearance.
- ◆ **Once this data has been deleted, it cannot be recovered, so be careful.**




By posting to Miiverse, you can share your feelings about the game and snapshots you've taken with players around the world.

 Posting

 Snapshots

To post a snapshot, select "Online" and then "Share". You can also go to the Album in the Vault menu and add a comment before posting.





Purchasing Add-on Content

Connect to the internet to be able to purchase add-on content such as new fighters. Add-on content is accessed via the AOC Shop, a portal through which you can make Nintendo eShop purchases using your eShop funds.

"3DS" and "3DS & Wii U"

Add-on content is divided into two categories: those for use on Nintendo 3DS only, and those that come with download codes to use in the Wii U version of the game.

- ◆ After purchasing add-on content from the "3DS & Wii U" category via the AOC Shop, you can find the download code for the Wii U version of the content in the Account Activity section of Nintendo eShop for Nintendo 3DS. You can then enter the download code in the Wii U version of the eShop.
- ◆ If you have purchased add-on content from the "Wii U & 3DS" category in the Wii U version of Nintendo eShop, you can find the download code for the Nintendo 3DS version of the content in the eShop's Account Activity section. You must then enter the download code in the AOC Shop on the Nintendo 3DS version of this software.
- ◆ Download codes are valid for 90 days from the moment of purchase.

How to Purchase

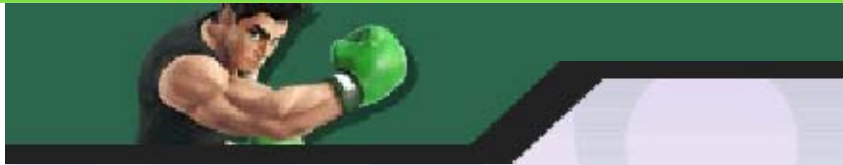
- ① Select "Notices & AOC Shop" from the Main Menu.
- ② Select "AOC Shop".
- ③ Find the add-on content you wish to purchase, and select "Proceed to Purchase".
- ◆ Read the purchase information carefully, then select "OK".
- ④ Select "Purchase".
- ◆ Make sure to read everything on the Additional Information screen.
- ⑤ You will be returned to the AOC Shop Menu after receiving your add-on content.

About Purchasing AOC

- You can check your purchased AOC in the Account Activity section of Nintendo eShop.
- Purchased AOC is non-refundable and may not be exchanged for other products or services.
- Once purchased, AOC can be re-downloaded for free.
- ◆ Purchased AOC may no longer be available for re-download if the service is suspended or discontinued, or if you delete your Nintendo eShop account or Nintendo Network ID. For details, refer to the Nintendo eShop electronic manual.

- Purchased AOC will be saved to the SD card.
- Purchased AOC 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.





Receiving Notifications (SpotPass)

You can receive SpotPass notifications even when you are not playing the game by leaving the system in Sleep Mode. This will allow the system to connect to the internet as long as it can find an access point.

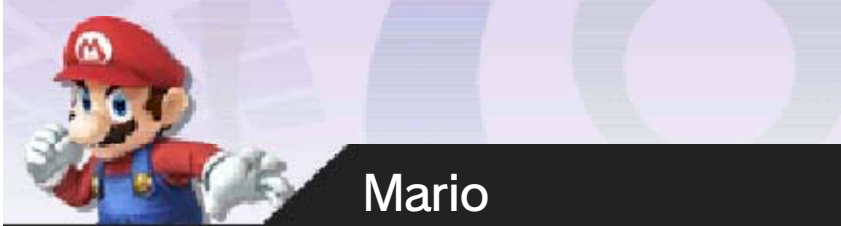
- ◆ Data received via SpotPass is saved to the SD Card, so make sure you always have an SD Card inserted into your system.

Using SpotPass

Select Games & More → Options → Internet Options, and change SpotPass to On.

- ◆ If you want to disable SpotPass notifications, change SpotPass to Off.



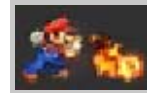


Mario

Fireball



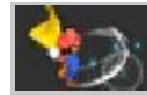
Throws a fireball that bounces along the ground.



Cape



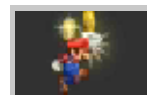
Whips out a cape to spin opponents around and even reflect projectiles.



Super Jump Punch



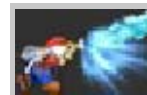
A rising punch that hits repeatedly.



F.L.U.D.D.



Fires a jet of water to push opponents back. Can be charged. You can also change the angle.





