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1 Important Information

Thank you for selecting Hydroventure™: Spin Cycle for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

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.

Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

- Unless stated otherwise, any references to "Nintendo 3DS" in this manual refer to both Nintendo 3DS and Nintendo 3DS XL systems.
- This software does not support 3D visuals.

Health and Safety Information

⚠ IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the icon on the HOME Menu, then

touch OPEN and read the contents of each section carefully. When you have finished, press HOME to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the Health and Safety Information section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Information Sharing Precautions

When sharing content with other users, do not upload/exchange/send any content that is illegal, offensive or could infringe on the rights of others. Do not include personal information and make sure you have obtained all necessary rights and permissions from third parties.

Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian. If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language,

the in-game default language will be English. For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

COB (Australia):
www.classification.gov.au

OFLC (New Zealand):
www.censorship.govt.nz

Advisories

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ippolicy.nintendo-europe.com

Australia and New Zealand consumers please visit:
support.nintendo.com

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2 Introduction

Hydroventure: Spin Cycle is an action puzzle game in which you help Eddy, a brave Water Spirit, on his quest to save his Rainbow Spirit sisters from imprisonment within a magical book.

Story

Eddy and the Rainbow Spirits have spent most of their lives as neighbours on a potion shelf in a wizard's library.

Our story begins on the day the wizard lets the Rainbow Spirits loose inside his favourite book. Working

their unique magic, they bring the book's illustrations to life. But another substance on the shelf, the dark and toxic Goop, becomes jealous and tries to claim the Rainbow Spirits' power for itself. With the book in the clutches of evil and the Rainbow Spirits trapped between its pages, Eddy has no choice but to venture inside. The Goop will do whatever it takes to get rid of Eddy, including putting puzzles in his path, facing off against him in battle, and even turning the world upside down. Eddy must call on all of his water powers, from freezing into a block of ice to vaporizing into a cloud of steam, but he's going to need your help...

3 Controls

- To move Eddy around, just tilt the Nintendo 3DS system from side to side. Gravity will do the rest!
- If you press Ⓧ or touch the camera icon while playing a puzzle, you will be able to move the camera. Slide the Circle Pad or use the +Control Pad to look around.
- For information on Eddy's abilities when playing in water, ice, and cloud states, see p. 7.

Menu Controls

Select/Confirm	Ⓐ
Cancel/Back	Ⓑ
Pause	START / SELECT

Gameplay Controls

Water State

Jump	L / R
Gather	Hold Ⓐ or touch and hold the Gather icon
Explode	Press Ⓑ or touch the Explode icon

Activate game objects	Press Ⓑ or touch the Activate icon (hold when using a squirter)

Solid State

Rotate	◎ (slide up/down or left/right)
Jump	L / R
Stick	Hold Ⓐ or touch and hold the Stick icon
Activate game objects	Ⓑ or touch the Activate icon

Cloud State

Gust	◎ (slide and hold)
Float up	R
Float down	L
Lightning	Hold Ⓐ or touch and hold the Lightning icon to charge, then release to strike
Rain	Hold Ⓑ or touch and hold the Rain icon

This software involves moving the Nintendo 3DS system around while

you play.
Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.

Sleep Mode

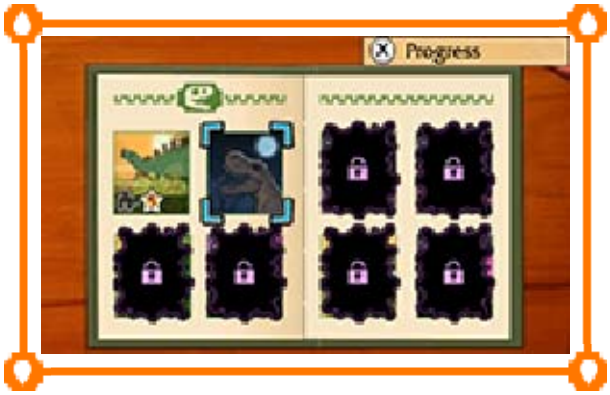
Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

4 Starting the Game

Select a Profile

There are three save slots to choose from. Start a new game or continue from a saved game.

