

Mini Mario & Friends: amiibo Challenge

1 Important Information

Basic Information

2 amiibo

Introduction

3 About the Game

4 Getting Started

5 Saving and Deleting Data

How to Play

6 Level Map

7 Playing Levels

8 Mini Toy Abilities

9 Objects/Contraptions

SpotPass

10 Sending Gameplay Data


Troubleshooting

11 Support Information

1

Important Information

Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.



CAUTION - STYLUS USE

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist, and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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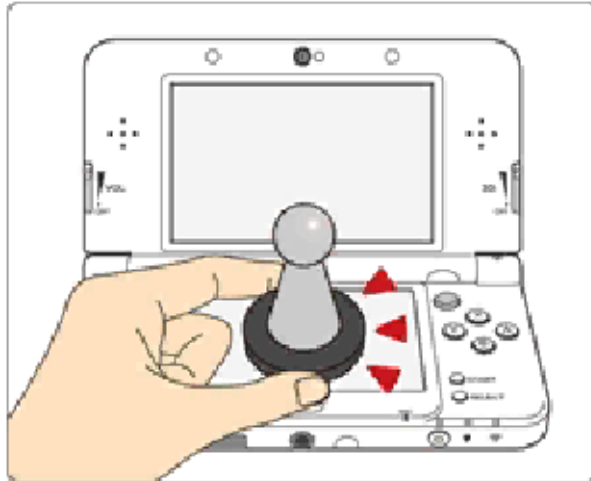
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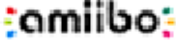
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This software supports  . You can use compatible amiibo™ accessories by touching them to the lower screen of your New Nintendo 3DS or New Nintendo 3DS XL system.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, please visit Nintendo's official website at www.nintendo.com/amiibo.

- ◆ Data stored on amiibo can be read by multiple compatible games.
- ◆ If the data on an amiibo is corrupted and can't be restored, open  on the HOME Menu and then reset the data under amiibo Settings.

Using amiibo with a Nintendo 3DS, Nintendo 3DS XL, or Nintendo 2DS system requires the Nintendo 3DS NFC Reader/Writer accessory.

Precaution about amiibo

- Just a light touch on the lower screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.



Mini Mario & Friends: amiibo Challenge is an action puzzle game in which you'll use the Touch Screen to guide Mini Toy versions of characters, such as Mini Mario and Mini Peach. Using objects and contraptions, you'll guide each one through its level to the goal as it walks continually along the path!

Using amiibo

You need at least one compatible amiibo (page 8) to summon a Mini Toy with which to play the game.



4

Getting Started

Tap Start on the title screen and then touch an amiibo to the Touch Screen to



Screen to

summon a Mini Toy and begin the game.

If you are using a Nintendo 3DS or Nintendo 3DS XL, you will need a Nintendo 3DS NFC reader/writer accessory to play the game.





Your game's progress is automatically saved when you complete a level.




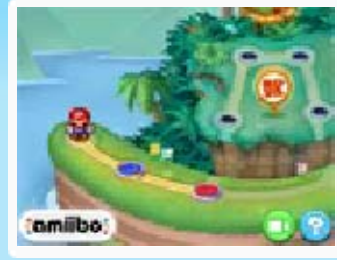
After choosing Mini Mario & Friends: amiibo Challenge from the HOME Menu but before the title screen is displayed, hold down (A), (B), (X), and (Y) simultaneously to delete all save data.

◆ Please check your data before deleting it. Once save data is deleted, it cannot be restored.

Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.



Place your Mini Toy on a level by moving it with  or by tapping one of the levels on the Touch Screen.




Once on a level, press  to enter it.



Tap this to open the amiibo swap screen, where you can scan a different amiibo to play as a different Mini Toy.



You can view the level map by scrolling with .



Tap this to open the help menu.



- ◆ You can perform most functions in the game using the Touch Screen.





1 Score

2 amiibo Token

A  is worth one amiibo Token, while a  is worth five amiibo Tokens.

◆ Star World levels become available after collecting enough amiibo Tokens and clearing all the main levels. There are 11 Star World levels total.

3 Mini Toy

4 Resource information




This shows the types and amount of objects (page 9) you can place in the level.

5 Time remaining

6 Goal Door (page 7)

7 amiibo Door (page 7)





Guide a Mini Toy through the level by picking up and setting down objects. You can speed up the Mini Toy by tapping it. On larger levels, you can scroll the screen with / or by tapping and holding  on the Touch Screen.

Mini Toy Abilities

From jumping up high to gobbling up enemies, Mini Toys have a variety of different abilities to help you through the levels (page 8).

Pause Menu

Open the menu by pressing . From here you can tap  to swap amiibo.