Donkey Kong

Giant Punch



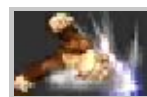
A mighty punch. Press the button once to start powering up the punch, then again to unleash it.



Headbutt



Hits downwards in front of you. If the opponent is on the ground, they'll be buried.



Spinning Kong



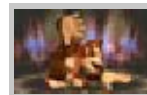
A whirlwind of punches. You can move left and right while spinning.



Hand Slap



Whacks the ground to cause shock waves that send opponents into the air.



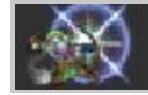


Link

Hero's Bow



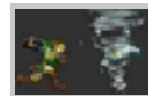
Fires an arrow. The longer you hold the button, the farther the arrow will fly.



Gale Boomerang



Deals damage on its way out and can pull opponents towards you on its way back.



Spin Attack



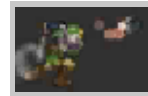
Strikes opponents while spinning. If used while off the ground, you'll rise through the air.



Bomb



Pulls out a bomb you can throw. The bomb will blow up after a while or when it hits something.





Samus

Charge Shot



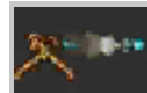
An energy blast that flies straight ahead. Can be charged.



Missile



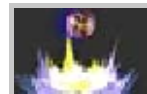
Launches a homing missile. If performed like a smash attack, launches a Super Missile.



Screw Attack



Spins into the air. Any opponents caught by the move get hit several times.



Bomb



Drops a bomb in Morph Ball form. Blasts you upwards if you're hit by the explosion.



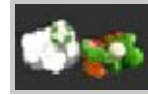


Yoshi

Egg Lay



Grabs an opponent with your tongue, swallows them, then traps them in an egg.



Egg Roll



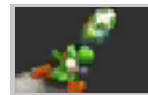
Puts you in an egg and lets you roll into enemies. You can jump once while in the egg.



Egg Throw



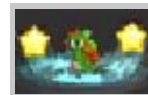
Lobs an egg. You can set the angle of the throw just before throwing.

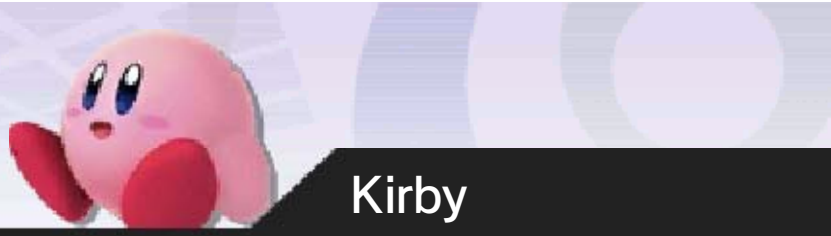


Yoshi Bomb



Jumps up quickly and slams to the ground, shooting stars out left, right and...not centre.



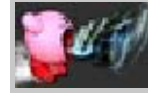


Kirby

Inhale



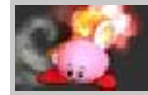
Inhales an opponent. You can then copy one of their abilities, or spit them out as a star.



Hammer



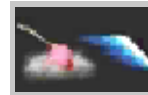
Swings a hammer. When fully charged, this move becomes Hammer Flip.



Final Cutter



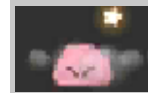
Jumps high into the air, striking on the way up and down. Causes a shock wave when landing.



Stone



Turns you into a heavy object that drops to the ground. You take no damage while transformed.



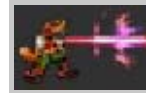


Fox

Blaster



Fires energy blasts. The gun can be fired rapidly, but opponents won't flinch when hit.



Fox Illusion



Dashes through opponents at great speed to knock them into the air.



Fire Fox



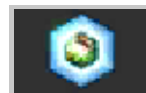
Blasts you skyward, engulfed in flames. You can change the direction of flight while charging.



Reflector



Triggers a shield that sends projectiles back the way they came, upping their speed and power.



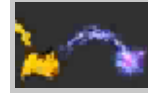


Pikachu

Thunder Jolt



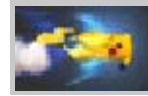
Sends a ball of electricity bouncing along the stage.



Skull Bash



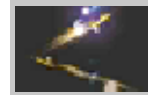
A sideways dive that can be charged up.



Quick Attack



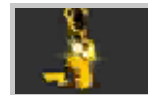
A sharp movement in any direction. Change direction mid-move to move a second time.

