Thank you for choosing the New Super Mario Bros.™ 2 game for the Nintendo 3DS™ system.

Please read this manual carefully before using the software. Please also read your Nintendo 3DS Operations Manual for more details and tips to help you enjoy your playing experience.

## Health and Safety Information

### ⚠ 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, 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 the Nintendo 3DS Operations Manual, including the Health and Safety Information section, before using Nintendo 3DS™ software.

## Protecting Your Privacy

This software allows you to share information, such as your Mii™ and Mii name, with other users through local communication.

CTR-P-ABEE-USZ

In New Super Mario Bros. 2, you control Mario in his quest to rescue Princess Peach. Mario will need all his skills to overcome both obstacles and enemies as he makes his way through each world. For an added challenge, try to collect as many coins as you can along the way!

Use ✛/◎ to select an option, then press Ⓐ to confirm.
Press Ⓑ to go back a step.

Note: 🪙 represents the total number of coins you've collected while playing this game (page 14).

## Solo Play

## Co-op Play (page 15)

Team up with another player via Local Wireless.

## Coin Rush (pages 16-17)

Play three randomly selected courses back-to-back, collecting as many coins as you can. You can exchange Coin Rush records with other players via the StreetPass™ feature.

Note: This mode will be unlocked as you progress through the game.

## Options

Configure controls and the SpotPass™ feature settings (page 18).

To start from the beginning, select New Game. To continue from a saved game, select the appropriate save file.

## Copy

Copy the selected save file.

## Delete

Delete the selected save file.

### Delete All Save Data

To delete all save data, wait for the Nintendo 3DS logo to disappear after launching the game, then press and hold Ⓐ+Ⓑ+Ⓧ+Ⓨ.

**Warning: Deleted data cannot be recovered.**

This game saves your progress at different points depending on the game mode.

## Solo Play

You can save your progress when you clear a tower or castle or when spending Star Coins to open a new route (page 11).

Note: After completing the game, you will be able to save on the map screen whenever you want.

## Quick Save

Select Quick Save from the pause menu on the map screen (page 11) to temporarily save your progress and end the game.

● This save data will be deleted after restarting your game.
● After completing the game, you can save whenever you like.

## Co-op Play

In Co-op Play, the player controlling Mario can save the game by using the same methods as Solo Play.

Note: Coins collected by Mario™ and Luigi™ are added to the Total Coin tally and saved automatically.

### For Luigi Players

Only additions to Total Coins will be saved. Game progress, lives, items (page 12), etc., will not be saved.

## StreetPass SpotPass

Data will be saved automatically when it is received.

Note: Data received via SpotPass (page 18) will be saved to the SD Card.

● Data can be lost due to user action, such as repeatedly powering off and on the system or removing the 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.

This software supports the Nintendo Network™.
The Nintendo Network logo appears on the packages of software supporting the Nintendo Network.



NINTENDO
NETWORK

● About Nintendo Network

Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet. It provides access to a wide range of network services, including the ability to play games with people around the world, purchase and download games/content, and exchange images and messages.

Note: Each software title with Nintendo Network supports different features. This software title allows you to add your collected coins to the global coin total and receive notifications via SpotPass. For more details, see page 18 of this manual. You will also be able to download course packs (paid content) for Coin Rush Mode via the Internet. For more details, see page 19 of this manual.

For the purpose of this guide, ✛ will be used when explaining the game's controls. However, Ⓞ can also be used to control the game.

## Move
▶ ✛

## Dash
▶ Press Ⓨ/Ⓧ while moving

Jump while dashing to maximize your jump height.

## Jump/stomp
▶ Ⓑ/Ⓐ

Jump on top of enemies to attack them.

Note: The height of your jump depends on how long you press the button.

## Crouch
▶ ✛

## Ground pound
▶ ✛ (in midair)

## Wall jump
▶ Ⓑ/Ⓐ (while pressing ✛ in the direction of a wall, while sliding down it)

## Double/triple jump
▶ Ⓑ/Ⓐ (when landing after a running jump)

Do this twice in a row to perform an even higher third jump!

