**MARIO’S MOVES**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Ground Pound</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>L + Y</code></td>
<td><code>L</code> in midair</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Long Jump</th>
<th>Side Somersault</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>L + B</code> while moving</td>
<td><code>L + B</code> while dashing</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Wall Jump</th>
<th>Crouch Jump</th>
<th>Look with Binoculars</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>B</code> while sticking to a wall</td>
<td><code>L + B</code></td>
<td><code>L</code> press system around</td>
</tr>
</tbody>
</table>

- **Roll Ground Pound**
  - In midair: `L`
  - While dashing: `L`

- **Long Jump**
  - While moving: `L + B`

- **Side Somersault**
  - While dashing: `L` + `B`

- **Wall Jump**
  - While sticking to a wall: `B`

- **Crouch Jump**
  - `L + B`

- **Look with Binoculars**
  - Move system around: `L` + `B`
  - Zoom in/out: `L` + `B`

**SUPER MARIO 3D LAND**

**Basic Actions**

- **Roll Ground Pound**
- **Long Jump**
- **Side Somersault**
- **Wall Jump**
- **Crouch Jump**
- **Look with Binoculars**

There are lots of other actions you can perform as well. Please see the other side of this booklet or the e-manual for more information.

- **L** or **R** Crouch
  - You can also move while crouching.

- **Move**
  - You can also choose which course you want to play from the course-selection screen.

- **Change 3D View Mode**
  - **Normal View**
  - **Extended Depth**

- **Item Storage**
  - When you have an item stored here, tap it to use it.

- **Fire Mario**
  - Fireballs
  - Swing your tail to attack

- **Tanooki Mario**
  - Press and hold while in midair

- **Dash**
  - While moving: `Y`
  - When you jump while dashing, you will go higher and farther than normal.

- **Jump**
  - `B` or `A`
  - Press while in water to swim.

- **Look Around**
  - You can also do this with **Look Around**.

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**FOR MORE INFORMATION, SEE THE BUILT-IN INSTRUCTION MANUAL**

To view the built-in instruction manual, tap the button labeled "Manual" displayed on the HOME Menu.

**NEED HELP PLAYING A GAME?**

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game’s title, are: “walk through,” “FAQ,” “codes,” and “tips.”

**WARNING - SEIZURES**

- Some people (about 1 in 4,000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

<table>
<thead>
<tr>
<th>Convulsions</th>
<th>Eye or muscle twitching</th>
<th>Loss of awareness</th>
</tr>
</thead>
<tbody>
<tr>
<td>Altered vision</td>
<td>Involuntary movements</td>
<td>Disorientation</td>
</tr>
</tbody>
</table>

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER**

Viewing of 3D images by children 6 and under may cause vision damage.

Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in the Nintendo 3DS Operations Manual for more information.

**WARNING - REPETITIVE MOTION INJURIES**

Playing video games can make your muscles, joints, or skin hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome or skin irritation:

Avoid excessive play. Parents should monitor their children for appropriate play.

- Take a 10 to 15 minute break every hour, even if you don’t think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

**WARNING - EYESTRAIN AND MOTION SICKNESS**

Playing video games can result in eyestrain after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also result in motion sickness in some players. Follow these instructions to help avoid eyestrain, dizziness, or nausea:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don’t think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms, stop playing and see a doctor.