SUPER MARIO 3D WORLD™

1. Important Information

2. Controllers

3. Online Features

4. Parental Controls

Setup

Starting

5. Starting the Game

6. Character Selection

Moving about the World Screen

7. World Screen

8. World Screen Controls

Adventure

9. Course Screen

10. Playing Through Courses

11. Special Courses
12 Items
13 Share the Adventure!
14 Assist Play
15 Ghost Mii Characters
16 Miiverse

Action
17 Basic Actions
18 Special Actions
19 Power-ups
20 Mario's Forms

Product Information
21 Copyright Information
22 Support Information
Important Information

Thank you for selecting SUPER MARIO 3D WORLD™ for Wii U™.
This software is designed only for use with the European/Australian version of the Wii U console.
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 contents of the Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. 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 console. You can change the console language in System Settings.

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
Controllers

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

- Wii U GamePad
- Wii U Pro Controller
- Wii Remote
- Wii Remote Plus
- Classic Controller
- Classic Controller Pro

♦ Up to four people can play together. This requires one Wii U GamePad.
♦ Only one Wii U GamePad can be used with this software at a time.
♦ A Wii Remote Plus can be used instead of a Wii Remote.
♦ A Classic Controller can be used instead of a Classic Controller Pro.

Pairing Controllers

Open the HOME Menu and select CONTROLLER SETTINGS ⇒ PAIR.
Follow the on-screen instructions to pair your controller.

Surround Sound

This software supports Linear PCM 5.1 surround sound. To enable surround sound output, select the TV option in the System Settings application, then set the sound type to SURROUND.
♦ To use surround sound with this software, please connect your Wii U console to supported audio equipment using an HDMI™ cable.
For information on compatibility and settings, please consult the documentation for your audio equipment.
Connect to the internet to use the Nintendo Network™ online service. Once you progress a little way into the game, you'll be able to receive Ghost Mii™ characters and use Miiverse™.

- Nintendo Network settings can be changed in Menu, accessed from the World Screen.
- For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide and the Internet section of System Settings.
Parents and guardians can restrict certain features of the Wii U console through Parental Controls on the Wii U Menu.

The following features can be restricted:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Online Interaction in Games</td>
<td>Restricts the use of Miiverse and the exchange of Ghost Mii characters.</td>
</tr>
<tr>
<td>Miiverse</td>
<td>Restricts posting on Miiverse and/or viewing other players' Miiverse posts. It is possible to restrict posting only, or to restrict both posting and viewing.</td>
</tr>
</tbody>
</table>
Starting the Game

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

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

Copying and Deleting Save Data

Press ☑ to copy save data to another file. Press ☑ to delete save data.

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

Saving

Data will be saved automatically whenever you clear a course and return to the World Screen.
Select a character to play as. Controllers other than the GamePad will be added in the order that they connect.

- Each player uses one controller.

The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.
On this screen, you can move around freely and choose courses that you want to play. When playing as a group, the lead player selects the courses.

These indicate whether or not a course has been cleared.

- : Not cleared
- : Cleared
- : Cleared by grabbing the top of the Goal Pole

A fearsome boss lies in wait for you at the end of these courses! Defeat the boss so you can move on to the next world.
There are other exciting locations too!

**Other Locations**

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

<table>
<thead>
<tr>
<th>Enemies</th>
<th>Defeat these enemies and new courses will appear.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Toad House</td>
<td>Open the big or small box to get any items inside.</td>
</tr>
<tr>
<td>Sprixie House</td>
<td>Find new Stamps here.</td>
</tr>
</tbody>
</table>

◆ There are other exciting locations too!
When using the Wii U GamePad or Wii U Pro Controller,  has the same function as  and  has the same function as  

The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.

### The Map Screen

On the Map Screen, you can travel to different worlds, check which courses you have cleared
and view your collection of Stamps.

You can change the camera angle on the World Screen or the Course Screen using the GamePad, Pro Controller or Wii Remote and Nunchuk.

**Camera Controls**

You can change the camera angle on the World Screen or the Course Screen using the GamePad, Pro Controller or Wii Remote and Nunchuk.

**Pan Camera**

- on the World Screen
- on the Course Screen

**Zoom**

- on the World Screen
- on the World Screen

**Camera Height**

- on the Course Screen
- on the Course Screen

You can return to the Title Screen from the Menu.

You can also adjust your Miiverse and Ghost Mii settings, change controllers, and configure camera controls from this menu.
Camera Reset
Make your way through the course, defeating enemies as you go, and get to the goal!