## Pick up/throw objects
▶ Press and hold Ⓨ/Ⓧ and touch an object.

Release the button to throw the object.

You can change the controls in the Options menu.

Note: The controls listed in this manual are the default settings.

## Enter pipe

▶ ✚ (toward pipe entrance)

## Enter door

▶ ✚ (in front of a door)

## Slide

▶ ✚ (on a slope)
You will attack any enemies you collide with while sliding.

## Swim

▶ Ⓑ/Ⓐ (while underwater)

## Grab rope

▶ Touch the rope

## Grab fence

▶ ✚ (in front of a fence)
Hold Ⓨ/Ⓧ to move faster.

## Hit fence

▶ Ⓨ/Ⓧ (while on fence)
Attacks enemies on the other side of the fence.

There are a variety of other minor actions that aren't detailed here.

Super Mario

Super Mush-room

Super Leaf

Damage

Small Mario
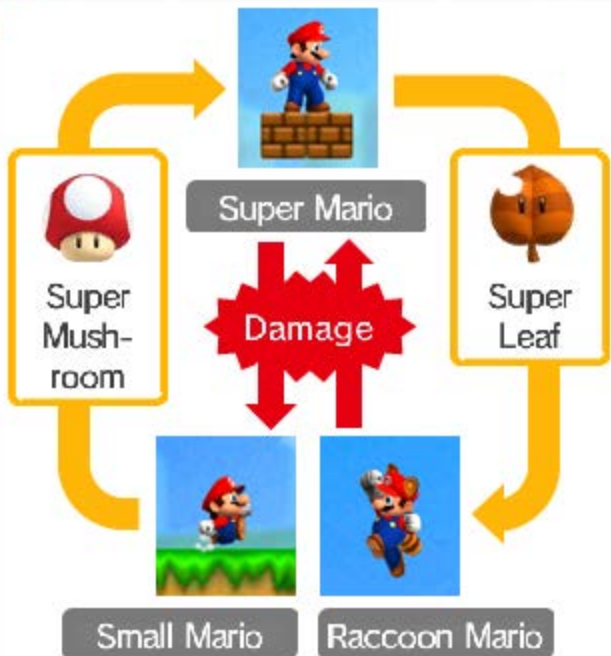
Raccoon Mario

Mario and Luigi can pick up various items, such as the Super Leaf, to transform and gain new abilities.

## Fire Mario

🌻 Transform using a Fire Flower

Press ⓨ/ⓧ to hurl a fireball.

## Raccoon Mario

🍂 Transform using a Super Leaf

Press ⓨ/ⓧ to swing your tail.
Hold ⓑ/ⓐ in midair to gently float down.
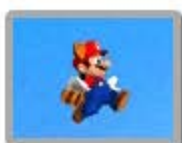
▶ Fly

Dash to fill up the ▶▶▶▶▶▶🍂. When 🍂 is lit up, press and hold ⓑ/ⓐ to fly for a short time.

## Gold Mario

🌼 Transform using a Gold Flower

Press ⓨ/ⓧ to throw a gold fireball.
Hit blocks with gold fireballs to turn them into coins. You'll also receive coins for hitting enemies.

Note: If you complete a course as Gold Mario, you will turn into Fire Mario.

## Mega Mario

🍄 Transform using a Mega Mushroom

Run into enemies to defeat them. You can also smash through pipes and blocks!

Note: You will turn into Super Mario after a short time.

## Mini Mario

🍄 Transform using a Mini Mushroom

Mini Mario and Mini Luigi can't defeat enemies by jumping on them, but they can fit through small spaces and run along the surface of water!

Note: You can attack enemies with a ground pound.

Note: You will lose a life upon taking any damage.

Move Mario to the course you'd like to play. You can use L/R to scroll the map screen left and right.