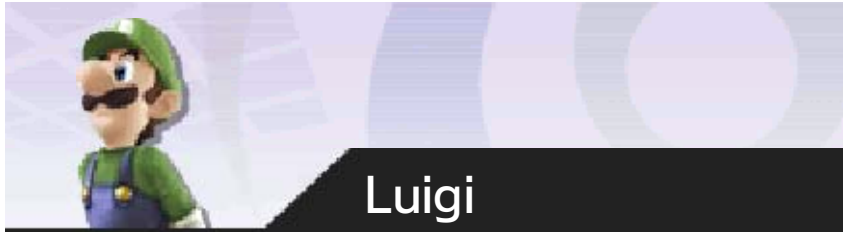


Thunder



Triggers a lightning strike. If the bolt hits you, it creates a discharge that does extra damage.





Luigi

Fireball



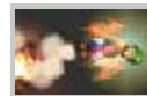
Throws a fireball straight ahead. If it hits a wall or the ground, it will bounce.



Green Missile



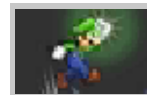
A sideways dive. Can be charged. Can also get stuck in walls and even explode sometimes!



Super Jump Punch



Punches up through the air. The very start of the move is extremely powerful if it hits home.



Luigi Cyclone



Spins repeatedly. You can move sideways while spinning. Repeatedly press the button to rise.





Captain Falcon

Falcon Punch



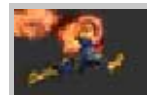
Charges up for a moment, then strikes. Aim backwards to punch behind you.



Raptor Boost



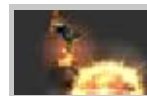
Dashes forwards, then punches. On the ground, it hits foes up. In the air, it can meteor smash them.



Falcon Dive



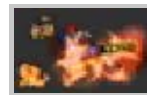
Shoots you upwards. If you hit an opponent while rising, you jump off them explosively.



Falcon Kick



On the ground, does a flying kick sideways. In the air, kicks diagonally downwards.



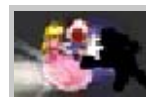


Peach

Toad



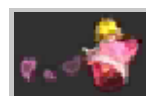
Holds Toad in front of you. If he gets hit, he spreads spores that deal damage.



Peach Bomber



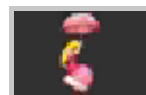
Jumps to the side to deliver a hip-bash. If it misses, you'll have an awkward landing.



Peach Parasol



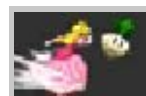
Jumps high into the air and opens your parasol. Keep it open to slowly float down.

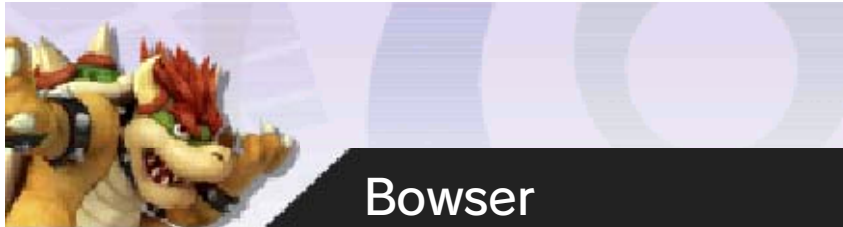


Vegetable



Plucks a vegetable from the ground. Damage dealt when thrown depends on the veg's emotion.





Bowser

Fire Breath



Breathes fire. The range decreases if used too much. You can control the angle a little bit.



Flying Slam



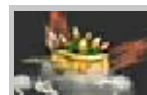
Grabs an opponent, jumps high into the air, then slams down to the ground.



Whirling Fortress



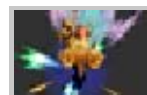
Spins in your shell, catching foes on your spikes. When used in the air, rises upwards somewhat.



Bowser Bomb



Slams down into foes from above. When used on the ground, smacks them upwards first.





Zelda

Nayru's Love



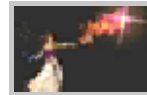
Envelops you in a spinning crystal that reflects projectiles. The smaller fragments launch foes.



Din's Fire



An explosive spell that can be aimed while the button is held. Send it further for greater power!



Farore's Wind



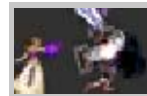
Teleports you in any direction you choose. Can damage opponents when vanishing/reappearing.

