

Super Mario Maker for Nintendo 3DS

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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.

- ◆ This software does not support the display of 3D visuals.
- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.
- ◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu. You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

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.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/documents/

Advisories

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2 Information Sharing

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, QR Code™ patterns, etc.

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

- Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties.
Once sent, you cannot delete such content or limit its usage, so be careful.
- Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.
- When uploading content or creating content for upload...
 - Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
 - Do not include anything which could be damaging or offensive to another person, or make someone uncomfortable.
 - Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
 - Do not include illegal content or any content which aids illegal activity.
 - Do not include any content which violates public morality.

3 Online Features

This software allows you to connect to the internet and play courses designed by other players (p. 8). You can also send records of your play data (p. 14).

◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

This software supports Nintendo Network™.



Nintendo Network is an online service which allows you to play with other players all over the world, download new add-on content and much more!

Online Precautions

- If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.
- Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange

friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.

- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

4 Parental Controls

You can use the following Parental Controls to restrict certain features of this software.

- ◆ For more information about Parental Controls, refer to the Operations Manual.
- Sharing Images/Audio/Video/Long Text Data
Restricts the sending and receiving of user-generated courses.
- Online Interaction
Restricts play for 100 Mario Challenge and Recommended Courses in Course World.
- StreetPass
Restricts the sending and receiving of player-created courses and user information via StreetPass.

Let's hear a bit about the two characters who'll guide you through the game.



▶ Mashiko

A friendly lady who's always eager to explain how to play Super Mario Maker for Nintendo 3DS. Her knowledge about the game's features is second to none, but when it comes to actually creating courses, she could use a little practice...




▶ Yamamura

A pigeon. Clearly a pigeon. Yet for some reason, he's also a master of the art of course creation. Loves edamame beans and fried chicken.

6 Create a Course / Save



Touch "Create" on the title screen or "Create a Course" on the main menu (p. 10) to start constructing a course.

Create

Touch a course element in the palette and then touch somewhere on the screen to add it there. You can move Mario by touching and sliding, or with .



1 Palette

The palette contains the elements which can be placed in a course. Touch  to display different sets of elements, which you can then switch between. Select  to rearrange elements for easier access to the ones you use the most.

2 Game Styles



Choose between the styles of four different games.

- Super Mario Bros.™
- Super Mario Bros.™ 3
- Super Mario World
- New SUPER MARIO BROS.™ U

3 Course Themes

Switch between different themes for the course.

4 Position of Start and Goal Points

You can adjust the height of the start point by touching  and sliding it up or down. Similarly, touch and slide  at the goal up and down or left and right to adjust the goal height and position, and therefore the length of the course.

5 Main Menu

Displays the main menu (p. 10).

6 Save / Load

Save and load your courses.

7 Erase Course Elements

Select Mr. Eraser when you want to erase course elements that you've placed. Touch the icon once more to go back to placing course elements as normal.


8 Undo

Touch Undodog to undo your previous action.

9 Reset

Touch and hold the Reset Rocket to erase all elements on the course.


10 Course Length / Position


Touch and hold the G icon, then slide it left or right to adjust the length of the course. By sliding  left or right, you can scroll through the course and adjust Mario's position. Touch the S icon to move to the start, or touch the G icon to move to the goal.

More course elements will become available to you as you progress through Super Mario Challenge (p. 8). See how far you can get!




Trial Play

Touch  to play through the course you are currently creating and test out the placement of your course elements. Touch the icon again to return to the course creation screen. You'll also return to this screen if you complete the course or lose a life (p. 8).

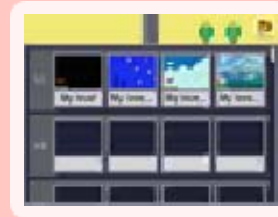
- ◆ Press **SELECT** or touch and hold  to play through the course from the beginning.

Saving

Touch  to save the course you've created. You can find saved courses at the Coursebot (p. 11).

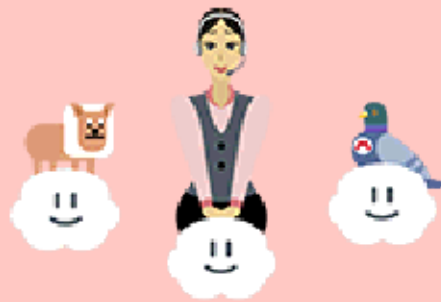
How to Save

Choose a slot to save your course in and give it a name. If you pick a slot that already contains a course, the old course will be overwritten.



