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1 Important Information

Thank you for selecting the New Super Mario Bros.[™] U game for the Wii U[™] console.

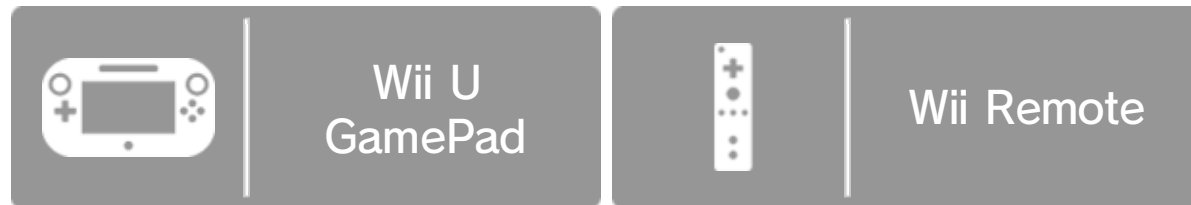
Important Information


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.

2 Supported Controllers

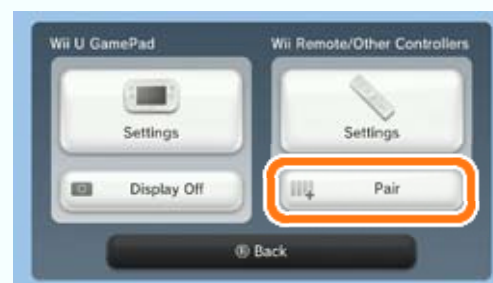
This software can be used with any of the following controllers once they have been paired with the console.





Up to five people can play together. This requires one Wii U GamePad and up to four Wii Remote™ controllers (sold separately)  .


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.




3 Internet Enhancements


Connect to the Internet to use SpotPass™  6 and Miiverse™  14 .

- ◆ Additional courses will be available for purchase. For details, please see the official Nintendo website.
- ◆ See the Internet Connection Requirements section of the 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.



4 Note to Parents and Guardians

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.




5

Number of Players

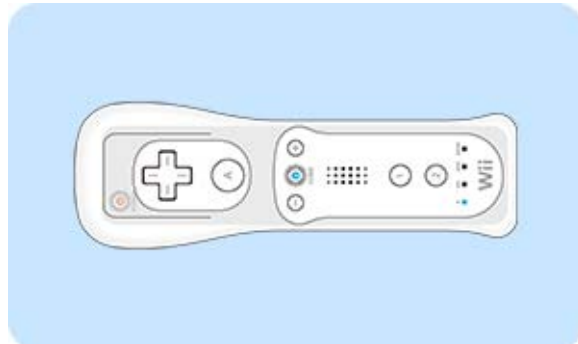
Playing Alone


This game can be played with  (Wii U GamePad) or  (Wii Remote).



Play while watching the  screen.

◆ You can play without looking at the TV.



Play while watching the TV screen and holding  horizontally.

Playing with Friends

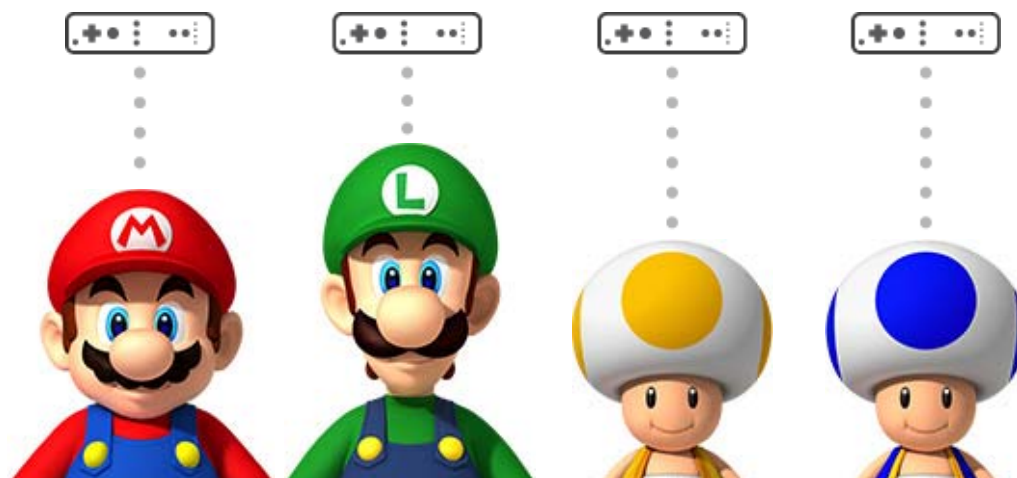
When two to five people are playing, actions available to you depend on the controller you are using.