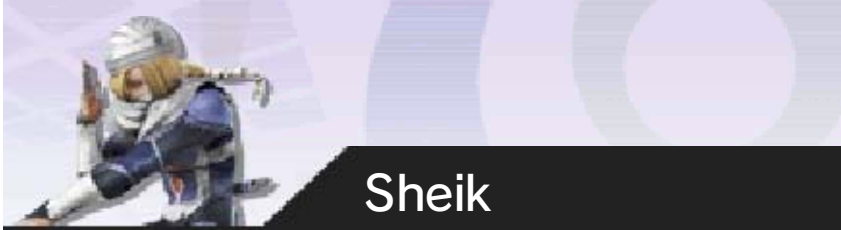


Phantom Slash



Summons a Phantom to attack and even take damage on your behalf. Can be charged.





Sheik

Needle Storm



Press once to ready up to six needles, then again to hurl them swiftly at the enemy.



Burst Grenade



Throws a small grenade that draws opponents in before exploding.



Vanish



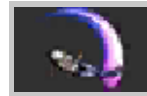
Lets you disappear in a powerful explosion and reappear some distance away in any direction.

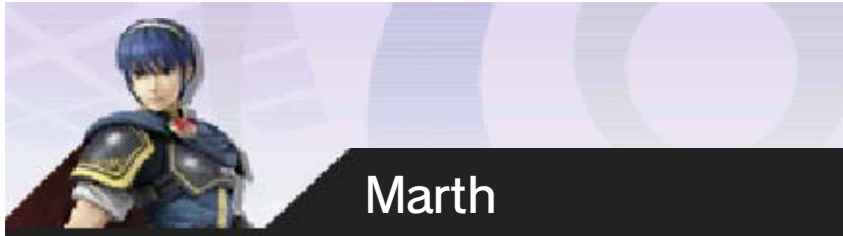


Bouncing Fish



Flips through the air to hit opponents with a heel kick, then leaps back for an optional second kick.



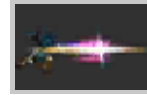


Marth

Shield Breaker



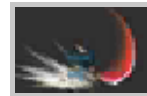
Thrusts the sword forwards. Great for breaking shields. Can be charged.



Dancing Blade



Strikes with your sword. Press repeatedly for a combo. Vary the strikes by inputting up or down.



Dolphin Slash



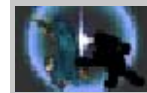
Strikes upwards with your sword as you rise into the air. Deals most damage at the start.



Counter



If timed correctly, dodges an attack, then strikes back. The power depends on your enemy's attack.



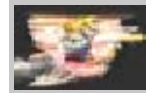


Meta Knight

Mach Tornado



Twirls around to hit enemies multiple times. Press the button repeatedly to rise into the air.



Drill Rush



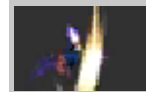
Spins while flying sideways, sword extended. The angle of travel can be shifted mid-flight.



Shuttle Loop



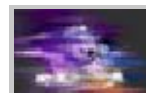
Strikes while flying high into the air, then strikes again after looping.

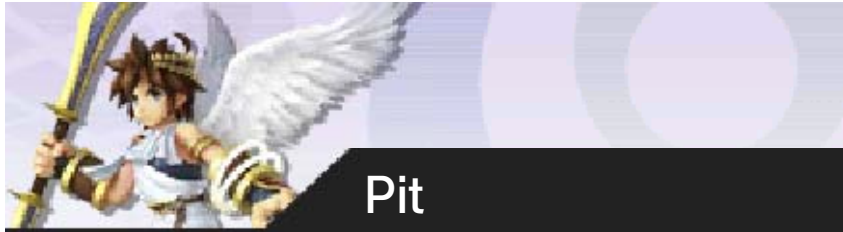


Dimensional Cape



Makes you vanish, then teleport in any direction. Press the button when reappearing to attack.





Pit

Palutena Bow



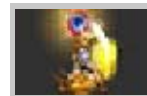
Fires an arrow that can be guided. While charging, you can aim the bow straight up.



Upperdash Arm



Dashes forwards and does an uppercut if an opponent is in reach. Can deflect projectiles.



Power of Flight



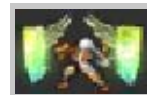
Flies high in the air. While charging, you can choose the direction of flight.

