<p>| | |</p>
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<th></th>
</tr>
</thead>
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<td>Playing through Courses</td>
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<td>Special Courses</td>
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<td><strong>21</strong></td>
<td>Legal Notices</td>
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</tbody>
</table>
Thank you for selecting the Super Mario™ 3D World game for the Wii U™ system.

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

![Controller Options]

- Up to four people can play together. This requires one Wii U GamePad.
- Only one Wii U GamePad controller can be used.
- A Wii Remote™ Plus can be used instead of a Wii Remote.
- You can use a Classic Controller™ instead of a Classic Controller Pro™.

Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.

Surround Sound

This game supports 5.1-channel linear PCM surround sound. In order to experience surround sound, select **(System Settings)** from the Wii U Menu, choose the **TV** item, and then change the audio-output type to **Surround**.
In order to experience surround sound with this software, you will need to connect your Wii U console with a receiver that has a built-in HDMI™ port using a High Speed HDMI Cable. For more information about how to configure and connect your receiver, see the instruction manual for the receiver.
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 the menu, accessed from the world screen.

- See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet. Once you have all the required equipment, select Internet from (System Settings) in the Wii U Menu to configure an Internet connection.
You can restrict use of the following features by selecting 👧🏻 (Parental Controls) from the Wii U Menu.

<table>
<thead>
<tr>
<th>Item</th>
<th>Content</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. Restricting posting and viewing will also restrict the exchange of Ghost Mii characters.</td>
</tr>
</tbody>
</table>

◆ Access to this game (as well as other games) can also be restricted through the Game Rating item in Parental Controls.
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

To copy a file, press + and select a file. To delete a file, press -.

◆ 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. Controllers other than the GamePad will be added in the order that they connect.

◆ Each player uses one controller.

---

Menu and Other Screen Controls

Select option

Confirm

Cancel

◆ 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.

- **Current world and course**
- **Remaining lives**
- **Number of Green Stars collected**
- **Number of Stamps collected**
- **Collected coins**: +12
- **Item storage**: +9
- **Flags**

These show if a course has been cleared or not.

- : Not cleared
- : Cleared
- : Cleared by grabbing the top of the Goal Pole +10
There are other exciting locations too!

A fearsome boss lies in wait for you at the end of these stages! Defeat the boss so you can move on to the next world.

**Castles**

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

**Other Locations**

<table>
<thead>
<tr>
<th>Enemies</th>
<th>If you defeat these enemies, new courses will appear.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Toad House</td>
<td>Open the big or small box to get the 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, A has the same function as B, and X has the same function as Y.

The controls for the Classic Controller Pro are the same as those of the GamePad and the Wii U Pro Controller.
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, Wii U Pro Controller, or Nunchuk™ controller.

Menu

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 Controls

You can change the camera angle on the world screen or the course screen using the GamePad, Wii U Pro Controller, or Nunchuk™ controller.

Pan camera

Zoom

on the world screen

on the world screen
Adjust camera height

😊 ‼️ on the course screen

_increment_ on the course screen

Reset camera

📍 —
Course Screen

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 12.
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 start from that point if you lose a life.

- If you enter a different course, you’ll lose your checkpoint in the current course.
- When you touch a Checkpoint Flag for the first time as Small Mario, you will transform into Super Mario.  

**Goal Pole**

Grab on to the Goal Pole to clear a course and return to the world screen. You earn points according to the number of seconds left on the timer and the height at which you land on the Goal Pole.

**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.
You will get five lives per player when you continue after a game over.

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.
Special Courses

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>❋</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dash</td>
<td>Hold ▽  while moving</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.
Riding Plessie

Hop on Plessie’s back for a wild ride in these special courses. Hold on tight!

Controlling Plessie

<table>
<thead>
<tr>
<th>Move</th>
<th>Control speed</th>
<th>Jump</th>
</tr>
</thead>
<tbody>
<tr>
<td>◦ ◦</td>
<td>◦ ◦ ◦</td>
<td>◎ ◎ ◎</td>
</tr>
<tr>
<td>◦ ◦</td>
<td>◠ ◠</td>
<td>◎ ◎ ◎</td>
</tr>
<tr>
<td>◦ ◦ ◦ ◦</td>
<td>◠ ◠ ◠ ◠ ♦</td>
<td>◎ ◎ ◎</td>
</tr>
</tbody>
</table>

- 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.
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 courses!
<table>
<thead>
<tr>
<th>Power-Ups</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 seconds to the 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>You can use the stamps you collect in your Miiverse posts.&quot;16&quot;</td>
</tr>
<tr>
<td>Item</td>
<td>Effect</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>Adds another Mario to your team.</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 upward</td>
</tr>
<tr>
<td>Cannon Box</td>
<td>While wearing this, Mario can fire cannonballs</td>
</tr>
</tbody>
</table>
◆ That's not all! Find other items as you play.
◆ Luigi™, Princess 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 B on the controller you want to use while on the world screen or even during a course.

**Going into a Bubble**

Press D to go into a bubble. While inside a bubble, you won't take any damage. The bubble will burst if you press B 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. If you complete the next course while wearing the crown, 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 your having to restart the course:

- All players lose a life at the same time.
- The only player not in a bubble loses a life.
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**

Interact with some course elements by blowing into the microphone or using the touch screen.

**Reveal Hidden Objects**

Touch items like invisible blocks and coins to make them temporarily visible.

**Hinder Enemies**

Some 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 the GamePad and blowing into the microphone in lots of different places.
After progressing a little way 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 character?**

A Ghost Mii character exactly re-creates how another player completed a course.

- After starting the game, a Ghost Mii is created the first time you clear a course without losing a life.
- Ghost data is exchanged automatically.
- The Ghost Mii feature can be restricted in Parental Controls or in the Nintendo Network Settings menu.