Wii Remote

Take control of a character.

◆ Each player needs to use .










Wii U GamePad

Help out your friends with Boost Mode  13 .

- ◆ When using the GamePad alongside other players who are using Wii Remote controllers, you cannot control a character.

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



Menus and Other Controls



Menus are controlled by Player 1.

	Wii U GamePad	Wii Remote
Select Options		
Confirm		
Cancel		

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




6 Getting Started




Select the mode you want to play.



Story Mode

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

Play with Mii

Anything goes in these modes. In addition to playing as Mario™ and friends, you can also play as your own Mii™ character.

Challenges
(1-2 players)

Take on a variety of challenges of varying difficulty.

◆ Only Boost Mode challenges can be played with two players.

Boost Rush
(1-5 players)

→ 22

Play through a group of courses as fast as you can.

Coin Battle
(2-5 players)

→ 23

Compete with friends to see who can get the most coins!

◆ As you progress through Story Mode, new courses and challenges will become available.

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 promotions about this game.




Saving the Game

You can save your progress at different times depending on the game mode.



Story Mode

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

◆ 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  .

◆ 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.



Play with Mii

Challenges

Data is saved automatically when you beat the high score.

Boost Rush

Data is saved automatically when you beat your best time.

Coin Battle

You can only save Coin Edit courses  .

Deleting Data

You can delete save files on the main menu by pressing ⊖.

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



8 World Map

The World Map displays the courses that will make up your adventure. Move Mario 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

◆ If you have collected Star Coins and passed a Checkpoint Flag → 11 but have not cleared the course, a translucent ☯️ will appear.

3 Remaining lives

4 Course status

Flashing 🟡 : Uncompleted course

🟢 : Completed course

⚫ : Unopened course

◆ Completing a course using Super Guide → 11 will cause 🟡 to stop flashing. At this point, you can proceed to the next 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?



Menu

Press  to open the menu  9 .



Items

Press **B** 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 .

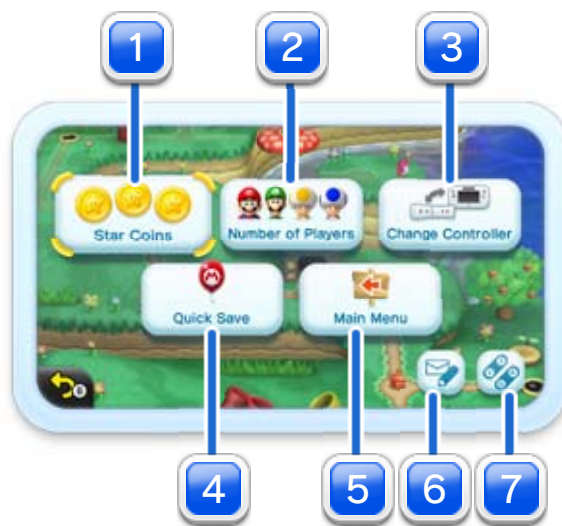


Map View


Press **L** / **A** and move with **+** to look around the whole map.