① Current world and course

② Record of the most coins you've collected in this course

③ Star Coins (page 14)

🟡 : Star Coins collected
⬡ : Not yet collected
**Note:** Any Star Coins you collect before touching the Checkpoint Flag (page 13) will be marked with a 🟢 until you complete the level.

④ Courses

🔴 (pulsing) : Uncompleted course
🔵 : Completed course
⚫ : Unopened course
**Note:** Any courses you complete using an Invincibility Leaf from an Assist Block (page 13) will be marked with a 🔴.

⑤ Collected Star Coins

⑥ Remaining lives

🍄 : shows your current reserve item (page 12).

⑦ Tower/castle

⑧ Star Coin sign

Pay the amount of Star Coins on the sign to open the path.

⑨ Toad house

Receive items from Toad.

⑩ Flying Gold Block

As you progress through the game, Flying Gold Blocks will appear.

⑪ Simple map

🔴 : Current location

⑫ World select

Touch an icon to transport Mario to that world.

## Pause Menu

Press START (SELECT) to display this menu. From here you can continue, Quick Save, or return to the title screen.

**Note:** You can also pause the game and display this menu during a course (page 12), but the options will be different.
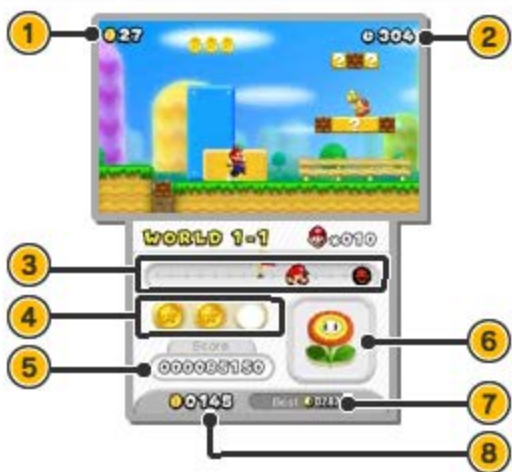
| | |
|---|---|
| (1) | Coins collected |
| (2) | Time remaining |
| (3) | Progress bar |

    🍄 : Current location
    🚩 : Checkpoint Flag (page 13)
    ⚫ : Goal (page 13)

| | |
|---|---|
| (4) | Star Coins (page 14) |

    A 🌟 will appear each time you collect a Star Coin.

| | |
|---|---|
| (5) | Score |
| (6) | Stored item |

    You can store one extra power-up item at a time. To use it, just tap the icon.

| | |
|---|---|
| (7) | Your best coin record for this course |
| (8) | Total coins collected on the current run through the course. |

Defeat enemies and overcome obstacles as you make your way to the goal.

## Checkpoint Flag

Touch this flag to start at this point if Mario loses a life.

- If you play another course and then return to this course, you'll have to start from the beginning.
- If Small Mario touches a Checkpoint Flag, he will transform into Super Mario.

## Goal

Grab the Goal Pole to complete the course. The higher Mario grabs on the pole, the more points you'll earn.

## Losing Lives

Mario will lose a life if he:
- Takes damage as Small Mario or Mini Mario
- Falls into a pit
- Runs out of time

## Game Over

If Mario loses all of his lives, it's game over. You can then restart with five lives from your last save point.

### Assist Block

If Mario loses five lives in the same course, an Assist Block will appear. Hit it to release an Invincibility Leaf and transform into White Raccoon Mario.

## Coin

Collect 100 to earn an extra life.

## Super Star

Will make Mario invincible for a short time and will increase his dash speed.

## 1-Up Mushroom

Earns Mario an extra life.

## Star Coin

Every course contains three of these. Once collected, they can be used to open new paths on the map screen.

## Red POW Block

Hit this to unleash a shockwave that destroys nearby blocks.

## 10-Coin Block

Looks like a normal block, but it produces coins when hit.

Note: If you hit this after it has produced 10 or more coins, it will turn into a Gold Block.

