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1

Important Information

Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.



CAUTION - STYLUS USE

To avoid fatigue and discomfort when using the stylus, do not grip it

tightly or press it hard against the screen. Keep your fingers, hand, wrist, and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

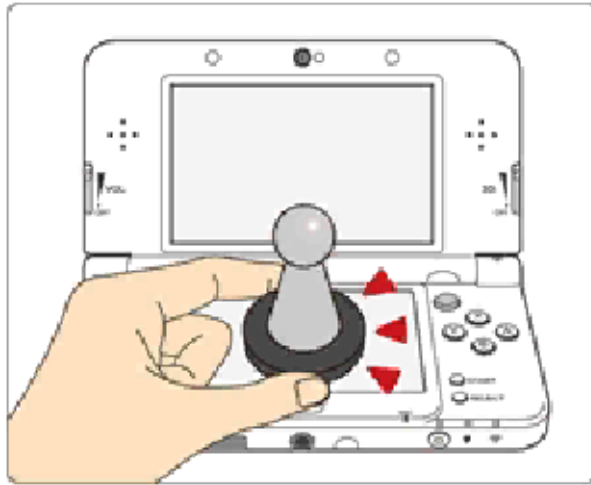
Nintendo respects the intellectual property of others, and we ask Nintendo 3DS software Content Providers to do the same. In accordance with the Digital Millennium Copyright Act in the US, the Electronic Commerce Directive in the EU, and


other applicable law, we have adopted a policy of removing, in appropriate circumstances and at our sole discretion, any Nintendo 3DS software that appears to infringe anyone else's intellectual property. If you believe your intellectual property rights are being infringed, please visit www.nintendo.com/ippolicy to view the full policy and understand your rights.

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CTR-P-BRME-00




This software supports . You can use compatible amiibo™ accessories by touching them to the lower screen of your New Nintendo 3DS or New Nintendo 3DS XL system.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, please visit Nintendo's official website at www.nintendo.com/amiibo.

- ◆ 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. To delete your game data, open  on the HOME

Menu and then reset the data under amiibo Settings.

- ◆ Data stored on amiibo can be read by multiple compatible games.
- ◆ If the data on an amiibo is corrupted and can't be restored, open  on the HOME Menu and then reset the data under amiibo Settings.

Using amiibo with a Nintendo 3DS, Nintendo 3DS XL, or Nintendo 2DS system requires the Nintendo 3DS NFC Reader/Writer accessory.

Precaution about amiibo

- Just a light touch on the lower 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.

3

Save Data

You can save your game progress by hitting a Save Album or by tapping the Save icon on the lower screen.

**1 Save Album****Deleting Save Data**

Select Delete on the file selection screen to delete save data from Mario & Luigi: Superstar Saga and Minion Quest: The Search for Bowser.

**Deleting All Data**

Press and hold \oplus + \textcircled{B} + \textcircled{X} after launching the software but before the title screen is displayed to delete all data.

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



Copying Data

Select Copy on the file selection screen to create a duplicate of your save data.

◆If you already have data saved in the other save file, you can overwrite it with your copied data.

Minion Quest: The Search for Bowser Data

Progress is saved automatically as you advance in the game.

- Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.



4

On-Screen in the Field

**1 Action Icon**

Shows what action you'll take when you press **A**/**B** (page 5).

2 HP

Shows Mario's and Luigi's health.

3 Save Button

Saves your progress.

4 Menu Button

Displays the menu screen (page 11).

5 Mini Map

Displays your surroundings and objective ↓. Touch 🔍 to zoom in or out. Touch 📌 and slide the stylus across the touch screen to drop a pin.



When performing actions in the field, each brother has his own action button. Press **A** for Mario and **B** for Luigi. As you proceed through the game, more actions will become available to you.



Switching Actions

Press **L/R** or touch the Action Icons on the bottom screen to change Mario and Luigi's actions.

- ◆ Press **L** + **R** at the same time to change the action to Jump.
- ◆ Some actions will change automatically when you approach a specific object.



Switching Characters

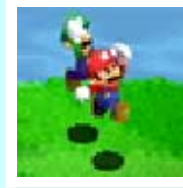
When moving Mario and Luigi independent of one another, press **Y** to change which character you control.

Solo Actions

Actions each brother performs on his own.



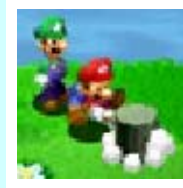
Allows you to hit blocks or climb up steps.



◆Press ⊗ to make Mario and Luigi jump at the same time.



