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Thank you for selecting
SUPER MARIO 3D LAND™ for
Nintendo 3DS™.

This software is designed only for
use with the European/Australian
version of the Nintendo 3DS system.



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

Before use, please also read the
Operations Manual for your
Nintendo 3DS system. It contains
important information that will help
you enjoy this software.

Health and Safety Information

IMPORTANT

Important information about your
health and safety is available in the
Health and Safety Information
application on the HOME Menu.

To access this application, touch the
 icon on the HOME Menu, then
touch OPEN and read the contents
of each section carefully. When you
are finished, press  HOME to return
to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the Health and Safety Information section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Language Selection

The in-game language depends on the one that is set on the system. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.

You can change the in-game language by changing the language setting of your system. For instructions about how to change the system language, please refer to the Operations Manual, "System Settings".

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):

www.usk.de

COB (Australia):

www.classification.gov.au

OFLC (New Zealand):

www.censorship.govt.nz

Advisories

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2 About the Game



SUPER MARIO 3D LAND is an action game where you take control of Mario and jump, dash and stomp your way through various courses filled with enemies and traps. Grab a Super Leaf and you'll turn into Tanooki Mario! Can you make it to the Goal Pole on each course?

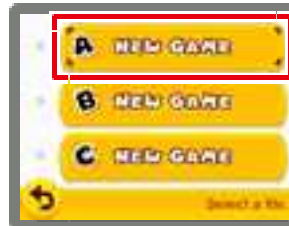
3 Getting Started

Start the game, then go to the file-selection screen from the title screen.

When starting the game for the first time, you will be asked to configure StreetPass™ (see "11. StreetPass") before the title screen appears.

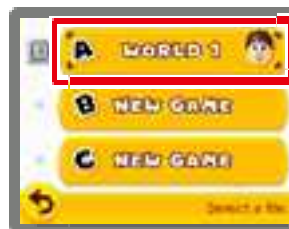
Starting a New Game

Select NEW GAME.




Continuing from a Previous Game

Saved files will have Mii™ characters on them. Select the saved file you wish to continue from.



Viewing File Information

Touch the  icon to the left of a file to view and edit information about that file.



① Copy

Copy a file.

② Mii

Touch to change the Mii displayed on the file.

Note: The Mii you select here will be used for StreetPass (see "11. StreetPass").

③ Delete

Delete a file.

Note: Be careful, as deleted data cannot be recovered.

Deleting all save data

To delete all save data, press and hold (A), (B), (X) and (Y) simultaneously once you have launched the game from the HOME Menu and the Nintendo 3DS logo has disappeared. Keep the buttons held down until the title screen appears.

Note: Be careful, as deleted data cannot be recovered.

4 Saving Your Game

Your progress (including courses cleared, coins collected, lives remaining etc.) will be automatically saved whenever you clear a course and return to the course selection.

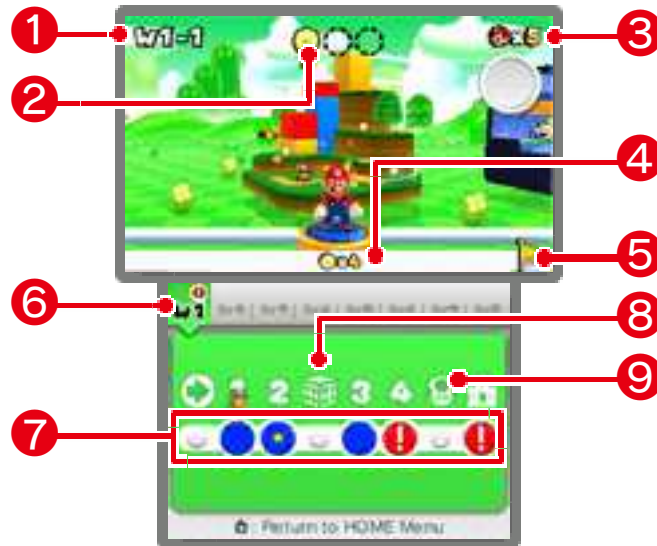
- You can save and quit a game from the pause menu by pressing **START** at the course selection.
- You cannot save while playing through a course.

- Do not turn the power off and on repeatedly or remove the Game Card or SD Card while saving. Make sure not to reset the system during saves or get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

5 Selecting a Course

Move Mario to select a course, then press **A** or **B** to enter it.

