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1 Important Information

Thank you for choosing the Paper Mario™: Sticker Star 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 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.

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In Paper Mario: Sticker Star you control the hero, Mario™, as he uses stickers to battle enemies, solve puzzles, and make his way through an exciting adventure.



World-Map Controls

Move	
Open/close sticker album	
View sticker details	(when the album is open)
Turn pages	/ (when the album is open)
Go back to title screen	

Field Controls

Move	
Jump	
Peel a sticker	Hold (when near a sticker)
Paperize	
Stick a sticker	Choose a sticker → Move into position → Stick → Smooth (while paperizing)
Swing hammer	
Talk to Kersti	
Read a sign	(when in front of a sign)
Open/close sticker album	
Exit a cleared course	

Battle Controls

Action Command	(when attacking or defending)
Use the Battle Spinner	
Turn pages	/
View sticker details	

Other Controls

Confirm	
Cancel	
Choose menu item	/

Note: Some controls, such as choosing a menu item or sorting stickers (→10), are performed using the Touch Screen.

Note: Some controls get unlocked as you progress through the game.

4 Starting the Game

Start a new game by choosing NEW, or continue a game by choosing a saved game.



Copying Save Files

Choose Copy to copy the file.

Erasing Save Files

Choose Erase to erase save files one at a time.

When erasing a save file, make sure you really want to erase it. Erased files cannot be recovered.

Save Files

The game saves automatically when exiting to the world map.



In-Game Save

Hit a Save Block while on a course or in town to save in-game. When continuing your game, jump back into the course to continue from the Save Block.



- 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.

6 World-Map Screen

Move Mario and choose a course to play.



1 Mario's HP

Current HP/Maximum HP

2 Last save location

A red flag marks a world save, and a yellow flag marks an in-game save.

3 Name of selected course

4 Course

Color varies depending on course types and conditions.



Course uncompleted (→8)



At least one comet piece remains



Course completed or neutral area

5 Coin count



1 Sign

Read these to learn hints and info.

2 Sticker

Grab these to use in battles, when paperizing, etc.

3 Toad

Talk to Toads to get hints and help.

4 Coins

Collect these to buy stickers and use the Battle Spinner (→ 11). Different-sized coins are worth different amounts.



Worth one coin.



Worth five coins.




Worth 10 coins.

5 Enemy

Touch an enemy to start a battle (→ 11).

Talk to Kersti

Press  during the game to talk to Kersti and get hints.



Super Star

Get a Super Star to become temporarily invincible and knock out enemies without going into battle.



Challenging the Course

You'll need to complete certain requirements to clear courses and worlds.



Goal

Get a comet piece to clear a course.



Note: Once you've collected them all, on subsequent visits, you can press **START** to return to the world map.



Defeating Bosses

Clear a world by defeating the boss in the last course of a world and getting a Royal Sticker (→10).

Restoring HP

Get a ♥ to restore Mario's HP.



HP-Up Heart

If you find this, your max HP goes up by 5 HP. Your current HP will be completely restored as well. You can also get HP-Up Hearts after clearing events.



HP Block

Jump to hit an HP block in town or on a course to restore all of Mario's HP.



Game Over

Mario's HP goes down when he's hit by an enemy's thrown object on a course, gets attacked during battle, gets poisoned, and so on. If his HP reaches zero, it's game over and you return to the title screen.

Note: If Mario sinks in flowing sand (→9) or falls outside of a course, it's also game over.



Paperization

Press **Y** to turn the course into a sheet of paper so you can stick stickers and scraps on it ($\rightarrow 10$). Paperize to solve puzzles.



Example of Paperization

Use the bridge scrap to make a bridge appear, allowing you to cross the river.



Traps

There are many traps in the world. Below are some examples.



Spikes

If Mario touches a spike, he takes damage and gets knocked back.



Flowing Sand

Mario's body slowly sinks as he's pulled along. Keep jumping to cross.



Poisoned Water

Mario takes damage while he's in poisoned water. His HP also decreases during battle.



Stickers can be used in battle and during paperization.

Sticker Types

Battle Stickers	Stickers used in the heat of battle.
Thing Stickers	"Things," like scissors, are scattered around courses. Once in sticker form, they're used in battles and for paperization.
Royal Stickers	Defeat bosses to get Royal Stickers.

Scraps

These are needed to clear courses. Use while paperizing.

Sticker Album

Check Mario's stickers, game progress, etc. Switch the display with the tabs below the album.



Sorting Stickers

While the album is open, slide a sticker with the stylus to move it to a new location. Press **START** to automatically sort stickers.

Getting Stickers

Mario can not only peel stickers, but he can buy them and make them too.



Buying Stickers

Use coins to buy stickers in the shop in town or on a certain course.



Making Stickers

Make new stickers out of things in a thing-slinging stall in town or within a certain course.



Battle Screen



① Mario's HP

② Sticker zone

③ Run

You can try to run away from battle. Repeatedly press (A) to make a hasty getaway.



Note: There are times when you can't run away.

④ Battle Spinner

⑤ Enemy info

Enemies' names and total HP.

⑥ Selected sticker

⑦ Mario's stickers

Flow of Battle

Mario and enemies take turns making their moves. When it's Mario's turn, choose a sticker to make a move.

Note: Used stickers disappear. If Mario runs out of stickers, there's nothing to do but run away.



Action Commands

When attacking or defending, press (A) with good timing to increase



offensive damage or minimize the damage you take.

Note: The timing of the Action Command differs depending on the sticker.



Battle Spinner

After a certain point in the game, Mario can pay coins to use the Battle Spinner.



Match icons to increase the number of stickers Mario can use in one turn. Also, icons give various bonuses. If you spend additional coins, it will become easier to match icons.

If you can use two or more stickers in one turn, choose at least one sticker and press (X) to start the battle without filling all the available sticker zones.

Unusual Effects

Mario can sometimes suffer unusual effects from enemy attacks and course traps, such as being poisoned or put to sleep. If Mario is affected, his HP might decrease little by little, or he might not be able to move for a certain number of turns.

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