Mini Mario & Friends: amiibo Challenge

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WUP-P-AP5E-00

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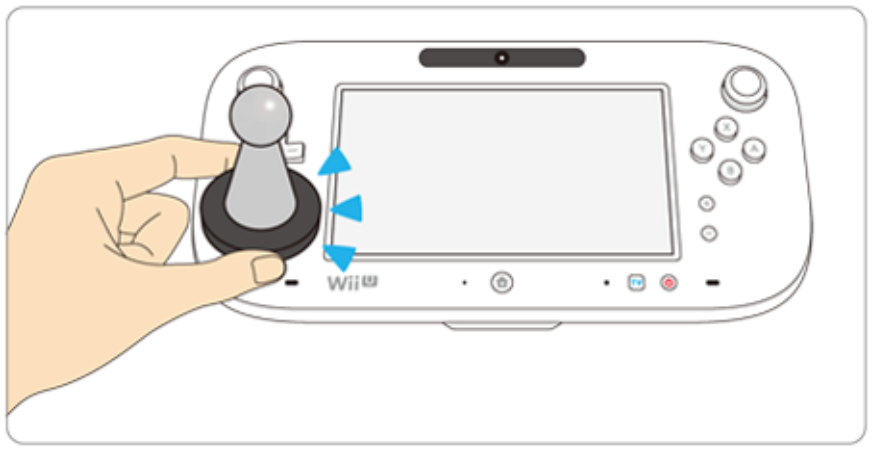
1 Important Information

Please read this manual carefully before using this 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 read the content of the Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

2 amiibo



This software supports amiibo. You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (▭) on the Wii U GamePad controller.

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, visit Nintendo's official amiibo 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 Wii U Menu → System Settings (🔧) → amiibo Settings and reset the data.

3 About the Game

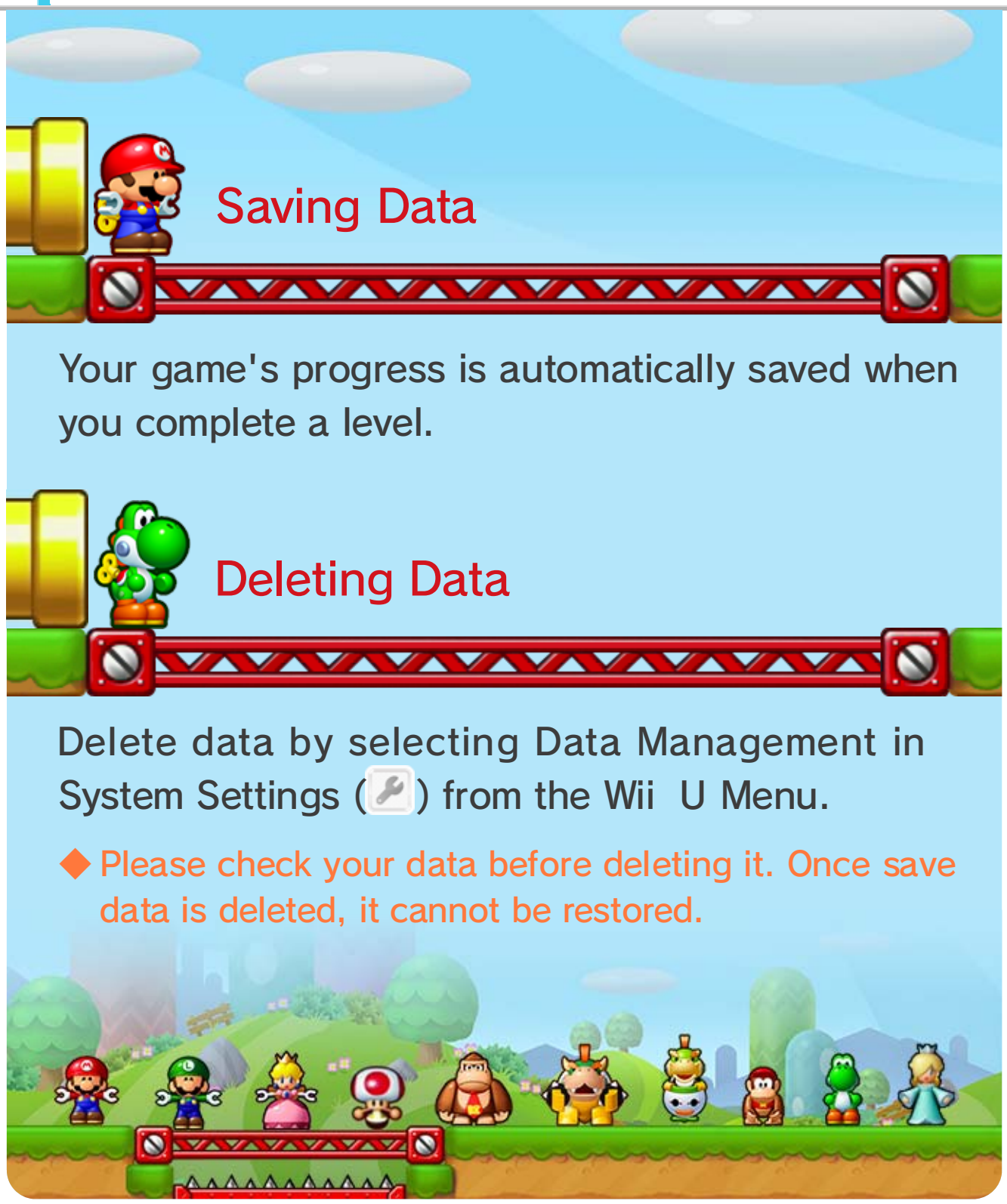
Mini Mario & Friends: amiibo Challenge is an action puzzle game in which you'll use the Wii U™ GamePad controller's Touch Screen to guide Mini Toy versions of characters, such as Mini Mario and Mini Peach. Using objects and contraptions, you'll guide each one through its level to the goal as it walks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

Using amiibo

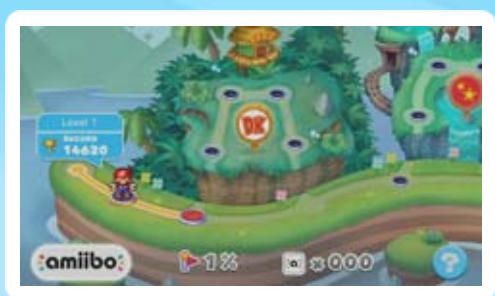
You need at least one compatible amiibo 8 to summon a Mini Toy with which to play the game.

4 Getting Started

5 Saving and Deleting Data



6 Level Map



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. You can view the world by scrolling with Ⓡ.

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

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

Level Screen

1 Score

2 amiibo Token

A [a] is worth one amiibo Token, while a [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 you can place in the level. 9

5 Time remaining

6 Goal Door 7

7 amiibo Door 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 L/R/✚ 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 8 .

Pause Menu

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

8 Mini Toy Abilities

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.

9 Objects/Contraptions

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!

10 Legal Notices

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■Curl.js
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■Array removeByIndex()
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