**Follow That Ghost Mii!**

You can play through courses together with Ghost Mii characters. Some of them carry gifts, so try to keep up!
After progressing a little way through the game, you can enable Nintendo Network features. This will allow you to post to Miiverse and use stamps you've collected, as well as 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.
- Miiverse features for this title can be restricted in-game from the Nintendo Network Settings menu.

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

- **Move**:  
  - Control: D-pad
  - Action: +

- **Dash (while moving)**:  
  - Control: Y
  - Action: 1

- **Jump**:  
  - Control: B
  - Action: Z

- **Crouch**:  
  - Control: 2

- **Ground-pound (while in midair)**:  
  - Control: 2

- **Roll**:  
  - Control: Z + B
### Long jump (while moving)

- Press: + 
- Press: + 
- Press: + 

### Rolling long jump (during a roll)

- Press: 
- Press: 
- Press: 

### Crouch jump

- Hold down  + 
- Hold down  + 
- Hold down  + 

### Side somersault

- While dashing:  +  
- While dashing:  +  
- While dashing:  +  

### Hold items

- Hold  and touch an item
- Hold  and touch an item
- Hold  and touch an item
There are a number of other possible actions.

When using the Wii U GamePad or Wii U Pro Controller, □ and ▢ 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 □.

### Throw items

<table>
<thead>
<tr>
<th>While holding an item, release ◯ to throw it</th>
<th>While holding an item, release ① to throw it</th>
<th>While holding an item, release □ to throw it</th>
</tr>
</thead>
</table>

### Jumping

Hold down the jump button longer to jump higher. You can jump even higher and faster while dashing. Jump on top of enemies to attack them, and hold down □ while doing so to jump higher than normal.
### Special Actions

<table>
<thead>
<tr>
<th><strong>Wall jump</strong></th>
<th><strong>Enter horizontal pipe</strong></th>
<th><strong>Go down pipe</strong></th>
<th><strong>Slide</strong></th>
<th><strong>Swim (when underwater)</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>When sliding down a wall, press B</td>
<td>When sliding down a wall, press 2</td>
<td>When sliding down a wall, press A</td>
<td>Tilt  in the direction of the entrance</td>
<td>Press + in the direction of the entrance</td>
</tr>
<tr>
<td>Tilt  in the direction of the entrance</td>
<td>Press + in the direction of the entrance</td>
<td>Tilt  in the direction of the entrance</td>
<td>Press R on top of the pipe</td>
<td>Press B on top of the pipe</td>
</tr>
<tr>
<td>Press L on top of the pipe</td>
<td>Press L on top of the pipe</td>
<td>Press L on top of the pipe</td>
<td>Press Z on a slope</td>
<td>Press Z on a slope</td>
</tr>
<tr>
<td>Press Z on a slope</td>
<td>Press Z on a slope</td>
<td>Press Z on a slope</td>
<td>Press B on a slope</td>
<td>Press 2 on a slope</td>
</tr>
<tr>
<td>Press A on a slope</td>
<td>Press A on a slope</td>
<td>Press A on a slope</td>
<td>Press A on a slope</td>
<td>Press A on a slope</td>
</tr>
</tbody>
</table>

*Swim (when underwater): Press B, 2, A*
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

**Multiplayer Actions**

- **Enter a bubble**
  - Enter a bubble
- **Burst out of a bubble**
  - Burst out of a bubble
- **Pick up a friend**
  - Hold 选 next to a friend
  - Hold 1 next to a friend
  - Hold 2 next to a friend
- **Throw a friend**
  - Release 选
  - Release 1
  - Release 2
- **Synchro ground-pound (while in midair)**
  - Press 选 at the same time as other players
  - Press 1 at the same time as other players
  - Press 2 at the same time as other players
Controller, ① and ② have the same function, as do ③ and ④, ⑤ and ⑥, and ⑦ and ⑧.
◆ 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 ③.
Collecting items such as the Super Bell will transform Mario into one of several different forms and give him special abilities. Luigi, Princess 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, Princess Peach, and Toad are able to transform in the same way as Mario.
Cat Mario

Transform with a Super Bell.
Climb walls and claw enemies.

Claw

Y

1

B

Pounce

+ Y

+ 1

+ B

Claw dive (while in midair)

Hold down Y

Hold down 1

Hold down B

Climb walls

Tilt after jumping onto a wall

Press after jumping onto a wall

Tilt after jumping onto a wall
### Tanooki Mario

Transform with a Super Leaf.
Attack enemies with your tail, and float down gently when in midair.

#### Tail attack

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y</td>
<td>1</td>
</tr>
</tbody>
</table>

#### Tail spin

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>А + Y</td>
<td>A + 1</td>
</tr>
</tbody>
</table>

#### Float downward (while in midair)

<table>
<thead>
<tr>
<th>Action</th>
<th>Button</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hold down</td>
<td>B</td>
</tr>
<tr>
<td>Hold down</td>
<td>2</td>
</tr>
<tr>
<td>Hold down</td>
<td>A</td>
</tr>
</tbody>
</table>

### Boomerang Mario

Transform with a Boomerang Flower.
Attack enemies and collect items by throwing boomerangs.

#### Throw boomerang

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y</td>
<td>1</td>
</tr>
</tbody>
</table>
**Fire Mario**

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

**Throw fireballs**

- Hold down **Y**
- Hold down **1**
- Hold down **B**

**Propeller Box**

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

**Fly upward**

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

**Cannon Box**

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

When using the Wii U GamePad or Wii U Pro Controller, A and B have the same function, as do X and Y, L and R, and ZL and ZR.

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 B.
IMPORTANT

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