9 Pause Menu



1 Star Coins

Check the number of Star Coins  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

Miiverse settings

Enable/disable posting to Miiverse , 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 Miiverse via Parental Controls   , then Miiverse features will not work, even if the Miiverse settings have been enabled in this software.

7 Button settings

Change the buttons for jumping and dashing.

- ◆ This will only be displayed while using .

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.




Each course has a Checkpoint Flag and a Goal Pole.



Checkpoint Flag

Touching this will allow you to retry from this point after losing a life.

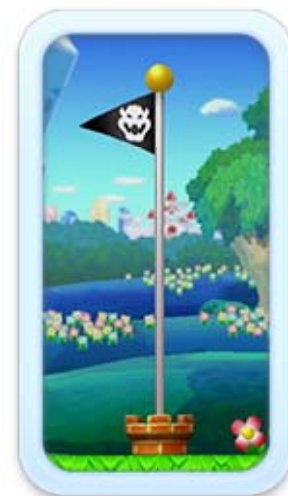


- ◆ If you enter a different course, you will lose your checkpoint in the current course.
- ◆ If you touch a Checkpoint Flag for the first time as Small Mario, you will transform into Super Mario™  .



Goal Pole

Grab on to this to clear the course.



Losing a Life

Mario will lose a life if he:

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



Game Over

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

Super Guide


If you lose a life on the same course five times, a Super Guide Block will appear. Hit the block to have Luigi™ clear the course for you.



- ◆ Super Guide Blocks will only appear when playing alone.
- ◆ There may be times when the graphics and music go out of sync.





12 Co-op Play

Two to four people can play cooperatively. You'll be able to perform even more actions together , 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 .



Entering a Bubble

Press  to enter a bubble. You won't take damage while inside a bubble. To burst out of the bubble, shake  to float closer to other players and touch them.



- ◆ If all players go into a bubble, you will be returned to the World Map without losing a life.
- ◆ Bubbles can only be used in Story Mode.

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.



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.



14 Using Miiverse

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 the Miiverse application beforehand.
- ◆ For more information, please start the Miiverse software  and select Settings/Other ⇒ Manual.

Posting to Miiverse

- 1 During certain points in story mode, 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 a Wii Remote

View posts by pressing **(A)** to go into map view.

Action Screen

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










15 Basic Actions

	Wii U GamePad	Wii Remote
Move	+	+
Crouch	+	+
Dash	Press and hold Y while moving	Press and hold 1 while moving
Jump	B	2
<ul style="list-style-type: none"> • The longer you hold the button, the higher you jump. • Jump while dashing to jump higher and farther. 		
Spin jump	ZR	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 2 again just as you land
Hold items	Press and hold Y , and then touch an item	Press and hold 1 , and then touch an item
<ul style="list-style-type: none"> • Release Y / 1 to throw the item. 		

Stomp Enemies









Land on top of enemies to attack them. You'll bounce higher off of them if you hold **B** / **2** as you land on them.



- ◆ On , pressing  / ,  / , or  /  share the same functions.
- ◆ There are various other actions that can be performed.



16 Special Actions

		Wii U GamePad	Wii Remote
Enter a pipe		Press + in the direction of the entrance	Press + in the direction of the entrance
Enter a doorway		Press + in front of the door	Press + in front of the door
Slide		Press + on a slope	Press + on a slope
Swim		Press B while in water	Press 2 while in water
Wall jump		Jump against a wall and press B	Jump against a wall and press 2
Grab on to hanging chains		Jump to grab on to hanging chains	Jump to grab on to hanging chains
Grab on to a pole		Press + in front of a pole	Press + in front of a pole
Grab on to a fence		Press + when in front of a fence	Press + when in front of a fence

