

Basic Controls



Pit will attack in the direction of the reticle . Hold down the button for continuous fire.



Charged Shots

Wait for the reticle to change shape, then press L.



Melee Attacks

Stand close to your target and press repeatedly.







Land Battles Dodge

Move Quickly just before an enemy attack connects.



Move Reticle/ Camera

Slide the stylus across the Touch Screen to move the reticle. During Land Battles, this will also rotate the camera around Pit. To face in a different direction quickly, try flicking with the stylus!

Air Battles
Special Attack



Touch a fully-charged icon.

Land Battles

Select / Use Available Powers



Slide the Power Palette / Touch an icon to use You can also select powers with and use them with a second use the second use the with a second use the with a second use the with a second use the second use the

★HOME **Display the HOME Menu**

Pause

Electronic Manual

START

Select the icon for this software on the HOME Menu and touch MANUAL to view the electronic manual. Please read this manual thoroughly to ensure maximum enjoyment of your new software.



You may also need to consult the Nintendo 3DS Operations Manual.

Select HOW TO PLAY or the Picon from the in-game menus to view a series of videos in which the main characters, Pit and Palutena, will explain how to play the game.

Weapons

Pit, the main character of this game, can wield a wide variety of sacred weapons, each with its own unique characteristics. These weapons can be divided into nine main types, with each type containing numerous individual weapons. Even two copies of the same weapon can have slightly different properties!



A weapon type built for sniping, staffs tend to have exceptional attack range. While they lack in melee strength and homing ability, they can deal massive damage to far-off foes.



A long-range weapon type, well suited for supporting comrades in team battles. They fire arrows of light that arc swiftly through the air.



Dynamic and unique, with the highest attack power of any weapon type. Clubs have no continuous fire ability, but fire gigantic charged shots that can penetrate obstacles.



Floating satellites with a lengthy attack range.
They fire two shots at once, increasing your chances of hitting the foe – but for maximum damage, try to make sure both shots hit home!



The most basic type of weapon, which can be used as either a sword or a gun. Its capabilities are well-balanced for both melee and ranged attacks.



A weapon type designed for close-range combat. With a pair of claws equipped on both hands, Pit can move more quickly, allowing him to close in on the enemy with ease.

Palms

These mysterious tattoo-like weapons fire spheres of light from the wielder's hand. Their range and power is relatively low, but their high homing ability makes hitting enemies a breeze.

Cannons

Charged shots fired from these weapons explode upon hitting their mark. These explosions are capable of dealing heavy damage to multiple enemies at once.



A weapon type specialised for melee combat.
They have the shortest firing range of any weapon type, but at close quarters, their strength is unmatched.

Multiplayer Battles

Choose TOGETHER from the main menu to compete with up to 5 other players in team or free-for-all battles.

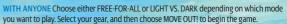


**** Far Away (Internet)**

Choose WITH FRIENDS if you want to play with friends, or WITH ANYONE if you don't mind who you play with.

WITH FRIENDS Either choose an opponent from your friend list, or choose CREATE ROOM. followed by either FREE-FOR-ALL or LIGHT VS. DARK depending on which mode you want to play, and then wait for your friends to join. Next, you will be able to choose your gear and, if you were the one to create the room, adjust the rules. Finally, select MOVE OUT! to begin the game.

Note: You can also join directly from the friend list in the HOME Menu. Just look for a friend with the message "OK to Join".



Note: For information about connecting your Nintendo 3DSTM system to the internet, refer to the Nintendo 3DS Operations Manual.







⋈ Nearby (Local Play)

In this mode, you can battle with nearby players using local wireless. Up to 6 players can participate. All players must have a copy of the software.

You Will Need:

- Nintendo 3DS system . One for each player KID ICARUSTM- LIPRISING Game Card One for each player
 - 1 Choose a room to join from the Connection List. If you wish to start a new room yourself, choose CREATE ROOM
 - 2) Once all players have joined and selected their equipment (the player who created the room can also adjust the rules), choose MOVE OUT! to begin the game.



Other Communication Features

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Activate StreetPass to exchange weapon gems (special items created from weapons you have collected) with other KID ICARUS: UPRISING users.

To communicate using this feature, all players must activate StreetPass for this software

Note: You can restrict online interaction and/or StreetPass functionality via Parental Controls.





Using SpotPass, you may receive notifications relating to this game and new weapon gems.

SpotPass is active only when the system is in Sleep Mode and within range of a compatible internet access point.

Idol AR Cards

Six special AR Cards are included with this game.

- These AR Cards are for use exclusively with KID ICARUS: UPRISING. They cannot be used with any other software.
- Before using the AR Cards, please make sure to read the electronic manual for this software thoroughly, and use them as instructed.

For more detailed information on Idol AR Cards, visit the official website for your country.

UK: www.nintendo.co.uk/kidicarus • South Africa: www.kidicarus.co.za

IMPORTANT: Please read the separate Important Information Leaflet.

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