

Super Mario™ 3D World

1 Important Information

Getting Started

2 Controllers and Sound Settings

3 Online Features

4 Note to Parents and Guardians

Starting

5 Starting the Game

6 Character Selection

Moving around the World Screen

7 World Screen

8 World Screen Controls

Adventure

9 Course Screen

10 | Playing through Courses

11 | Special Courses

12 | Items

13 | Share the Adventure!

14 | Assist Play

15 | Ghost Mii Characters

16 | Miiverse

Action

17 | Basic Actions

18 | Special Actions

19 | Power-Ups

20 | Mario's Forms

About This Product

21 | Legal Notices

Troubleshooting

22 | Support Information


1

Important Information

Thank you for selecting the Super Mario™ 3D World 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.

2

Controllers and Sound Settings

The following controllers can be used with this software when they are paired with the console.




- ◆ Up to four people can play together. This requires one Wii U GamePad .
- ◆ Only one Wii U GamePad controller can be used.
- ◆ A Wii Remote™ Plus can be used instead of a Wii Remote.
- ◆ You can use a Classic Controller™ instead of a Classic Controller Pro™.

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 the controller.








Surround Sound

This game supports 5.1-channel linear PCM surround sound. In order to experience surround sound, select  (System Settings) from the Wii U Menu, choose the **TV** item, and then change the audio-output type to **Surround**.


- ◆ In order to experience surround sound with this software, you will need to connect your Wii U console with a receiver that has a built-in HDMI™ port using a High Speed HDMI Cable. For more information about how to configure and connect your receiver, see the instruction manual for the receiver.

3 | Online Features

Connect to the Internet to use the  Nintendo Network online service. Once you progress a little way into the game, you'll be able to receive Ghost Mii™ characters  and use Miiverse™. 

- ◆ Nintendo Network settings can be changed in the  menu, accessed from the world screen.
- ◆ 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.

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 use of Miiverse and the exchange of Ghost Mii characters.
Miiverse	Restricts posting on Miiverse and/or viewing other players' Miiverse posts. It is possible to restrict posting only or to restrict both posting and viewing. Restricting posting and viewing will also restrict the exchange of Ghost Mii characters.

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

5 Starting the Game

To start a game from the beginning, select any file marked New. To continue a game from where you left off, select a file containing save data.



- ◆ Throughout this manual, if no controller is specified, the controls refer to the Wii U GamePad.



: Remaining lives



: Number of Green Stars collected

→ 12



: Number of Stamps collected

→ 12

Copying and Deleting Save Data



To copy a file, press ⊕ and select a file. To delete a file, press ⊖.

