

NINTENDO DS™

NTR-ARMP-FHUG

MARIO & LUIGI™

PARTNERS IN TIME

INSTRUCTION BOOKLET

(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

SPIELANLEITUNG

(ENTHÄLT WICHTIGE GESUNDHEITS- UND SICHERHEITSHINWEISE)

MODE D'EMPLOI

(CONTIENT DES INFORMATIONS IMPORTANTES
SUR LA SANTÉ ET LA SÉCURITÉ)

HANDLEIDING

(BEVAT BELANGRIJKE GEZONDHEIDS- EN VEILIGHEIDSINFORMATIE)

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the MARIO & LUIGI™: PARTNERS IN TIME Game Card for Nintendo DS™ systems.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

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TÄRKEÄÄ: Lue tässä lehtisessä olevat tärkeät terveyst- ja turvaohjeet huolellisesti ennen Nintendo DS:n, pelikortin, pelikasetin tai lisälaitteen käyttöä. Lue tämä käyttöohje huolellisesti, jotta uutta peliä on mahdollisimman mukava pelata. Erillisessä Ikäluokituss-, ohjelmistotakuu- ja yhteystiedot -lehtisessä on tärkeää tietoa takuusta ja käyttötuesta. Säilytä aina nämä asiakirjat myöhemmää käyttöä varten.

This Game Card will work only with Nintendo DS systems.

Det här DS-kortet fungerar endast med Nintendo DS-systemen.

Dette spillkort vil kun fungere sammen med Nintendo DS-systemer.

Tämä pelikortti toimii vain Nintendo DS -järjestelmissä.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

VIKTIGT! Om en otillåten enhet används med Nintendo DS-systemet kan det orsaka att det här spelet inte går att spela.

VIKTIGT: Anvendelse af ulovlige enheder med dit Nintendo DS-system kan resultere i, at dette spil ikke kan spilles.

TÄRKEÄÄ: Laittoman laitteen käyttäminen Nintendo DS -järjestelmän kanssa voi estää tämän pelin pelaamisen.



NINTENDO DS RUMBLE PAK

THIS GAME IS DESIGNED TO USE THE NINTENDO DS RUMBLE PAK.

NINTENDO DS RUMBLE PAK

DET HÄR SPELET HAR UTFORMATS FÖR ATT ANVÄNDAS MED NINTENDO DS RUMBLE PAK.

NINTENDO DS RUMBLE PAK

DETTE SPIL ER DESIGNET TIL BRUG MED NINTENDO DS RUMBLE PAK.

NINTENDO DS RUMBLE PAK -TÄRISTIN

PELI TUKEE NINTENDO DS RUMBLE PAK -TÄRISTINTÄ.

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Prologue



One blissful day in the Mushroom Kingdom, genius inventor Professor E. Gadd constructed a time machine, which was fuelled by the awesome power of the COBALT STAR. Princess Peach was overjoyed with his creation, and immediately set off to visit the Mushroom Kingdom's past. Of course, her faithful ward Toadsworth was filled with such worry for his charge that he promptly collapsed.

Shortly thereafter the time machine returned, but it was a wreck and it brought back not the princess, but a creepy alien of unknown origin. According to the professor, Princess Peach was stranded somewhere in the past! To top it off, mysterious time holes leading back in time began popping up throughout the castle! Who better to answer the call to adventure than Mario and Luigi? Nobody, that's who!

The moustachioed brothers leapt into action, plunged through a time hole, and set off on a rescue mission through time. Once they arrived in the past, the brothers met up with their childhood selves and formed the greatest team of heroes in history. Can the brothers Mario overcome all obstacles and rescue Princess Peach? Only time will tell!



Characters



Prof. Elvin Gadd

The inventor of the time machine. The man with the big brain will prove to be an invaluable ally.



Shroobs

Denizens of a far-off planet, these creepy aliens have come to the Mushroom Kingdom in search of a new home.

Princess Peach

The ruler of the Mushroom Kingdom. She's been kidnapped by the Shroobs.



Baby Bowser

The mighty Koopa king as a youngster. Even at this early age, he was trying to kidnap Princess Peach.



Baby Mario

Mario as a tyke. He may be a little guy, but he's still a steadfast older brother.