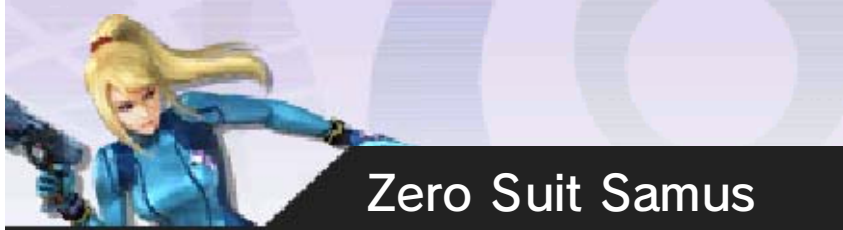


Guardian Orbitars



Shields your front and back. Can also reflect projectiles/shots. The Orbitars can be broken.





Zero Suit Samus

Paralyzer



Shoots an energy blast that stuns enemies. Can be charged.



Plasma Whip



Attacks foes with a whip made of pure energy. Can also be used to grab onto edges.



Boost Kick



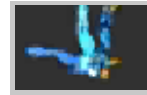
Rises into the air, hitting multiple times, then finishes with a roundhouse kick.



Flip Jump



Flips through the air. If you land on an opponent at the end, they'll get buried in the ground.

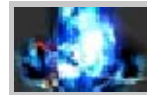




Ike

Eruption

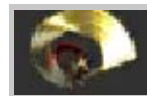
A fiery burst triggered by plunging the sword into the ground. Hurts you when fully charged.

**Quick Draw**

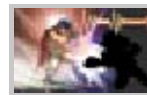
A lunge forwards, ending with a slash at any foe in your path. Can be charged up.

**Aether**

Throws the sword up, jumps to grab it, then slices with it on the way down.

**Counter**

Blocks and counters an enemy attack. The strength of your counter depends on their attack.





Charizard

Flamethrower



Breathes fire on your opponents. Can be aimed slightly. The longer it's used, the lower its range.



Flare Blitz



Sends you hurtling sideways in an explosive assault. Damages you as well as your foes.



Fly



Sends you spiralling up into the air. Can hit opponents multiple times while soaring upwards.



Rock Smash



Headbutts a rock to send fragments flying. Both the headbutt and the fragments can hurt rivals.



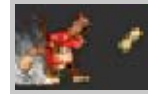


Diddy Kong

Peanut Popgun



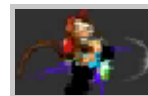
Diddy's trusty peanut shooter. Charge it for too long and it'll blow up in your face!



Monkey Flip



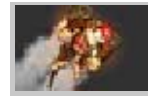
Leap forwards to grab whoever you hit, or press the button again to kick.



Rocketbarrel Boost



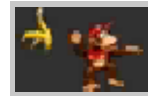
Boosts you into the air. Charge it for extra height! The Rocketbarrel Pack will fall off if you're hit.



Banana Peel

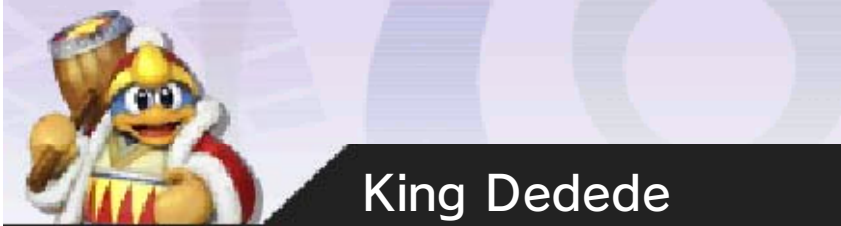


A banana peel thrown backwards to trip up unsuspecting foes. One can appear at a time.



32

King Dedede/Olimar/Lucario

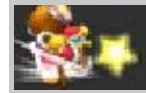


King Dedede

Inhale

B

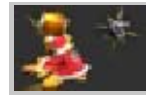
Inhales opponents and lets you spit them out as stars.



Gordo Throw

←○→+B

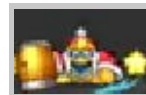
Throws a Gordo. If opponents attack it with just the right timing, they can hit it back.



Super Dedede Jump

○+B

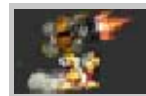
A big jump, then a speedy downward crash. You can cancel the crash with ↑.