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

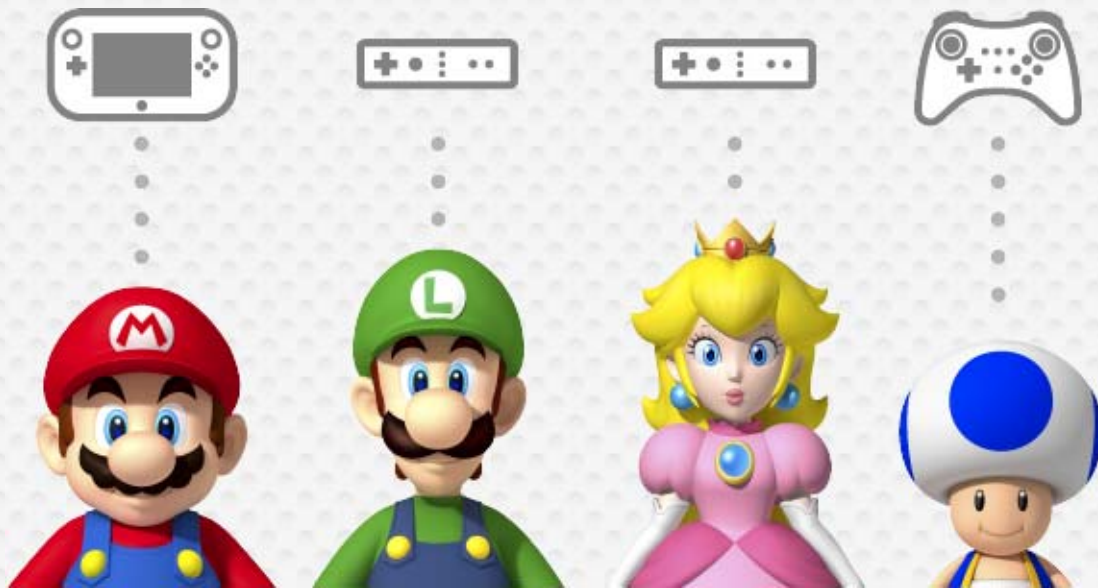
Saving

Data will be saved automatically whenever you clear a course → 10 and return to the world screen → 7 .



Select a character to play. Controllers other than the GamePad will be added in the order that they connect.

◆ Each player uses one controller.



Menu and Other Screen Controls



Select option



Confirm



Cancel



◆ The controls for the Classic Controller Pro are the

same as those of the GamePad and the Wii U Pro Controller.

On this screen, you can move around freely and choose courses that you want to play. When playing as a group, the lead player selects the courses.



1 Current world and course

2 Remaining lives

3 Number of Green Stars collected

4 Number of Stamps collected

5 Collected coins → 12

6 Item storage → 9

7 Flags

These show if a course has been cleared or not.

 : Not cleared

 : Cleared

 : Cleared by grabbing the top of the Goal Pole

→ 10

8 Castles

A fearsome boss lies in wait for you at the end of these stages! Defeat the boss so you can move on to the next world.

9 Captain Toad's Adventures → 11

10 Course

Other Locations

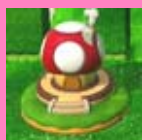


There are a number of other locations where you can battle enemies or gain items.



Enemies

If you defeat these enemies, new courses will appear.



Toad House

Open the big or small box to get the items inside.



Sprixie House

Find new Stamps here.

◆ There are other exciting locations too!



Move



Dash (while moving)



Jump



Menu





View map






- ◆ When using the Wii U GamePad or Wii U Pro Controller, **A** has the same function as **B**, and **X** has the same function as **Y**.
- ◆ The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.

**Map Screen**

On the map screen, you can travel to different worlds, check which courses you have cleared , and view your collection of stamps .

Menu

You can return to the title screen from the menu.

You can also adjust your Miiverse and Ghost Mii settings , change controllers , and configure camera controls  from this menu.

Camera Controls

You can change the camera angle on the world screen or the course screen using the GamePad, Wii U Pro Controller, or Nunchuk™ controller.




Pan camera





Zoom

 **on the world screen**

 **on the world screen**

Adjust camera height

 on the course
screen

 on the course
screen

Reset camera




Make your way through the course, defeating enemies as you go, and get to the goal!




1 Remaining lives



2 Collected coins

3 Green Stars

 : Green Stars you have collected

 : Green Stars you have yet to collect

4 Item storage

Touch this icon on the Wii U GamePad or press  when you need to use the power-up item  12.

5 Stamp icon

Displays when you have collected the Stamp on the current course.

6 Time remaining

7 Score

8 Free Camera Mode

Touch this icon to control the camera by moving the Wii U GamePad. Touch the icon again to return the camera to normal.

◆ Free Camera Mode cannot be used in some areas.

Most courses have a Checkpoint Flag and a Goal Pole.



Checkpoint Flag

Once you touch a Checkpoint Flag, you'll be able to start from that point if you lose a life.



- ◆ If you enter a different course, you'll lose your checkpoint in the current course.
- ◆ When you touch a Checkpoint Flag for the first time as Small Mario, you will transform into Super Mario → 19 .



Goal Pole

Grab on to the Goal Pole to clear a course and return to the world screen. You earn points according to the number of seconds left on the timer and the height at which you land on the Goal Pole.



