NINTENDO DS™

New SUPER
MARIO BROS.™

INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Original
Nintendo
Seal of
Quality
™

Thank you for selecting the NEW SUPER MARIO BROS.™ Game Card for Nintendo DS™ systems.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

This Game Card will work only with Nintendo DS systems.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

WIRELESS DS SINGLE-CARD DOWNLOAD PLAY
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.
2 – 4

WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.
2 – 4

Contents

Top Screen

Bottom Screen

In this instruction booklet, the Nintendo DS™ upper screen is framed in **green**, and the Touch Screen is framed in **yellow**.

Controls

Touch Screen

Touch Controls

- Choose a world to move to (see page 13)
- Use stored items (see page 15)
- Minigame controls (see page 29)

You can move the **Map Screen** (see page 13) and the **Action Screen** (see page 15) left and right by pressing the L and R Buttons.

+ Control Pad

- Move
- Enter pipes and doors
- Climb ropes and vines

Microphone

START

- Open and close the **Pause Menu** (see page 17)
- Open and close the minigame **Pause Menu** (see page 30)

A, B, X or Y Buttons

- Y Button or X Button + left or right on the + Control Pad: Dash
- B Button or A Button: Jump / Swim (in water)

See page 10 for information on how to change which buttons do which actions.

Menu Controls

Select   Use Touch Screen (this automatically confirms your selection) or + Control Pad

Confirm   A Button or use Touch Screen

Cancel   B Button or tap 🔙

Touch Screen and mic controls are mainly used in minigames. (See page 29)

For details on actions, see pages 19 through 24.

Stopping Your Game

Activate **Sleep Mode** (see page 17) by closing your system at any time when you're playing in **Single-Player Mode**. (**Sleep Mode** does not work during multiplayer games.) Open your system to continue playing your game. If the system loses power during **Sleep Mode**, you'll be returned to your previous save point the next time you play.

If the system is fully charged, it can remain in **Sleep Mode** for roughly one week. If the charge light changes from green to red, the system is almost out of power and should be recharged at once. **Sleep Mode**'s duration may depend on the battery charge, game type and temperature of the game system. If the system shuts down while in **Sleep Mode** your current game progress will be lost.

Getting Started

Make sure your Nintendo DS is off, then insert the NEW SUPER MARIO BROS.™ Game Card into the DS Game Card slot until it clicks into place, and turn the power on.

Read the information on the **Health and Safety Screen** and then tap the screen or press a button to move to the **Nintendo DS Menu Screen**.

On the **Nintendo DS Menu Screen**, tap the NEW SUPER MARIO BROS. Panel.

If you have your Nintendo DS **Start-up Mode** set to Auto, the **Nintendo DS Menu Screen** will not appear. See your Nintendo DS Instruction Booklet for more details.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Nintendo DS Instruction Booklet.

SELECT A GAME

Choose the game mode you want to play by selecting one of the four modes shown on the **Menu Screen**. Press up or down on the ✚ Control Pad to select a mode and press the A Button to confirm. You can also make selections by tapping the Touch Screen. Press the B Button to return to the previous screen.

MARIO VS. LUIGI
(Two Players)

A two-player game in which you and a friend control Mario and Luigi and compete to collect Big Stars. (See page 25)

OPTIONS

Sound and control settings. (See page 10)

MARIO GAME
(Single Player)

A single-player game where you control Mario and clear courses to rescue Princess Peach. (See page 12)

MINIGAMES
(One to Four Players)

A multitude of minigames for up to four players. (See page 29)

On this screen, you can change your sound and control settings. Use your stylus or the ✚ Control Pad to select menu items and make changes. Press the B Button to confirm your changes and return to the **Main Menu**.

SOUND

Select the sound setting you prefer.

Tap OK or press the B Button to save your settings and return to the **Main Menu**.

CONTROLS

Choose the control setup that works for you.

When the manual refers to JUMP and DASH buttons, it will be referring to the buttons designated in the Controls option.

MARIO GAME (Single Player)

Peach's Peril

Emergency Newsflash!

Princess Peach has been kidnapped! Whilst enjoying a nice walk with Mario, the beloved ruler of the Mushroom Kingdom was whisked away by an unknown assailant. How could this happen with Mario around?

According to eyewitnesses, the walk was going swimmingly when Mario and the princess spotted smoke billowing out of Peach's Castle. The moustachioed marvel immediately jumped into action and sped off toward the fire. The moment he left her side, the princess vanished!

