

1 Important Information

Basic Information

2 Introduction

3 Getting Started

4 Saving Data

How to Play

5 Game Screen

6 Game Basics

7 Actions

8 The Dream World

Battles

9 Combat

10 Attacking & Dodging

11 Bros./Luiginary Attacks

12 Badges

13 Leveling Up

14 Giant Battles

Using the Menu

15 Menu

16 Items and Gear

Adventure Guide

17 Defeating Foes

Troubleshooting

18 Support Information

1 Important Information



Thank you for choosing the Mario & Luigi™: Dream Team game for the Nintendo 3DS™ system.

Please note that, for this manual, "Nintendo 3DS" refers to both Nintendo 3DS and Nintendo 3DS XL.

Please read this manual carefully before using the software. Please also read your Operations Manual for more details and tips to help you enjoy your playing experience.

IMPORTANT

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, and then tap **Open** and read the contents of each section carefully. When you are finished, press  HOME to return to the HOME Menu.

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

IMPORTANT

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.

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2 Introduction



In Mario & Luigi: Dream Team, Mario™ and Luigi™ join forces and go on an action-packed adventure! Strange events are transpiring on Pi'illo Island, and to resolve them, our heroes have to solve puzzles, master devices, and more--all while traveling back and forth between the dream world and the real world.

3 Getting Started

Press **START** on the title screen to go to the file-selection screen.

File-Selection Screen

To play from the beginning, select a file with no data. To continue a game, select a file with saved data. Then select Start Game.



Navigate	○/+
Confirm	(A)
Cancel	(B)

Note: You can also use the Touch Screen.

Deleting and Copying Data

First, select a save file.

Deleting Data

Select Delete File to erase a file.

Delete All Data

To delete all save data, after starting the game from the HOME Menu, press and hold (A) + (B) + (X) + (Y) simultaneously before the title screen appears.

Once erased, data cannot be recovered, so please be careful.


Copying Data

Select Copy and then Yes to create a duplicate of the file.

Options

To switch the hand you use during Giant Battles (p. 14), change the Dominant Hand setting. This can be done when you begin a new game, save (p. 4), or access Options.

4 Saving Data

You can save your progress by either hitting a Save Block with Mario or Luigi or tapping the  icon on the Touch Screen.



Save Blocks

- 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.



1 Action Icons

Mario's Action Icon (p. 7) is A (red); Luigi's is B (green).

2 Devices

You'll find all kinds!

3 HP

Mario's and Luigi's health.

4 Panels



Zoom

Enlarge or reduce the size of the map.



World (Real World)

Inspect a map of Pi'illo Island.



Map (Dream World)

Inspect a map of the dream world.



Save

Save your current progress.



Menu

Open the menu (p. 15).



Back

Return to the previous screen.

5 Map

Display the connections between the real and dream worlds. You can move the map with the stylus.



Connections within the same area.




Connections between different areas.



Connections made with pipes (p. 6).


Take control of Mario and Luigi to explore Pi'illo Island's many locations.

Moving

Use  to move.




Entering Pipes

Jump onto a pipe and use  to enter it, and you will be transported to a different area.



Note: You will find different kinds as you progress through the game.

Accessing the Menu

Press  to open the menu (p. 15). Here you can prepare for your adventure or check other info.

Press **A** to make Mario perform an action and **B** to make Luigi perform one. More actions will become available as you progress through the game.

Switching Action Icons


Press **R** to toggle the action icon. Press **L** to return to the jump action.

Solo Actions

Actions that Mario and Luigi perform individually.



Talk

Mario can speak to characters directly in front of him. When  appears on-screen, press **A** to progress through the dialogue. (The action icon will switch automatically.)



Investigate

Mario can examine things directly in front of him.

Note: The action icon will switch automatically.



Jump

Jump to hit blocks from below or to reach higher places.



Hammer

Use the hammer to break things or hit switches in front of you.



Bros. Moves

Actions that Mario and Luigi perform together.



Mole Mario

Luigi hits Mario with the hammer, sending him underground. In this state, Mario can do things like go under fences. Press **A** to return to the surface.




Spin Jump

Mario hops onto Luigi, and then they twirl through the air. You can use the Spin Jump to fly across wide gaps. Press **B** to return to normal.



Note: There are more Bros. Moves to be discovered!

Beans

You can get beans (p. 16) by using Mole Mario to tunnel under and jump up out of beanholes .

