Thank you for selecting the NEW SUPER MARIO BROS.™ 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.

This Game Card will work only with Nintendo DS systems.

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

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In this instruction booklet, the Nintendo DS™ upper screen is framed in **green**, and the Touch Screen is framed in **yellow**.
Controls

Sleep Mode
Activate Sleep Mode (see page 17) by closing your system at any time when you’re playing in Single-Player Mode. (Sleep Mode does not work during multiplayer games.) Open your system to continue playing your game. If the system loses power during Sleep Mode, you’ll be returned to your previous save point the next time you play.

If the system is fully charged, it can remain in Sleep Mode for roughly one week. If the charge light changes from green to red, the system is almost out of power and should be recharged at once. Sleep Mode’s duration may depend on the battery charge, game type and temperature of the game system. If the system shuts down while in Sleep Mode your current game progress will be lost.

Touch Screen
• Choose a world to move to (see page 13)
• Use stored items (see page 15)
• Minigame controls (see page 29)

Touch Controls
• Y Button or X Button + left or right on the Control Pad: Dash
• B Button or A Button: Jump / Swim (in water)

START
• Open and close the Pause Menu (see page 17)
• Open and close the minigame Pause Menu (see page 30)

A, B, X or Y Buttons
• Y Button or X Button + left or right on the Control Pad: Dash
• B Button or A Button: Jump / Swim (in water)

L and R Buttons
You can move the Map Screen (see page 13) and the Action Screen (see page 15) left and right by pressing the L and R Buttons.

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Menu Controls
Select Use Touch Screen (this automatically confirms your selection) or Control Pad
Confirm A Button or use Touch Screen
Cancel B Button or tap Touch Screen

Touch Screen and mic controls are mainly used in minigames. (See page 29)
For details on actions, see pages 19 through 24.

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Touch Screen and mic controls are mainly used in minigames. (See page 29)
For details on actions, see pages 19 through 24.
Getting Started

Make sure your Nintendo DS is off, then insert the NEW SUPER MARIO BROS.™ Game Card into the DS Game Card slot until it clicks into place, and turn the power on.

Read the information on the Health and Safety Screen and then tap the screen or press a button to move to the Nintendo DS Menu Screen.

On the Nintendo DS Menu Screen, tap the NEW SUPER MARIO BROS. Panel.

If you have your Nintendo DS Start-up Mode set to Auto, the Nintendo DS Menu Screen will not appear. See your Nintendo DS Instruction Booklet for more details.

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.

Choose the game mode you want to play by selecting one of the four modes shown on the Menu Screen. Press up or down on the Control Pad to select a mode and press the A Button to confirm. You can also make selections by tapping the Touch Screen. Press the B Button to return to the previous screen.

**MARIO GAME** (Single Player)
A single-player game where you control Mario and clear courses to rescue Princess Peach. (See page 12)

**MINIGAMES** (One to Four Players)
A multitude of minigames for up to four players. (See page 29)

**MARIO VS. LUIGI** (Two Players)
A two-player game in which you and a friend control Mario and Luigi and compete to collect Big Stars. (See page 25)

**OPTIONS**
Sound and control settings. (See page 10)
On this screen, you can change your sound and control settings. Use your stylus or the Control Pad to select menu items and make changes. Press the B Button to confirm your changes and return to the Main Menu.

**SOUND**
Select the sound setting you prefer.
Tap OK or press the B Button to save your settings and return to the Main Menu.

**CONTROLS**
Choose the control setup that works for you.

When the manual refers to JUMP and DASH buttons, it will be referring to the buttons designated in the Controls option.

---

**MARIO GAME (Single Player)**

**Peach’s Peril**

**Emergency Newsflash!**
Princess Peach has been kidnapped! Whilst enjoying a nice walk with Mario, the beloved ruler of the Mushroom Kingdom was whisked away by an unknown assailant. How could this happen with Mario around?

According to eyewitnesses, the walk was going swimmingly when Mario and the princess spotted smoke billowing out of Peach’s Castle. The moustachioed marvel immediately jumped into action and sped off toward the fire. The moment he left her side, the princess vanished!

