

## 1 Important Information



Thank you for choosing the SUPER MARIO 3D LAND™ 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 StreetPass.

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.

Nintendo respects the intellectual property of others, and we ask Nintendo 3DS software Content Providers to do the same. In accordance with the Digital Millennium Copyright Act in the US, the Electronic Commerce Directive in the EU, and other applicable law, we have adopted a policy of removing, in appropriate circumstances and at our sole discretion, any Nintendo 3DS software that appears to infringe anyone else's intellectual property. If you believe your intellectual property rights are being infringed, please visit [www.nintendo.com/ippolicy](http://www.nintendo.com/ippolicy) to view the full policy and understand your rights.

© 2011 Nintendo.

Trademarks are property of their respective owners. Nintendo 3DS is a trademark of Nintendo.

CTR-P-AREE-USZ-1



Super Mario 3D Land is an action game where you control the main character, Mario™. Run, jump, and stomp your way through challenging courses. Turn into Tanooki Mario with a Super Leaf, and race for the Goal Pole!

### 3 Starting the Game

Start the game, then go to the file-selection screen from the title screen.

When starting the game for the first time, you will be asked to configure the StreetPass™ feature (page 11) before the title screen appears.

#### Starting a New Game

Select a file that says New Game.




#### Continuing from a Previous Game

Saved files will have Mii™ characters on them. Select the saved file you want to continue playing.



#### Viewing File Information

Tap the  icon to the left of a file to view and edit information about the file.



#### 1 Copy

Copy a file.

#### 2 Mii info

Tap to change the Mii displayed on the file.

**Note:** The Mii you select here will be used for StreetPass (page 11).

#### 3 Erase

Delete a file.

**Erased data cannot be recovered, so please be careful.**

#### Erasing All Save Data

To erase all save data, wait until after the software starts up and the Nintendo 3DS logo has disappeared then simultaneously press and hold **A+B+X+Y** until the title screen appears.

**Erased data cannot be recovered, so please be careful.**

## 4 Saving Your Game

Your progress, which includes courses cleared, coins collected, and lives remaining, will be automatically saved whenever you clear a course and return to the course-selection screen.

**Note:** The game will not be saved while you are playing a course.

**Note:** You can save from the pause menu by pressing START on the course-selection screen.

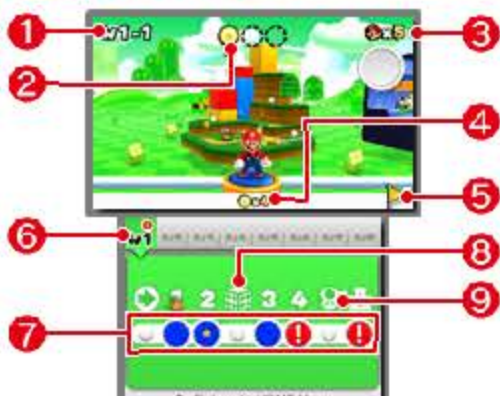
- Data can be lost due to user action, such as repeatedly powering off and on the system or removing the Game Card or SD Card while saving. Data loss may also be caused by poor connectivity, due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.



## 5 Selecting a Course

Move Mario to the course you want to play. Press **(A)** or **(B)** to enter the course.

### Viewing the Course-Selection Screen



**1** Current world and course

**2** Star Medal info

This is the number of Star Medals you have obtained on the current course. There are three Star Medals hidden in each course.

**3** Remaining lives

**4** Star Medal total

**5** Golden Flag


This appears at the top of the Goal Pole when you grab it to clear a course.

**6** World button tab


Tap a world you've visited before to return to it.


**7** Course buttons


You can move directly to a course by tapping it.

: Mario's location

: Courses not cleared

: Cleared courses

: Courses cleared with all three Star Medals obtained

: Courses you can't enter

### Courses You Can't Enter...

Collect the required number of Star Medals to enter previously inaccessible courses.



**8** Mystery Boxes

Defeat the enemies inside within the time limit to receive items.



**Note:** You can receive Mystery Boxes via StreetPass (page 11).

**9** Toad House

You can receive presents or view the album here.



