

Mario vs. Donkey Kong™: Tipping Stars

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1 Important Information

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Connecting your system to the Internet lets you enjoy the following features:

- Miiverse  11
- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	Restricts features that let you exchange content, such as levels, stars, and comments through Miiverse.
Miiverse	Restricts users from viewing or posting content on Miiverse. When set to Restrict Posting , levels and comments cannot be posted or sent. When set to Restrict Viewing and Posting , levels, stars, and comments cannot be posted, sent, or viewed.

- ◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.



Mario vs. Donkey Kong™: Tipping Stars is a puzzle-action game featuring Mario™ and his friends as Mini characters wandering about and in need of direction. They have to reach the Goal Door to exit each level, and you can help them by using touch controls to place platforms and objects that create a path and guide them.

The game also features a Workshop mode that allows you to create your own original levels for the Minis to venture through. Connect to Miiverse™ to post levels you've created, play levels other players have posted, interact with other players by tipping stars and posting comments, and more!



On the title screen, tap the mode you want to play.

- ◆ This game is mainly controlled by looking at the Wii U GamePad controller and using the stylus.

Game → 7	Play a variety of levels by guiding Minis to their Goal Door.
Workshop → 9	Create your own original levels and post them to Miiverse.
Community → 11	Play original levels posted to Miiverse by other players and interact with the Community.
Bonus	Play a selection of Bonus Levels.

- ◆ Bonus Levels unlock as you progress through the Game mode.



When save data is created, it corresponds to the current user profile. Saving or deleting one user's save data will not affect the data of other users.



Saving Data

◉ Saving Your Game Progress ◉

Your game progress is automatically saved when you clear a level in Game mode.

◉ Saving Workshop Data ◉

Any levels you have created in Workshop mode will automatically be saved when you tap the play icon (▶). Alternatively, tap the settings icon (⚙️) and then tap Save to save your data manually.



Deleting Data

◉ Deleting All Data ◉

You can delete all data by selecting Data Management from System Settings (🔧) in the Wii U Menu.

◉ Deleting Workshop Data ◉

Select an original level you created in Workshop mode, and then tap 🗑️ to delete.

- ◆ Levels shared in Community mode must be unshared before you can delete them.
- ◆ Please be careful when deleting data. It cannot be recovered once deleted.



On the level-selection screen, tap the level you want to play, and then tap it again to begin.



- ◆ More levels will unlock as you progress through the Game mode.



1 Score

2 Minis

3 Time remaining

4 Object information

Shows the type and amount of the object that you currently have on hand. You can place objects with the touch controls.

5 Goal Door



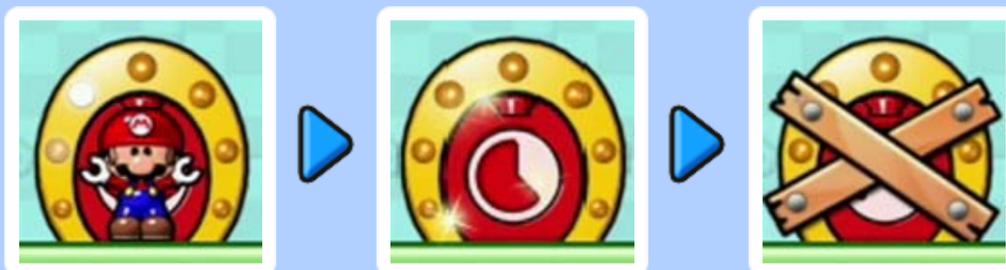
Place or remove various items using the stylus to guide Minis to their Goal Doors. On larger levels, tap  or press // to scroll. Press  to open the Pause menu.



Some levels have a single Goal Door, while other levels (Multi-Door mode) have several Character Doors. The level is cleared when all Minis have entered their respective doors. The number of stars  12 you'll receive upon clearing a level depends on the trophy awarded.

◉ Goal Door (Single-Door Mode) ◉

After the first Mini enters the Goal Door, a door timer will begin to fill. Once the timer is full, the Goal Door will close and any remaining Minis will be unable to enter.



◉ Multi-Door (Multi-Door Mode) ◉

In Multi-Door levels, each Mini has its own Goal Door. Only the character depicted on the Goal Door can enter it.



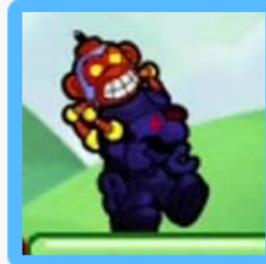
The game is over if one of the following happens:

- A Mini touches spikes or an enemy.
- A Mini falls a distance of 10 blocks or more.
- The door closes before all the Minis enter (in Single-Door mode only).
- The time remaining reaches zero.