Baby Luigi

The knee-high version of Luigi. It seems his habit of crying under pressure started way back when.



Mario

The older brother who's proud of his bravery and his 'stache. Teamed up with Baby Mario, he's ready to hit the road and rescue the princess!

Luigi

Mario's kind-hearted and luxuriously-moustached younger brother. He's a bit clumsy, but with Baby Luigi on board, he's ready for action!



Map Guide and Intro



Mario and Luigi's latest adventure takes place in their homeland, the Mushroom Kingdom. Here's a brief introduction of how the tale unfolds.

Map Guide

Behold the Mushroom Kingdom! A timeless land?



- 1 Bowser's Castle
- 2 Star Hill
- 3 Toadwood Forest
- 4 Yoshi's Island
- 5 Peach's Castle
- 6 Toad Town
- 7 Mushroom Kingdom Past
- 8 Koopaseum
- 9 Hollijolli Village
- 10 Gritzy Desert
- 11 Thwomp Volcano

The screen shots you see in this manual are colour coded – **purple** borders represent the top screen and **light blue** borders represent the bottom screen.

Intro

4-Player RPG

MARIO & LUIGI™: PARTNERS IN TIME is the story of Mario and Luigi teaming up with their infant counterparts. Take control of both pairs of brothers to move through the game. If you get stuck and can't move forward, stop and take a good look around. There may be features you haven't activated, or actions you haven't tried (page 13). If the enemies are overpowering you, don't give up! The more you fight, the stronger Mario and company will become.



Jump on Enemies!

When you encounter enemies in the field, you can jump on them to engage in battle and get a first strike in! You gain experience points with every battle you win (page 19 – 26).



Get Prepared

As you progress through the game, you'll gain access to the Shroom Shop (page 31). Be sure to stock up on the items you'll need to make your adventure a successful one. You can check your supplies by opening up your faithful assistant, Stuffwell (page 27).



Getting Started



Make sure your Nintendo DS™ is turned off, then insert the MARIO & LUIGI: PARTNERS IN TIME Game Card until you hear it click.

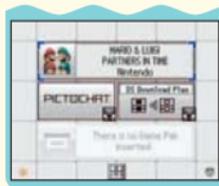
Turn the power on and the **Health and Safety Screen** will appear. Once you've read it, go ahead and press any button or touch the Touch Screen.

On the **Nintendo DS Menu Screen**, use the **+** Control Pad to select the MARIO & LUIGI: PARTNERS IN TIME Panel, and then press the A Button or simply touch the panel.

If you've changed your system settings to AUTO MODE, this selection process will be unnecessary. Please see the Nintendo DS Instruction Booklet for details.

Once the opening movie has finished and the **Title Screen** appears, press START to move to the **Load Menu**.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Nintendo DS Instruction Booklet.



Load Menu



On the **Load Menu**, you can choose which save file you want to start. Select the file with the **+** Control Pad and confirm your choice with the A Button. Save files are numbered and the name of the save file selected appears on the bottom of the screen. You can use the L or R Button to scroll the text.



Summary / Hints

Total Time Played

Number of Coins

START If you have no save files, select this to start from the beginning. If you have a save file, choose this to begin from the last place you saved.

COPY Select this to COPY a save file to an empty file slot.

DELETE When you want to erase a save file, choose this.

CANCEL Select this option to return to the **Load Menu**.

Once a save file is erased, it's gone for good, so be careful.

About Save Files

You save your in-game progress by using SAVE ALBUMS and you can have up to two save files. You can erase all saved game data by pressing the A + B + X + Y + L + R Buttons immediately after turning your Nintendo DS on, but remember, erased game data cannot be recovered so proceed with caution.



Sleep Mode

If you close the Nintendo DS while the power is on, it will automatically switch to power-saving **Sleep Mode**. It will resume normal mode when opened again.



Basic Controls



Here's a rundown of the basic game controls and how to decipher what you see on the screen as you travel across the Mushroom Kingdom. For detailed information on action commands, check out the aptly-named Action section!

