

1 | Important Information

## Setup

2 | Supported Controllers

3 | Internet Enhancements

4 | Note to Parents and Guardians

## Getting Started

5 | Number of Players

6 | Getting Started

7 | Saving and Deleting Data

## Game Screens

8 | World Map

9 | Pause Menu

10 | Action Screen

## Start an Adventure

11 | Progression and Losing Lives

12 | Co-op Play

13 Boost Mode

14 Using Miiverse

## Actions

15 Basic Actions

16 Special Actions

17 Power-Ups

18 Power-Up Controls

19 Yoshi

20 Baby Yoshi

## About This Product

21 Legal Notices

## Troubleshooting

22 Support Information

1

## Important Information

Thank you for selecting the New Super Luigi U™ game for the Wii U™ system.

### 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.

This software can be used with any of the following controllers once they have been paired with the console.



- ◆ Up to five people can play together. This requires one Wii U GamePad and up to four other controllers (sold separately)  .
- ◆ Only one Wii U GamePad controller can be used.
- ◆ A Wii Remote™ Plus can be used instead of a Wii Remote.

### Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair any controllers.



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

- SpotPass  6
- Miiverse  14

◆ 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. Once you have all the required equipment, select Internet from  (System Settings) in the Wii U Menu to configure an Internet connection.



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

Item	Content
Online Interaction in Games	Restricts the receiving of SpotPass communications  .
Miiverse	Restricts features, such as posting to Miiverse and viewing posts made by other players.

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



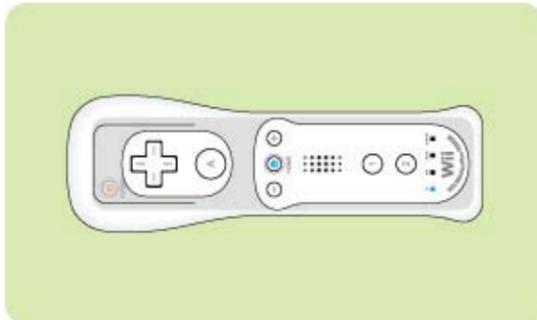
## Playing Alone

This game can be played with the following controls:



Play while watching the  screen.

◆ You can play without looking at the TV.



Play while watching the TV screen and holding  horizontally.



Play while watching the TV screen.

## Playing with Friends

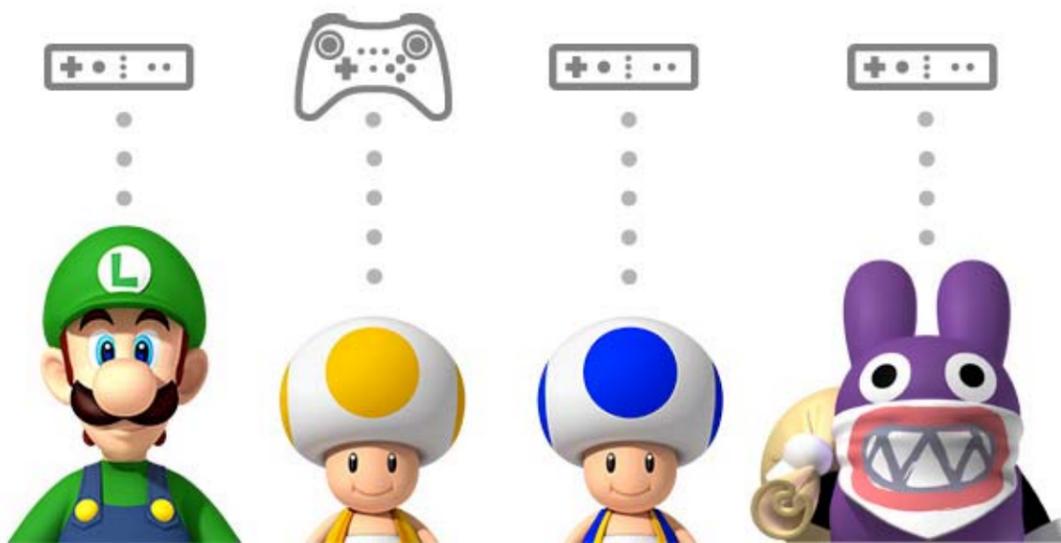
When two to five people are playing, actions available to you depend on the controller you are using.