Who’s behind Princess Peach’s disappearance?
Who’s behind the attack on Peach’s Castle?
Are the two incidents related?
Didn’t Bowser Jr. once think Princess Peach might be his mother?

Looks like Mario’s going to need all the Mega Mushrooms he can find to get to the bottom of this mess!
Mario Game: Getting Started

To start a new game, use the stylus to select a file marked NEW or use the Control Pad and press the A Button to confirm. To continue a previous game, select a file containing saved data. (See page 17)

COPY
Select a file to copy, and then select a destination file to copy to.

ERASE
Select a file to erase.

When you see the screens shown on the right press the A, B, X, Y, L and R Buttons at the same time to erase all saved data on the Game Card.
CAUTION! Saved data that is erased or copied over is gone forever and cannot be restored.

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Viewing the Game Screens

Map Screen

Use the Control Pad to move Mario across the map. Press the A Button to begin the course Mario is standing on. Clear a course to move on to the next one, and clear the castle at the end of a world to go to the next world.

Course Name and Star Coins
The course name and the number of Star Coins collected on the course. Flashing symbols indicate that Mario has collected the coins but not yet reached the course goal. (See page 16)

The total number of Star Coins (see page 18) Mario has collected on all courses.

World Map
You can move to a different world by tapping one from this map. You cannot move to worlds marked in black.
Mario battles Bowser Jr. at the end of each tower course, and he fights different bosses at the end of each castle course. You’ll be able to save (see page 17) once you complete a tower or castle course.

### Towers / Castles
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### Towers / Castles
If you see the Flying ? Block or a Hammer Bro on a course marker on the Map Screen, then you’ll know the Block or Bro will appear somewhere on that course. Check your progress bar for the mark to see where they might be.

### Flying ? Blocks / Hammer Bro
If you see the Flying ? Block or a Hammer Bro on a course marker on the Map Screen, then you’ll know the Block or Bro will appear somewhere on that course. Check your progress bar for the mark to see where they might be.

### Star Coin Signs
Pay the number of Star Coins shown on these signs, and they’ll vanish from the board to open new paths. Once you spend the Star Coins, you can save your progress. (See page 17)

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### Toad House
Along the way, you’ll see different Toad Houses where you can get items. Hit blocks or panels on-screen to get items. In the green Toad House, you can earn a lot of 1-Ups, but be careful: if you hit the block with the Bowser card, the minigame will end. You’ll get to keep your 1-Ups, but you won’t get to hit any more blocks.

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### Action Screen

#### Coins Collected
(See page 18)

#### Coins Collected
(See page 18)

#### Time Remaining
If you don’t reach the course goal before time runs out, you’ll lose a life. (See page 16)

#### Course Name
(See page 18)

#### Course Name
(See page 18)

#### Remaining Lives
If Mario falls in a pit, gets hit by an enemy, etc., he’ll lose a life. If he loses all of his lives, it’s Game Over. (See page 16)

#### Progress Bar
Mario’s head shows where you are on the current course. The farther you go to the right, the closer you are to the course goal.

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#### Items
If Mario picks up an item when he’s powered up (see page 22), the item goes into your reserve spot on the Touch Screen. To use the item, simply tap it to make it drop onto the Action Screen.

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#### Score
This is how many points you’ve earned so far. You gain points by breaking blocks and defeating enemies.

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#### Star Coins
This shows how many Star Coins you’ve collected on the current course. All the courses have three Star Coins.

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3 Midway Points and Goals

Midway Points
When you reach a midway point on a course, a flag will appear on the Action Screen, and the midway point will appear on your progress bar. If you replay the course, you’ll start from the midway point. However, if you play another course and then return to this course, you’ll have to start from the beginning.

Note: Not all courses have midway points.

Goals
Every course has a goal at the end. When you reach the end of a course, face the pole and jump as high as you can. The higher Mario grabs on to the pole, the more points you’ll earn.

4 Blunders and Game Over
Getting whacked by enemies and falling in pits makes Mario lose a life. If Mario loses all his lives, your game ends, and you’ll have to start from your last saved point. If this happens, choose either CONTINUE or QUIT.