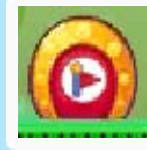
Clearing a Level

Levels have a Goal Door, an amiibo Door, or both. If you can guide a Mini Toy to one of these doors, you'll clear the level.

- ◆ New levels will become available as you clear existing levels.

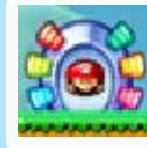
Goal Door

Any Mini Toy can use this door.



amiibo Door

Only the Mini Toy displayed on the door can enter. You'll unlock a Mini Toy-specific level if the correct Mini Toy goes through it!



When you get a game over, you'll have the opportunity to retry the level from the beginning. You will get a game over under the following circumstances:

- Your Mini Toy touches an enemy or a hazard.
- Your Mini Toy falls into a hole.
- The time remaining reaches 0.



Scan a compatible amiibo to play as one of the following Mini Toys, each with its own unique ability.



Mini Mario
Supported amiibo

Mario™

Ability: Wall Jump

Jump off a wall upon moving close to one.

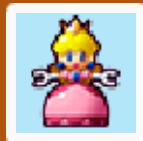


Mini Luigi
Supported amiibo

Luigi™

Ability: High Jump

Jump higher than other Mini Toys.



Mini Peach
Supported amiibo

Peach™

Ability: Floating Jump

Float over narrow gaps in the ground.



Mini Toad
Supported amiibo

Toad™

Ability: Small Crawl

Duck and pass through small openings.

Mini DK

Supported amiibo



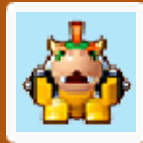
Donkey Kong™

Ability: Quick Climb

Climb up steep slopes.

Mini Bowser

Supported amiibo



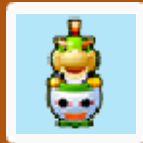
Bowser™

Ability: Bowser Bomb

If Mini Bowser falls from a cliff, he will stomp the ground, destroying any rocks in the way.

Mini Bowser Jr.

Supported amiibo



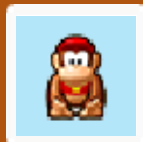
Bowser Jr.

Ability: Spike Guard

Travel over spikes without getting hurt.

Mini Diddy Kong

Supported amiibo



Diddy Kong™

Ability: Ledge Grab

If Mini Diddy Kong walks off a cliff, he will grab on to the ledge, instead of falling, and pull himself back up to safety. This won't work with ledges that are the same height as the fall.

Mini Yoshi

Supported amiibo



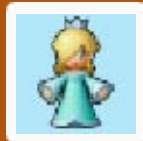
Yoshi™

Ability: Eat Enemies

Eat small enemies.

Mini Rosalina

Supported amiibo



Rosalina

Ability: Lunar Launch

Perform an exceptionally high jump next to high walls.

Mini Spek

Supported amiibo



Any compatible amiibo other than those listed above

Ability: None

Mini Spek does not have a special ability.

- ◆ Supported amiibo can be used regardless of the series. For example, both the Super Mario™ series and the Super Smash Bros.™ series Mario amiibo will allow you to play as Mini Mario.





Red Girders

Place Red Girders () to create a path.





Long Spring

When a Mini Toy jumps onto one of these, the Mini Toy will be tossed up and to the side.



Red Color Switch

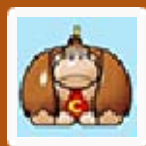
When this switch is stepped on, Red Color Blocks turn on () or off () .

◆ Other colored switches will turn blocks of the corresponding color on or off.



Rocks

These can be broken by a Mini Toy sliding down a hill or by being hit with a hammer. These can also be broken by Mini Bowser's special ability.



Circus Kong

Tosses the Mini Toy into the air on contact.



Hammer

This will break blocks and defeat enemies but can render some objects useless for a certain amount of time.



Split Pipe

When this is entered, the Mini Toy will come out of another Split Pipe of the same color.



Movable Pipe

This can be placed and moved around using the Touch Screen. When this is entered, the Mini Toy will come out of another Movable Pipe.



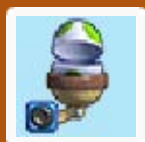
Boost Pad

Temporarily speeds up the Mini Toy.



Mine Cart

Can be ridden by a Mini Toy.



Egg Launcher

Changes Mini Yoshi into an egg and then launches him, in the Egg Launch Land levels.

- ◆ There are more contraptions than listed here, so be sure to check out each level!





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). If this option is activated, information about your gameplay will be sent to Nintendo. Gameplay information received by Nintendo may be used to help us develop future products and services.

Using SpotPass

You will be asked whether or not you want to share gameplay information with Nintendo when you are playing the game. Answer Yes to set up SpotPass and send your gameplay information.

Change SpotPass Settings

You can turn SpotPass on or off by selecting  .



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