Wii Remote / Wii U Pro Controller

Take control of a character.

◆ Each player needs to use his or her own  or . The following lineup is an example:



## Wii U GamePad

Help out your friends with Boost Mode  13 .

◆ When using the GamePad alongside other players who are using Wii Remote or Wii U Pro controllers, the person using the GamePad cannot control a character.

A maximum of five people (for example,     + ) can play simultaneously.

## Menus and Other Controls

Menus are controlled by Player 1.

	 (  )	
Select Options		
Confirm		
Cancel		

◆ Throughout this manual, controls will be displayed in the following order:  () /  .



Set out on an adventure to rescue Princess Peach™!

To start a new game, select NEW! To continue where you left off, select a file with save data.



 : Number of worlds cleared

 : Remaining lives

 : Number of exits found



Boost Mode → 13

You can join in anytime while your friends are playing through a course.

◆ This does not apply to certain areas, such as Toad Houses → 8 .



SpotPass

SpotPass™ features for this game can be turned on or off. Turn them on to receive updates and promotional messages about this game.



## Saving the Game

You can save the game whenever you clear a tower or castle  8 .

◆ After viewing the story's ending, you can save at any time on the World Map.

### ● Quick Save

Open the menu on the World Map, and select Quick Save to create a temporary save file  9 .

◆ When you resume the game from the point where you left off, the temporary save file will disappear.

◆ After resuming your game, you can select Quick Save again to create another temporary save file.

## Deleting Data

You can delete save files in the file-select screen by pressing .

◆ Save files cannot be recovered once they have been deleted, so please be careful.



The World Map displays the courses that will make up your adventure. Move Luigi™ to a course and select it to begin.



1 World and course names

2 Star Coins → 10



🌟 : Star Coins collected

🌟 : Star Coins not yet collected

3 Remaining lives

4 Course status

Flashing 🌟 : Uncompleted course

🌟 : Completed course

🌟 : Unopened course

5 Tower/Castle



A boss is waiting to challenge you.

6 Toad House



Play games to win a variety of items.

## 7 Baby Yoshi → 20



If you find Baby Yoshi™, he will follow you into courses.

◆ Baby Yoshi will not enter towers or castles.

## Nabbit

Every now and then during the story, Nabbit will pop up and escape into a course to hide. If you catch him, who knows what might happen?



◆ If someone is playing as Nabbit, he will not appear on the World Map.



## Pause Menu

Press ⊕ to open the pause menu → 9 .



## Items

Press Ⓑ or ① to display the items you have. Select an item to use it.



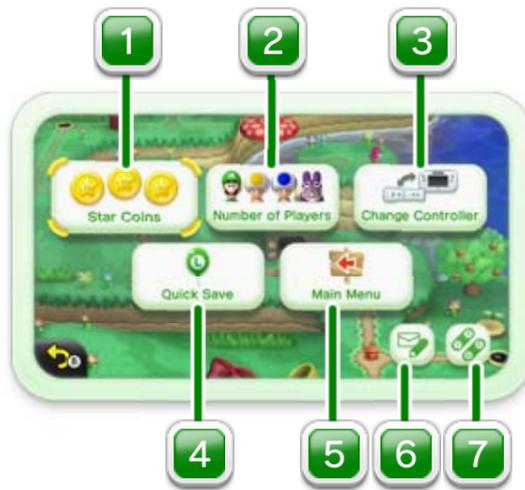
◆ Only power-up items obtained on the World Map can be stored in your inventory → 18 .



## Map View

Press ↻ / Ⓐ and move with ⬆ to look around the whole map.