- ◆ The course will be saved to the SD card.
- ◆ **Make absolutely sure that you want to overwrite your course, as you won't be able to restore it later.**



- Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system 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.



7 Techniques


Here are a few techniques to help you create courses.

Hide Icons / Show Icons

Touch  /  to hide icons, such as the course theme and save/load icons. This will give you more space to use on the screen. Touch them again to bring the icons back up.




Mario's Trail



After a trial play, touch  to bring up a ghost trail showing Mario's exact movements over a short period. This trail can be extremely useful in helping you to decide where to place elements!



Time Limit / Scroll Speed


Touch  500 to set the course's time limit and the speed of the autoscroll feature. Adjusting these aspects can change the difficulty of a course. Try setting a really short time limit or a super fast autoscroll to change the feel of the gameplay!

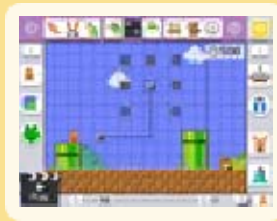
SFX

Touch  to bring up a special palette for sound effects, which you can place as course elements. Touch  again to close the palette.




Creating Tracks



Select  from the palette and touch the screen to lay tracks in up to eight directions. The directions you can lay a track in will be displayed as dots to be joined. Drag an enemy or other element onto the track and it will move along the track. Tap the end point of a track to switch it between the returning and dead-end types.



Main Area / Sub Area

By touching Mario and dragging him into a pipe, you can create a sub area on the other side of the pipe. Touch  to switch between editing the main area and the sub area within the pipe.

Selecting and Moving Multiple Elements

You can select multiple course elements at once by pressing  once, then dragging across the touch screen. This will select all elements within the highlighted area. Press  twice and you will return to the placement screen, where you can then move the selected elements together as one unit.

Copying

Copy an element you've already placed by pressing **L/R** twice, and then touching and moving that element. Press **L/R** once more to return to the placement screen. This can also be done after selecting multiple elements.

- ◆ Warp Doors cannot be copied. Also, if you have placed a lot of elements, it may not always be possible to copy them.

Course Creation Tips

Check out Super Mario Challenge and Course World (p. 8) to see what kinds of courses are available. We recommend saving a course you like and then tinkering with it. And don't forget about the Yamamura Lessons (p. 10)!



Touch "Play" from the title screen or touch "Super Mario Challenge" or "Course World" from the main menu (p. 10) to try out various courses.

Course Objective

Get Mario to the goal within the given time limit. For info on how to control Mario, see p. 9.

Pause Menu

Press **START** during a course to access the pause menu. Here, you can choose to retry the course from the beginning, quit playing mid-way and more. Try it out for yourself!



Losing Lives and Game Over

If you bump into an enemy as Small Mario or fall into a hole, or if your time limit runs out, you'll lose a life. In "Super Mario Challenge" and "100 Mario Challenge", losing a life will deduct one from the total number of Marios you have left. When there are none left, it's game over.

- ◆ If you fail the same course five times in a row in "Super Mario Challenge", you can get an item at the start of your next attempt.

Super Mario Challenge

In this mode, you have ten lives with which to tackle 18 worlds created by Nintendo. Any course you clear will automatically be saved to Coursebot (p. 11), so you can play it as many times as you like afterwards.

Each world you complete will award you with new course elements for making courses.

Earning Medals

If you complete each course under a certain set of criteria, you'll be awarded medals. You can check in Coursebot to see which medals you've earned.

- ◆ You can find out the conditions for the bonus challenges at the start of a course or in the pause menu.

Two Medals

There are two medals available per course. Once you've fulfilled the criteria for earning the first medal, the details of the second will be revealed. Try to collect them all!



Course World (Online) / (StreetPass)

Here you can either play select courses posted from the Wii U version of Super Mario Maker™, or you can play courses received directly via StreetPass (p. 13).

- ◆ You cannot give courses a star or add comments.
- ◆ You cannot upload courses of your own.

100 Mario Challenge 🌐

In this mode, you have 100 lives to play through a series of recommended courses that have been posted online.

- ◆ Hold down **SELECT** or slide the stylus across the screen horizontally if you want to skip a course.

Recommended Courses 🌐

Play a recommended course from the internet. Save your favourite courses to Coursebot and you'll be able to play them again whenever you like.