1. Remaining lives
2. Collected coins
3. Green Stars
   ⭐️: Green Stars you have collected
   💍: Green Stars you have yet to collect
4. Item storage
   Touch this icon on the Wii U GamePad or press ⊕ when you need to use the power-up item.
5. Stamp icon
   Displays when you have collected the Stamp on the current course.
6. Time remaining
7. Score
8. Free Camera Mode
   Touch this icon to control the camera by moving the Wii U GamePad. Touch the icon again to return the camera to normal.
   ♦️ Free Camera Mode cannot be used in some areas.
Most courses have a Checkpoint Flag and a Goal Pole.

**Checkpoint Flag**

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

- If you exit the course, you'll lose your checkpoint.
- Touch a Checkpoint Flag for the first time as Small Mario and you will transform into Super Mario.

**The Goal Pole**

Grab onto the Goal Pole to clear a course and return to the World Screen. Points will be given according to the time left on the countdown timer, and the height the Goal Pole is grabbed at.

**Losing Lives**

You will lose a life if you:

- take damage as Small Mario.
- fall into a hole or other hazard.
- run out of time.
If you lose your last life, it's Game Over. Select CONTINUE to start again, with all progress in the current course reset.

♦ You will get five lives per player when you continue after a Game Over.
In SUPER MARIO 3D WORLD there are some special new course types, in addition to regular courses.

**Captain Toad's Adventures**

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

**Controlling Captain Toad**

Captain Toad is controlled using the Wii U GamePad.

<table>
<thead>
<tr>
<th>Move</th>
<th>🍯 while moving</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dash</td>
<td></td>
</tr>
</tbody>
</table>

◆ Be warned: Captain Toad can’t jump!

**Losing a Life**

You will lose a life when:
- you take damage while small.
- the timer reaches zero.

**Plessie's Rapid Rides**
Hop on Plessie’s back for a white-knuckle downriver ride in these special courses. Hold on tight!

Controlling Plessie

Move

Control speed

Jump

- When using the Wii U GamePad or Wii U Pro Controller, \( \text{A} \) has the same function as \( \text{B} \).
- The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.

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

♦ Watch out for other kinds of special course!
<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coin</td>
<td>Collect 100 coins to get an extra life.</td>
</tr>
<tr>
<td>1-Up Mushroom</td>
<td>Pick up one of these to get an extra life.</td>
</tr>
<tr>
<td>+ Clock</td>
<td>Grab these to add extra time to the countdown timer.</td>
</tr>
<tr>
<td>Super Star</td>
<td>Become temporarily invincible.</td>
</tr>
<tr>
<td>Green Star</td>
<td>Collect these and use them to unlock new courses.</td>
</tr>
<tr>
<td>Stamp</td>
<td>Collect Stamps to use them in your Miiverse posts.</td>
</tr>
<tr>
<td>Item</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Super Mushroom</td>
<td>Transforms Small Mario into Super Mario.</td>
</tr>
<tr>
<td>Super Bell</td>
<td>Transforms Mario into Cat Mario.</td>
</tr>
<tr>
<td>Super Leaf</td>
<td>Transforms Mario into Tanooki Mario.</td>
</tr>
<tr>
<td>Boomerang Flower</td>
<td>Transforms Mario into Boomerang Mario.</td>
</tr>
<tr>
<td>Fire Flower</td>
<td>Transforms Mario into Fire Mario.</td>
</tr>
<tr>
<td>Double Cherry</td>
<td>Splits Mario into Double Mario.</td>
</tr>
<tr>
<td>Mega Mushroom</td>
<td>Transforms Mario into Mega Mario.</td>
</tr>
<tr>
<td>Propeller Box</td>
<td>While wearing this, Mario can fly upwards.</td>
</tr>
<tr>
<td>Cannon Box</td>
<td>While wearing this, Mario can fire cannon balls.</td>
</tr>
</tbody>
</table>
♦ That's not all! Find other items as you play.
♦ Luigi, Peach and Toad are able to transform in the same way as Mario.
When playing with two to four people, you'll be able to perform even more actions together, such as going into a bubble to avoid enemies.

Adding Players

Join the fun at any time! Press A or R on the controller you want to use while on the World Screen, or even during a course.

Going into a Bubble

Press Z/C to go into a bubble. While inside a bubble you won’t take any damage. The bubble will burst if you press B/L, or if another player touches it.