5 Pause Menu
Press START on the Map or Action Screen to halt the game and open the Pause Menu. Select menu items with the Control Pad and confirm with the A Button.

CONTINUE
Close the Pause Menu and return to the game.

OPTIONS
Adjust sound and control settings. (See page 10)

RETURN TO MAP
Leave the Action Screen and return to the Map Screen. This option appears only in the Pause Menu on the Action Screen.

QUIT
Quit without saving and return to the Title Screen.

6 Saving and Sleep Mode
You’ll see a screen like the one shown here when you clear tower and castle courses and when you pay Star Coins at a Star Coin Sign. (See page 14) Choose YES to save your game progress. If you’re not able to save, you can halt your game by using Sleep Mode. (See page 7)
Each course is crammed full of items and gimmicks. Here’s a small list of some you’ll run across:

- **? Block**: Hit ? Blocks to find coins or items.
- **Coin**: Gather 100 coins to gain an extra life.
- **Star**: Snag this to gain temporary invincibility. You’ll also be able to dash and jump much farther.
- **1-Up Mushroom**: Grab one of these to gain an extra life.
- **Spin Blocks**: Stand on these blocks and jump to perform a spin jump. Press down on the Control Pad to drop back down in a spinning drill stomp!
- **Brick**: Break bricks, and you might find coins.
- **Star Coin**: Earn enough Star Coins, and you’ll be able to open up new courses. (See page 14)
- **Red Ring & Coin**: Pass through a red ring to make red coins appear for a brief time. If you collect all eight red coins, an item will appear on-screen.
- **Switch Blocks**: Jump on P Switch Blocks to turn bricks into coins and vice versa. ! Switch Blocks turn outlined bricks solid, and ? Switch Blocks have different effects on different courses.

---

**Mario’s Basic Actions**

- **Walk**: Press left or right on the Control Pad to make Mario walk.
- **Duck**: Press and hold down on the Control Pad to duck. Do this while dashing to make Mario slide for a bit while ducking.
- **Dash**: Press and hold the dash button while pressing left or right on the Control Pad to move from a walk to a dash. Mario can dash over one-block-wide gaps without falling into them.
- **Jump and Stomp**: Press the jump button to jump: press and release for short jumps, and press and hold for longer jumps. Jumping on top of enemies is the most basic way to attack them. If you press the jump button right when you land on an enemy, you’ll be able to jump higher than usual.
Jump while standing beneath blocks to hit (and sometimes break) them. Hitting blocks from underneath allows you to attack any enemies standing on them.

**Hit Blocks from Below**

Press down on the Control Pad while jumping to perform a ground pound. Use this to attack enemies below you as well as break bricks. If you want to break bricks, Mario has to be powered up.

**Ground Pound**

Jump while dashing, then press the jump button again just as Mario touches down to perform high double and triple jumps.

**Double Jumps**

Press down on the Control Pad at the top of slopes to go slip-sliding away. Mario will topple any enemies he hits while sliding.

**Slide**

Press up on the Control Pad to grab ropes and vines. Then, press left and right on the Control Pad to swing back and forth. Press the jump button to let go.

**Swing on Ropes**

Press up on the Control Pad to grab on to fences. Then press up, down, left or right on the Control Pad to move. Press the jump button to go.

**Climb on Fences**

In the water, press and hold left or right on the Control Pad and press the jump button to swim.

**Swim**

Press left or right on the Control Pad to sidle slowly along cliffs. Mario can still make short jumps while doing this.

**Sidle on Walls**

Press up on the Control Pad to enter it. Press up on the Control Pad to go through doors.

**Entering Pipes and Doors**

Press left or right on the Control Pad to move while hanging from edges. Press up on the Control Pad to climb up.

**Hang and Go**

Press left or right on the Control Pad while holding the jump button to throw shelled enemies.

**Grab & Throw Items**

While sliding down walls, press the Control Pad in the direction of the wall and press the jump button to kick off the wall and jump upwards.