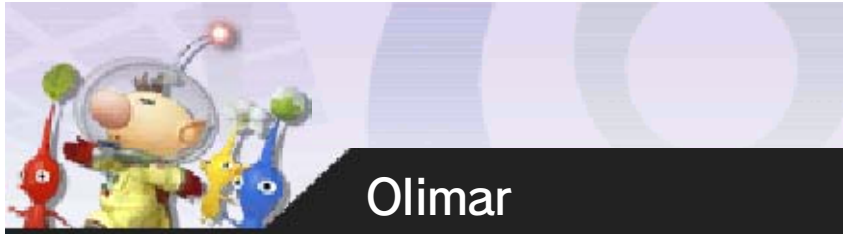


Jet Hammer

○+B

A big hammer swing. Can be charged – even while moving – but charging too much hurts you.



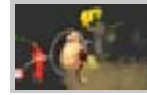


Olimar

Pikmin Pluck



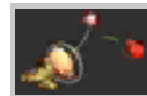
Plucks up to three Pikmin, in the following order: red, yellow, blue, white, purple.



Pikmin Throw



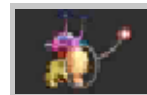
Throws your Pikmin. Most colours will stick to opponents, but Purple Pikmin will slam them.



Winged Pikmin



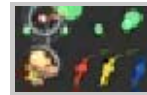
Lifts you into the air, letting you freely change direction. Less effective if you have more Pikmin.



Pikmin Order



Recalls your Pikmin and lets you change their order. Briefly gives you super armour.



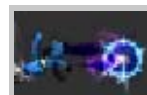


Lucario

Aura Sphere



Charges a ball of energy that can even damage foes while powering up. Press again to launch it.



Force Palm



A punch that unleashes concentrated energy. Grabs the enemy if they're close enough.



Extreme Speed



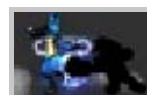
Dashes through the air, then attacks at the end. Input another direction mid-flight to swerve.



Double Team



Lets you dodge attacks. Time it right, and you'll counter with a flying kick.



33

Toon Link/Villager/Trainer

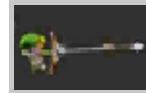


Toon Link

Hero's Bow

Ⓑ

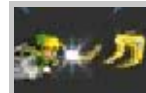
Fires an arrow with your bow. Charge it up for more power and range.



Boomerang

↔ Ⓑ

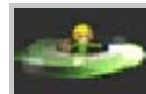
Deals damage both on its way out and on its way back. Can be thrown diagonally.



Spin Attack

Ⓑ

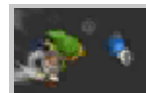
Spins while holding the sword out straight. Can hit opponents more than once. Can be charged.



Bomb

↕ Ⓑ

Pulls out a bomb you can throw. The bomb will blow up after a while or when it hits something.





Villager

Pocket



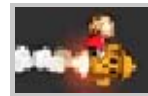
Grabs an item or projectile and puts it away. Press the button again to take it back out.



Lloid Rocket



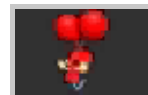
Fires Lloid forwards like a rocket. Hold the button to ride on top of him.



Balloon Trip



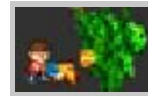
Puts on a ballooned hat to fly. Allows for lots of in-air control, but the balloons can be popped.



Timber



Plant a seed, water it, chop the tree down. The axe can also be used to attack foes.



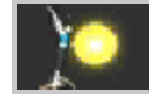


Wii Fit Trainer

Sun Salutation



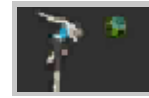
Charges a ball of energy. Press again to launch it forwards. Heals you slightly when fully charged.



Heading



Heads a football. Press the button again to choose the timing of the header yourself.



Super Hoop



Hulas into the air, hitting opponents with the hoops around you. Press rapidly to go higher.

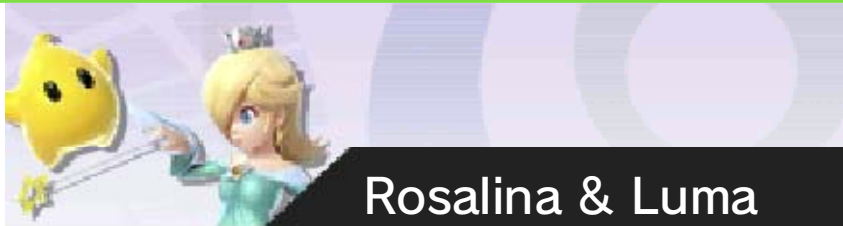


Deep Breathing



If you press the button at the right time, you'll be healed and your launching power will be boosted.