## Gold Block

While wearing this, Mario will earn coins just by running and jumping!
Note: The block will disappear after producing a certain number of coins, or if you are hit by an enemy.

## Gold Ring

If you touch this, all of the enemies in the course will turn gold for a short time. Gold enemies will produce gold coins in various ways.

## Red Ring

If you touch this, eight red coins will appear.
If you collect all of the red coins within the time limit, an item will appear.

## Switch Block

If you step on it, various environmental changes will occur.

There are other items and course features not detailed here.

## Co-op Play (Local Play) 🖼

This software supports multiplayer games via wireless communication. Using this feature, you can team up with a friend to play through the game as Mario and Luigi! Co-op Play is a great way to collect coins, so try to work together to collect as many as possible. Each player must have a copy of the software.

## You Will Need:

● One Nintendo 3DS system per player
● One copy of the software per player

## Connection Procedures

❶ One player should select Mario, and the other player should select Luigi. Follow the on-screen instructions to proceed.

❷ The player who chooses Mario then selects a course to begin.

## Course Screen

The player marked with ▼ is the leader. If you stray too far from the leader, you'll enter a bubble.

① Total coins collected (both players)

② Leader (▼)

The game camera follows the leader. If the leader makes a blunder, is hit by a ground pound, or is preceded by the other player through a pipe or door, the other player becomes the leader.

③ Bubble

Touch this to enter a bubble.

## Bubble

While in a bubble, Mario or Luigi will not take damage. Keep pressing buttons to float toward your partner. You must touch the other player to pop the bubble and get back in the action.

## Losing Lives

Even if you make a blunder, you won't lose a life as long as one player remains in the course. The player who made a blunder will reenter the course in a bubble.

Making blunders in the following situations will return you to the map screen:

· Both players make a blunder at the same time
· One player makes a blunder while the other is in a bubble

If both players enter a bubble at the same time, you will be returned to the map screen without losing a life.

## Coin Rush (StreetPass™) 👤))

This software uses StreetPass (local wireless communication) for exchanging Coin Rush records with other players.
In Coin Rush mode, you'll play through three randomly selected courses back-to-back while collecting as many coins as possible.
At the end of your Coin Rush run, your coin record will be saved. These records can be shared with other players via StreetPass 👤)) and challenged to determine who's the better coin collector.

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

## Activating StreetPass

Once you've cleared World 1 in the main game, select Coin Rush from the main menu. At this point, you'll be prompted to activate StreetPass. Once StreetPass has been activated, you can select Start Coin Rush to start playing. Select StreetPass Records (page 17) to access data that has been received from other players via StreetPass.

Note: Select 👤)) to activate StreetPass for New Super Mario Bros. 2. If this icon is not present, StreetPass has already been activated for this game.

## Coin Rush Rules:

· Play three randomly selected courses from worlds that you've cleared in the main game.
· The three courses must be completed consecutively. If you lose a life, it's game over.
· The time limit is shorter than in Solo Play and Co-op Play.
· Touch a Checkpoint Flag, or grab a time bonus ⏱ to increase your remaining time.

## Completing a Course Pack

Select Save This Record to set this record for sharing with other players via StreetPass.

Note: You can only set one record for sharing at a time.
Note: To exchange records, the other player must also have StreetPass activated.

You can challenge Coin Rush records received from other players via StreetPass. Complete the same set of courses in the time allowed, and attempt to surpass their coin total!

If you beat someone else's record, you'll earn a reward!

## StreetPass Records

Touch a Mii™ character icon to see information about them and the records they are sharing. Press Ⓐ to challenge a record or add it to your favorites.



**(1)** Mii information

**(2)** My Record

If you collect more coins than the person you are challenging, you will receive a Crown Coin 🟡.
If you clear the courses when challenging another player's record, you'll be able to view that player's Mii information and record details.

**(3)** Mii icon

🔲 : Records newly received via StreetPass.

⭐ : Records added to favorites.