When the game is over, tap Retry to try again, or tap Exit to return to the level-selection screen.

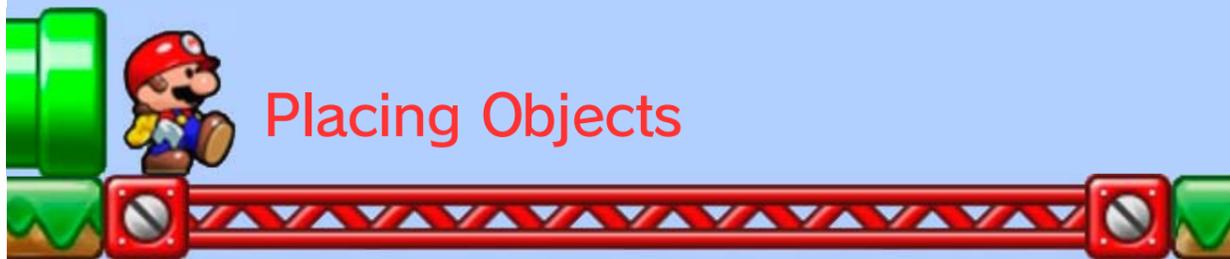
Cursed Mini Mario

When an enemy takes control of a Mini Mario, it becomes a Cursed Mini Mario. You will need to direct another Mini to hit the Cursed Mini Mario with a Hammer to change it back, as a Cursed Mini Mario cannot enter the Goal Door.



In Workshop mode, you can create up to 50 original levels based on a Single-Door level or a Multi-Door level.

- ◆ There are three template levels available at the start of the game.



Place various objects to create an original level.



1 Items

Select from objects () and characters () to place in your level.

- ◆ The number displayed when selecting a part indicates the amount you have left to place on the level.

2 Settings

Here, you can choose a name and theme for your level, set the part of the level you want to use as a thumbnail, and save your data.

3 Tools



Move a placed object.



Change the orientation of some objects.



Remove a placed object.



Undo your last action.



Redo an undone action.



Save your data and do a play test.



Getting More Objects

You can obtain many new objects by exchanging stars for them at the Workshop Store.



Posting Your Level to Miiverse

Once you have cleared a play test () and collected all the coins in your level, you will be able to post your level to Miiverse.



◆ It may take some time before the posted level appears in the Community.

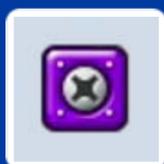






Red Girder Rivet

Place Red Girders () between these to create platforms.



Purple Conveyor Rivet

Place Purple Conveyors () between these to create moving platforms.



Long Spring

Bounces Minis up and forward.



Red Color Switch

Toggles Red Color Blocks on () and off () when stepped on.



Rock

Breaks when hit by a Hammer, a Mini shot from a cannon, or a Mini sliding down a slope.



Circus Kong

Throws Minis up in the air.



Hammer

Use a Hammer to break Rocks and defeat enemies.



Cannon

Shoots out any Minis that are inside. Tap the Cannon to fire.



Split Pipe

When Minis enter a Split Pipe, they will emerge from another Split Pipe of the same color.



Movable Pipe

Tap a Movable Pipe to place or remove it. Just like the Split Pipe, it transports Minis to another Movable Pipe placed elsewhere in the level.

- ◆ This is only a partial list of the objects available to use. Explore the Workshop Editor to see what else you can find!



In Community mode, you can play original levels posted by other players via Miiverse. Select a level, and then tap Play to begin. If you tap Save, you can download the level.



- ◆ You need to connect to the Internet and complete the Miiverse initial setup first.
- ◆ For details about Miiverse, please refer to the Miiverse electronic manual. You can view the Miiverse electronic manual by starting Miiverse (👤) and selecting Manual (❓) from the User Menu.



Changing the Category

Tap Popular to change the category of levels that are displayed.

Also, if you choose the Official Levels category and then tap Search! you can download and play additional levels available from Nintendo.