Losing Lives



You will lose a life if you

- take damage as Small Mario.
- fall into a hole or other hazard.
- run out of time.



Game Over

If you lose your last life, it's game over. Select Continue to start again with all progress in the current course reset.

- ◆ You will get five lives per player when you continue after a game over.

In Super Mario 3D World, there are some special, new course types in addition to regular courses.

Captain Toad's Adventures

Guide the intrepid Captain Toad through these courses to collect five Green Stars, changing the camera angles and manipulating the terrain as you go.



Controlling Captain Toad

Captain Toad is controlled using the Wii U GamePad.

Move



Dash

Hold  while moving

◆ Be warned: Captain Toad can't jump!



Losing a Life

You will lose a life when

- you take damage while small.
- the timer reaches zero.

Riding Plessie



Hop on Plessie's back for a wild ride in these special courses. Hold on tight!



Controlling Plessie



Move



Control speed



Jump



- ◆ When using the Wii U GamePad or Wii U Pro Controller, **A** has the same function as **B**, and **X** has the same function as **Y**.
- ◆ The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.

Mystery Houses



There is a Green Star in each room of every Mystery House. Try to collect them all within the time limit!



- ◆ Watch out for other kinds of special courses!



Coin

Collect 100 coins to get an extra life.



1-Up Mushroom

Pick up one of these to get an extra life.



+ Clock

Grab these to add extra seconds to the timer.



Super Star

Become temporarily invincible.




Green Star

Collect these and use them to unlock new courses.



Stamp

You can use the stamps you collect in your Miiverse posts  16 .

Power-Ups





Super Mushroom

Transforms Small Mario into Super Mario.



Super Bell

Transforms Mario into Cat Mario

→ 20 .



Super Leaf

Transforms Mario into Tanooki Mario

→ 20 .



Boomerang Flower

Transforms Mario into Boomerang Mario

→ 20 .



Fire Flower

Transforms Mario into Fire Mario

→ 20 .



Double Cherry

Adds another Mario to your team.



Mega Mushroom

Transforms Mario into Mega Mario.



Propeller Box

While wearing this, Mario can fly upward

→ 20 .




Cannon Box

While wearing this, Mario can fire cannonballs

→ 20 .

- ◆ That's not all! Find other items as you play.
- ◆ Luigi™, Princess Peach™, and Toad™ are able to transform in the same way as Mario™.

13 Share the Adventure!


When playing with two to four people, you'll be able to perform even more actions together , such as going into a bubble to avoid enemies.

Adding Players

Join the fun at any time! Press **(A)** or **(2)** on the controller you want to use while on the world screen or even during a course.



Going into a Bubble

Press **(L/R)** to go into a bubble. While inside a bubble, you won't take any damage. The bubble will burst if you press **(B/A)** or if another player touches it .



◆ You can't go into a bubble if all other players are already in bubbles.

Clearing Courses



Players are ranked at the end of each course, and the best player receives a crown. If you complete the next course while wearing the crown, you'll get a score bonus!



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 result in your having to restart the course:

- All players lose a life at the same time.
- The only player not in a bubble loses a life.

The Wii U GamePad can be used in lots of ways to help you in your adventure.



Break Blocks

Some blocks can be broken by touching them.



Move Scenery

Interact with some course elements by blowing into the microphone or using the touch screen.



Reveal Hidden Objects

Touch items like invisible blocks and coins to make them temporarily visible.