Course Selection Screen



1 Current world and course

2 Star Medals

The number of Star Medals obtained on the current course. There are three Star Medals hidden in each course.

3 Remaining lives

4 Total number of Star Medals obtained

5 Golden flag

Displayed when you clear a course by grabbing the top of a Goal Pole.

⑥ World tabs

Touch a world you've visited to return to it.

⑦ Course buttons

You can move to a course simply by touching it.



Mario's location



Not cleared



Cleared



Cleared with all three Star Medals



Can't enter

Can't enter a course?

Collect the required number of Star Medals to enter otherwise inaccessible courses.



⑧ Mystery Box

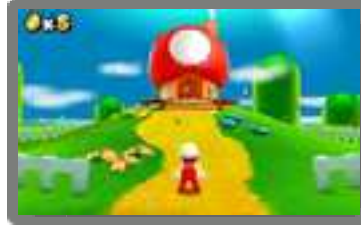
Within the time limit, beat any enemies and grab all the items.



Note: You can receive Mystery Boxes through StreetPass (see "11. StreetPass").

⑨ Toad House

Get gifts or view the album.

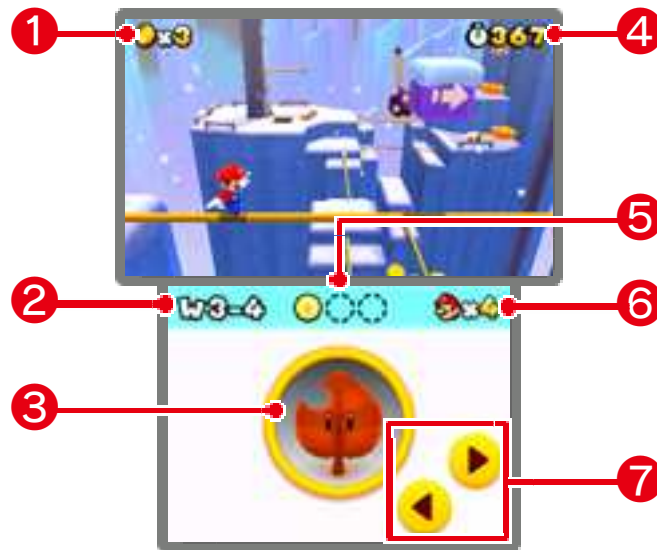


- Gifts can be received from other Mii characters (see "11. StreetPass").
- Images in the album can be saved to the SD Card.
- All Toad Houses will come back if you get a Game Over.

Pause menu

Press at the course selection to display the pause menu, from which you can save and return to the title screen.

6 The Course Screen



① Collected coins

② Current world and course

③ Item storage

④ Remaining time

⑤ Star Medals

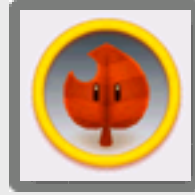
⑥ Remaining lives

⑦ Camera control panels

Touch to look around the area.
(You can also do this by pressing
⊕.)


Stored items

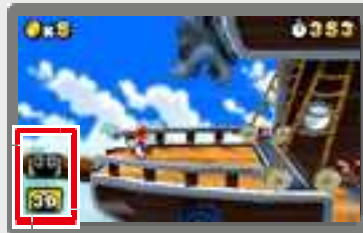
Extra power-up items will go into storage. You can store one item at a time. Touch the stored item to use it.







- If you already have a stored item and grab a new power-up item, the stored item will be replaced.
- If you have an item like a Super Leaf or Fire Flower in storage and then grab a Super Mushroom, you will get coins instead.

Switching 3D views

Press  when playing a course to change how the 3D visuals appear.



 Press  to enter normal view. This is the default view.

 Press  to enter the extended depth view. This view may make it easier to feel the depth of the 3D visuals.

7

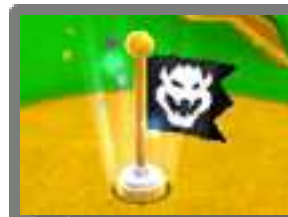
Playing Through Courses

Control Mario and head for the Goal Pole at the end of the course.



Checkpoint Flag

If Mario touches a Checkpoint Flag during a course, you can try again from that point if you lose a life.



Check-
point Flag

Note: If Mario touches the Checkpoint Flag as Small Mario, he'll transform into his normal size.