### 1 Star Coins

Check the number of Star Coins  10 you have collected.

### 2 Number of players

Change the number of people you will play with.

### 3 Change controller

Choose which controller(s) to play with.

### 4 Quick Save

Suspend the game, and make a temporary save of your current progress.

- ◆ Saving via Quick Save will cause a  to appear on the save file.
- ◆ After watching the ending, this becomes Save.

### 5 Main menu

Quit the game and return to the main menu.

### 6 Miverse settings

Enable/disable posting to Miverse  14 , and adjust settings for viewing posts.

- ◆ It is possible to filter out posts that contain spoilers (information that might reduce your enjoyment of the game).
- ◆ If you have restricted the use of Miverse™ via Parental Controls  4 , then Miverse features will not work, even if the Miverse settings have been enabled in this software.

## 7 Button settings

Change the buttons for jumping and dashing.

- ◆ This will only be displayed while using 🎮 (🎮).  
The same setting will apply to both 🎮 and 🎮.

### On the Action Screen

You can still bring up the pause menu, but the options are different. You can only exit if you have already cleared that course.



## 10 Action Screen

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



1 Remaining lives

2 Star Coins

 will be displayed for Star Coins you've collected.

3 Current coins

4 Time remaining

5 Score

Items and Objects



Coin

Collect 100 coins to earn an extra life.



Super Star

Become invincible for a limited time.



1-Up Mushroom

Grab one of these to gain an extra life.



Star Coin

Each course contains three Star Coins. If you collect them all, something good might happen!



POW Block

Hit or throw this to create shock waves that defeat all grounded enemies on the screen.

◆ You'll come across many other items and objects as you play.



## 11 Progression and Losing Lives

In general, there is a Goal Pole at the end of every course.  
Grab the Goal Pole to clear the course.



### Losing a Life

Luigi will lose a life if he:

- Takes damage as Small Luigi or Mini Luigi.
- Falls into a pit or other hazard, such as lava or poison.
- Runs out of time.



### Game Over

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



Two to four people can play cooperatively. You'll be able to perform even more actions together  16, and you can even go into a bubble to avoid enemies.



### Adding Players

Add players to your adventure at any point during a course by pressing  on .

◆ You cannot add players when you are chasing Nabbit through the course he escaped into or when you encounter an enemy on the World Map.



### About Nabbit

When playing cooperatively with 2-4 players, Toad and Nabbit are playable characters. Nabbit has the following characteristics:



- He will not take damage, even if he contacts an enemy.
- He cannot ride Yoshi.
- He cannot carry Baby Yoshi, other players, or items, nor can he be carried.
- Grabbing a Super Star will turn him invincible, but apart from that, he will not change form even if he grabs an item.
- If he collects items throughout a course and reaches the end goal, the number of items collected (up to a maximum of eight) will become extra lives.



## Entering a Bubble

Press  $\ominus$  /  $\textcircled{A}$  to enter a bubble. While in a bubble, you won't take damage. Get out of the bubble by pressing  $\textcircled{R}$  or shaking  $\text{摇}$  to float closer to other players.



- ◆ If all players go into a bubble, you will be returned to the World Map without losing a life.



## Losing a Life



After losing a life, you can return to the course in a bubble, provided you have at least one life remaining. The following situations will cause all players to return to the World Map:

- All players lose a life at the same time.
- The last player in the course loses a life or enters a bubble.



## 13 Boost Mode

Use  to help out your friends in a variety of different ways.



### Placing Boost Blocks

Touch the  screen to place up to four Boost Blocks at any given time. When Luigi's remaining lives hit 99, the Boost Blocks will become smaller.



### Super Boost Mode

If your friends step on 10 Boost Blocks consecutively, a Boost Star will appear. The player with  can tap the Boost Star to become temporarily capable of defeating enemies and hitting blocks.



- ◆ Boost Blocks must be stepped on while they display a playing-card symbol (like ).



### Disrupting Enemies

Some enemies will be surprised and stop in their tracks if you touch them.



