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# 1 Important Information

Thank you for selecting
Mario & Luigi™: Dream Team Bros.
for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

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

Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

✦ Unless stated otherwise, any references to "Nintendo 3DS" in this manual refer to both Nintendo 3DS and Nintendo 3DS™ XL systems.

## Health and Safety Information

⚠ IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the ⚠ icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you

have finished, press HOME to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

## Information Sharing Precautions

When sharing content with other users, do not upload/exchange/send any content that is illegal or offensive, or could infringe on the rights of others. Do not include personal information and make sure you have obtained all necessary rights and permissions from third parties.

## Language Selection

The in-game language depends on the one that is set on the system. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.
You can change the in-game language by changing the language setting of your system. For instructions about how to change the system language, please refer to the System Settings electronic manual.

## Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch (Australia):
www.classification.gov.au

OFLC (New Zealand):
www.censorship.govt.nz

## Advisories

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Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.
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This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.

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# 2 Introduction

Mario & Luigi: Dream Team Bros. sees Mario and Luigi join forces and go on an adventure in this action-brothers RPG! An incident occurs on Pi'illo Island and our heroes must help by solving riddles, mastering gizmos and more, while travelling back and forth between the real world and the dream world...

Press START on the title screen to go to the file select screen.

## File Select Screen

To begin a new game select a file with no data, or to continue select a file with saved data. Then select START GAME.

| | |
|---|---|
| Navigate | ◎/✚ |
| Confirm | Ⓐ |
| Cancel | Ⓑ |

✦ You can also use the Touch Screen.

## Deleting and Copying Data

First, select a save file.

### Deleting Data

Select DELETE FILE to erase that file.

## Delete All Data

To delete all save data, after starting the game from the HOME Menu, press and hold Ⓐ+Ⓑ+Ⓧ+Ⓨ simultaneously before the title screen appears.

✦ Deleted data cannot be recovered, so be careful.

## Copying Data

Select COPY and then YES to create a duplicate of the file.

## Options

To switch the hand you use during Giant Battle (p. 14), change the Dominant Hand setting. This can be done when you begin a new game, save (p. 4) or access Options.

# 4 Saving Data

You can save your progress by either hitting a Save Block with Mario or Luigi, or tapping the icon on the lower screen.

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

# 5 Game Screen

## 1 Action Icons (p. 7)

Mario's Action Icon is A (red) and Luigi's is B (green).

## 2 Gizmos

There are many kinds of these interactive objects to be found!

## 3 HP

HP (Health Points) represents Mario and Luigi's health.

## 4 Icons

### Zoom

Increases or reduces the size of the map.

### World (real world)

Shows a map of Pi'illo Island.

### Map (dream world)

Shows a map of the dream world.

### Save

Saves your current progress.

### Menu

Opens the Menu (p. 15).

### Back

Takes you back to the previous screen.

## 5 Map

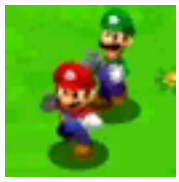
Displays the connections in the real world and dream world. You can move the map with the stylus.

| | |
|---|---|
| | Shows connections within the same area. |
| | Shows connections between different areas. |
| | Shows connections made with pipes (p. 6). |

Take control of Mario and Luigi to explore Pi'illo Island's many locations.

## Moving

Use ◎ to move.



## Entering Pipes

Jump onto a pipe, then use ◎ to move into the centre and you will be transported to a different area.

✦ The further you progress through the game, the more pipes you will find.

### Accessing the Menu

Press START to open the Menu (p. 15). Here you can prepare for your adventure, check the Guide, etc.

# 7 Actions

To perform an action, press Ⓐ for Mario and Ⓑ for Luigi. More actions will become available as you progress through the game.

## Switching Action Icons

Press R to cycle through the Action Icons. Press L to return to the Jump action.

# Solo Actions

Actions that Mario and Luigi perform individually.

## Talk

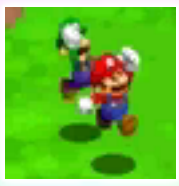
Mario can speak to characters directly in front of him - the Action Icon will automatically switch. When the symbol appears on-screen, press Ⓐ to progress the dialogue.

## Investigate

Mario can examine things directly in front of him - the Action Icon will automatically switch.

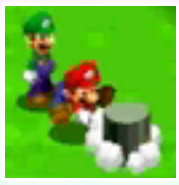
## Jump

Jump to hit blocks from below or reach higher places.



## Hammer

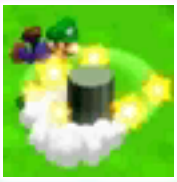
Use it to break things, press switches in front of you and more!



# Bros. Moves

Actions that Mario and Luigi perform together.