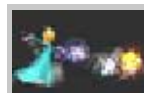


Rosalina & Luma

Luma Shot



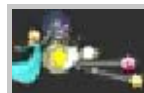
Flings Luma forwards. Press the button again to call Luma back. This attack can be charged.



Star Bits



Has Luma fire three Star Bits forwards. Works even if he's nowhere near Rosalina.



Launch Star



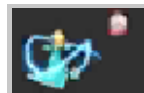
Sends you skywards at an angle. You can adjust the angle slightly.



Gravitational Pull



Draws items and projectiles safely towards you. While being drawn in, they can damage foes.





Little Mac

Straight Lunge



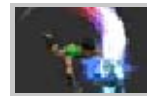
Blasts forwards with a powerful punch. Press once to charge and again to strike.



Jolt Haymaker



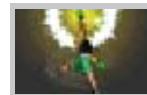
Leaps at the opponent, dodging low attacks, and delivers a punch. Press again to punch early.



Rising Uppercut



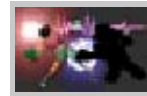
Punches upwards while twisting into the air. Hits opponents multiple times.



Slip Counter



When timed correctly, leans back to dodge the attack, then follows up with an uppercut.



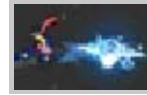


Greninja

Water Shuriken

(B)

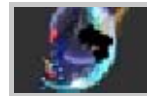
Fires a shuriken of water straight ahead. Charge it up to make the shuriken grow!



Shadow Sneak

←○→+B

Sends a shadow along the ground in front of you. Release the button to warp to that point and strike!



Hydro Pump

↑○+B

Fires a powerful water jet, propelling you in whichever direction you choose.



Substitute

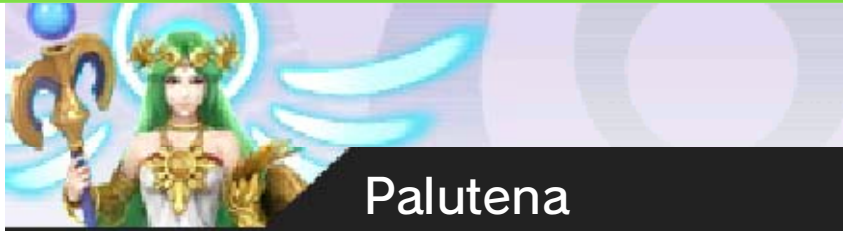
↓○+B

Evades an incoming enemy attack by summoning a substitute, then unleashes a powerful counter.



35

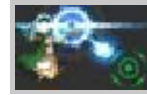
Palutena/Robin/Shulk



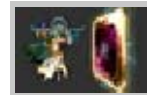
Palutena

Autoreticle (B)

Fires energy blasts from your staff directly at an opponent ahead of you.

Reflect Barrier ↔ (C) + (B)

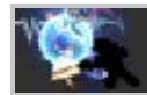
Casts a reflective wall that moves forwards for a short distance. Can be used to push rivals.

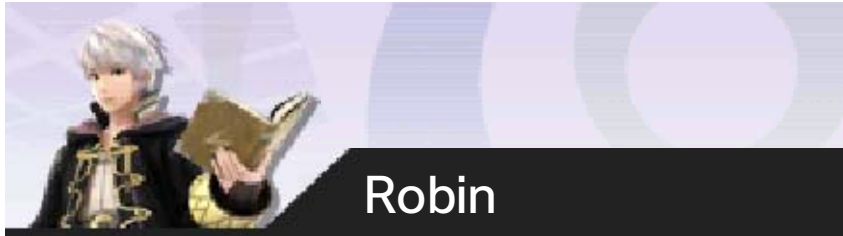
Warp ↑ (C) + (B)

Teleports in the chosen direction. You can't attack or be attacked while moving.

Counter ↓ (C) + (B)

If timed correctly, turns your opponent's attack's power back on them.





Robin

Thunder



Casts a lightning bolt. Charge it to use higher rank spells: Elthunder, Arcthunder and Thoron.



Arcfire



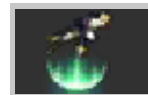
Casts a spell that creates a flame pillar on the ground. Has limited repeated uses.



Elwind



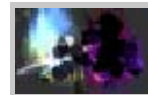
Casts Elwind downwards twice, boosting you into the air. If the tome runs out, nothing happens.