### Disrupting Objects

Touch lifts or other contraptions to temporarily halt them or cause other effects.





## Bursting Bubbles

Burst a bubble by touching it.



This game allows you to share your game experiences with players from all over the world via Nintendo Network™.

- ◆ Miiverse features will become available as you progress through the adventure.
- ◆ Broadband Internet access is required.
- ◆ You must activate and configure Miiverse beforehand.
- ◆ For more information, please start the Miiverse software  and select Settings/Other ⇒ Manual.

### Posting to Miiverse

- 1 During certain points, a screen like the one on the right will appear.



### Reasons to Post

- Repeatedly losing lives on the same course → Vent your frustration!
- Clearing a course with grace and style → Share your joy!
- And more...

- 2 Follow the on-screen instructions to post your thoughts to Miiverse. Your post will be displayed for other players on the World Map or when a player loses a life during a course.

### Viewing Other Players' Posts



World Map

 will be displayed wherever there is a post. When playing the game on the TV screen, the contents of the post will also appear on the Wii U GamePad.



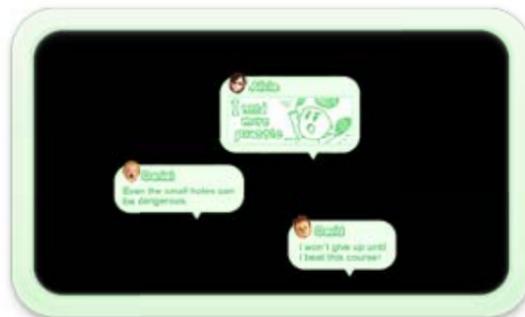
### When Using /

View posts by pressing  /  to go into map view.



### Action Screen

- ① Lose a life in the same way as other players who made posts.
- ② Posts from those players will be displayed.



	 (  )	
Move		
Crouch		
Dash	Move while holding down  (Y)	Move while holding down  (L)
Jump	 (B)	 (R)
<ul style="list-style-type: none"> <li>• The longer you hold the button, the higher you'll jump.</li> <li>• Jump while dashing to jump higher and farther.</li> </ul>		
Spin jump	 (ZR) (  ) (R)	Lightly shake 
Ground-pound	Press  while in midair	Press  while in midair
Double and triple jumps	Jump while dashing, and then press  (B) again just as you land	Jump while dashing, and then press  (R) again just as you land
Hold items	Press and hold  (Y), and then touch an item	Press and hold  (L), and then touch an item
<ul style="list-style-type: none"> <li>• Release  (Y) /  (L) to throw the item.</li> </ul>		

### Stomp Enemies

Land on top of enemies to attack them. You'll bounce higher off of them if you hold  (B) /  (R) as you land on them.



◆ On ,  (Y) /  (X),  (B) /  (A), and  (ZR) /  (R) share the same functions. On ,  (Y) /  (X) and  (B) /  (A) share the same

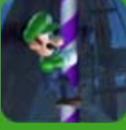
functions.

- ◆ There are various other actions that can be performed.



# 16 Special Actions



<p>Enter a pipe</p> 	<p>Press <b>+</b> in the direction of the entrance</p>	<p>Press <b>+</b> in the direction of the entrance</p>
<p>Enter a doorway</p> 	<p>Press <b>+</b> in front of the door</p>	<p>Press <b>+</b> in front of the door</p>
<p>Slide</p> 	<p>Press <b>+</b> on a slope</p>	<p>Press <b>+</b> on a slope</p>
<p>Swim</p> 	<p>Press <b>B</b> while in water</p>	<p>Press <b>2</b> while in water</p>
<p>Wall jump</p> 	<p>Jump against a wall and press <b>B</b></p>	<p>Jump against a wall and press <b>2</b></p>
<p>Grab on to hanging chains</p> 	<p>Jump to grab on to hanging chains</p>	<p>Jump to grab on to hanging chains</p>
<p>Grab on to a pole</p> 	<p>Press <b>+</b> in front of a pole</p>	<p>Press <b>+</b> in front of a pole</p>