Allows you to break rocks or cracked walls, as well as press switches.

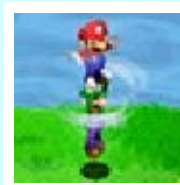


Mario and Luigi cooperate to perform these actions. Some actions require them to switch positions.



Spin Jump

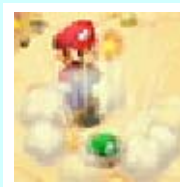
Float across large gaps with ease.




Luigi Dunk



Bury Luigi under the ground to allow him to get under obstacles. Press **Ⓑ** to bring him to the surface again.



Beans and Bean Hollows

If Luigi surfaces from underneath a Bean Hollow , he'll get a bean! Rumor has it there's a place where you can turn those beans into coffee to boost Mario's and Luigi's status attributes (page 10).

- There are many other Bros. Actions for you to discover in the game.



Battle begins when you make contact with an enemy.



Pre-emptive Strikes

To start battle with an advantage, jump to stomp on your enemies and deal some damage, or hit them with a hammer to damage them and slow their actions.




Surprise Attack

If an enemy takes you by surprise, you'll start the battle with Trip (page 9) status.



7

Battle Flow

Select a command block with  and press the action buttons (A/B) to fight.

◆ Press  to cancel.



1 Command Blocks

Jump

Attack by stomping on your enemies!

◆ Stomping on a spiny enemy will hurt you!



Hammer

Hit enemies with your hammers to deal damage.

- ◆ Flying or floating enemies are immune to hammer damage.



Flee

Run away from your enemies.

- ◆ Be careful! You can't run from boss battles or other special enemies.



Item

Use an item to restore HP or BP or to cure status inflictions (page 9).



Bros. Attack


Team up for special attacks that deal greater damage to enemies.

Touch Demo or Practice on the bottom screen to see the technique in action or to practice it yourself.

2 HP and BP

BP (Bros. Points) are used for Bros. Attacks (page 8).

3 Assist

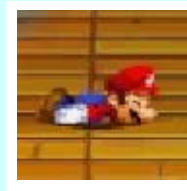
Turn on  to know who the enemy is going to attack.

4 Guide

Check out battle techniques here.



The character will pass out and be unable to fight!



◆Once battle finishes, characters will be revived with 1 HP.



When both brothers are out of HP...

It's game over, and the options displayed below are shown.

Retry	Starts the battle over again.
Retry in Easy Mode	Gives Mario and Luigi a boost in strength before starting the battle over again.
Return to Title Screen	Returns to the beginning title screen.

- ◆ Easy Mode continues after the battle has ended. If you want to return to normal play, Easy Mode can be disabled in the Options menu (page 11).



A brown suitcase with a handle and straps, serving as a background for the section header.

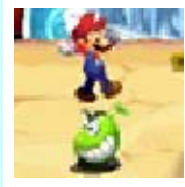
Attacking

Attack an enemy by jumping or swinging your hammer.



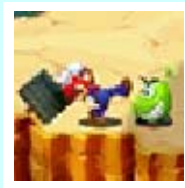
Jump

Press the action button just before stomping the enemy to inflict additional damage.



Hammer

Boost the strength of your hammer strikes by pressing the action button at the right time as you raise your hammer to strike.



Bros. Attack

Mario and Luigi attack together.

- ◆ You can't use Bros. Attacks when one brother is unconscious or affected by the Dizzy or Trip statuses.



Splash Bros.

With Luigi's help, Mario does a powerful jump to hit enemies harder.



- ◆ There are many other Bros. Attacks for you to discover!

Super Attacks

Successfully completing a Bros. Attack multiple times will unlock a more powerful Super Attack.

Dodging

You can dodge enemy attacks by pressing the action button at the right time!



Counterattack

Press the action button at the right time to stomp or smash your enemy with a counterattack.

Emergency Guard

Hold down ⊗ during enemy attacks to guard. You'll take less damage this way.

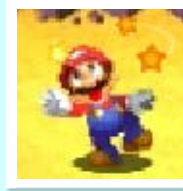


Enemy attacks can cause the status effects listed below. Status effects will fade with time, or they can be healed quickly by using Refreshing Herbs.



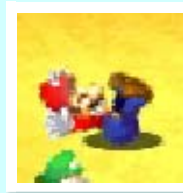
Dizzy

Dizziness prevents the affected character from moving.



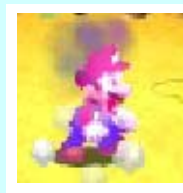
Trip

The affected character is rendered unable to move until they either receive damage or come to their turn.