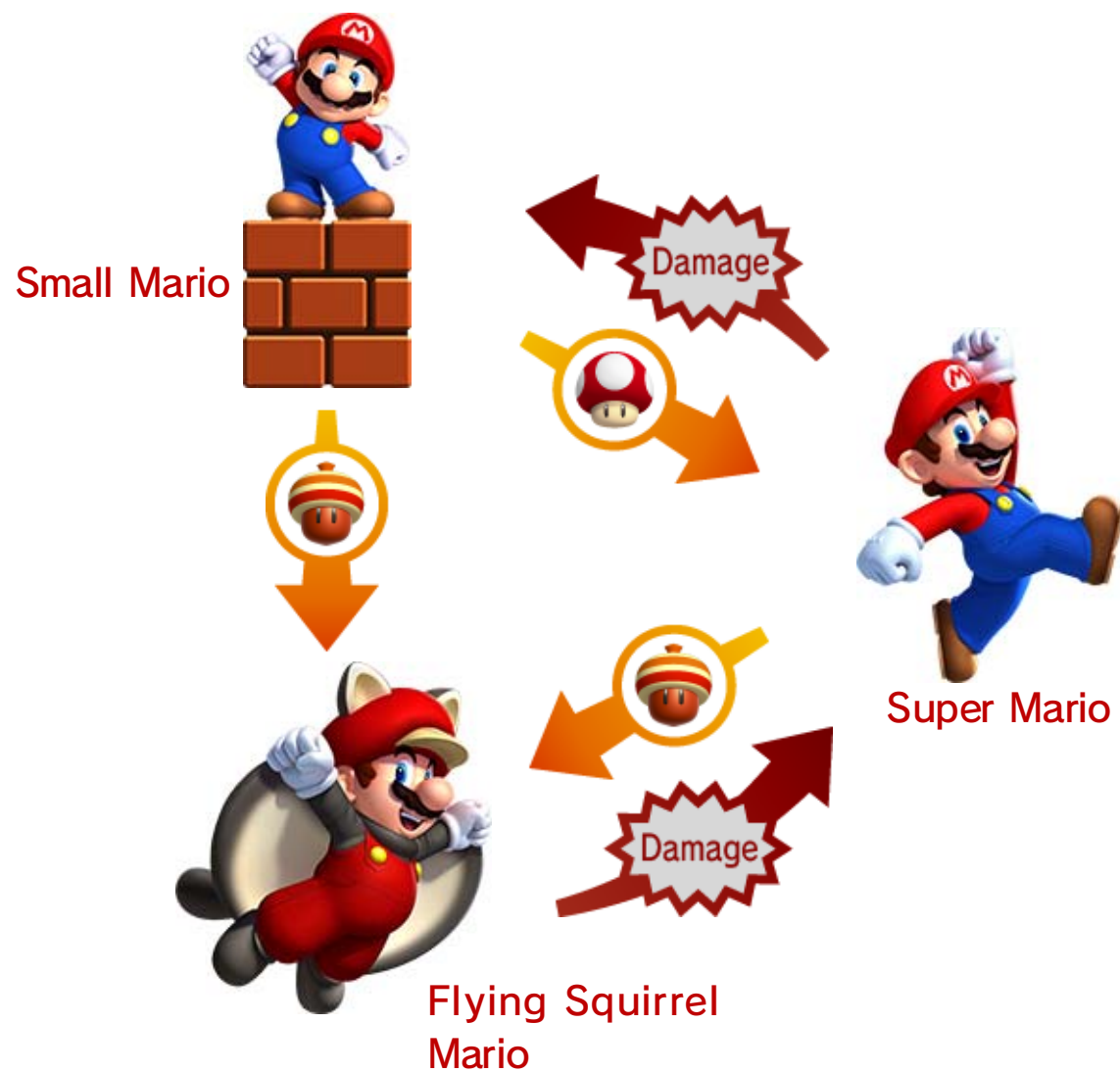
Multiplayer Actions

Enter a bubble	Ⓐ
· To burst out of the bubble, shake 📱 to float closer to other players and touch them.	
Pick up a friend	Hold down ① and shake 📱
· Release ① to drop your friend.	
Synchro ground-pound	Two or more players press ⬆️ in midair at the same time
· This move will defeat all grounded enemies on the screen.	