Clearing a Course

Grab the Goal Pole to clear the course. The remaining time will turn into coins and you will be returned to the course selection.



Goal
Pole

Note: If you grab the top of the Goal Pole, you'll get an extra life and a golden flag will be displayed for the course at the course selection.

Losing Lives and Game Over

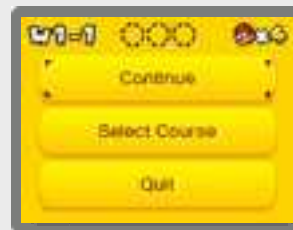
These are some of the conditions that will cause you to lose a life:

- receiving damage as Small Mario
- running out of time
- falling into a pit

If you lose a life when you have no lives left, the game will be over. You will be able to try again from the last point at which the game was saved, with four lives remaining.

Pause menu

Press while playing through a course to display the pause menu, from which you can quit the current game or return to the course selection.



8 Controlling Mario

Basic Controls

Move



Dash



You will jump higher and farther while dashing.

Jump



Crouch



You can move around while crouching.

Moves

Ground Pound



Roll



Long Jump



Rolling Long Jump



Crouch Jump

- ▶ Hold **L** (or **R**) + **B** (or **A**)

Side Somersault

- ▶ While dashing: **○** (reverse direction) + **B** (or **A**)

While dashing, quickly change to the opposite direction with **○** and jump to perform a side somersault.

Wall Jump

- ▶ When sliding down a wall: **B** (or **A**)

Other Controls

Go Down Pipe

- ▶ On top of a pipe: **L** (or **R**)

Kick

- ▶ Run into shells etc.

Swim

- ▶ When underwater: **B** (or **A**)






Propeller Box

- ▶ **B** (or **A**)

Hold the button down to go higher.






Binoculars / Cannon

Change direction by moving the Nintendo 3DS system or using . Zoom when using binoculars with  or . Fire the cannon with  (or ).



This software involves moving the Nintendo 3DS system around while you play. Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.

