

Super Mario Maker for Nintendo 3DS

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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. Please note this software plays only in 2D.

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

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■RapidJSON

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CTR-P-AJHE-00

2**Information-Sharing Precautions**

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

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Internet Enhancements

This software allows you to connect to the Internet and play courses designed by other players (page 8). You can also send records of your play data (page 14).

- ◆ Refer to your Operations Manual for information about connecting your system to the Internet.

This software supports Nintendo Network.



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

Protecting Your Privacy

- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend

codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

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Parental Controls

You can restrict use of the following features by adjusting the options in Parental Controls.

- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.
- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.
- **Sharing Images / Audio / Video / Long Text Data**
Restricts the sending and receiving of user-generated courses.
- **Online Interaction**
Restricts playing in the Course World, 100 Mario Challenge, and Recommended Courses sections.
- **StreetPass**
Restricts the sending and receiving of player-created courses and user information via StreetPass.

These fellow makers are here to guide you through Super Mario Maker™ for Nintendo 3DS. Let's take a moment to meet them!

► Mary O.



Fondly referred to by her peers as "everyone's older sister," Mary has a lot to teach you about Super Mario Maker for Nintendo 3DS. She knows just about everything there is to know about the game, but when it comes to actually making courses... Well, she hasn't had a lot of hands-on experience!

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Making/Saving Courses

To begin making a course, tap Make on the title screen or Course Maker on the Main Menu (page 10).

The Course Maker

Tap the palette at the top of the screen to select a course element, and then tap where on the course you'd like to place it. You can move Mario by tapping him with the stylus and then sliding it across the screen, or you can move him with /.



1 Palette

The palette contains the elements you can place in a course. Tap  to check out all the available palettes and to choose which is pinned to the top of the screen, and from there, tap  to rearrange the positions of the elements themselves. Be sure to organize them in a way that'll help you get what you need quickly!

2 Game Style

Switch between the styles of four different games:

- Super Mario Bros.™
- Super Mario Bros. 3
- Super Mario World
- New Super Mario Bros.™ U

3 Course Themes

Switch between different themes to set your course in.

4 Start and Goal Points

You can adjust the heights of the start and goal points by touching  and sliding it up or down. By touching and sliding  left or right, you can adjust the goal positions to change the length of the course.

- 5 Main Menu (page 10)**
Tap this to view the Main Menu.
- 6 Coursebot**
Coursebot will keep your courses nice and safe. Tap this icon to save or load courses.
- 7 Mr. Eraser**
Mr. Eraser will wash away your mistakes. Simply tap this icon to activate the eraser, and then touch the element you want eliminated. Touch the eraser icon again to put it away.
- 8 Undodog**
Each time you tap this icon, your last action will be undone through the power of Undodog.
- 9 Reset Rocket**
Touch and hold this icon to erase all the elements you've placed in your course. Rocket responsibly!

10 Course Length/Position

Touch and hold the G icon, and then slide it left or right to adjust the length of the course. Slide  left or right to change the position of the screen and Mario's position. Touch the S icon to move to the starting point, or touch the G icon to move to the goal.

You'll unlock course elements and certain functions as you play through Super Mario Challenge (page 8). If you want the full set of elements, be sure to play as many challenges as you can!



Trial Play

Tap  to play through the course you're currently creating. This will help you check the position of certain elements and how it all flows. Tap the icon again to return to course-creation mode.

You'll return to course-creation mode automatically if you reach the goal or lose a life (page 8).

◆ Press or hold  to play through the course from the beginning.

Saving Courses

Tap  to save the course you're working on. You can access your saved courses via Coursebot (page 11).

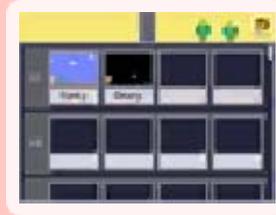
How to Save

Select a slot to save your course in and then give it a name.