Poison / Max Poison

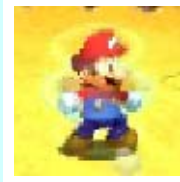
Damage is dealt to the afflicted character at the start of their turn.





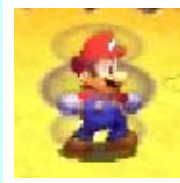
Light G

Makes the affected character's movements lighter and makes it more difficult to correctly time attacks.



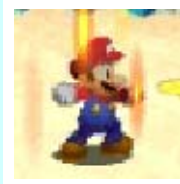
Heavy G

Makes the affected character's movements heavier and makes it more difficult to correctly time attacks.



Stats Down

Reduces status attributes (page 10) like POW or DEF.



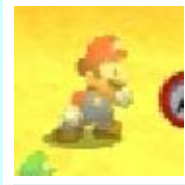
Prohibited Command

The character is unable to choose a certain Command Block for a certain period of time.

Ghost



Use a Boo Biscuit to turn into a ghost for a certain period of time. While in ghost form, you will neither deal nor receive damage.



You won't take damage when in ghost form, so it's a good way to get the hang of trickier boss battles.



You'll receive EXP (experience points) and coins for defeating enemies. After obtaining a set amount of EXP, you will level up and become stronger.



Status Attributes

HP	HP shows a character's health.
BP	Used for Bros. Attacks.
POW	Shows a character's attack power.
DEF	Shows a character's defense.
SPEED	Shows how fast a character is.
STACHE	Higher STACHE affects your chances of landing a lucky hit, as well as the prices you get when buying or selling items.



Bonus Points

Adds bonus points to your chosen status attribute. Choose the points you will receive with Ⓐ.



11 Menu Options

The menu allows you to use items or swap gear.

As you progress through the game, more options will become available in the menu.



1 Current Coins

2 Play Time

3 Minion Quest

Lead Bowser's Minions through battle to victory (page 12).

◆ This button will become available after advancing to a certain point in the game.

4 Electronic Manual



Touch here to use items in your inventory.



Change your gear here. Switch between characters by using ☐L/☐R.



Check your status attributes and gear here.




Guide

Use the guide to learn about field and battle basics and actions.



Records

See the number of blocks you've hit, Bean Hollows  you've found, and stamps you've collected (page 15). You can also view the story until now.



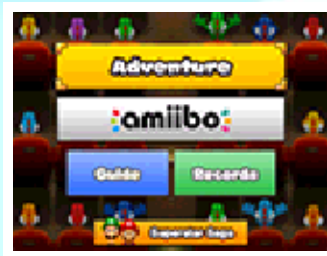
Options

Turn Easy Mode on for easier gameplay. Turn Easy Mode off to return to the normal level of challenge in the gameplay.



12 Minion Quest

Select Minion Quest to begin playing. Select Mario & Luigi to return to the menu.



◆The icon for Minion Quest: The Search for Bowser will appear as you progress through Mario and Luigi™: Superstar Saga.

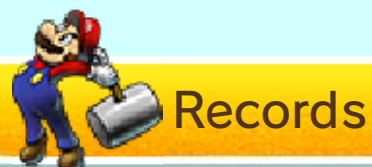


Select to use amiibo (page 15).

Guide



Check here for information on how to play Minion Quest: The Search for Bowser.



Check your battle victories, play history, and other information.



13 Quest Selection

Move your captain along the bottom screen to choose a quest. Press **(A)** and select Begin! to start the Minion Battle (page 14).

◆ You can also choose quests that you've already completed.



1 Squad Status

Check the level and strength of the units marching into battle. Rotate through your squads by using **[L]/[R]**.

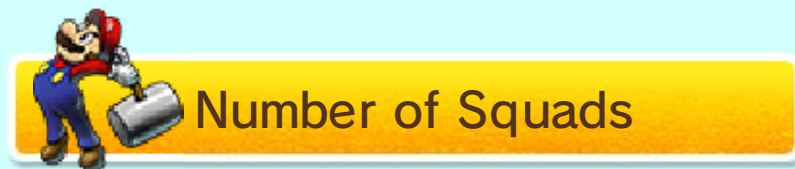
2 Enemy Units

3 Settings

Determines whether to skip events that you've already seen.



Select Formation to choose which Minions to add to or remove from your squad for the upcoming quest.



You can save up to four squads at first. You can then add captains by progressing through the game or by registering amiibo (page 15), which will allow you to save up to ten squads.

