Mini Mario & Friends: amiibo Challenge

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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.
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 ( bào) → amiibo Settings and reset the data.
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 to summon a Mini Toy with which to play the game.
Tap Start on the title screen and then touch an amiibo to the NFC touchpoint () on the Wii U GamePad to summon a Mini Toy and begin the game.
Saving and Deleting Data

Saving Data

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

Deleting Data

Delete data by selecting Data Management in System Settings ( 📀 ) from the Wii U Menu.

Please check your data before deleting it. Once save data is deleted, it cannot be restored.
You can perform most functions in the game using the Touch Screen.

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 A to enter it. You can view the world by scrolling with ☺.

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.
This shows the types and amount of objects you can place in the level.

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.
Playing Levels

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 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.
Game Over

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.

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

<table>
<thead>
<tr>
<th>Mini Mario</th>
<th>Supported amiibo</th>
<th>Mario™</th>
<th>Ability: Wall Jump</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Jump off a wall upon moving close to one.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mini Luigi</th>
<th>Supported amiibo</th>
<th>Luigi™</th>
<th>Ability: High Jump</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Jump higher than other Mini Toys.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mini Peach</th>
<th>Supported amiibo</th>
<th>Peach™</th>
<th>Ability: Floating Jump</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Float over narrow gaps in the ground.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mini Toad</th>
<th>Supported amiibo</th>
<th>Toad™</th>
<th>Ability: Small Crawl</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Duck and pass through small openings.</td>
</tr>
<tr>
<td>Mini DK</td>
<td>Supported amiibo</td>
<td>Donkey Kong™</td>
<td>Ability: Quick Climb</td>
</tr>
<tr>
<td>--------------</td>
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<td>----------------------</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Climb up steep slopes.</td>
</tr>
<tr>
<td>Mini Bowser</td>
<td>Supported amiibo</td>
<td>Bowser™</td>
<td>Ability: Bowser Bomb</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>If Mini Bowser falls from a cliff, he will stomp the ground, destroying any rocks in the way.</td>
</tr>
<tr>
<td>Mini Bowser Jr.</td>
<td>Supported amiibo</td>
<td>Bowser Jr.</td>
<td>Ability: Spike Guard</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Travel over spikes without getting hurt.</td>
</tr>
<tr>
<td>Mini Diddy Kong</td>
<td>Supported amiibo</td>
<td>Diddy Kong™</td>
<td>Ability: Ledge Grab</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>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.</td>
</tr>
</tbody>
</table>
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.

**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.
<table>
<thead>
<tr>
<th>Object</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Red Girders</strong></td>
<td>Place Red Girders (レンガ) to create a path.</td>
</tr>
<tr>
<td><strong>Long Spring</strong></td>
<td>When a Mini Toy jumps onto one of these, the Mini Toy will be tossed up and to the side.</td>
</tr>
<tr>
<td><strong>Red Color Switch</strong></td>
<td>When this switch is stepped on, Red Color Blocks turn on (赤) or off (黒). ◆ Other colored switches will turn blocks of the corresponding color on or off.</td>
</tr>
<tr>
<td><strong>Rocks</strong></td>
<td>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.</td>
</tr>
<tr>
<td><strong>Circus Kong</strong></td>
<td>Tosses the Mini Toy into the air on contact.</td>
</tr>
<tr>
<td><strong>Hammer</strong></td>
<td>This will break blocks and defeat enemies but can render some objects useless for a certain amount of time.</td>
</tr>
</tbody>
</table>
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!
IMPORTANT

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Curl.js
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Array removeByIndex()
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■ Signals
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