**Wall Jump**

Hit shelled enemies to make them hide inside their shells. Then, press the dash button to pick them up, and release the dash button to throw them. Shelled enemies aren’t the only enemies you can pick up.

**Enter Pipes and Doors**

Press up on the Control Pad to get through doors.
Press the dash button while climbing to bang on a fence and attack enemies on the other side.

Press the dash button on flip panels to spin them and move to the other side.

**Mario’s Power-ups**

**Mario**
Mario in his standard form. Get hit by an enemy or fall into a pit, and he’ll lose a life.

**Super Mario**
Mario grows bigger and stronger when he gets a Super Mushroom. If he’s hit by an enemy, he’ll shrink back to standard Mario.

**Fire Mario**
Press the dash button to hurl fireballs.

**Mega Mario**
You can find Mega Mushrooms in ? Blocks and Flying ? Blocks. You can also get them from certain Toad Houses. Grab a Mega Mushroom to make Mario grow to colossal size for a short time. Mega Mario can smash enemies, blocks and even pipes simply by running into them.

**Mega Meter**
This meter keeps track of the damage Mega Mario causes to blocks, bricks, etc. If the Mega Meter is above a certain level when the Mega Mushroom wears off, the corresponding number of 1-Up Mushrooms will appear.
Mini Mario
Snag a Mini Mushroom to shrink Mario down to micro size. In this teeny form, Mario can go into small pipes and travel down tiny paths. Plus, he’s so light that he can perform floating jumps and run on water! If he gets hit by an enemy though, Mini Mario’s done for.

Shell Mario
When Mario picks up a special blue koopa shell, he’ll transform into Shell Mario. Press left or right on the Control Pad while holding the dash button to perform a shell dash and go crashing into enemies. If Mario gets hit by an enemy when he’s not shell dashing, he’ll lose his shell and become Super Mario.

Shell Dash
Hit enemies while shell-dashing to send them flying. If you hit walls or blocks, Mario will go careening off in the opposite direction. To stop shell-dashing, simply release the dash button.

MARIO VS. LUIGI (Two Players)

Mario Vs. Luigi: Getting Started
Big Stars appear randomly all over the course. Move quickly and grab the stars before your opponent does.

Connecting
Before beginning a wireless game, see pages 32 - 34.

Players with DS Game Cards

Playing with someone who has a New Super Mario Bros. Game Card (DS Multi-Card Play: P1, P2)
Select the top panel by tapping it, or choose it with the Control Pad and press the A Button to confirm.
If you select MARIO, you’re Player 1.
If you select LUIGI, you’re Player 2.

Playing with someone who doesn’t have a New Super Mario Bros. Game Card (DS Download Play: P1)
Select the bottom panel by tapping it, or choose it with the Control Pad and press the A Button to confirm.
No matter which character you choose, you’ll be Player 1.
Both players cannot choose to play as the same bro.
When communications are successfully established and an opponent has been detected, select YES.

Go to the next page. (From this point until the game begins, Player 1 will be in charge.)

Players without DS Game Cards

DS Download Play: P2
On the Nintendo DS Menu Screen, select DS DOWN-LOAD PLAY and then tap the NEW SUPER MARIO BROS. Panel.

Setting Game Rules

Personalise the rules of your versus game. Use either the stylus or the Control Pad to make menu selections and confirm your choices.

WINS
Choose the number of matches needed to win the competition.

BIG STAR
Set the number of Big Stars (see page 28) needed for victory.

MARIO’S LIVES
Select the number of lives Mario and Luigi have during the game.

COURSE
Set the course selection to CHOOSE EACH TIME or RANDOM.

Choose a course before each match or set the selection to Random.

Let the Bros. Battle Begin!
**Viewing the Game Screens**

- **Big Stars**
  Collect Big Stars to win.

- **Progress Bar**
  This shows the location of Mario, Luigi, and the Big Stars on the course.

**How to Nab Big Stars**

Here are some ways you can make your opponent drop Big Stars. Of course your opponent can do the same things to you, so be careful! Dropped Big Stars can be collected by either player.