Chapter Selection Screen



After completing the first puzzle, you will be returned to the chapter selection screen and the second

puzzle will be unlocked. Each puzzle you complete will unlock additional puzzles!

5 Saving and Deleting Data

Saving Data

Game progress is saved automatically when you solve a puzzle and go back to the chapter selection screen. When this happens, "SAVED" is displayed on the lower screen.

Puzzle Piece collection is also saved automatically when you go back to the chapter select screen, even if you quit the puzzle without solving it. Note, however, that any new abilities collected will not be saved until the puzzle is completed.

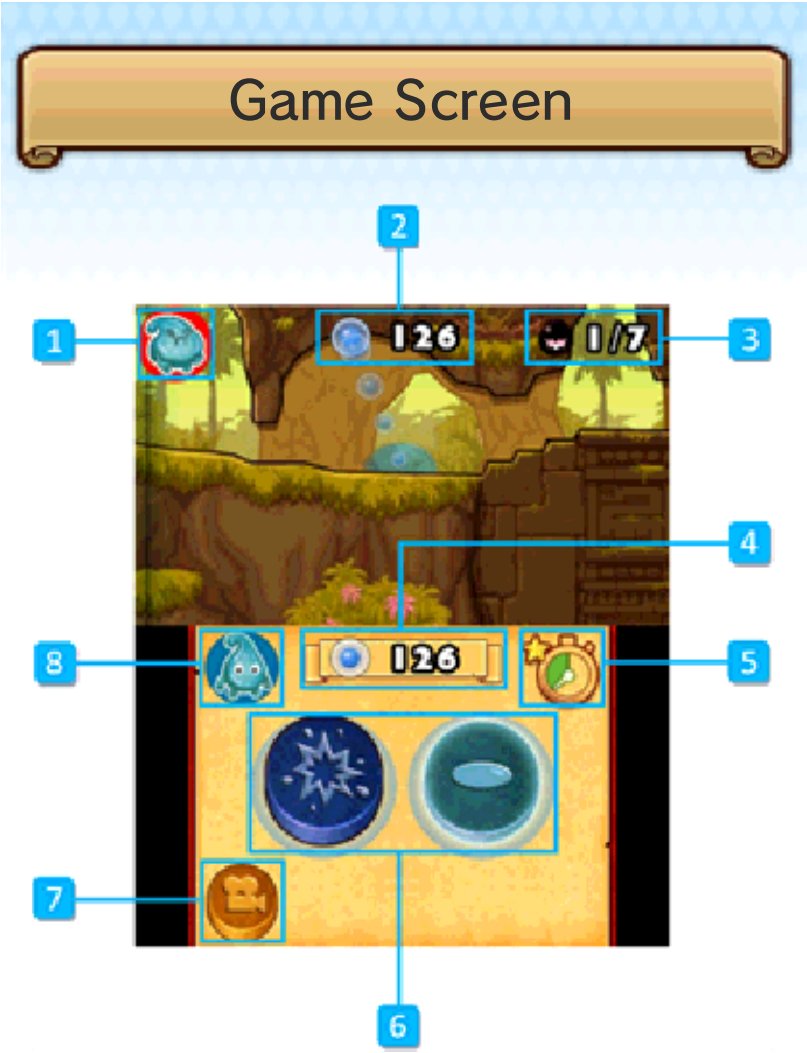
Deleting Data

To delete a saved game, touch the rubbish bin icon on the profile selection screen, select the profile you want to delete, and then touch DELETE. Confirm your selection by touching YES, or go back by touching NO.

Note: Deleted data cannot be restored, so please be careful.

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

6 Game Screen



Upper Screen

1. Ability overuse/damage indicator
2. Water reserve when refilling
3. Task indicator

Lower Screen

4. Water reserve
5. Bonus timer
6. Touch Screen buttons

7 Camera

8 Health indicator

7 The Three States

During his adventure, Eddy will need to transform into three states to solve puzzles: water, ice and steam.

State Changer

As a pool of water or an ice block, Eddy can use a state changer to transform to another state.

When in his cloud state, Eddy does not need a state changer. He can use his Rain ability to turn back into water whenever he wants.