A small illustration of Luigi from Super Mario Bros. in a green hat and blue overalls, crouching and cooking with a large metal pot on a small stove.

Unit Types

Enemies are divided into three distinct types. They have strength-weakness relationships, similar to rock-paper-scissors.



Melee Troopers

Strong against Ranged troopers but weak against Flying troopers.

Ranged Troopers

Strong against Flying troopers but weak against Melee troopers.

Flying Troopers

Strong against Melee troopers but weak against Ranged troopers.

A brown leather suitcase with a handle and straps.

Strengthening Troopers

Select Fortify to improve your units by feeding them beans.

Captain Commands

Select Captain Commands to set the commands (page 14) that your captain will use during battle.



14 Battle Explanation

Troops will fight on their own, but Captain Commands and Special Skills can quickly turn the tide. Defeat the enemy captain to secure victory for your side.



1 Captain's HP

A captain and its squad are defeated when the captain's HP drops to zero. Your own HP is displayed in red, while the enemy captain's HP is displayed in blue.

2 Troop Numbers

Your own troop numbers are displayed on the left, while enemy troop numbers are displayed on the right.

3 CP and Captain Commands

4 Flee

Return to quest selection screen.

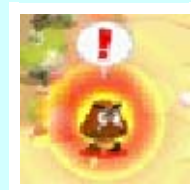
5 Guide

Check the effects of your Special Skills and Captain Commands.




Special Skills

When the red mark appears on a unit's head, press **A** at just the right time, or press it repeatedly to deal huge amounts of damage with Special Skills. But watch out—enemies can use Special Skills too!





Captain Commands

Touch the bottom screen or use the +Control Pad when you have CP  to use a Captain Command and give your troops an advantage.

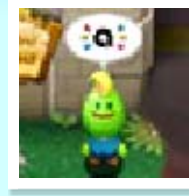
◆As your captain gains levels, more Captain Commands will become available to you.

Clearing Quests

Emerge victorious from every battle in a quest to clear that quest. After clearing a quest, you will gain EXP. You might also gain new allies and beans.



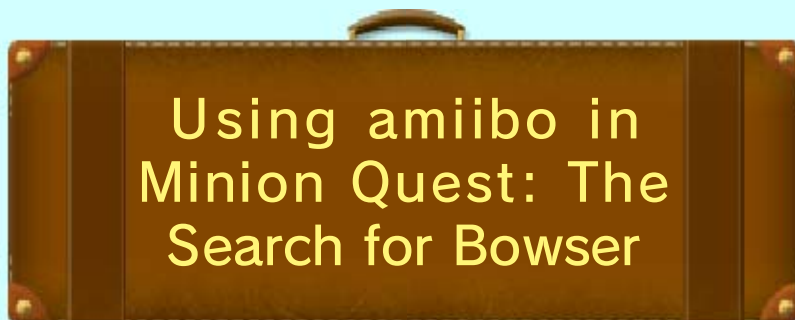
Meet a stamp collector on your travels and you'll receive a stamp sheet for stamping amiibo.



Stamping Stuff

Select Stamps in the Records section of the menu (page 11) to stamp your amiibo to your stamp sheet.

- ◆ The more times you place stamps, the better your earned bonus will be...



Using amiibo in Minion Quest allows you to increase your available captains and get beans.



Registering amiibo

You can register a Goomba, Koopa Troopa, or Boo amiibo to your system.

- ◆ You can also register amiibo when stamping them in the Mario & Luigi: Superstar Saga menu.



Receiving Friendly Bonuses

You'll receive beans as a Friendly Bonus if you use a registered amiibo to stamp a friend's Minion Sheet in their copy of Mario & Luigi: Superstar Saga.

- ◆ Friendly Bonuses may be received up to 50 times.

You can only receive your Friendly Bonus on the system to which your amiibo has been registered. You won't receive any Friendly Bonus for stamping amiibo that have not been registered.

Compatible amiibo

Goomba, Koopa Troopa, Boo, Mario, Luigi, Peach, Yoshi, Toad, Bowser, Bowser Jr.

- ◆ You can register Goomba, Koopa Troopa, and Boo amiibo to your system.
- ◆ Mario, Luigi, Peach, Yoshi, and Bowser amiibo are supported regardless of which amiibo series they belong to. For example, a Mario amiibo from either the Super Mario series or Super Smash Bros. series will be recognized and supported.
- ◆ For more information on supported amiibo, visit www.nintendo.com/amiibo.



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