Electronic Manual

Select the icon for this software on the HOME Menu and touch MANUAL to view the electronic manual. Please read this manual thoroughly to ensure maximum enjoyment of your new software.
SUPER MARIO 3D LAND QUICK GUIDE

Basic Actions

Mario can perform other actions in addition to the ones listed here. For details, please refer to the reverse side of this quick guide, or the software’s built-in instruction manual.

Fire Mario
Fireball Tail Attack
Tanooki Mario
Slow Fall
In mid-air
Hold

Move
During course selection, you can move to a course simply by touching it.

Crouch
Mario can move while crouching.

Jump
Jump while dashing to jump higher and farther.

Dash
Press the button when in water to swim.

Shift Camera
You can also use .

Item Storage
Touch a stored item to use it.

Pause

Switch 3D View
Normal View
Extended Depth

START
Roll

\[L + Y \ (R) + X \ (X)\]

Ground Pound

In mid-air: \[L \ (R)\]

Long Jump

While moving: \[L \ (R) + B \ (A)\]

Side Somersault

While dashing: \[\rightarrow + B \ (A)\]

Wall Jump

While sliding down a wall: \[B \ (A)\]

Crouch Jump

(hold) \[L \ (R) + B \ (A)\]

Use Binoculars

Move system, zoom with \[L / R\]

This software title includes an electronic manual to reduce the amount of paper used in its packaging. For support, please consult the electronic manual, the Nintendo 3DS Operations Manual or the Nintendo website. The electronic manual is available in PDF format on the Nintendo website.

IMPORTANT: Please read the separate Important Information Leaflet.

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