Water Abilities

The first state you'll come across is the water state. This is Eddy's most versatile state. As water, he can carry objects around, fit through the smallest of gaps, and wash enemies away.

Jump

o As water, Eddy can jump to reach higher ground or collect hard-to-reach items.

Gather

o Use this ability to Gather Eddy in

one place. If you use it for too long, he'll get exhausted and take damage.

Explode

- Eddy can Explode to break barriers and dislodge objects. This move scatters him everywhere, so be sure to Gather him up again!

Ice Abilities

In his solid state, Eddy can push Pressure Pads and smash through breakable walls. If he is carrying items inside his body when he enters the state changer, they will be frozen along with him!

Jump

- As well as jumping to reach high areas, Eddy can scale walls by jumping while holding Stick.

Stick

- Eddy uses Stick to stay still on tilted or moving platforms, or even cling to the ceiling. If you hold Ⓐ or touch and hold the Stick icon and then use Jump, Eddy can scale vertical surfaces!
- Sticking to enemies will freeze them solid. Eddy can smash through frozen enemies while in his solid state.
- Be careful not to Stick anywhere for too long or Eddy will become

tired and take damage.

Cloud Abilities

In his cloud state, Eddy can ascend into the skies. Press R to float up and L to float down. Balloons will be drawn toward Eddy when he is in this state, allowing him to carry them around.

Gust

- Using Gust gives Eddy a speed boost while he's flying around.
- Gust can be useful when dealing with enemies too. Use Gust to blow away Goop Mist or make Goop Hornets dizzy!

Lightning

- Eddy can strike objects with Lightning. Try using it on Lightning Rods, enemies, and other objects.
- Don't overcharge your Lightning strike! Just as with Gather and Stick, holding down the Lightning button for too long will tire Eddy out and damage him.

Rain

- Eddy doesn't need a state changer to change from a cloud

into water, he can just use his Rain ability. Be careful not to rain on anything dangerous!

8 Health System

Health Level

If Eddy takes damage, his health level will go down. You can check Eddy's health level using the health indicator in the top-left corner of the Touch Screen.

If Eddy's water level gets low and his reserve is empty, you'll only have a short time to refill it. Collect some water bubbles before the timer on the top screen runs out!

Water Reserve

Eddy has a water reserve that replenishes his health whenever he takes damage. A few moments after he gets hurt, water will flow out of his reserve and into his health indicator.

If Eddy's water reserve is empty, he won't be able to recover health! But don't worry, each puzzle is full of water bubbles that you can collect to fill Eddy's water reserve.

9 Gravity

Tilt Gravity

Eddy moves in the direction that you tilt your Nintendo 3DS system. Some other objects in the game may also move too. They could be the answer to a puzzle, so look out for them!

Full-Rotation Gravity

Some areas of the book have been so corrupted by the Goop that up and down have lost all meaning. In these full-rotation puzzles, you can rotate the system a full 360 degrees to pour Eddy around the environment.

Goop Crystal Gravity

Some full-rotation puzzles feature strange Goop Crystals. These crystals are subject

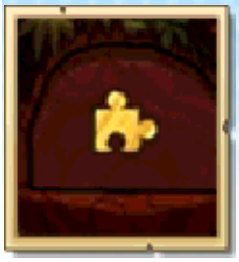
to special gravity rules. Use Goop gravity changers to change how gravity affects them.

10 Star Rating

If you complete a puzzle, your performance will be rated on a scale between one and five stars. Collecting water bubbles, avoiding damage, and completing the puzzle as fast as possible will all contribute to your rating.

In some puzzles, you will only be able to get five stars if you seek out all of the hidden water bubbles. Try to get five stars on every puzzle!

11 Playrooms



Each puzzle (with the exception of boss rooms) contains a hidden Puzzle Piece. Collect all 14 in each chapter to unlock a special playroom.

Each playroom contains a fiendish obstacle course where you can test your mastery of Eddy's abilities. There are no Rainbow Spirits to rescue in the playrooms, so you can focus on honing your skills and beating your high scores.

12 How to Contact Us

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

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