L Button

- Switch Action Icons
- Cancel (During Battle)

Top Screen

R Button

- Switch Action Icons

Bottom Screen

START

- Open Stuffwell
- Start Playing

+ Control Pad

- Move
- Select Command Blocks
- Select Enemies (During Battle)

Menu Controls

| | |
|---------------------|---------------|
| Select Topic | + Control Pad |
| Confirm | A or X Button |
| Cancel | B or Y Button |

Press the L + R Buttons + START + SELECT to restart the game and return to the **Title Screen**.

Action Buttons

| | | | |
|----------|----------|----------|----------|
| A Button | B Button | X Button | Y Button |
|----------|----------|----------|----------|

- Perform Individual Character Actions + Commands
- Make Selections (During Conversations)



The Game Screen



When travelling about, the top screen will display a map while you control the characters and progress through the game on the bottom screen. There are points in the game where the brothers must take separate paths. In these cases, the babies will operate on the top screen while the adults play on the bottom screen.

Time Hole

A gateway between the past and the present.

HP (Hit Points)

The numbers on the left are for Luigi and Baby Luigi, the ones on the right are for Mario and Baby Mario (page 19).

Enemy

One of many baddies you'll face. Run into an enemy and combat begins (page 19)!

Features

There's a wide variety of features and BLOCKS throughout the game (page 18).



Number of Coins

Use coins to buy things in shops (page 31).

Current Position

This shows where the Bros. are in the world.

Action Icons

The actions you can perform with each button show up here.

Separate Paths

There are times in the game when the Bros. will separate with the babies moving on the top screen and the adults moving on the bottom screen.



Actions



Our heroes can perform a whole slew of actions in the field. In the beginning they act individually, but as they move through the game, they'll begin to pick up some other unique moves.



Action Buttons



Each button is assigned to an individual character and pressing a button will cause the corresponding character to perform a specific action. The actions performed will differ depending on the action icon on display at that time.



Switching Action Icons

When you've gained the ability to perform multiple actions, press either the L or R Button to scroll through your available action icons.



In the following section, these icons show which Bros. participate in a given action.



Moving



Mario or Baby Mario will always lead the way and you move them with the **+** Control Pad. When the pairs separate, you can switch control to the babies by pressing either the X or Y Button, and then back to the adults with the A or B Button.



Adult Pair
Mario and Luigi



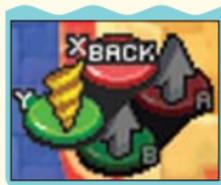
Baby Pair
Baby Mario and
Baby Luigi



Adults and Babies
Piggyback Mode
(page 16)

About the BACK Icon

When you're in the middle of one of your Bros. Actions (page 17), you can stop by pressing the button that is designated as the BACK Button.



Solo Actions: On Your Own



Talk



If you see this icon, you can chat with the person in front of you.



Investigate



This icon will appear when you stand in front of something you can interact with.



JUMP



Use this basic action to jump up small distances, and to hit blocks from underneath. The adult Bros. can jump higher than their diminutive counterparts. If you initiate battle (page 19) by jumping on an enemy, you'll do damage to all enemies when the battle begins.



HAMMER



Once he gets a HAMMER, Baby Mario can swing it with the X Button to break things and activate wall switches. If you strike an enemy with a HAMMER in battle, the enemy may become dizzy.





Piggyback and Piggyback Actions



Piggyback



When the adults run into the babies or vice-versa, the big guys will pick the little guys up and they'll move together.



Piggyback Jumping



When carrying one of the babies, Mario or Luigi can jump in the air. Press the button corresponding to whichever baby is being carried and the baby will jump and be able to hit blocks too high to normally reach.



Baby Toss



When in **Piggyback Mode**, press the X or Y Button to toss the babies off Mario and Luigi's backs. There are some areas in the field that only the babies can enter, so you'll need this action for these areas.



Bros. Actions: Adult and Baby Moves



Spin Jump



Press the B Button and Luigi will jump onto Mario's shoulders. Press the B Button again and the Bros. will spin and rise into the air. Use the **+** Control Pad to change the direction they're flying in.



Baby Spin



If the big Bros. come into contact with the babies while spin-jumping, the babies will be caught up in the movement and get sent spinning skyward themselves.