Examine the petrified Pi'illos in the real world in order to enter the dream world.



Pi'illo Folk
(petrified)

Dream World Basics

Here you control Mario and Dreamy Luigi, who only appears in the dream world. Clear the dream-world areas by breaking all the nightmare chunks.



1 Nightmare Chunks

The Pi'illo folk are trapped inside!

2 Luiginary Works

Devices in the dream world. There are many different kinds.

3 Remaining Nightmare Chunks

4 Luigi's Face

Using Luiginary Works

Press **L/R** to switch the action icon, allowing Dreamy Luigi to move in and out of Luiginary Works.

Enter Luiginary Works



Exit Luiginary Works



Manipulating Luiginary Works

Touch Luigi's face to control Luiginary Works that Dreamy Luigi has entered. Use them effectively to progress.



Changing Shape

The shape of the massed Luiginoids can be changed by pressing **R**. The actions available depend on the shape. Press **L** to demolish the shape, and press **B** to exit the Luiginary Work.



Touching an enemy initiates a battle. Jump on the enemy or use the hammer to perform a pre-emptive attack. If an enemy attacks from behind, Mario or Luigi will start head over heels!



Battle Screen



1 Command Blocks



Jump

Jump on an enemy to damage it.



Hammer

Strike an enemy to damage it.



Flee

Escape from battle.



Item

Use items (p. 16).



Bros. Attack

Combine forces to launch a powerful attack. Bros. Attacks can be used in the real world.



Luiginary Attack (p. 11)

Combine forces to launch a powerful attack. Luiginary Attacks can be used in the dream world.

2 HP and BP






BP (Bros. Points) are used to perform Bros. Attacks and Luiginary Attacks.

Restoring HP and BP

HP and BP can be restored through items and in certain shops.

Selecting Command Blocks

When it's Luigi's or Mario's turn, select a command block and perform the move with the action button.

Select command block	 / 
Action button (Mario)	
Action button (Luigi)	
Return	

Expert Challenges

Increase your points by completing certain tasks, such as winning a battle without taking any damage. Achieve a certain amount of points to receive items. Go to Collection to check which Expert Challenges you have completed and how many points you have.

Losing All HP...

When both Mario's and Luigi's HP reaches 0, they'll be out for the count,



but you can always try again! If you retry on Easy Mode, Mario and Luigi will temporarily become stronger, making it easier to defeat enemies.

Note: Easy Mode will end once the battle has concluded.

With good timing you can increase your hit count or avoid the enemies' attacks!

Attacking

Jump

Press the action button just before you land a jump on an enemy to attack twice.



Hammer

Press the action button when the hammer shines to deal big damage.



Dodging

Press the action button in time with the enemy's attack to dodge.



Countering

If you time it just right, you can dodge an enemy's attack and hit them with a counterattack.



Status Effects

Some enemies' attacks affect Mario's and/or Luigi's condition--for example, making them unable to move. Status effects will disappear either after a certain amount of time or when you use items or Badge Effects (p. 12).

Trip

Leaves Mario/Luigi unable to perform any actions until it is their turn or they are attacked.



Burn

Makes Mario/Luigi unable to perform any actions, and makes them intermittently take damage.



Dizzy

Makes Mario/Luigi dizzy and unable to perform any actions.



Mini

Shrinks Mario/Luigi, lowering their defense and attack power. Also disables some attacks.



Bros./Luiginary Attacks

Mario and Luigi learn a new Bros. Attack for every 10 Attack Pieces they collect within a region. Use BP to perform the attack and, for instance, deal massive damage or attack all enemies.

Bros. Attacks

Used in the real world.

3D Red Shell and 3D Green Shell

Kick a shell back and forth off the enemy to deal damage. Kick with **A** for Mario and **B** for Luigi.



Note: There are other Bros. Attacks to be found. To practice or view their controls, select Menu and then Guide.

Luiginary Attacks

Used in the dream world.

Luiginary Ball

Inflict damage on your enemies with a ball made of Luiginoids. Tilt the



Nintendo 3DS system to maneuver the ball.

Note: There are other Luiginary Moves to be found. To practice or view their controls, select Menu and then Guide.

Tilt the Nintendo 3DS system to fight!

A number of attacks and the Finishing Bros. move require moving the Nintendo 3DS system. Follow the on-screen instructions.

When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.