- Jump on your opponent.
- Hit your opponent with a fireball or a shell dash.
- If he gets hit by enemies, falls off the course, gets crushed by walls, etc.

**Coins**

This shows how many coins you've collected. Once you collect eight coins, an item will appear, and this number will drop back to zero.

**Progress Bar**

This shows the number of Big Stars Luigi has collected and the number of lives he has remaining.

**Viewing the Game Screens**

- **Big Stars**
  Collect Big Stars to win.

- **Progress Bar**
  This shows the location of Mario, Luigi, and the Big Stars on the course.

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- Hit your opponent with a fireball or a shell dash.
- If he gets hit by enemies, falls off the course, gets crushed by walls, etc.

**VS. BATTLE**

**Players with DS Game Cards**

Player who sets up vs. rules (DS Multi-Card Play: P1)
If you choose CREATE GROUP

When Players 2 through 4 appear, select START GAME.

Player who does not set up rules (DS Multi-Card Play: P2 – P4)
If you choose JOIN GROUP

Select the group you want to join (Player 1’s name).

Proceed to the next page. (Player 1 will set up the game rules.)

**MINIGAMES (One to Four Players)**

There are two types of minigames in **NEW SUPER MARIO BROS.**:

- **VS. BATTLE** and 1 PLAYER. Tap to proceed. Minigames use the stylus and the mic. For information on wireless communications, see pages 32 – 34.
Players Without DS Game Cards

DS Download Play: P2 - P4
On the Nintendo DS Menu Screen, select DS DOWN-LOAD PLAY then tap the NEW SUPER MARIO BROS. MINIGAMES Panel.

Set the number of games and the game genre to be played. Press START to open the Setup Menu. Some games have adjustable difficulty settings. Adjust the settings here.

SHUFFLE
Shuffle will choose a random assortment of games from the genre you have selected. Points are awarded to players at the end of each game. Once the set number of games is finished, the player with the highest point total wins.
Set the number of games and the game genre to be played. Press START to open the Setup Menu.

FREE PLAY
In Free Play, games are played one at a time, and the loser of each game selects the next game. Points are awarded at the end of each game, and the first player to reach 200 points wins.
Select the GENRE and MINIGAMES to be played.

This is where you can adjust the number of Star Points awarded and, with certain games, the game difficulty.

GAME START
Tap a minigame’s icon to see how to play that game and to see the game’s top scores. (Top scores are saved automatically.) Tap to return to the Game Selection Screen or touch the screen anywhere else to start the game.
Here is an explanation of how to play using Single-Card Play.

The Things You’ll Need
Nintendo DS system ................................. One for each player
NEW SUPER MARIO BROS. Game Card ............. One

Connection Procedures
Host System:
1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. The Start-up Mode of your system is set to MANUAL MODE, the Nintendo DS Menu Screen will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the NEW SUPER MARIO BROS. Panel.
4. Now, follow the instructions on page 25 or 29.

Client System:
1. Turn the power on. The Nintendo DS Menu Screen will be displayed.
   NOTE: Make sure the Start-up Mode of your system is set to MANUAL MODE.
2. Touch DS DOWNLOAD PLAY. The Game List Screen will appear.
3. Touch the NEW SUPER MARIO BROS. Panel.
4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.
5. Now, follow the instructions on page 25 or 29.

Guidelines for Communications
For best results when using the wireless communications feature, follow these guidelines.
The icon is an indicator of wireless communications. It appears on the Nintendo DS Menu Screen or Game Screen.
The DS wireless icon indicates that the associated choice will activate the wireless communications function.
DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.).
For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.

Here is an explanation of how to play using Multi-Card Play.

The Things You’ll Need
Nintendo DS system ................................. One for each player
NEW SUPER MARIO BROS. Game Card ............. One for each player

Connection Procedures
1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the Start-up Mode of your system is set to MANUAL MODE, the Nintendo DS Menu Screen will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the NEW SUPER MARIO BROS. Panel.
4. Now, follow the instructions on page 25 or 29.
The icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.

![Signal Strength Icon]

When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:
- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Notes