Baby Drill



Press the Y Button and Baby Luigi will jump onto Baby Mario's shoulders. Press the Y Button again and the babies will spin like a drill and burrow into the ground. Take note, there are some areas too hard for the babies to drill into.



Bros. Ball



Press the A Button and Mario and Luigi will huddle together and form a ball. Use the **+** Control Pad to control where they roll. To break out of ball formation, press either the A or B Button.



Baby Cakes



The big Bros. can flatten the babies if they roll into them while in ball form. The wafer-thin babies can then slip into tiny spaces and float about on strong winds. The babies will return to normal shape after a few moments.



Field Features



The game field is filled with an assortment of features like blocks and switches. Here are just a few that you encounter on your journey. To activate them, try hitting them from below, above, or whatever else you can think of.



SAVE ALBUMS

Hit one of these blocks to bring up the **Save Menu**. On this menu, you can choose to SAVE & CONTINUE, SAVE & QUIT or CANCEL.

Saving will overwrite the save file. **Warning! Once a file is overwritten, that file cannot be retrieved.**



Warp Blocks

Jump up and hit a warp block and a pipe will appear, allowing your companions to join you.



4-Minion Switches and Trampolines

You'll use panels and trampolines to move through the field. Some of these require all four Bros. to activate while others need only two.



Battle



If you make contact with an enemy on the **Field Screen**, you'll immediately move to the **Battle Screen** and begin combat. Jump on an enemy on the **Field Screen** and you'll land the first blow in the battle, doing damage to all the enemies you face. Be careful: if an enemy hits Mario from behind on the **Field Screen**, he'll start combat on his backside.



The Battle Screen



In battle, the first move goes to the character with the highest speed rating (page 29). When it's Mario's turn to attack, select a command block and start taking out the baddies. Once all the enemies have been defeated, the battle's over and the **Battle Results Screen** (page 25) will display. If Mario and company lose all of their HP, the game is over. If this happens, you can restart from your last save point or choose to return to Peach's Castle. When the big Bros. are carrying the babies, they will be the ones to fight, but if they fall, the babies will continue fighting in their stead.

Action Cursor

This shows which button you'll use to select your actions and which enemy to target.

Command Block

Command

This explains the currently selected command block.

Current Character

Luigi's HP

Mario's HP

Control Explanation

This explains the action the character can currently perform.

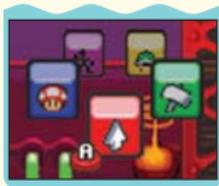




Command Blocks



These blocks select the actions the characters will perform. Additional blocks will become available the farther you progress in the game. Select a command block with the **+** Control Pad, then jump up, hit the block, and confirm your choice with the corresponding action button. You can cancel selections by hitting the **BACK** Block or pressing the **L** Button.



-  **JUMP (Solo Attack) (page 22)**
JUMP on enemies to harm them. You cannot cause damage to enemies with spikes on their heads.
-  **HAMMER (Solo Attack)**
The babies use HAMMERS to attack their foes. The adult Bros. can use HAMMERS, too, as long as they're carrying the babies.
-  **Bros. Item (Bros. Attack) (page 23)**
Use a Bros. Item to attack. The way you attack will differ depending on the item being used.
-  **Item (page 33)**
Use items to restore health and boost defences.
-  **Run**
Hit the road and escape from combat. Press the action button repeatedly to get away as quickly as possible. Be warned: when you flee, you drop and lose coins. Press the **L** Button to cancel.



Altered States

Enemy attacks can sometimes throw the Bros. into dangerous conditions. Wait until the effects wear off or use a **REFRESHING HERB** (page 33) to speed up the process.



- DIZZY**
Become too disorientated to move.



- POISON**
Take damage over a period of time.



- BURN**
Take damage and be unable to move.



- POW DOWN**
Lose some attack strength.



- DEF DOWN**
Lose some defensive strength.



Solo Attacks and Bros. Attacks



Solo attacks occur when one of the Bros. jumps on or uses a HAMMER against an enemy. Bros. attacks occur when the adults, the babies, or both pairs co-operate and attack together. Whether you attack solo or as a team, do your best to use action commands (page 20) to inflict the most damage possible.