## Multiplayer Actions

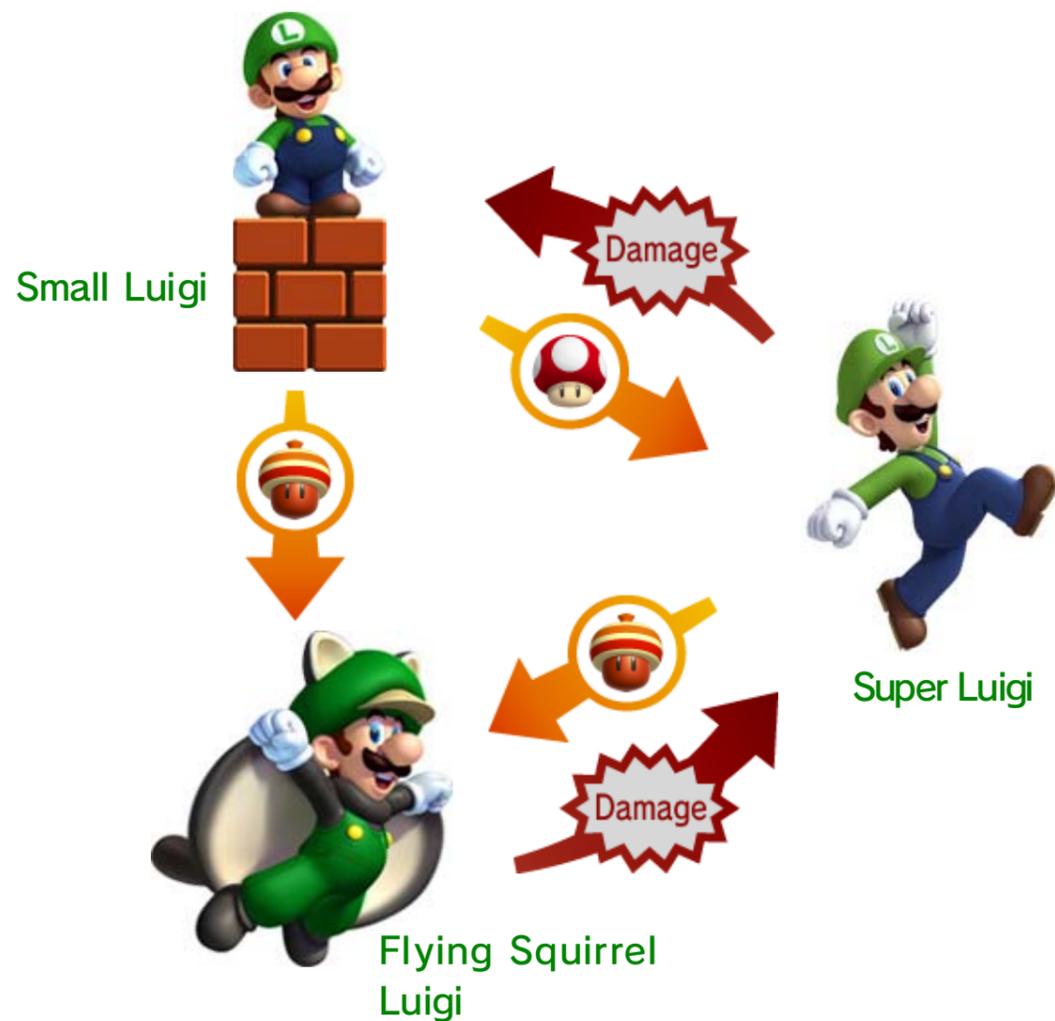


Enter a bubble	-	A
<ul style="list-style-type: none"> <li>To burst out of the bubble, press <b>R</b> or shake <b>ⓧ</b> to float closer to other players and touch them.</li> </ul>		
Pick up a friend	Hold down <b>Y</b> and press <b>R</b>	Hold down <b>1</b> and shake <b>ⓧ</b>
<ul style="list-style-type: none"> <li>Release <b>Y</b> / <b>1</b> to throw your friend.</li> </ul>		
Synchro ground-pound	Two or more players press <b>+</b> in midair at the same time	Two or more players press <b>+</b> in midair at the same time
<ul style="list-style-type: none"> <li>This move will defeat all grounded enemies on the screen.</li> </ul>		