Who's behind Princess Peach's disappearance? Who's behind the attack on Peach's Castle? Are the two incidents related? Didn't Bowser Jr. once think Princess Peach might be his mother?

Looks like Mario's going to need all the Mega Mushrooms he can find to get to the bottom of this mess!

Mario

Princess Peach

Bowser Jr.

SELECT A FILE

To start a new game, use the stylus to select a file marked NEW or use the ✚ Control Pad and press the A Button to confirm. To continue a previous game, select a file containing saved data. (See page 17)
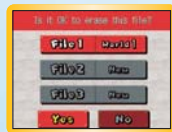
COPY

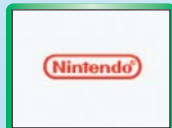Select a file to copy, and then select a destination file to copy to.

ERASE

Select a file to erase.

When you see the screens shown on the right press the A, B, X, Y, L and R Buttons at the same time to erase all saved data on the Game Card.

CAUTION! Saved data that is erased or copied over is gone forever and cannot be restored.

① Map Screen

Use the ✚ Control Pad to move Mario across the map. Press the A Button to begin the course Mario is standing on. Clear a course to move on to the next one, and clear the castle at the end of a world to go to the next world.

Course Name and Star Coins

The course name and the number of Star Coins collected on the course. Flashing symbols indicate that Mario has collected the coins but not yet reached the course goal. (See page 16)

The total number of Star Coins (see page 18) Mario has collected on all courses.

World Map

You can move to a different world by tapping one from this map. You cannot move to worlds marked in black.

Courses

🔴 Open Courses

🔵 Cleared Courses

🟡 Unopened Courses

Stored Item

(See page 15)

Remaining Lives

(See page 15)

Progress Bar

(See page 15)

12

13

Towers / Castles

Mario battles Bowser Jr. at the end of each tower course, and he fights different bosses at the end of each castle course. You'll be able to save (see page 17) once you complete a tower or castle course.

Star Coin Signs

Pay the number of Star Coins shown on these signs, and they'll vanish from the board to open new paths. Once you spend the Star Coins, you can save your progress. (See page 17)

Flying ? Blocks / Hammer Bro

If you see the Flying ? Block or a Hammer Bro on a course marker on the **Map Screen**, then you'll know the Block or Bro will appear somewhere on that course. Check your progress bar for the 🔵 mark to see where they might be.

Toad House

Along the way, you'll see different Toad Houses where you can get items. Hit blocks or panels on-screen to get items. In the green Toad House, you can earn a lot of 1-Ups, but be careful: if you hit the block with the Bowser card, the minigame will end. You'll get to keep your 1-Ups, but you won't get to hit any more blocks.

2 Action Screen

Coins Collected

(See page 18)

Course Name

Progress Bar

Mario's head shows where you are on the current course. The farther you go to the right, the closer you are to the course goal.

Score

This is how many points you've earned so far. You gain points by breaking blocks and defeating enemies.

Star Coins

This shows how many Star Coins you've collected on the current course. All the courses have three Star Coins.

Time Remaining

If you don't reach the course goal before time runs out, you'll lose a life. (See page 16)

Remaining Lives

If Mario falls in a pit, gets hit by an enemy, etc., he'll lose a life. If he loses all of his lives, it's Game Over. (See page 16)

Items

If Mario picks up an item when he's powered up (see page 22), the item goes into your reserve spot on the Touch Screen. To use the item, simply tap it to make it drop onto the **Action Screen**.

3   Midway Points and Goals

Midway Points

When you reach a midway point on a course, a flag will appear on the **Action Screen**, and the midway point will appear on your progress bar. If you replay the course, you'll start from the midway point. However, if you play another course and then return to this course, you'll have to start from the beginning.

Note: Not all courses have midway points.

Goals

Every course has a goal at the end. When you reach the end of a course, face the pole and jump as high as you can. The higher Mario grabs on to the pole, the more points you'll earn.

4   Blunders and Game Over

Getting whacked by enemies and falling in pits makes Mario lose a life. If Mario loses all his lives, your game ends, and you'll have to start from your last saved point. If this happens, choose either CONTINUE or QUIT.
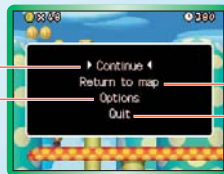

5   Pause Menu

Press START on the Map or **Action Screen** to halt the game and open the **Pause Menu**. Select menu items with the ✚ Control Pad and confirm with the A Button.

CONTINUE

Close the **Pause Menu** and return to the game.