If you want to

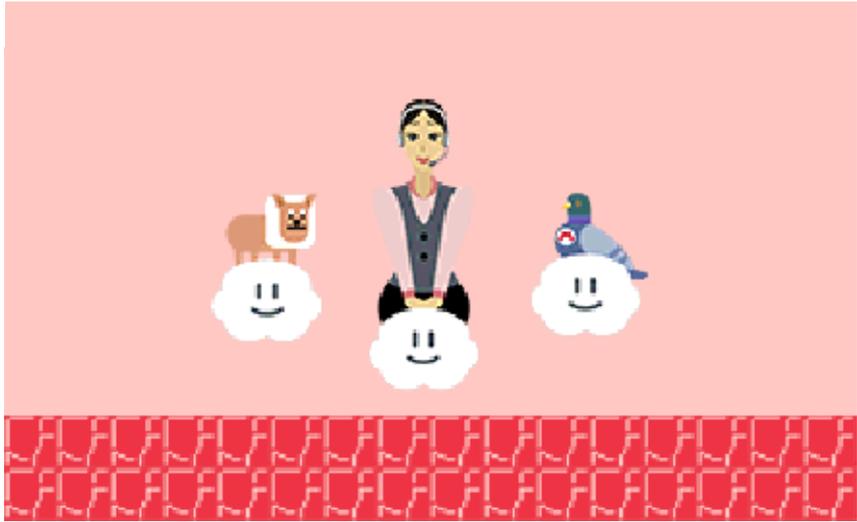
overwrite an existing

course, simply choose a slot that already has a course in it.



- ◆ Courses are saved to the SD card.
- ◆ Courses cannot be recovered once overwritten, so be careful not to save over courses you'd rather keep.

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.



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Super Mario Maker Techniques

Here are a few techniques that will help you on the path to becoming a Super Mario Maker master.

Hiding/Showing Toolbars

Tap  and  to hide the toolbars on the left and right sides of the screen.



This will give you a wider view of the course so you can have a better idea of what's going on and more space to work with. Tap those arrows again to bring the toolbars back.

Mario's Trail

After a trial play, tap  to bring up a ghost trail showing Mario's exact movements over a short period. This trail can be



extremely useful in helping you to decide where to place elements!

Time Limit / Scroll Speed

Tap  500 to set the course's time limit and the speed of the autoscroll feature. Adjusting these aspects can make a course more difficult. Try setting a really short time limit or a super-fast autoscroll and see what difference it makes!

Sound Effects

Tap  to open the sound-effects palette. These can be placed on your course like normal course elements. Tap  again to close the palette.



Laying Tracks

Select  from the palette, and then touch the screen to lay it. Tracks can be laid in up to eight directions. The directions you can lay a track in will be displayed as dots to be joined. Drag an enemy or other element onto the track, and it will move along the path you've created. Tap the end point of a track to switch it between the returning- and dead-end types.



Main Area / Subarea

By touching Mario and dragging him into a pipe, you can create a subarea. Tap  to switch between editing the two areas.

Selecting and Moving Multiple Elements

You can select multiple course elements at once by pressing  and dragging the stylus across the Touch Screen. Press  twice to exit Multi-Grab Mode, and you'll be able to move the selected elements together as one unit.

Copying

Press **L**/**R** twice to enter Copy Mode. Tap an element you've already placed, and then slide the stylus across the Touch Screen to place a copy of it. It's also possible to use Multi-Grab Mode and Copy Mode in conjunction with one another, creating copies of multiple elements at once.

- ◆ Warp Doors cannot be copied. Additionally, you can only copy a certain number of elements at a time. If you have placed a lot of elements, it may not always be possible to copy them.

And Now a Word from Mary...

Be sure to check out the courses in Super Mario Challenge and Course World (page 8)! I recommend you save those courses so you can tinker around with them in course-creation mode. Crack them open and see what makes them tick, maybe even change them up a bit! And be sure to take a look at Yamamura's and my tutorials (page 10), too!





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Playing Courses

To play a whole wide world of courses, select Play from the title screen or Super Mario Challenge or Course World from the Main Menu.

How to Play

Using the various controls for Mario (page 9) at your disposal, reach the goal before time runs out!

Mary O. Says...

If things get a bit too bumpy while playing a course, you can always press

START



to access the pause menu and take a breather. From there you can start the course over or call it quits.

So, don't be afraid to jump on in and take a course or two for a test run!

Losing Lives and Game Over

You'll lose a life if you bump into an enemy as Small Mario, fall into a hole, or if time runs out. In Super Mario Challenge and the 100 Mario Challenge, Mario's total remaining lives will be reduced by one each time you lose a life. If the number reaches zero, it's game over.

- ◆ If you lose a life five times on the same Super Mario Challenge course, you'll have the option of accepting an Assist Item to help you out on your next attempt.