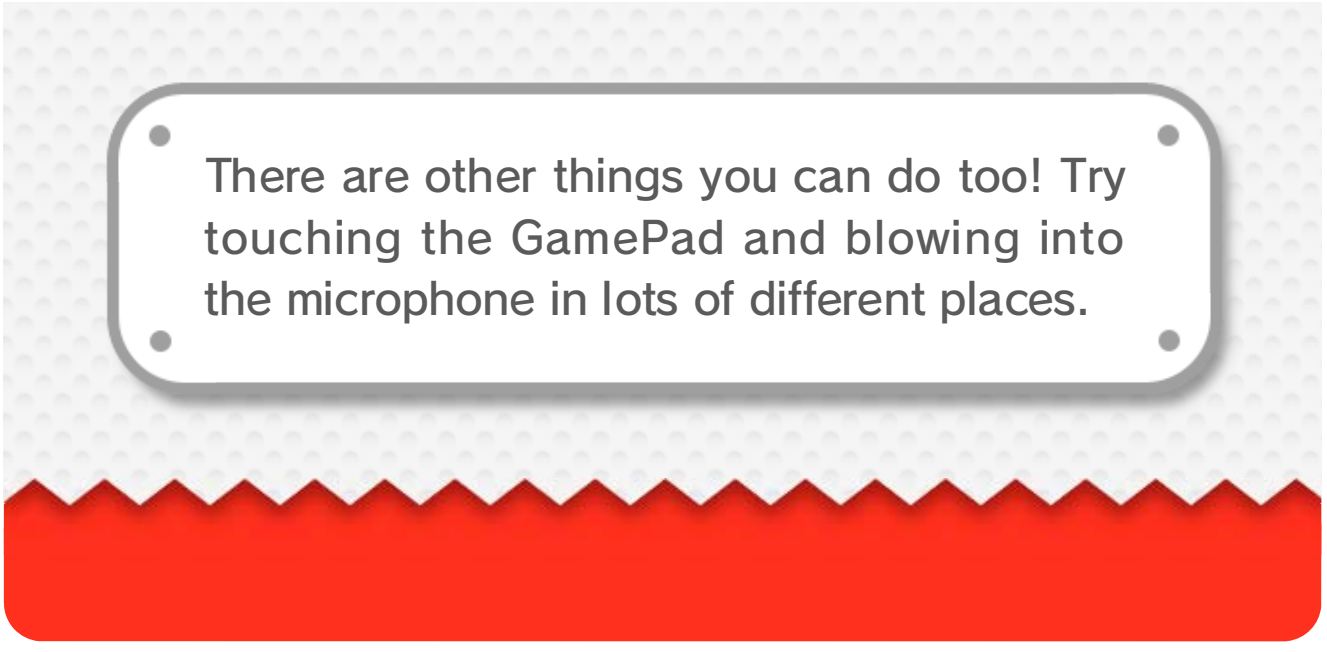


Hinder Enemies

Some enemies can be stopped, defeated, or even blown away by touching the touch screen or blowing into the microphone.





◆ This doesn't work for all enemies.



There are other things you can do too! Try touching the GamePad and blowing into the microphone in lots of different places.



15 Ghost Mii Characters

After progressing a little way through the game, you can enable

 Nintendo Network features.  Doing so will allow Ghost Mii characters to appear in courses you've already cleared.

What is a Ghost Mii character?

A Ghost Mii character exactly re-creates how another player completed a course.

- ◆ After starting the game, a Ghost Mii is created the first time you clear a course  without losing a life.
- ◆ Ghost data is exchanged automatically.
- ◆ The Ghost Mii feature can be restricted in Parental Controls or in the Nintendo Network Settings menu  .




Follow That Ghost Mii!




You can play through courses together with Ghost Mii characters. Some of them carry gifts, so try to keep up!



After progressing a little way through the game, you can enable

 Nintendo Network features.  3 This will allow you to post to Miiverse and use stamps  12 you've collected, as well as view the posts of players from many different countries.

- ◆ You must set up Miiverse beforehand.
- ◆ For more information, please start Miiverse  and select USER MENU ⇒ SETTINGS/OTHER ⇒ MANUAL.
- ◆ Miiverse features for this title can be restricted in-game from the Nintendo Network Settings menu.

Posting and Viewing Posts on Miiverse

As you progress through the game, you'll be able to see other players' Miiverse posts on the course-results screen or displayed by Mii characters dotted around the world screen. To make your own Miiverse post, touch the Miiverse post icon.