Solo Attacks

Solo attacks are the basic moves used by Mario and Baby Mario, or Luigi and Baby Luigi to take on enemies. The adults' solo attack is JUMP, and the babies' solo attack is HAMMER. Choose one of these commands, select an enemy to attack, and press the button that corresponds to the brother who's attacking to deliver maximum damage.



When using JUMP, a big brother chooses the target.



Press the big brother's button just as he's landing on the enemy.



When using HAMMER, a baby chooses the target.



Press the baby's button to make the baby swing.



Bros. Attacks

You can only use Bros. attacks when the brothers are together. Bros. Items cannot be used when Mario and Baby Mario, or Luigi and Baby Luigi are attacking separately. There are even some Bros. Items that can only be used when all four Bros. are together.



When you use a GREEN SHELL, one of the babies will ride the shell.



Press the Bros.' buttons when the shell approaches to kick it back and forth.



When the shell hits an enemy, hit the corresponding baby's button for extra damage!



Check the Controls

There are lots of Bros. Items (page 30) and you use them all in different ways. When you select an item, the top screen shows how to use the item, so be sure to take a look.





Battle Hints



When in battle, you can increase the damage you do with an attack by pressing the corresponding action button at the critical moment. This is called an action command. When using a Bros. Item (page 30), a successful action command keeps the attack going, and the attack continues as long as you keep performing successful action commands. The buttons used for action commands differ depending on how you attack, so be sure to double-check before you begin.

When carrying the babies, the big Bros. do the majority of the attacking, but depending on the timing, pressing the X or Y Button will get the babies in on the action too.



Action Command



Action Command Failed



Defensive Tips



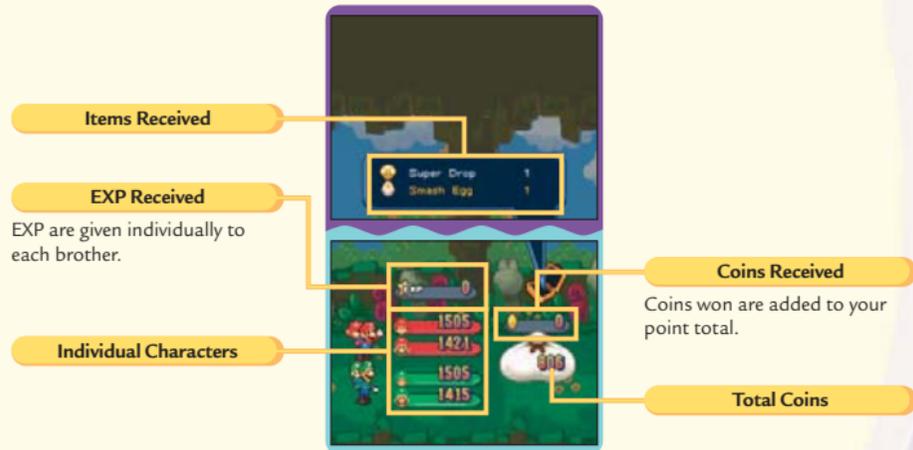
When under attack, Mario and company can dodge and even counterattack. Watch the enemy attacks and press the correct action button to jump on enemies or smack them with HAMMERS. Pull off successful counterattacks to hurt enemies without taking damage yourself.



Battle Results Screen



After all the enemies have been defeated, you'll receive EXP (page 29), coins, and sometimes items as well. However, any brother who has 0 HP at the end of a battle will not receive any EXP. To avoid this, be sure to use healing items like 1-UP MUSHROOMS in combat when needed.





Levelling Up

When a brother earns a certain amount of EXP, he'll move up a level and his stats (page 29) will increase too. You'll also get to select one stat to receive special bonus points.

Use the **+** Control Pad to move the BONUS Icon up or down to select a stat, then press the A, B, X or Y Button. Press the L Button if you want to cancel your choice. While the BONUS Numbers are in motion, press the A, B, X or Y Button. The number that stops in the icon will be added to the selected stat.