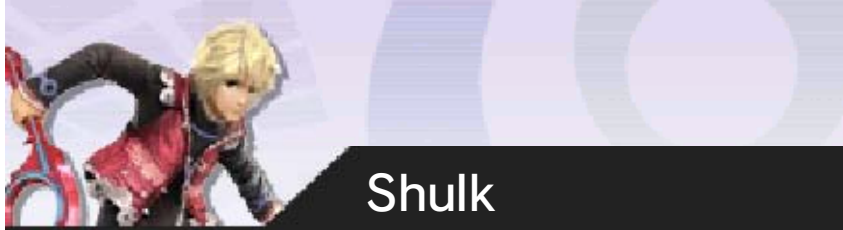


Nosferatu



Casts curse magic in front of you that traps opponents, damaging them and healing you.



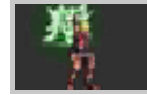


Shulk

Monado Arts



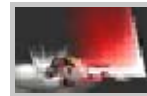
Activates one of five different Arts, each of which provides a different advantage in battle.



Back Slash



Leaps forward to deliver a powerful slash. Hit the enemy from behind for massive damage!



Air Slash



Lifts the enemy into the air with a rising slash. Can be followed up with a mid-air strike.



Vision



Flawlessly evades an incoming enemy attack and delivers a swift counter.





Sonic

Homing Attack



Jumps into the air, then homes in on the closest fighter (if there's one in range).



Spin Dash



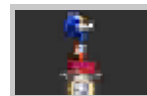
Rolls forwards at speed. Can be charged. Can also change direction and link to other attacks.



Spring Jump



Spawns a spring. When used on the ground, it sticks around and can be used by anyone.



Spin Charge



Like Spin Dash, but there's no hop at the start. Rapidly press the button to power up the move.





Mega Man

Metal Blade



Metal Man's spinning saw, which goes through foes. You can choose its direction of travel.



Crash Bomber



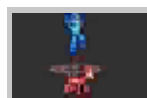
Crash Man's weapon. Fires a bomb that will attach to any opponent in its path and explode.



Rush Coil



Summons Mega Man's faithful dog Rush to propel him to new heights with the spring on his back.



Leaf Shield



Wood Man's rotating shield, which hurts foes who get close. Attack again to fire the leaves.



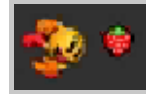


PAC-MAN

Bonus Fruit



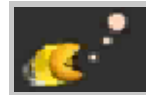
Summons a variety of fruit to throw at your foes. Some of them seem a little less edible, though...



Power Pellet



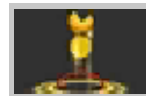
Summons a row of Pac-Dots, ending in a Power Pellet that sends PAC-MAN on a retro dash.



Pac-Jump



Bounces you high into the air with a trampoline. It sticks around for a couple more bounces, too.



Fire Hydrant



Summons a fire hydrant which shoots powerful jets of water, pushing anyone nearby backwards.





Mii Brawler

Shot-Put



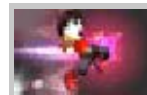
This iron ball makes an impact, but it won't go far or bounce much when you throw it.



Onslaught



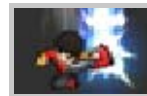
Sends you hurtling forwards at high speed to hit your foe with a kick flurry, then an uppercut.



Soaring Axe Kick



Hits 'em on the way up with the somersault, then hits 'em on the way down with an axe kick.



Head-On Assault



Throws you upside-down in the air, letting you crash head-first into your foe and bury them.



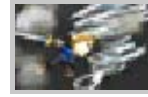


Mii Sword Fighter

Tornado Strike



A spinning slice that sends a damaging tornado hurtling along the ground.



Airborne Assault



A spinning, slicing leap that can be charged. Hit a foe to stop spinning and send them flying!



Back in the Stone



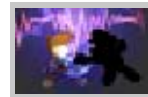
A swift leaping upward slice, followed by a decisive downward thrust with real weight.



Blade Counter



Blocks and counters an enemy attack. The strength of your counter depends on their attack.



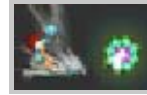


Mii Gunner

Charge Blast



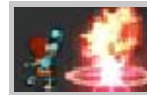
Charges a powerful plasma projectile. You can fire it at any point, or use your shield to pause.



Flame Pillar



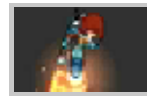
Fires a blast diagonally towards the ground, causing a miniature inferno where it lands.



Lunar Launch



A jump triggered by the recoil from a downward shot. The shot deals some damage to foes.



Echo Reflector



Creates a barrier that reflects enemy projectiles, sending them back even stronger than they were.



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