Giving Feedback

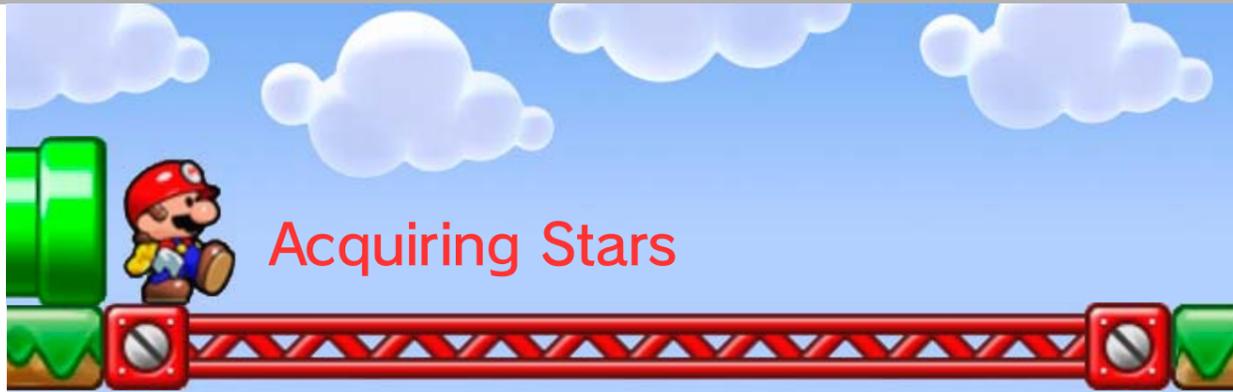
You can tap the 👤+ icon to Yeah! or Unyeah a level, and tap the ⭐+ icon to tip stars. To open Miiverse, tap the comment window, and then tap 👤. Tap 💬 to post a comment. You can also tap the Mii on the comments screen to view the profile of the player who posted the level.

- ◆ You can use a stamp when sending a comment.
- ◆ You cannot send stars to Nintendo levels.

Playing Levels from the Nintendo 3DS Version

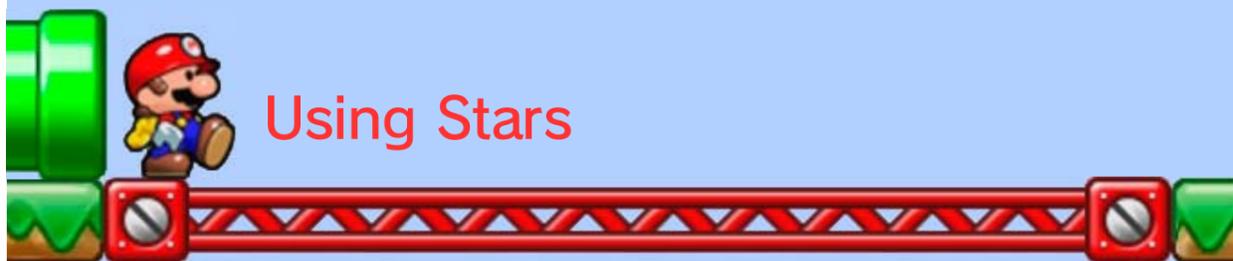
You can interact via Miiverse with players of the Nintendo 3DS version of Mario vs. Donkey Kong: Tipping Stars. In addition to playing original levels created using the Nintendo 3DS version, you can share the levels created using the Wii U version of Mario vs. Donkey Kong: Tipping Stars with those playing the Nintendo 3DS version.





There are several different ways you can obtain stars:

- Clear levels and acquire trophies.
- When other players play an original level you created in Workshop.
- When other players send stars to an original level you posted.



You can use your stars in two ways:

- Exchange them for objects in the Workshop Store.
 - Send them to other players who have posted their original levels to Miiverse.
- ◆ If you send a star to another player, you may receive a stamp that you can use when posting a level or sending a comment on Miiverse. Stamps are another way to enjoy communicating with other players in the Community!

Stamps and Stars with the Nintendo 3DS Version

Stars and stamps cannot be shared with Mario vs. Donkey Kong: Tipping Stars on the Nintendo 3DS, even if the two games are registered to the same Nintendo Network ID, as stars and stamp records are managed separately for each game.



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■Curl.js

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■Signals

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Miller Medeiros, JS Signals

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■Array_removeByIndex()

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■ WebKit

The WebKit Open Source Project

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[This is the first released version of the library GPL. It is
numbered 2 because it goes with version 2 of the ordinary
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whatever part of its purpose remains meaningful. (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the

requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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(For example, a function in a library to compute square roots

has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the

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■ FastDelegates

Fastdelegate.h

-Don Clugston, Mar 2004.

-Major contributions were made by Jody Hagins.

Fastdelegatebind.h

-Original author: Jody Hagins.

-Minor changes by Don Clugston

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