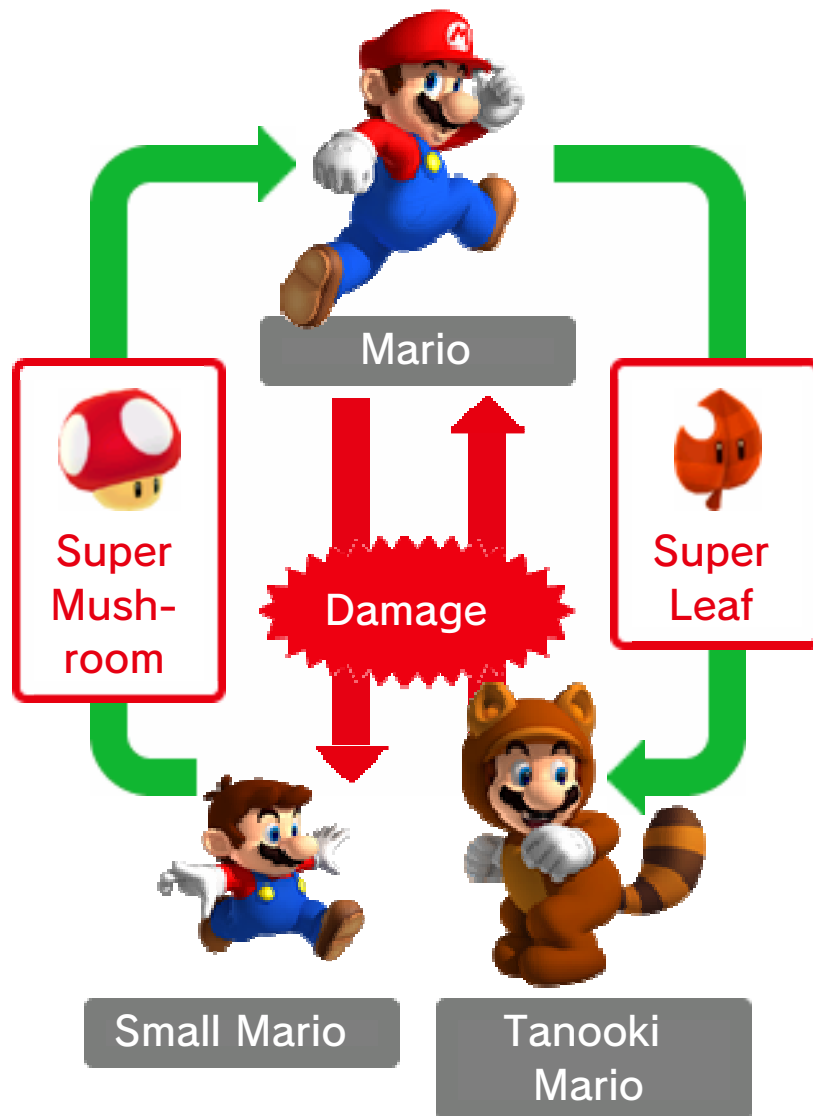
Resetting the game

Press ,  and  simultaneously to return to the title screen.

Sleep Mode


Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

9 Mario's Power-ups



Mario can change into forms with special abilities when he grabs certain items.

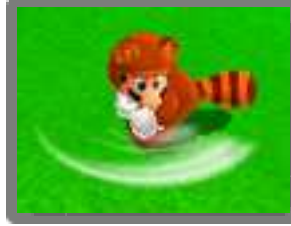
Fire Mario

Grab a  Fire Flower to turn into Fire Mario. Press **Y** (or **X**) to throw fireballs.



Tanooki Mario

Grab a 🍀 Super Leaf
to turn into Tanooki
Mario. Press Ⓨ (or ⓧ)
to do a tail attack,
and hold Ⓑ (or Ⓐ)
when in mid-air to float down gently.



10 Items

Super Star



Makes Mario invincible for a short time.

1-Up Mushroom



Increases your remaining lives by one.

Coin



You'll get an extra life if you collect 100 of these.

Star Medal



There are three on each course. You might even come across them in a Mystery Box!

+ Clock

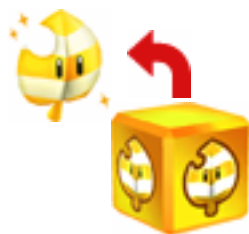


Increases the amount of time remaining.

Assist Blocks

If you keep losing lives within the same course, an Assist Block will appear. Hit it to receive a special item.

Invincibility Leaf



Turns you into Tanooki Mario with unlimited invincibility.

P-Wing



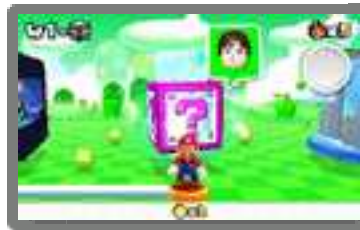
Allows you to travel instantly to somewhere near the Goal Pole.

StreetPass Features

If you activate StreetPass, you can do the following with other players if you take the Nintendo 3DS system out with you.

Exchange Mystery Boxes

Pass by other SUPER MARIO 3D LAND players, and you'll send each other the last Mystery Box (see "5. Selecting a Course") you played.



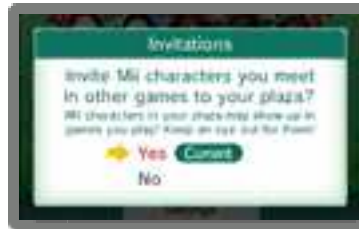
- You may be able to get Star Medals in Mystery Boxes received through StreetPass.
- Only Mystery Boxes found at the course selection will be exchanged.
- If you have more than one save file, then only information from the most recently played save file will be exchanged.

Get items

If you activate StreetPass and meet a Mii in a wireless play mode of another game, you will sometimes get a gift from them at Toad Houses. You will get better gifts the more times you meet the same Mii.





Note: You must have the Invitations option in the built-in StreetPass Mii




Plaza application set to On to use this feature. For more information, refer to the built-in manual for StreetPass Mii Plaza.

Activating StreetPass

If StreetPass hasn't been activated,  will appear on the title screen. Touch  and follow the on-screen instructions to activate StreetPass.



Deactivating StreetPass

To deactivate StreetPass, open the  System Settings and select DATA MANAGEMENT, then StreetPass

MANAGEMENT. Touch the icon for this software title, then select **DEACTIVATE StreetPass.**

Note: You can restrict StreetPass functionality via Parental Controls. For more information, refer to the Operations Manual.

12 How to Contact Us

For product information, please visit the Nintendo website at:
www.nintendo.com/countryselector

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com