Miiverse post icon

Stamps

These are found in Sprixie Houses or hidden around courses. Use Stamps to make your handwritten posts really stand out on Miiverse!



17 Basic Actions



Move



Dash (while moving)



Jump



Crouch



Ground-pound (while in midair)



Roll



Long jump (while moving)

ZL + **B**

B + ②

Z + **A**

Rolling long jump (during a roll)

B

②

A

Crouch jump

Hold down ZL
+ **B**

Hold down B
+ ②

Hold down Z
+ **A**

Side somersault

While dashing: **L**
(reverse direction) + **B**

While dashing: **+**
(reverse direction) + ②

While dashing: **O**
(reverse direction) + **A**

Hold items

Hold Y and touch an item

Hold ① and touch an item

Hold B and touch an item

Throw items

While holding an item, release **Y** to throw it

While holding an item, release **1** to throw it

While holding an item, release **B** to throw it

Jumping

Hold down the jump button longer to jump higher. You can jump even higher and faster while dashing. Jump on top of enemies to attack them, and hold down **B** while doing so to jump higher than normal.



- ◆ There are a number of other possible actions.
- ◆ When using the Wii U GamePad or Wii U Pro Controller, **A** and **B** have the same function, as do **X** and **Y**, **L** and **R**, and **ZL** and **ZR**.
- ◆ The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.
- ◆ If you are using a Wii Remote without a Nunchuk, shaking the Wii Remote has the same effect as pressing **B**.



Wall jump

When sliding down a wall, press **B**

When sliding down a wall, press **2**

When sliding down a wall, press **A**

Enter horizontal pipe

Tilt **L** in the direction of the entrance

Press **+** in the direction of the entrance

Tilt **R** in the direction of the entrance

Go down pipe

Press **ZL** on top of the pipe

Press **B** on top of the pipe

Press **Z** on top of the pipe

Slide

Press **ZL** on a slope

Press **B** on a slope

Press **Z** on a slope

Swim (when underwater)

B

2

A

Multiplayer Actions



Enter a bubble

L

A

C

Burst out of a bubble

B

2

A

Pick up a friend

Hold **Y** next
to a friend

Hold **1** next
to a friend

Hold **B** next
to a friend

Throw a friend

Release **Y**

Release **1**

Release **B**

Synchro ground-pound (while in midair)