StreetPass 🤖

Exchange courses via StreetPass and play courses you've received.

- ◆ The 🗨️ icon will appear whenever you receive a new course.



Mario is controlled using the buttons. There are general controls for all game styles, as well as special controls unique to certain styles.


- ◆ You can change the button layout from  in the main menu (p. 10).
- ◆ You can also use  instead of  to move, if you prefer.

Universal Controls

▶ Move



▶ Dash

Move while holding 

▶ Jump



▶ Jump higher

Hold 

▶ Jump higher and further

Jump while dashing

▶ Super Jump


Jump as you land on an enemy

▶ Crouch




- ◆ You cannot crouch as Small Mario in Super Mario Bros. and Super Mario Bros. 3.


▶ Fireball

 (as Fire Mario)



▶ Enter pipe

 towards the pipe

▶ Swim

 underwater




▶ Climb

/ on a vine

▶ Enter door

⊕ in front of a door

Special Controls

The ,  and  icons tell you which game styles these controls apply to.

 : Super Mario Bros. 3

 : Super Mario World

 : New SUPER MARIO BROS. U

▶ Pick up object / Throw / Put down

( /  / )

Approach object while holding (Y) / Release (Y) / Hold ⊕ and release (Y)

▶ Throw object up ()

Hold ⊕ and release (Y)

▶ Spin Jump ( / )

L/R

▶ Triple Jump ()

Jump while dashing → (B) when landing twice


▶ Ground Pound ()

⊕ in mid-air

▶ Wall Kick ()

(B) against a wall mid-jump

Raccoon Mario Controls ()

Pick up a Super Leaf  to transform into Raccoon Mario.



▶ Spin tail

(Y)


▶ Fly

Dash until Mario holds his arms out → Tap (B) repeatedly

▶ Fall slowly

Tap **B** repeatedly in mid-air

Cape Mario ()

Pick up a Cape Feather  to transform into Cape Mario.



▶ Attack with cape

Y

▶ Open cape

Dash until Mario holds his arms out
→ Press and hold **B** while still holding **Y** → Release **B** as Mario rises

▶ Stay airborne

When Mario starts to descend, press **+** in the opposite of the direction he's gliding.

▶ Body press

Descend onto an enemy


▶ Fall / Fall slowly

Release **Y** while gliding / Release **Y** while gliding and press **B** (or press **B** while falling)

▶ Fast dive

Hold **+** in the direction of flight

Propeller Mario ()

Pick up a Propeller Mushroom  to transform into Propeller Mario.



▶ Fly

L/R

▶ Propeller Fall

+ during flight

Riding Yoshi (👤/👤)

▶ Dismount

L/R

▶ Eat

Y

▶ Spit out


Y after eating a shelled enemy



▶ Flutter jump (👤)

Hold B in mid-air



10 Main Menu

Touch  on various screens, such as the course creation screen, to display this menu.

◆ Touch  on the main menu to return to the previous screen or  to go back to the title screen.



1 Create a Course

Place course elements to create courses.

2 Super Mario Challenge

Take on courses created by Nintendo.

3 Course World

Play courses created by other players, or exchange courses via StreetPass (p. 13).

4 Coursebot

Play and manage courses you've saved (p. 11).
Exchange courses with nearby players via Local Play (p. 12).

5 Yamamura Lessons

Take lessons on how to create courses. You can work your way through them one by one, or revisit lessons you've already finished.

6 Profile

Check the number of medals you've earned, information about the courses you've played and more.

7 Options

Set Mario's controls and change the Information Sharing (p. 14) setting.

8 Manual
Opens this manual.

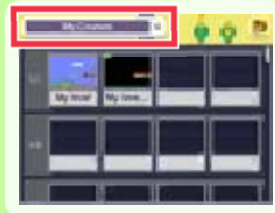


11 Coursebot

You can play, edit and delete courses that you've saved here.

► Switching Panels

Touch "My Courses" to switch to Challenge Courses, where you can play and customise courses that you've acquired through Super Mario Challenge.



Edit

Load a saved course to make changes.

- ◆ A course acquired via Local Play (p. 12) will be marked with the collaboration icon 🧑‍🤝‍🧑 if you edit it and set it to be shared via StreetPass (p. 13).

Play

Play through a course.

Send

Send a course to nearby players via Local Play.

Receive

Receive courses from nearby players via Local Play.

Change name


Change a course's name.

Delete

Delete courses.