BONUS Icon



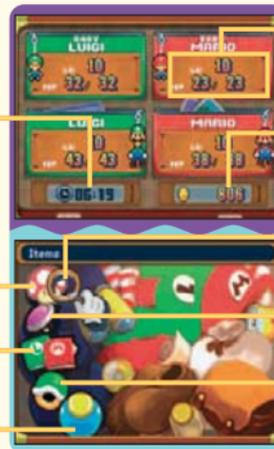
Stuffwell



Press START in the field to open Stuffwell and use items, equip items or just check stuff out. Press the B Button, Y Button or START to close Stuffwell and return to the Game Screen.

What's Inside?

Use the **+** Control Pad to move the magnifying glass to a menu, then press the A or X Button to confirm. Menu items will increase as you progress through the game. To return to the game, press START, the B or Y Button.



Character Levels and HP

Play Time

Coins

Magnifying Glass

ITEMS (page 28)

GEAR (page 28)

QUARTET INFO (page 29)

BROS. ITEMS (page 30)

COBALT STAR (page 30)



ITEMS

Come here to see or use items you're carrying. If you use an item designed for one character, you'll need to select that character.



GEAR

This is the place to look at or equip BADGES or clothes. To equip gear, you first need to choose either BADGES or clothes, pick the individual badge or CLOTHING, and finally select which brother will equip it. Use left and right on the **+** Control Pad or the L and R Buttons to select a brother.



Character

Stat Changes

This shows how stats will change with the selected gear. indicates an increase, while indicates a decrease.

Equipped Icon

The following icons indicate which brother has which gear equipped.

- = Mario
- = Baby Mario
- = Luigi
- = Baby Luigi



QUARTET INFO

Need to see what Mario has equipped? What Luigi's DEF is? All the detailed information you need on all the brothers is available here. Use left and right on the **+** Control Pad or the L and R Buttons to switch brothers.

HP

Current and max HP. If the current HP is 0, the brother cannot fight.

POW

Attack power. The bigger the number, the more damage the brother deals.

DEF

Defensive strength. The bigger the number, the less damage the brother takes.

Level



EXP

Current experience points. Experience points are gained by winning battles. Gain the amount shown by NEXT to level up.

Equipped BADGES & Clothes

STACHE

Moustache style. The higher the number, well... let's just say that higher is better.

SPEED

Movement speed. The bigger the number, the earlier the brother attacks in battle.



BROS. ITEMS

You can check all the items you can use to attack with in battle. Select an item and instructions for using that item will appear on the top screen. If you plan to use an item in battle, come here first to make sure you know how to use it.



How to Use

Instructions are different for each item.

TARGET

This shows who the weapon will target. This is how you can tell if the item's good for attacking single or multiple enemies.



BONUS Effects

Some items will alter the conditions of enemies when used.



COBALT STAR

COBALT STARS are the keys to this adventure. When you need to see how many you have, come here.



Shroom Shop



Once you've reached a certain point in the game, the SHROOM SHOP will open for business within Peach's Castle. Use the coins you've earned to buy items and equipment. Who knows, you may even find other shops as you travel along!



Shopping



The left side of the counter is for recovery ITEMS and BROS. ITEMS. The right side is for gear. Approach either side and speak to the sales-Toad to make the **Corresponding Menu** appear.



Buying

To purchase something, you must first choose the type of item you want to buy, choose the individual item, and finally select YES on the **Confirmation Screen**. Press the B or Y Button to cancel.

Item Type

Coins

% OFF
This shows any price drops.

Price

Stat Change
This shows how an item will affect the wearer's stats. indicates an increase, while indicates a decrease.

Selling

If you wish to sell ITEMS, select SELL to bring up a list of the ITEMS you can sell. Press the B or Y Button to cancel.

% UP
This shows any increase in price.

Price

Coins

Number of Items

Item Introduction

Here are a few of the ITEMS Mario and Luigi will use on their adventure.

Recovery Items

- MUSHROOM**
Restores 20 HP.
- 1-UP MUSHROOM**
Revives a brother, with one-half of his HP.
- MUSHROOM DROP**
Restores 15 HP to everyone in your party.
- REFRESHING HERB**
Restores your condition to normal.

Bros. Items

- GREEN SHELL**
Kick it into enemies.
- BRO FLOWER**
Chuck fireballs at enemies.
- CANNONBALLER**
Shoot out of a cannon and land on enemies' heads.



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