Attack enemies to fill the Badge Meter and store Badge Effects. Use Badge Effects to restore HP, damage enemies, and much more!



1 Badge Meter

Mario fills the meter with red. Luigi fills it with green.

2 Stored Badge Effects

3 Change Badges

4 Badge Effects

Using Badge Effects

Tap a stored Badge Effect twice to use it. You can then use a command block as usual.



Changing Badges

Tap the Change Badges icon, and then press **R** for Mario or **L** for Luigi to swap badges. The Badge Effect changes depending on the combination of badges.



13 Leveling Up

You gain experience points (EXP) and coins (p. 15) as you defeat enemies. When Mario and Luigi obtain a certain amount of EXP, they will level up, improving their stats.

Bonus Points

Select an attribute to increase its points. Set the number of points with the action button.



Rank-Up Bonus

When you reach a certain level, you can select a Rank-Up Bonus.



Apparel Slot +1

Increases the Apparel slot (p. 16) by one.

Badge Slot +1

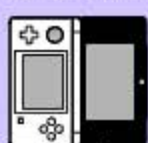
Increases the amount of Badge Effects you can store by one.

Quick Level-Up

Gain 20% more EXP.

Note: There are other Rank-Up Bonuses available!

At certain points in the adventure, you will fight as a giant Dreamy Luigi, requiring you to hold the Nintendo 3DS system vertically. To change which hand you use, go to Options and adjust the Dominant Hand setting accordingly.



Dominant Hand set to left



Dominant Hand set to right

Battle Basics

Use the stylus and follow the on-screen instructions. When it's Dreamy Luigi's turn, touch a command icon.



1 Enemy's HP

2 Command Icons



Jump

Jump on the enemy to damage it.



Hammer

Strike the enemy to damage it.



Bros. Attacks

Join forces with Mario to launch a Bros. Attack.

Note: You can't use two Bros. Attacks in a row.

3 Dreamy Luigi's HP

Finishing Bros.

When the enemy is low on HP, you can use the Finishing Bros. move. Tilt the system to target the enemy. Once you've locked on, Mario will deal the final blow with a giant star!



Marker

Here you can use items, change gear (p. 16), and check other information.

Menu Screen



1 Your Current Location

2 Collected Coins

Use these when you go shopping!

3 Play Time

4 Menu

Items	View and use items.
Status	Check Mario's and Luigi's stats and conditions.
Gear	Change gear.
Badges	Change Mario's and Luigi's badges.
Collection	Check your Key Items, information about completed Expert Challenges, etc.
Guide	Check your current goal and progress, practice attacks, etc.

Items



Mushroom

Recovers the HP of one character.



Nut

Recovers the HP of two characters.



Syrup Jar

Recovers the BP of one character.



Candy

Recovers the HP and BP of one character.



1-Up Mushroom

Revives a fallen brother.



Bean

Raises an attribute of one character by one point.



Others

There are also items that can cure status effects, immobilize all enemies, attack enemies that are in the background, and many more.

Gear



Boots

Increases the strength of the jump attack.



Hammer

Increases the strength of the hammer attack.



Wear

Increases defense.



Gloves

Enhances abilities.



Accessories

Enhances stats.

Note: There are other items with special effects to be found!

Gear Slots

Slots allow you to equip wear, gloves, and accessories. When you rank up, you can increase the number of slots and have up to three extra slots with the use of Gear Slot +1.



Gear Slots

Level Up!

To defeat enemies more easily, you need to train Mario and Luigi by actively seeking battles and leveling up.

Equip Gear!

Simply collecting gear won't help you! Equip it to enhance your stats by going to Gear in the Menu.

Attack First!

Use preemptive attacks to gain an advantage.



If Things Look Bad, Flee!

If it looks like you're about to lose a battle, don't be afraid to turn and run.

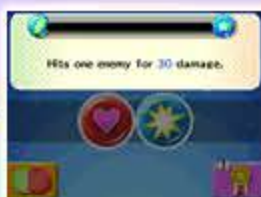
Note: You cannot escape some battles.

Use Jump and Hammer Effectively!

Use Jump or Hammer according to the enemy's type or status. Jump at enemies in the air, and use the Hammer on spiky or flaming enemies.

Use Badge Effects Effectively!

If you continue to fill the Badge Meter when the effect stock is already full, the leftmost Badge Effect will be lost. Be sure to use Badge Effects when the Badge Meter is almost filled.



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