17 Power-Ups

Collecting items such as the Super Acorn will transform Mario into one of several different forms and give him special abilities → 18 .



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

◆ Luigi and the Toads are able to transform in the same way as Mario.



Flying Squirrel Mario



Transform with a Super Acorn.

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



Wii U GamePad

Wii Remote

Glide	Press and hold (B) in midair	Press and hold (2) in midair
Flying Squirrel jump	Press (ZR) in midair	Shake (1) in midair

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

Fire Mario



Transform with a Fire Flower.

Attack enemies by throwing fireballs.



Throw fireballs	(Y)	(1)
-----------------	------------	------------



Ice Mario



Transform with an Ice Flower.

Freeze enemies by throwing ice balls at them.



Throw ice balls	Ⓨ	①
Pick up ice block	Press  while holding Ⓨ	Shake  while holding ①
• Release Ⓨ / ① to throw a frozen enemy.		

Mini Mario



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, Mario's attacks will be weak, so you can only defeat enemies by ground-pounding.



- ◆ Taking damage in this form will cause Mario 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.



Wii U GamePad Wii Remote

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



20 Baby Yoshi

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.

◆ Hit a block in certain stages to make Glowing Baby Yoshi appear.

Water? Have No Fear!

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



21 Challenges

Test your platforming skills in a variety of courses featuring specialized rules. Meet the clear conditions to earn 🕒, 🕒, and 🕒 medals.

Choosing a Challenge

- 1 Choose a challenge category with 🏠, and select a challenge with 🏠.



- 2 You can check the objectives for each medal. Select Start to begin a challenge.



Replay Movies

The game will save when you get a high score.

- ◆ One replay movie can be saved for each challenge.
- ◆ There may be times when the graphics and music go out of sync.



22 Boost Rush

Play through a series of courses back to back, and try to clear them as quickly as possible. In addition to being able to play as Mario and friends, you can also play as Mii characters.

- ◆ If you've created a Mii character in the Mii Maker™ application, you will be able to select your Mii character. For more details, please launch Mii Maker and read the electronic manual from the HOME Menu.

Selecting a Course Pack

Choose a course pack, and select Start to begin.

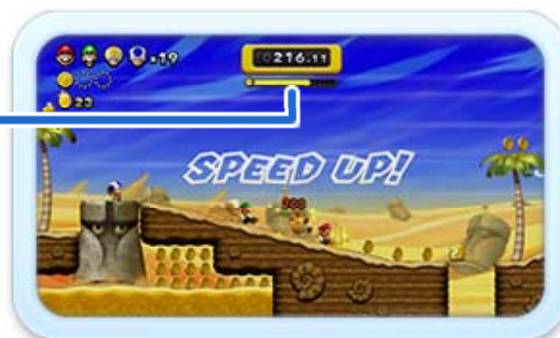


How to Play

Head for the goal. Collect a Star Coin or a set amount of coins to increase the speed at which the screen scrolls.

Speedometer

Shows the current screen-scroll speed.



All players share the remaining lives and collected coins.



23 Coin Battle

Go head-to-head to see who can collect the most coins. Gather three or more players for a Team Battle.

Choosing a Course

Pick a course with .



1 Switch between worlds


2 Number of victory points

This will be reset once Coin Battle ends.

Choose Random Battle to play in randomly selected courses.




Coin Courses

Only Coin Courses let you use Coin Edit to alter the placement of coins  **24** .




How to Play




Head to the goal while collecting as many coins as you can. You won't know exactly how many coins each player has until the goal is reached, but a  will appear above the player in the lead during the course.



24 Coin Edit

Create your own Coin Battle courses by using  to place coins wherever you like.

How to Edit

Look around the whole course using , , or , and touch the screen to place coins.

Coin buttons

Switch between different coin types.



Controls Menu

Touch  to reset the coins you have placed and to save your creation.




IMPORTANT

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