🔒 : Records you can't challenge yet because you don't have the required courses.

● Records you receive can include courses you have not yet played.
● You can keep up to 15 rival records at a time. Saving any more than this will cause older records to be replaced.
● Favorites will not be replaced by newly received records.

**(4)** My Record

View your own record, or challenge it to see if you can do better!

## Deactivating StreetPass

To deactivate StreetPass, open the System Settings, select Data Management, and then select StreetPass Management. Tap the icon for this software title, then select Deactivate StreetPass.

Note: You can disable StreetPass functionality via Parental Controls. For more information, refer to the Nintendo 3DS Operations Manual.

# Data and Notifications (SpotPass™) 📶

This software supports the automatic download of SpotPass notifications about the global coin total and other Mario-related news via an Internet connection. Your collected-coin data will automatically be added to the global coin total.

## Setup

Before you can use the SpotPass feature, the following steps are required. For more information, refer to the Nintendo 3DS Operations Manual.
- Accept the Nintendo 3DS Service User Agreement
- Set up an Internet connection

> **Note:** Data received through SpotPass is saved on SD Cards. As a result, it is recommended that you keep an SD Card inserted in your system at all times.

## Activating SpotPass

The game will prompt you to activate SpotPass the first time you start the game. SpotPass can be deactivated at any time from the in-game Options (page 3).
If SpotPass is active and the system enters Sleep Mode, it will still automatically send and receive data.

## Deactivating SpotPass

To deactivate SpotPass, tap Options from the main menu. Once in the Options menu, tap the SpotPass button, and follow the on-screen instructions.

# Purchasing Downloadable Course Packs (Internet) 🌐

This software supports online play through an Internet connection. For information about connecting your system to the Internet, refer to the Nintendo 3DS Operations Manual.

## Purchasing Downloadable Course Packs

By using the Shop in New Super Mario Bros. 2, you can purchase downloadable course packs made for Coin Rush. These course packs contain courses not found in the main game.

**Note:** Depending on the course pack, the number of included courses will vary. Details about the course pack, including the number of included courses, are detailed on the purchase screen.

## How to Purchase Downloadble Course Packs

○ **Procedure**

The in-game Shop will be enabled via SpotPass. You will receive a notification when the Shop has been enabled. Once you've received the notification, the Shop button will be added to Coin Rush. Follow the on-screen instructions to purchase downloadable course packs.

You can restrict the following specific types of online functionality via Parental Controls:
- Credit-card usage
- The purchase of goods and services

For more information, refer to the Nintendo 3DS Operations Manual.

Precautions About Purchasing Downloadable Course Packs
- You can view the purchase history of downloadable course packs in Account Activity in Nintendo eShop.
- After purchase, downloadable course packs cannot be returned, refunded, or exchanged.
- Once you have purchased downloadable course packs, you can redownload the content free of charge, even if it has been deleted.

**Note:** You cannot redownload software if you select the Delete Account option. For more details, please see the Nintendo eShop instruction manual.

**Note:** You will not be able to download them again if the software has been temporarily or permanently discontinued. Please be aware of this in advance.

- Downloadable course packs that you purchase are stored on the SD Card.
- Downloadable course packs can only be used on the system that was used to download them. You cannot insert the SD Card into another system and use the content there. (If you use the System Transfer option under System Settings, you will be able to use your downloadable course packs on the destination system without problems.)

## Adding Funds to Your Account

You must have the purchase price of the downloadable course pack in your Nintendo eShop account balance in order to purchase it. If you do not have enough funds in your account, the following screen will appear. Tap Add Funds to add funds to your account.



One of the following is needed to add funds to your account.
- Nintendo 3DS Prepaid Card
- Credit card

**Note:** If desired, you can store the credit-card information on the system. This will give you the ability to add funds to your account by simply entering the password you established when you first entered the credit-card information.

**Note:** You can delete the credit-card information at any time by accessing Settings / Other in Nintendo eShop.

## 20 Support Information

Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078