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

Clearing Courses

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

Losing a Life

After losing a life, you can return to the course...
in a bubble, provided you have at least one life remaining. The following situations will result in you having to restart the course:

- All players lose a life at the same time.
- The last player in the course loses a life when all other players have lost their lives or are in bubbles.
- The timer reaches zero.
The Wii U GamePad can be used in lots of ways to help you in your adventure.

**Break Blocks**

Some blocks can be broken by touching them.

**Move Scenery**

Some course elements can be interacted with by blowing into the microphone or using the touch screen.

**Reveal Hidden Objects**

Touching items like invisible blocks and coins will make them visible.

**Hinder Enemies**

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

♦ This doesn’t work for all enemies.
There are other things you can do too! Try touching and blowing using the GamePad in lots of different places.
Once you've made some progress through the game you can enable Nintendo Network features. Doing so will allow Ghost Mii characters to appear in courses you've already cleared.

What is a Ghost Mii?

A Ghost Mii is a character that exactly recreates how another player completed a course.

- Each time you play, a Ghost Mii is created on the first course you clear without losing a life.
- Ghost data is exchanged automatically.
- The Ghost Mii feature can be restricted in Parental Controls.

Follow that Ghost!

You can play through courses together with Ghost Mii characters. Some of them carry gifts, so try to keep up!
If you choose to enable Nintendo Network features when the option becomes available, you will be able to post to Miiverse and use any Stamps you’ve collected, as well view the posts of players from many different countries.

♦ You must set up Miiverse beforehand.
♦ For more information, please start Miiverse and select USER MENU ⇒ SETTINGS/OTHER ⇒ MANUAL.

**Posting and Viewing Posts on Miiverse**

As you progress through the game, you'll be able to see other players' Miiverse posts on the course results screen or displayed by Mii characters dotted around the World Screen. To make your own Miiverse post, touch the Miiverse Post icon.
These are found in Sprixie Houses or hidden around courses. Use Stamps to make your handwritten posts really stand out on Miiverse!
### Basic Actions

<table>
<thead>
<tr>
<th>Action</th>
<th>Controller Buttons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td><img src="image" alt="Controller" /></td>
</tr>
<tr>
<td>Dash (while moving)</td>
<td><img src="image" alt="Controller" /></td>
</tr>
<tr>
<td>Jump</td>
<td><img src="image" alt="Controller" /></td>
</tr>
<tr>
<td>Crouch</td>
<td><img src="image" alt="Controller" /></td>
</tr>
<tr>
<td>Ground Pound (while in mid-air)</td>
<td><img src="image" alt="Controller" /></td>
</tr>
<tr>
<td>Roll</td>
<td><img src="image" alt="Controller" /></td>
</tr>
<tr>
<td>Long Jump (while moving)</td>
<td><img src="image" alt="Controller" /></td>
</tr>
<tr>
<td>Rolling Long Jump (during a roll)</td>
<td>Hold down ⑤</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Crouch Jump</td>
<td>Hold down ⑥ + ⑨</td>
</tr>
<tr>
<td>Side Somersault</td>
<td>While dashing: ☹️ (reverse direction) + ⑥</td>
</tr>
<tr>
<td>Hold Objects</td>
<td>Hold ⑦ and touch an object</td>
</tr>
<tr>
<td>Throw Objects</td>
<td>While holding an object, release ⑦ to throw it</td>
</tr>
</tbody>
</table>
There are a number of other possible actions.

- When using the Wii U GamePad or Wii U Pro Controller, \( \textcircled{A} \) and \( \textcircled{B} \) have the same function, as do \( \textcircled{X} \) and \( \textcircled{Y} \), \( \textcircled{1} \) and \( \textcircled{2} \), and \( \textcircled{3} \) and \( \textcircled{4} \).

- The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.

- If you are using a Wii Remote without a Nunchuk, shaking the Wii Remote has the same effect as pressing \( \textcircled{L} \).