Super Mario Challenge

You know the drill: Princess Peach™ has been kidnapped, and only Mario can get her back! Track her down through 18 worlds of stages created by the good people at Nintendo. But here's the kicker: you only have 10 lives!

Courses you clear will be automatically saved to Coursebot (page 11), so you'll be able to play them again and again or even modify them yourself.

You'll get some new course elements to use during course creation when you clear a world for the first time.

Earning Medals

You'll earn a medal for each secondary challenge or bonus challenge you complete within a course. You must reach the goal and complete the course in order to receive the medal. You can view the medals you've earned in Coursebot.

- ◆ A stage's challenges will be displayed at the start of each stage, or you can check it out from the pause menu.

Types of Medals

You can earn up to two medals per course: one for the secondary challenge and one for the bonus challenge. The bonus challenge will reveal itself upon completing the secondary challenge. You've got it in you to earn all the medals, I'm sure of it!



Course World (Internet and StreetPass)

Play courses from the Wii U™ version of Super Mario Maker, or play courses you got via the StreetPass™ feature (page 13).

- ◆ You cannot give courses stars or leave comments on them.
- ◆ You cannot upload courses.

100 Mario Challenge

Starting with 100 lives, play through a gauntlet of recommended courses uploaded from the Wii U version of Super Mario Maker.

- ◆ Hold **SELECT** or swipe the Touch Screen to skip a course.

Recommended Courses

Browse and play courses from the wide world of Recommended Courses. If you liked a particular course, feel free to save it to Coursebot (page 11) so you can play it whenever you want.

StreetPass

Exchange courses via StreetPass
or play courses you've received.

- ◆ The icon 📬 will appear when
you receive a new course.



You can control Mario with those old-school Mario controls, but each game style features controls and mechanics unique to that particular style.

- ◆ Select  from the Main Menu (page 10) to change the button layout.
- ◆ You can use  instead of .

Universal Controls

▶ Move



▶ Dash

Move while holding 

▶ Jump



▶ Jump higher

Hold 

▶ Jump higher and farther

Jump while dashing

▶ Super Jump

Hold  as you land on an enemy

▶ Crouch



- ◆ You cannot crouch as Small Mario in Super Mario Bros. and Super Mario Bros. 3.

▶ Fireball

Ⓨ (as Fire Mario)

▶ Enter pipe

⊕ toward the pipe's opening

▶ Swim

Ⓑ underwater

▶ Climb

⊕/⊕ on a vine

▶ Enter door

⊕ in front of a door

Specific Game-Style Controls

The icons , , and  indicate which game style the particular control applies to.

 : Super Mario Bros. 3

 : Super Mario World

 : New Super Mario Bros. U

▶ Pick up / Throw / Put down object ( /  / )

Approach object while holding (Y) /
Release (Y) /
Hold + and release (Y)

▶ Throw object upward ()

Hold + and release (Y)

▶ Spin jump ( / )

L/R

▶ Triple jump ()

Jump while dashing → (B) just as
you land (repeat twice)

▶ Ground pound ()

+ in midair

▶ Wall jump ()

(B) against a wall midjump

Raccoon Mario ()

Pick up a Super Leaf 
to transform into
Raccoon Mario.



▶ Spin tail

(Y)

▶ Fly

Dash until Mario holds his arms out
→ Tap **B** repeatedly

▶ Fall slowly

Tap **B** repeatedly in midair

Cape Mario ()

Pick up a Cape Feather  to transform into Cape Mario.



▶ Attack with cape

Y

▶ Open cape

Dash until Mario holds his arms out
→ Press and hold **B** while still holding **Y** → Release **B** as Mario rises

▶ Continue flying

When Mario starts to descend, press **+** in the opposite of the direction he's gliding.

▶ Body press

Press **+** in the direction you're moving while midair to descend upon an enemy.

▶ Fall / Descend slowly

Release (Y) while gliding / Release (Y) while gliding and press (B) (or press (B) while falling)

▶ Fast dive

Hold + in the direction you're moving while midair

Propeller Mario (👤)

Pick up a Propeller Mushroom 🍄 to transform into Propeller Mario.



▶ Fly

(L)/(R)

▶ Propeller fall

+ during flight

Riding Yoshi (👤/👤)

▶ Dismount

(L)/(R)

▶ Eat

(Y)

▶ Spit out

(Y) after eating a shelled enemy

▶ Flutter jump (👤)

Hold Ⓑ in midair



10 Main Menu

Tap  on the course-creation screen to display the Main Menu.