Press **ZL** at
the same
time as other
players

Press **B** at
the same
time as other
players

Press **Z** at
the same
time as other
players

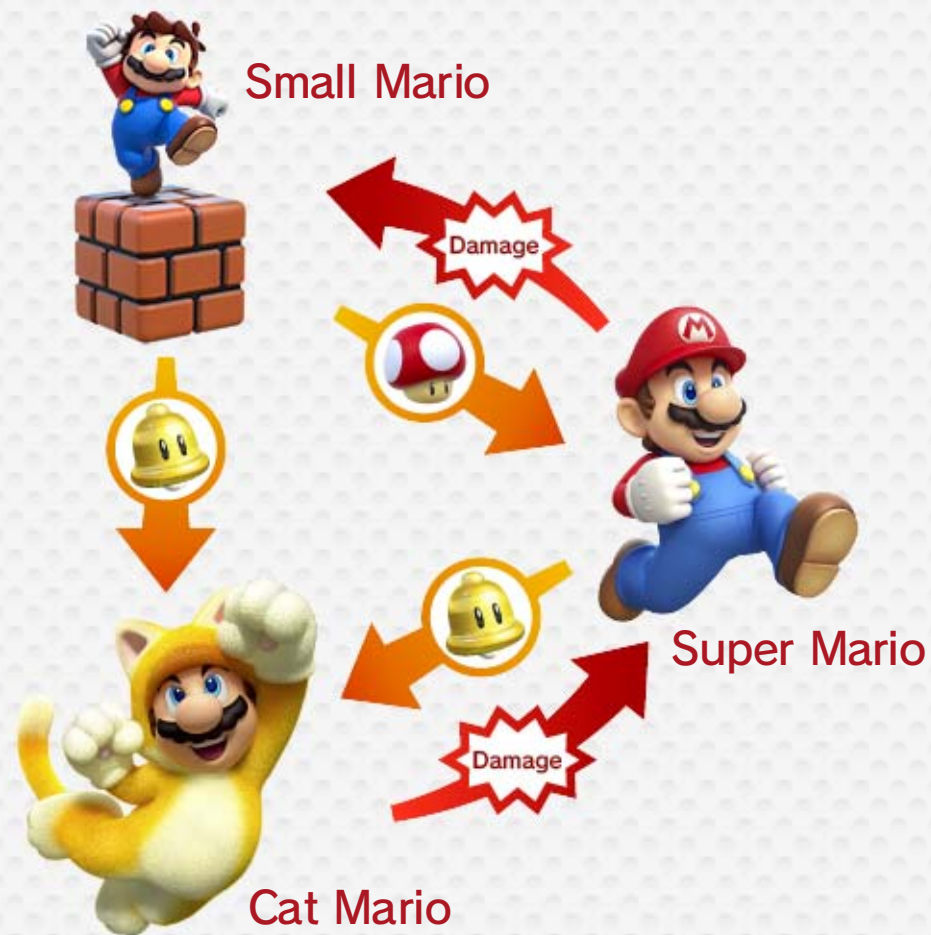
- ◆ Synchro ground pound can be used to defeat a number of nearby enemies at once.
- ◆ There are other possible actions besides those described above.
- ◆ When using the Wii U GamePad or Wii U Pro

Controller, **A** and **B** have the same function, as do **X** and **Y**, **L** and **R**, and **ZL** and **ZR**.

- ◆ The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.
- ◆ If you are using a Wii Remote without a Nunchuk, shaking the Wii Remote has the same effect as pressing **B**.

19 Power-Ups

Collecting items such as the Super Bell will transform Mario into one of several different forms and give him special abilities → 20 .



• Being hit by an enemy will make Mario lose his special abilities.
• There might be places you can only reach with certain power-ups...

- ◆ Luigi, Princess Peach, and Toad are able to transform in the same way as Mario.



Cat Mario

Transform with a Super Bell.

Climb walls and claw enemies.



Claw



Pounce



Claw dive (while in midair)

Hold down 

Hold down 

Hold down 

Climb walls

Tilt  after jumping onto a wall

Press  after jumping onto a wall

Tilt  after jumping onto a wall



Tanooki Mario

Transform with a Super Leaf.

Attack enemies with your tail, and float down gently when in midair.



Tail attack

Y

1

B

Tail spin

ZL + Y

B + 1

Z + B

Float downward (while in midair)

Hold down B

Hold down 2

Hold down A



Boomerang Mario

Transform with a Boomerang Flower.

Attack enemies and collect items by throwing boomerangs.



Throw boomerang

Y

1

B



Fire Mario

Transform with a Fire Flower.

Attack enemies by hurling fireballs.



Throw fireballs

Y

1

B



Propeller Box

Jump into a Propeller Box to wear it.

Fly high into the air.



Fly upward

Hold down B

Hold down 2

Hold down A



Cannon Box

Jump into a Cannon Box to wear it.

Fire a stream of cannonballs.



Supercharged shot

Hold down **Y**
to charge,
and then
release to
fire

Hold down **1**
to charge,
and then
release to
fire

Hold down **B**
to charge,
and then
release to
fire

- ◆ There are a number of other power-ups.
- ◆ When using the Wii U GamePad or Wii U Pro Controller, **A** and **B** have the same function, as do **X** and **Y**, **L** and **R**, and **ZL** and **ZR**.
- ◆ The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.
- ◆ If you are using a Wii Remote without a Nunchuk, shaking the Wii Remote has the same effect as pressing **B**.

IMPORTANT

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