Jumping

Hold down \( \textcircled{B} \) longer to jump higher. You can jump even higher and faster while dashing. Jump on top of enemies to attack them, and hold down \( \textcircled{B} \) while doing so to jump higher than normal.
### Special Actions

#### Wall Jump

<table>
<thead>
<tr>
<th>When sliding down a wall press ⚫</th>
<th>When sliding down a wall press ⚪</th>
<th>When sliding down a wall press ⚬</th>
</tr>
</thead>
</table>

#### Enter Horizontal Pipe

<table>
<thead>
<tr>
<th>☹ in the direction of the entrance</th>
<th>Press ☼ in the direction of the entrance</th>
<th>☻ in the direction of the entrance</th>
</tr>
</thead>
</table>

#### Go Down Pipe

<table>
<thead>
<tr>
<th>Press ⚫ on top of the pipe</th>
<th>Press ⚫ on top of the pipe</th>
<th>Press ☜ on top of the pipe</th>
</tr>
</thead>
</table>

#### Slide

<table>
<thead>
<tr>
<th>Press ⚫ on a slope</th>
<th>Press ⚫ on a slope</th>
<th>Press ☜ on a slope</th>
</tr>
</thead>
</table>

#### Swim (when underwater)

<table>
<thead>
<tr>
<th>⚫</th>
<th>⚪</th>
<th>☬</th>
</tr>
</thead>
</table>
- Synchro Ground Pound can be used to defeat a number of nearby enemies at once.
- There are other possible actions besides those described above.
- When using the Wii U GamePad or Wii U Pro Controller, A and B have the same function, as

### Multiplayer Actions

<table>
<thead>
<tr>
<th>Action</th>
<th>Buttons</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enter a bubble</td>
<td><img src="image1.png" alt="Image" /> A C</td>
<td>Press <img src="image1.png" alt="Image" /> A C to enter a bubble</td>
</tr>
<tr>
<td>Burst out of a bubble</td>
<td><img src="image1.png" alt="Image" /> B 2 A</td>
<td>Press <img src="image1.png" alt="Image" /> B 2 A to burst out of a bubble</td>
</tr>
<tr>
<td>Pick up a friend</td>
<td><img src="image1.png" alt="Image" /> Y 1 B</td>
<td>Hold <img src="image1.png" alt="Image" /> Y 1 B next to a friend</td>
</tr>
<tr>
<td>Throw a friend</td>
<td><img src="image1.png" alt="Image" /> Y 1 B</td>
<td>Release <img src="image1.png" alt="Image" /> Y 1 B to throw a friend</td>
</tr>
<tr>
<td>Synchro Ground Pound (while in mid-air)</td>
<td><img src="image1.png" alt="Image" /> 2 Z A</td>
<td>Press <img src="image1.png" alt="Image" /> 2 Z A at the same time as other players</td>
</tr>
</tbody>
</table>

- When using the Wii U GamePad or Wii U Pro Controller, A and B have the same function, as
do ○ and ▼, ‿ and ▽, and ▼ and ▽.

♦ The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.

♦ If you are using a Wii Remote without a Nunchuk, shaking the Wii Remote has the same effect as pressing □.
Collecting items such as the Super Bell will transform Mario into one of several different forms and give him special abilities.

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

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

- Luigi, Peach and Toad are able to transform in the same way as Mario.
# Mario’s Forms

## Cat Mario

Transform with a Super Bell

Climb walls and claw enemies.

### Claw

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Pounce

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Claw Dive (while in mid-air)

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Climb Walls

- After holding down Y after jumping onto a wall

## Tanooki Mario
Transform with a Super Leaf
Attack enemies with your tail, and float down gently when in mid-air.

Tail Attack

Tail Spin

Float Downwards (while in mid-air)

Boomerang Mario

Transform with a Boomerang Flower
Attack enemies by throwing boomerangs.

Throw Boomerang

Fire Mario
Transform with a Fire Flower
Attack enemies by hurling fireballs.

**Throw fireballs**

- **Y**
- **B**

**Propeller Box**

Jump into a Propeller Box to wear it
Fly high into the air.

**Fly Upwards**

- Hold down **B**
- Hold down **2**
- Hold down **A**

**Cannon Box**

Jump into a Cannon Box to wear it
Fire a stream of cannon balls.
There are a number of other power-ups.

When using the Wii U GamePad or Wii U Pro Controller,  and  have the same function, as do  and ,  and  and .

The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.

If you are using a Wii Remote without a Nunchuk, shaking the Wii Remote has the same effect as pressing .
IMPORTANT: This game is protected by copyright! The unauthorised copying of this game and/or distribution of such copies may lead to criminal and/or civil liability. This game, instruction manual and other written materials accompanying this game are protected by intellectual property laws.

The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.
A system update may be required to play.

For use with the European/Australian version of the Wii U console only.

© 2013 Nintendo Co., Ltd.

Trademarks are property of their respective owners.
Wii U is a trademark of Nintendo.
Support Information

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 Wii U console or visit:
support.nintendo.com