◆ Tap  on the Main Menu to return to the previous screen, or tap  to go back to the title screen.



1 Course Maker

Hop over to course-creation mode to create a course.

2 Super Mario Challenge

Tackle 18 worlds of courses created by Nintendo.

3 Course World

Play courses created by other makers or exchange courses via StreetPass (page 13).

4 Coursebot

Play and manage the courses you've saved (page 11). You can also exchange courses with nearby players via Local Play (page 12).

5 Yamamura's Dojo

Class is in session, and your instructor is none other than the pigeon himself (though, some would argue Mary is the true star). Play through guided tutorials that'll take you through course creation from start to finish. You can work your way through each lesson one by one or revisit lessons you've already completed.

6 Profile

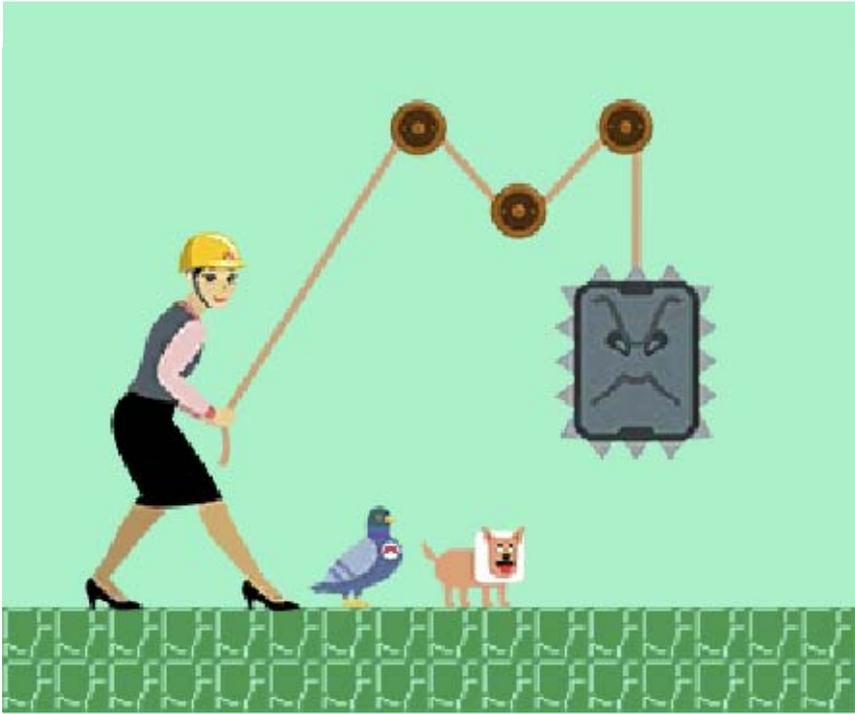
Check out your stats, such as your play history and how many medals you've earned.

7 Options

Set Mario's controls, change SpotPass (page 14) settings, and more.

8 Manual

Open this manual and take it for a read (but you already knew that, didn't you?).



11 Coursebot

Coursebot will let you play, edit, or delete the courses you've saved.

► Switching Panels

Tap My Courses to play and customize the courses you've acquired via Super Mario Challenge.



Edit

Load a saved course to make changes.

- ◆ Courses acquired via Local Play (page 12) will be marked with a collaboration mark (👤) if you edit it and then select it to share.

Play

Play through a course.

Send

Send a course to nearby players via Local Play.

Receive

Receive courses from nearby players via Local Play.

Change Name

Change a course's name.

Delete

Delete courses.

- ◆ Courses cannot be restored once deleted or overwritten, so be careful not to get rid of something you'd rather keep.

Worlds of Fun!

If you place four courses in a row within Coursebot, it'll create a single world! Tap  to play each course in order, starting from the left. You can tap and hold a course to reposition it, so try shuffling them around and see what you can come up with. The possibilities are... Huh? The possibilities are limitless... Yamamura, what's that you have in your mouth...?





Exchanging Courses (Local Play)

You can send and receive player-created courses via Local Play.

- ◆ Courses you receive will be saved to the SD card.

Sending Criteria

You can send the following types of courses:

- Courses you have created yourself
- Courses received via Local Play or StreetPass
- Courses you've edited after receiving them via Local Play
- Courses you've saved from Recommended Courses that you have not edited

While we encourage tinkering around with courses you've received via



StreetPass or Recommended Courses, please do be careful! If you edit a course you've received through one of these methods, you won't be able to send it to others.