## Mole Mario



Luigi hits Mario with the hammer, sending him underground. In this state Mario can do things such as go under fences. Press Ⓐ to return to the surface.

## Spin Jump

Mario hops onto Luigi, then they twirl through the air. You can use the Spin Jump to fly across wide gaps. Press Ⓑ to return to normal.

✦ There are more Bros. Moves to be discovered!

### Beans

You can get beans (p. 16) by using Mole Mario to jump up out of beanholes .

# 8 The Dream World

Go to the dream world by examining the Pi'illo folk (who at first appear as pillows) in the real world.

## Dream World Basics

Here you control Mario and Dreamy Luigi, who only appears in the dream world. Clear the dream world by breaking all the nightmare chunks.

1 Nightmare Chunks

Pi'illo folk are trapped inside!

2 Luiginary Works

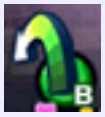
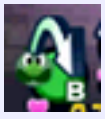
Interactive objects in the dream world. There are many different kinds.

3 Nightmare Chunks Remaining

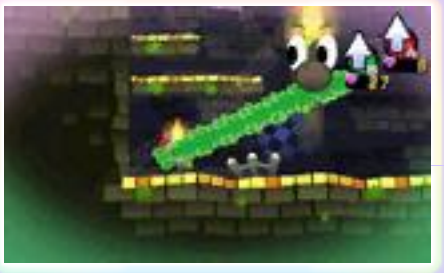
4 Luigi's Head

## Entering/Exiting Luiginary Works

Press L/R to switch the Action Icon, allowing Dreamy Luigi to move in and out of Luiginary Works.

| | |
|---|---|
| Enter Luiginary Works |  |
| Exit Luiginary Works |  |

## Manipulating Luiginary Works

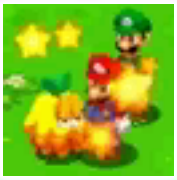


Manipulate Luiginary Works that Dreamy Luigi has entered by touching Luigi's head. Use them effectively to progress.

## Changing Shape

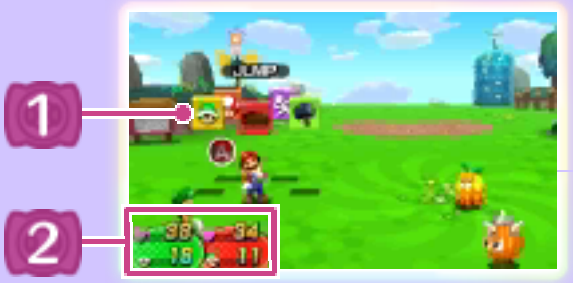
The shape of some Luiginary Works can be changed by pressing Ⓡ. The actions available depend on the shape. Press Ⓛ to demolish the shape, and Ⓑ to exit Luiginary Works.

# 9 Combat



Coming into contact with an enemy initiates a battle. Jump on the enemy or use the Hammer to perform a pre-emptive attack. If an enemy attacks from behind, Mario or Luigi will start the battle on their back!

# Battle Screen




## 1 Command Blocks

### Jump

Jump on an enemy to damage them.

### Hammer

Strike an enemy to damage them.

### Flee

Escape from battle.

### Item

Use items (p. 16).

### Bros. Attack (p. 11)

Mario and Luigi combine forces to launch a powerful attack. Bros. Attacks are used mainly in the real world.

### Luiginary Attack (p. 11)

Mario and Dreamy Luigi combine forces to launch a powerful attack. Luiginary Attacks can only be used in the dream world.

## 2 HP and BP

BP (Bros. Points) are used to perform Bros. Attacks and Luiginary Attacks.

## Recovering HP and BP

HP and BP can be recovered through certain items and in shops.

## Selecting Command Blocks

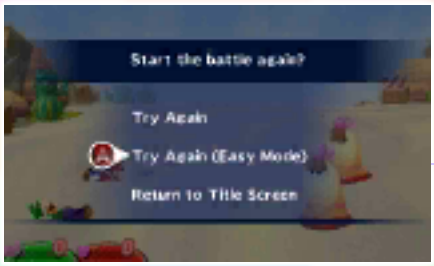
When it's Luigi's or Mario's turn, select a Command Block and perform the move with the action button.

| | |
|---|---|
| Select Command Block | ◯/✚ |
| Action button (Mario) | Ⓐ |
| Action button (Luigi) | Ⓑ |
| Cancel | L |

## Expert Challenges

Increase your points by completing certain tasks, such as winning without taking any damage. Achieve a certain amount of points to receive items. Go to Collection in the Menu to check which Expert Challenges you have achieved and how many points you have.

## Losing All HP...




When both Mario and Luigi's HP reaches 0, they'll be out for the count, but you can always try again! If you retry in Easy Mode, Mario and Luigi will temporarily become stronger, making it easier to defeat enemies.