- ◆ **When deleting or overwriting, make absolutely sure that it's what you want to do, as you won't be able to restore it later.**

Worlds of Fun!

Arrange four courses in a row to create a world. Touch  to play each course in order, starting from the left. You can touch and hold a course to reposition it, so try shuffling them around and see what you can come up with. The possibilities are limitless!



12 Trading with Nearby Players

Exchanging Courses (Local Play)

You can send and receive player-created courses via Local Play.

- ◆ Courses you've received will be saved to the SD card.

Sending Criteria

You can send the following types of courses:

- Courses you have created yourself
- Courses received via Local Play or StreetPass
- Courses you've edited after receiving them via Local Play
- Courses you've saved from Recommended Courses in Course World

Be careful! If you edit courses that you've received via StreetPass or saved from Recommended Courses, you won't be able to send them any more.



You Will Need:

- Two systems in the Nintendo 3DS family
- Two copies of this software

How It Works

You can send and receive courses via Coursebot from the Main Menu.

Send a course

Choose the course you'd like to send and then touch "Send".

Receive a course

Pick a slot for your course to go in and then touch "Receive".



13 Trading via StreetPass

Exchanging Courses (StreetPass) 🤖

If both players have StreetPass activated for this game on their system, the courses they've set and user info will be automatically exchanged.

- ◆ Courses you've received will be saved to the SD card.
- ◆ You can receive up to 100 courses.
- ◆ If you have received 100 or more courses, any additional courses will overwrite your old courses, starting from the oldest.

Activate StreetPass

You can select "SEND" in Course World to activate StreetPass.

- ◆ To deactivate StreetPass, go to StreetPass Management via the Data Management screen, touch the icon that corresponds to this game and then touch "Deactivate StreetPass".

Set a course to send

Select "SEND" from Course World and choose a course.


- ◆ You can't set a course that you've received via StreetPass or saved from Recommended Courses.

You need to have cleared a course before you can set it, so make sure you haven't forgotten to do that!



Play a course you've received

Select "RECEIVE" from Course World. Save your favourite courses and they'll be available for you to play at any time.

If you receive a course that you find offensive, you can choose to stop getting any more courses from the player who made it. To do this, select "RECEIVE" under StreetPass in Course World, open the player's profile from one of their courses and then touch . But let's hope that never happens...






14 Sharing Play Data

Sharing play data (SpotPass)

While the system is in Sleep Mode, and even while the software is not running, the SpotPass feature will periodically connect to the internet (if available). Your play data will be sent to Nintendo anonymously to help with the development of future products.

Activate SpotPass

To activate SpotPass, select  from the main menu and toggle the Information Sharing option to .

- ◆ Set this option to  when you don't want to use SpotPass.



Q. How do I change the length of my course?

A. In create mode, touch and hold the G icon on the bottom of the screen and slide it left or right to adjust the length of your course.

Q. My SD card is full. Is it OK to change to a new SD card?

A. If you change SD cards, you must copy data from your old SD card to your new one. Copy the entire data folder from your old SD card to the new SD card using a computer with an SD card slot or an SD card reader/writer accessory.

◆ Note that you must copy data from your old SD card to your new one before starting the game using the new SD card. If you don't copy your data first, the data on the old SD card will become unusable and you will not be able to play using it even if you copy it over later.

Q. What happens if I use my Game Card to play on someone else's Nintendo 3DS system?

A. The Game Card is linked to a specific Nintendo 3DS system. You cannot use the Game Card on another system to continue playing using your existing save data.

If you do put the Game Card in another system, you will have to delete all your data when starting the game. And once your data has been deleted you will not be able to recover it even on your own system, so please be careful.

Q. How do I get more course elements?

A. Course elements are added as you clear worlds in Super Mario Challenge (p. 8).

Q. I don't really understand how to make courses...

A. Master course creator Yamamura is waiting to teach you all about the different course elements and features. Visit Yamamura Lessons (p. 10) from the main menu.

Q. I had an awful day today.

A. Cheer up! Take heart from the little things. Maybe you created a fun course or got some new course elements-- or maybe you just got a really fun course from StreetPass? I hope you have a wonderful day tomorrow!

Q. There's this food I just can't stand...

A. Everyone has their likes and dislikes. There are a lot of course elements in Super Mario Maker for Nintendo 3DS, so maybe you can find a few you never seem to use and try to work them into a course once in a while. And maybe give that food you don't like a try too...



16 How to Contact Us

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

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