You Will Need

- Two systems from the Nintendo 3DS family of systems
- Two units of this software

How It Works

You can send and receive courses via Coursebot from the Main Menu.

Sending Courses

Select the course you'd like to send, and then tap Send.

Receiving Courses

Choose which slot you'd like the course to be saved in, and then tap Receive.



Exchanging Courses (StreetPass)

If you've activated StreetPass for Super Mario Maker for Nintendo 3DS, the courses you've set and your user information will be automatically exchanged with others players who have activated StreetPass.

- ◆ Courses you receive will be saved to the SD card.
- ◆ You can receive up to 100 courses.
- ◆ If you have received 100 courses, any additional courses will overwrite your existing courses, starting from the oldest.

Activating StreetPass

You can activate StreetPass at any time by selecting the StreetPass option in Course World.

To turn off StreetPass, select StreetPass Management from the Nintendo 3DS Data Management menu, select the game software icon, and then select Deactivate StreetPass.

Setting a Course to Send

Select Send from Course World to set a course as one you'll send when you StreetPass with another player.

- ◆ You can't set a course as one you'll send if you received it via StreetPass or if it's a player-made course you saved from Course World.

You can only set a course to send after you've beaten it yourself, so make sure you can get through it before sending it off into the wild!



Playing Received Courses

Select Receive from Course World to choose which received course you'd like to play. If you save your favorites, you'll be able to play them whenever you want!

If you receive a course you find offensive, you can choose to no longer receive courses from the person who sent it to you. To do this, select Receive from StreetPass in Course World, open that player's profile via one of their courses, and then tap .



But, oh my, I'd rather not think Super Mario Makers would send such offensive courses...



14 Sending Play Data

Sending Play Data (SpotPass)

While the system is in Sleep Mode, and even while the software is not running, the Information Sharing feature will periodically connect to the Internet (if available). Your play data will be sent to Nintendo anonymously to help with the development of future products.

Activating SpotPass

To activate SpotPass, select  from the Main Menu and toggle the Information Sharing option to .

- ◆ Set this option to  when you don't want to use SpotPass™.



Q. How do I change the length of my course?

A. In Course Creation mode, touch and hold the G icon on the bottom of the screen and slide it left or right to adjust the length of your course.

Q. My current SD card is full so I want to use a new one. Is there anything special I need to do?

A. In order to use a new SD card with your existing Nintendo 3DS system, you must transfer your data from your old SD card to the new one. You can transfer data between SD cards using a computer or an SD card reader/writer. Visit Nintendo's official website for information on how to transfer data between SD cards.

◆ If you put a new SD card into your Nintendo 3DS system and start Super Mario Maker for Nintendo 3DS before transferring data from your old SD card to your new one, your previously saved courses (both created and received) will become unplayable, even if you later transfer data from your old SD card to your new one.

Q. What happens if I play my game using a friend's Nintendo 3DS system?

A. To play the game on a friend's Nintendo 3DS system, you will need to erase all of your game progress and saved courses (created and received) and reset your game to its original state. Data cannot be recovered once erased even if you place the game back into your own Nintendo 3DS system, so be careful when deleting data.

Q. How do I get more course elements?

A. Course elements are added as you clear worlds in Super Mario Challenge (page 8).

Q. I don't really understand how to make courses...

A. Master course creator Yamamura is waiting to teach you all about the different course elements and features. Check out Yamamura Lesson's (page 10) from the game's Main Menu and make that bird earn his paycheck!

Q. I had an awful day today.

A. Cheer up, buckaroo! Everyone has bad days, but try to take a step back and look at the good things! Maybe you created a fun course or got some new course elements--or maybe you just got a really fun course from StreetPass? The little things can really help cheer you up! I hope you have a wonderful day tomorrow--we're all rooting for you over here!

Q. I can't stand brussels sprouts.

A. Does...does that have anything to do with this game? Is it even a question? At any rate, everyone has their likes and dislikes--just because someone doesn't like brussels sprouts doesn't mean they won't like carrots. There are a lot of course elements in Super Mario Maker for Nintendo 3DS, so maybe you can find a few you never seem to use. It could be fun to try and work them into a course once in a while. They just may turn your courses into carrots!



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