✦ Easy Mode will end once the battle has concluded.

# 10 Attacking & Dodging

With good timing you can increase your hit-count or avoid the enemies' attacks!

## Attacking

### Jump

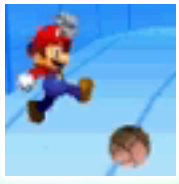
Press the action button just before you land a Jump attack to perform a second one.

### Hammer

Press the action button when you see a flash to deal big damage.

## Dodging

To dodge, press the action button in time with the enemy's attack.



## Counter

If you time it just right, you can dodge an enemy attack and hit them with a counter-attack.

## Status Effects

Some enemy attacks affect Mario and/or Luigi's status, for example making them unable to move. Status effects will disappear either after a certain amount of time, or when you use items or Badge Effects (p. 12).

### Trip

Leaves Mario/Luigi unable to perform any actions until it is their turn or they are attacked.

### Burn

Mario/Luigi is unable to perform any actions, and intermittently takes damage.

### Dizzy

Mario/Luigi becomes dizzy and can't perform any actions.

### Mini

Mario/Luigi shrinks, lowering his defence and attack power. Also, some attacks are disabled.

Mario and Luigi learn a new Bros. Attack for collecting ten Attack Pieces in a given area. Use BP to perform the attack and, for example, deal massive damage or attack all enemies.

## Bros. Attacks

Used mainly in the real world.

### 3D Red Shell and 3D Green Shell

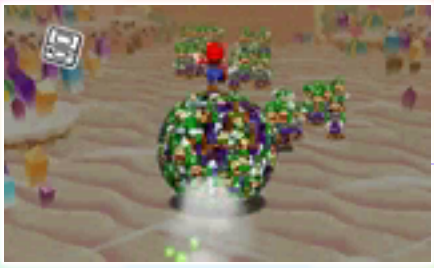
Kick a shell back and forth via the enemy to deal damage. Kick with Ⓐ for Mario and Ⓑ for Luigi.

- There are other Bros. Attacks to be found. To practice or view their controls, select MENU and then GUIDE.
- There are also some Bros. Attacks which can be used during Giant Battle (p. 14).

# Luiginary Attacks

Used in the dream world.

## Luiginary Ball



Inflict damage on your enemies with a ball made of Luiginoids! Tilt the Nintendo 3DS system to manoeuvre the ball.

- There are other Luiginary Attacks to be found. To practice or view their controls, select MENU and then GUIDE.

# Tilt the System to Fight!

A number of attacks and Finishing Bros. require moving the Nintendo 3DS system. Follow the on-screen instructions.

This software involves moving the Nintendo 3DS system around while you play. Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.

# 12 Badges

Attack enemies to fill the Badge Meter and stock Badge Effects. Use Badge Effects to restore HP, damage enemies and much more!

## 1 Badge Meter

Mario fills the meter with red. Luigi fills it with green.

## 2 Stocked Badge Effects

## 3 Change Badges

## 4 Badge Effect Description

## Using Badge Effects

Tap a stocked Badge Effect on the lower screen twice to use it. You can then use a Command Block as usual.

# Changing Badges

To swap badges, tap the Change Badges icon, then press Ⓡ for Mario or Ⓛ for Luigi. The Badge Effect changes depending on the combination of badges.

# 13 Levelling Up

You gain Experience Points (EXP) and coins (p. 15) as you defeat enemies. When Mario and Luigi obtain a certain amount of EXP, they will level up, improving their stats.

## Bonus Points

Select a stat to activate a slot. Stop it with the action button to win that number of points.

# Rank-Up Bonus

When you reach certain levels, you can select a Rank-up Bonus.

| | |
|---|---|
| Gear Slot+1 | Adds another Apparel Slot (p. 16). |
| Badge Stock+1 | Increases the number of Badge Effects you can stock by one. |
| Quick Level-up | Gain 20% more EXP. |

✦ There are other Rank-up Bonuses available!

## 14 Giant Battle

At certain points in the adventure, you will fight as giant Dreamy Luigi, requiring you to hold the Nintendo 3DS system vertically. To change which hand you use, adjust the Dominant Hand setting accordingly in Options.

Dominant Hand set to left

Dominant Hand set to right

# Battle Basics

Use the stylus and follow the on-screen instructions. When it's Dreamy Luigi's turn, touch a Command Icon.

## 1 Enemy's HP

## 2 Command Icons

### Jump

Jump on the enemy to damage them.

### Hammer

Strike the enemy to damage them.