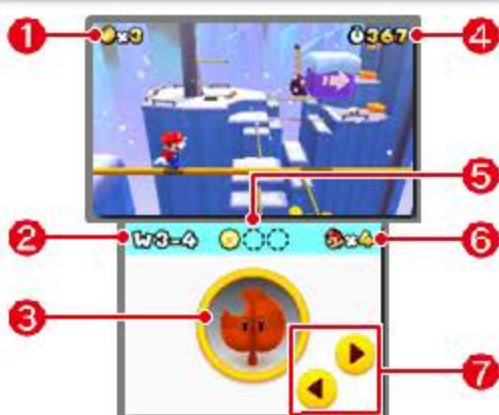
**Note:** You can save images in the album to the SD Card.

**Note:** You can receive gifts from other Mii characters (page 11).

**Note:** All Toad Houses will be restocked when you get a game over.

### Pause Menu

Press **(START)** on the course-selection screen to display the pause menu, where you can save and return to the title screen.



① Number of coins collected

② Current world and course

③ Item storage


④ Remaining time

⑤ Star Medal info

⑥ Remaining lives

⑦ Camera control panels

Tap to look around the area.

**Note:** You can also do this by pressing .

### Item Storage

Extra power-up items will appear in your item storage. You can store only one item at a time.


Tap the stored item to use it.

**Note:** If you already have an item and grab a new power-up item, the item will be replaced.

**Note:** If you already have an item like a Super Leaf or Fire Flower and grab a Super Mushroom, it will turn into coins instead.





### Switching 3D Views

Press  when playing a course to change how the 3D visuals appear.



 Press  to enter normal view. This is the default view.

 Press  to enter the extended-depth view. This view may make it easier to feel the depth of the 3D visuals.



Control Mario and head for the Goal Pole at the end of the course.



## Checkpoint Flag

If Mario touches a Checkpoint Flag during a course, you can try again from that point if you lose a life.



Checkpoint Flag

**Note:** If Mario touches the Checkpoint Flag as Small Mario, he'll transform into his normal size.

## Clearing a Course

Grab on to the Goal Pole to clear the course. The remaining time will be converted into coins, and you will return to the course-selection screen.



Goal Pole

**Note:** Grab the very top of the Goal Pole to earn an extra life and have a Golden Flag displayed on the course-selection screen.

## Losing Lives and Game Over

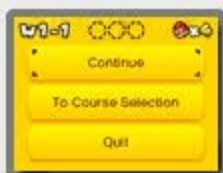
During a course, you will lose a life if any of the following things happen:

- You receive damage as Small Mario,
- time runs out,
- or you fall into a pit.

If you lose a life when you have no remaining lives left, you will get a game over. You can try again from the last point at which the game was saved, starting over with four lives.

### Pause Menu

Press  during a course to display the pause menu, where you can quit the game or return to the course-selection screen.



## Basic Controls

### Move



- ▶ 

### Dash



- ▶  +  (or )

You will jump higher while dashing.

### Jump

- ▶  (or )

### Crouch

- ▶  (or )





You can move around while crouching.

## Moves





### Ground Pound

- ▶ In midair:  (or )

### Roll

- ▶  (or ) +  (or )

### Long Jump

- ▶ While moving:  (or ) +  (or )

### Rolling Long Jump

- ▶ During a roll:  (or ) +  (or )

### Crouch-Jump



- ▶ Hold  (or ) +  (or )

### Side Somersault

- ▶ While dashing:  (reverse direction) +  (or )

While dashing, quickly change to the opposite direction with  and jump to perform a side somersault.

### Wall Jump

- ▶ When sliding down a wall:  (or )

## Other Controls



### Enter Pipe

- ▶ On top of pipe:  (or )



### Kick

- ▶ Run into shells, etc.

### Swim

- ▶ When underwater:  (or )

### Propeller Box

- ▶  (or )

Hold the button down to go

higher.



### Binoculars/Cannon



Change direction


by moving the

system or using .

Zoom in/out with

the binoculars with

/,



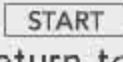
and fire the cannon with  (or

.



When playing this game, you may have to move the 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.