## 17 Power-Ups

Collecting items such as the Super Acorn will transform Luigi into one of several different forms and give him special abilities [→ 18](#) .



- Being hit by an enemy will cause Luigi to lose his powers.
- There may be places you can only reach with certain powers.

◆ Toads are able to transform in the same way.



### Flying Squirrel Luigi



Power-up with a Super Acorn.

Glide through the air, and cling to walls for a brief moment.



Glide	Press and hold <b>B</b> in midair	Press and hold <b>2</b> in midair
Flying Squirrel jump	Press <b>ZR</b> in midair (Press <b>R</b> in midair)	Shake <b>Wii Remote</b> in midair

◆ The Flying Squirrel jump can only be performed once in midair.

### Fire Luigi



Transform with a Fire Flower.

Attack enemies by throwing fireballs at them.



Throw fireballs	<b>Y</b>	<b>1</b>
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### Ice Luigi



Transform with an Ice Flower.

Freeze enemies by throwing ice balls at them.



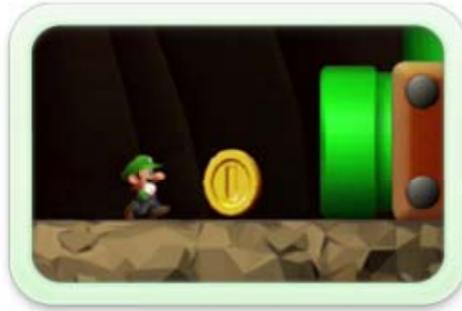
Throw ice balls	Ⓨ	①
Pick up ice block	Press <b>ZR</b> while holding Ⓨ (Press <b>R</b> while holding Ⓨ)	Shake <b> </b> while holding ①
• Release Ⓨ / ① to throw a frozen enemy.		

## Mini Luigi



**Transform with a Mini Mushroom.**

You can get through tight spaces and dash over water in this form. You can even run up walls! However, Luigi's attacks will be weak, so you can only defeat enemies by ground-pounding.



◆ Taking damage in this form will cause Luigi to lose a life.



# 19 Yoshi

If you find an egg , Yoshi will hatch out of it. Jump on Yoshi's back to ride him.



Flick out tongue (Eat enemies)	(Y)	①
· Shelled enemies and certain items can be spat out by pressing (Y) or ①.		
Flutter jump	Hold down (B) in midair	Hold down ② in midair
Dismount Yoshi	ZR (R)	Shake 

## Eating Fruits

Each time Yoshi eats a fruit, the meter will build up. Once it's full, Yoshi will lay an egg and an item will hatch from it.



## Taking Damage

If Yoshi takes damage, he will run away, but you can ride on him again if you manage to catch up with him.



If you run into certain enemies while holding Baby Yoshi, he will gobble them up. Pressing  () / shaking  will activate Baby Yoshi's special power.



Balloon  
Baby Yoshi

This Baby Yoshi can inflate to let you float through the air.

◆ Balloon Baby Yoshi will deflate after a short time.



Bubble  
Baby Yoshi

This Baby Yoshi spits out bubbles. Any enemy trapped in a bubble will be turned into coins or an item.



Glowing  
Baby Yoshi

This Baby Yoshi emits a bright glow, illuminating his surroundings and startling enemies.

◆ Glowing Baby Yoshi is the only one who will appear when you hit a block in certain stages.

### Water? Have No Fear!

Baby Yoshi can even help you swim underwater with . Press  () or shake  to do a water spin.



**IMPORTANT**

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