### Bros. Attacks

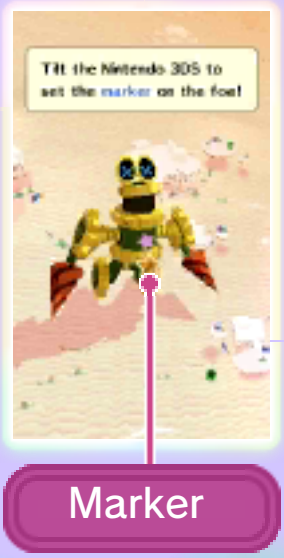
Join forces with Mario to launch a Bros. Attack.

✦ You can't use two Bros. Attacks in a row.

## 3 Dreamy Luigi's HP

# Finishing Bros.

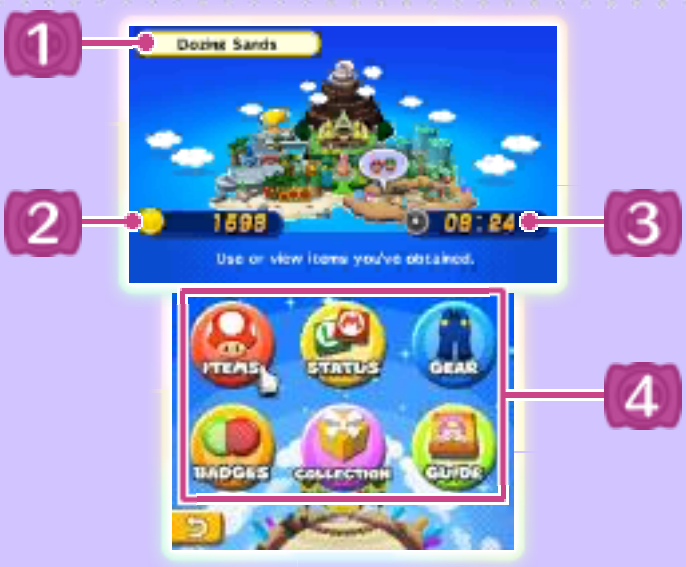
When the enemy's HP is low, you can use a Finishing Bros. Tilt the system to target the enemy. Once you've locked on, Mario will deal the final blow with a giant star!



# 15 Menu

Here you can use items, change gear (p. 16), check the Guide and more.

## Menu Screen




1 Your Current Location

2 Collected Coins

Use these when you go shopping!

3 Play Time

4 Menu

| | |
|---|---|
| Items | View and use items. |
| Status | Check Mario and Luigi's stats and status. |
| Gear | Change gear. |
| Badges | Change Mario and Luigi's badges. |
| Collection | Check your Key Items, information about completed Expert Challenges, etc. |
| Guide | Check your current goal and progress, practice attacks, etc. |

# Items

## Mushroom

Recovers the HP of one character.

## Nut

Recovers the HP of two characters.

## Syrup Jar

Recovers the BP of one character.

## Candy

Recovers the HP and BP of one character.

## 1-Up Mushroom

Revives a fallen brother.

## Bean

Raises a stat of one character by one point.

## Others

There are also items that can cure status effects, immobilise all enemies, attack a difficult to reach enemy, and many more.

# Gear

## Boots

Increase the strength of the Jump attack.

## Hammers

Increase the strength of the Hammer attack.

## Wear

Increase defence.

## Gloves

Enhance abilities.

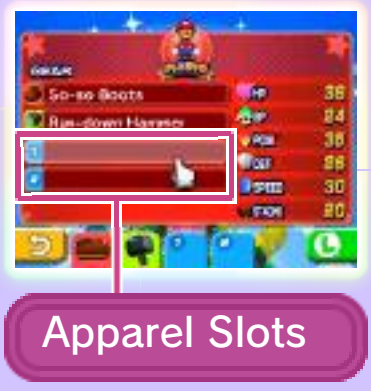
## Accessories

Enhance abilities.

✦ There is more gear with special effects to be found!

## Apparel Slots

Slots allow you to equip Wear, Gloves and Accessories. When you rank up, you can increase the number of slots to a maximum of three with Gear Slot+1.



## Level Up!

To defeat enemies more easily, you need to train Mario and Luigi by actively seeking battles and levelling up.

## Equip Gear!

Simply collecting gear won't help you! Equip it to enhance your abilities by going to Gear in the Menu.

## Attack First!

Use pre-emptive attacks to gain an advantage.

## If Things Look Bad, Flee!

If it looks like you're about to lose a battle, don't be afraid to turn and run.

✦ You cannot escape from some battles.

## Use Jump and Hammer Effectively!

Use Jump or Hammer according to the enemy's type or state. Jump on enemies in the air, and use the Hammer on spiky or flaming enemies.

# Use Badge Effects Wisely!

If you continue to fill the Badge Meter when two Badge Effects have already been stocked, the leftmost Badge Effect will be lost. Be sure to use Badge Effects when the Badge Meter has been filled.

## 18 How to Contact Us

For product information, please visit the Nintendo website at:
www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com