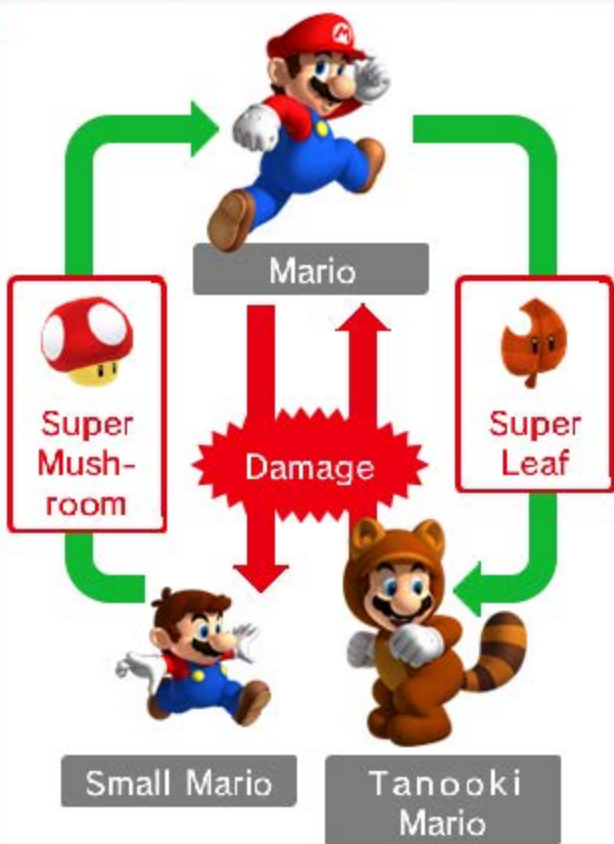
### Resetting the Game

Press , , and  simultaneously to return to the title screen.

### Sleep Mode

Closing your system during game play will make the system enter Sleep Mode. When your system is in Sleep Mode, the battery consumption is kept to a minimum. When the system is opened, it will wake up from Sleep Mode.





Mario can change into forms with special abilities when he grabs certain items.

### Fire Mario

Grab a  Fire Flower to turn into Fire Mario. Press  $\odot$  (or  $\otimes$ ) to throw fireballs.



### Tanooki Mario

Grab a  Super Leaf to turn into Tanooki Mario. Press  $\odot$  (or  $\otimes$ ) to do a tail attack, and hold  $\textcircled{B}$  (or  $\textcircled{A}$ ) when in midair to float down gently.



## Super Star



Makes Mario invincible for a short time.

## 1-Up Mushroom



Increases your remaining lives by one.

## Coin



You'll get an extra life if you collect 100 of these.

## Star Medal



There are three on each course. You'll find them in Mystery Boxes too!

## + Clock



Increases the amount of time remaining.

## Assist Blocks

If you keep losing lives at the same point, an Assist Block will appear. Hit it to receive a special item.

## Invincibility Leaf



Turns you into Tanooki Mario with unlimited invincibility.

## P-Wing



Allows you to travel instantly to somewhere near the Goal Pole.

## StreetPass Features

If you activate the StreetPass feature for use with this game, you can do the following with other players if you take the system out with you.

### Exchange Mystery Boxes

If you pass by other Super Mario 3D Land players, you will each send the other the last



Mystery Box (page 5) you played.

**Note:** Mystery Boxes received via StreetPass will contain Star Medals.

**Note:** You can only exchange the kinds of Mystery Boxes found on the course-selection screen.

**Note:** When you have several save files, only data from the save file you last played will be shared.

### Get Items

If you activate StreetPass for use with this game and meet a Mii character in the wireless-play mode of another game, you will sometimes get a gift at a Toad House (page 5).




**Note:** You will get better gifts the more times you meet the same Mii.

**Note:** You must have the Invitations option in the built-in StreetPass™ Mii Plaza™ application set to ON to use this feature. For more details, please refer to the section about StreetPass Mii Plaza in your Operations Manual.



## Activating StreetPass

If StreetPass is not activated,  will appear on the title screen.

Tap  and follow the on-screen instructions to activate StreetPass.



## Deactivating StreetPass

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

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



Nintendo Customer Service  
SUPPORT.NINTENDO.COM

USA/Canada:  
1-800-255-3700

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

1

Important Information

## Getting Started

2

Introduction

3

Starting the Game

4

Saving Your Game

## How to Play

5

Selecting a Course

6

Viewing the Course Screen

7

Playing Through Courses

8

Controlling Mario

9

Mario's Power-Ups

10

Items

## Communications

11

StreetPass

## Troubleshooting

12

Support Information