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Important Information

Mario™: Sticker Star game for the Nintendo 3DS™ system.
Please note that, for this manual,

Thank you for choosing the Paper

"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 THOME 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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CTR-P-AG5E-USZ



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.

Controls World-Map Controls Move Open/close sticker album (X) View sticker details album is open) II/R (when the Turn pages album is open) Go back to START title screen Field Controls ------Move 0 Jump (A) Hold (A) (when Peel a sticker near a sticker)

(4)

(B)

(X)

(X)

(4)

(A)

(A) Choose sticker →

position → A Stick →

paperizing)

of a sign)

START

Move into

Smooth (while

A (when in front

(when attacking

or defending)

Swing hammer Talk to Kersti Read a sign

Stick a sticker

Paperize

- Open/close sticker album Exit a cleared course
- Battle Controls Action
- Command Use the Battle
- Spinner Turn pages
- View sticker details
- - Confirm

item

Note:

- Cancel
- Other Controls
- Choose menu Some controls, such as choosing a menu item or sorting
- - ₽/O
- stickers (→10), are performed using the Touch Screen. Note: Some controls get unlocked as you progress through 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 ingame. 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. 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.

- 8 Name of selected course
 - 4 Course

Color varies depending on course types and conditions.

- Course uncompleted (→8)
- At least one comet piece
- Course completed or neutral area
 - Coin count





- Sign
- Read these to learn hints and info.
 - Sticker

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

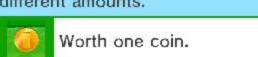
❸ Toad

Talk to Toads to get hints and help.

4 Coins

10

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



Worth 10 coins.





Touch an enemy to start a battle (\rightarrow 11).

Talk to Kersti

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

going into battle.



Super Star Get a Super Star to become temporarily invincible and knock out enemies without



Challenging the Course

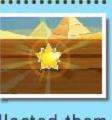
You'll need to complete certain requirements to clear courses and worlds.





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 🕅 to turn the course into a sheet of paper so you can stick stickers and scraps



on it (→10). Paperize to solve puzzles.



Example of Paperization

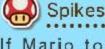
Use the bridge scrap to make a bridge appear, allowing you to cross the river.





Traps

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



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





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 hattle.



10 Collecting Stickers

Stickers

Stickers can be used in battle and during paperization.

Sticker Types

Stickers used in the heat of battle.

"Things," like scissors, are scattered around

courses. Once in

sticker form, they're

used in battles and for paperization.

Royal Defeat bosses to get
Stickers 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.



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



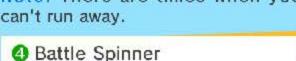
- 🚺 Mario's HP
- Sticker zone

away from battle.

You can try to run

Run

Repeatedly press (A) to make a hasty getaway. Note: There are times when you



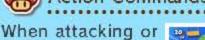
- Enemy info
- Enemies' names and total HP.
- Selected sticker
 - 🕜 Mario's stickers

Mario and enemies take turns

Flow of Battle

making their moves. When it's Mario's turn, choose a sticker to make a move. Note: Used stickers disappear. If

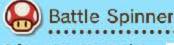
Mario runs out of stickers, there's nothing to do but run away. Action Commands



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.



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 8 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

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