OPTIONS

Adjust sound and control settings. (See page 10)

RETURN TO MAP

Leave the **Action Screen** and return to the **Map Screen**. This option appears only in the **Pause Menu** on the **Action Screen**.

QUIT

Quit without saving and return to the **Title Screen**.

6   Saving and Sleep Mode

You'll see a screen like the one shown here when you clear tower and castle courses and when you pay Star Coins at a Star Coin Sign. (See page 14) Choose YES to save your game progress. If you're not able to save, you can halt your game by using **Sleep Mode**. (See page 7)

Each course is crammed full of items and gimmicks. Here's a small list of some you'll run across:

? Block

Hit ? Blocks to find coins or items.

Coin

Gather 100 coins to gain an extra life.

Star

Snag this to gain temporary invincibility. You'll also be able to dash and jump much farther.

1-Up Mushroom

Grab one of these to gain an extra life.

Spin Blocks

Stand on these blocks and jump to perform a spin jump. Press down on the ✛ Control Pad to drop back down in a spinning drill stomp!

Brick

Break bricks, and you might find coins.

Star Coin

Earn enough Star Coins, and you'll be able to open up new courses. (See page 14)

Red Ring & Coin

Pass through a red ring to make red coins appear for a brief time. If you collect all eight red coins, an item will appear on-screen.
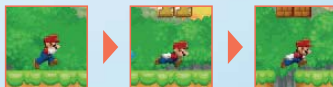
Switch Blocks

Jump on P Switch Blocks to turn bricks into coins and vice versa.

! Switch Blocks turn outlined bricks solid, and ? Switch Blocks have different effects on different courses.

Action Intros

1 **Mario's Basic Actions**

Walk

Press left or right on the ✛ Control Pad to make Mario walk.

Dash

Press and hold the dash button while pressing left or right on the ✛ Control Pad to move from a walk to a dash. Mario can dash over one-block-wide gaps without falling into them.

Duck
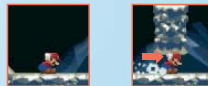
Press and hold down on the ✛ Control Pad to duck. Do this while dashing to make Mario slide for a bit while ducking.

Jump and Stomp
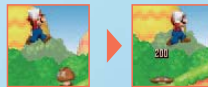
Press the jump button to jump: press and release for short jumps, and press and hold for longer jumps. Jumping on top of enemies is the most basic way to attack them. If you press the jump button right when you land on an enemy, you'll be able to jump higher than usual.

Hit Blocks from Below

Jump while standing beneath blocks to hit (and sometimes break) them. Hitting blocks from underneath allows you to attack any enemies standing on them.
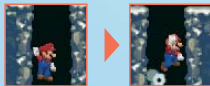
Ground Pound

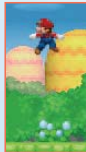Press down on the ✚ Control Pad while jumping to perform a ground pound. Use this to attack enemies below you as well as break bricks. If you want to break bricks, Mario has to be powered up.

Wall Jump

While sliding down walls, press the ✚ Control Pad in the direction of the wall and press the jump button to kick off the wall and jump upwards.

Double Jumps

Jump while dashing, then press the jump button again just as Mario touches down to perform high double and triple jumps.

Slide

Press down on the ✚ Control Pad at the top of slopes to go slip-sliding away. Mario will topple any enemies he hits while sliding.

Entering Pipes and Doors

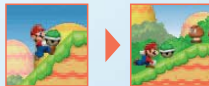Press the ✚ Control Pad in the direction of a pipe entrance to enter it.

Press up on the ✚ Control Pad to go through doors.

Swim

In the water, press and hold left or right on the ✚ Control Pad and press the jump button to swim.

Grab & Throw Items

Hit shelled enemies to make them hide inside their shells. Then, press the dash button to pick them up, and release the dash button to throw them. Shelled enemies aren't the only enemies you can pick up.

Climb on Fences

Press up on the ✚ Control Pad to grab on to fences. Then press up, down, left or right on the ✚ Control Pad to move. Press the jump button to let go.

Sidle on Walls

Press left or right on the ✚ Control Pad to sidle slowly along cliffs. Mario can still make short jumps while doing this.

Hang and Go

Press left or right on the ✚ Control Pad to move while hanging from edges. Press up on the ✚ Control Pad to climb up.

Swing on Ropes

Press up on the ✚ Control Pad to grab ropes and vines. Then, press left and right on the ✚ Control Pad to swing back and forth. Press the jump button to let go.

Hit Fences

Press the dash button while climbing to bang on a fence and attack enemies on the other side.
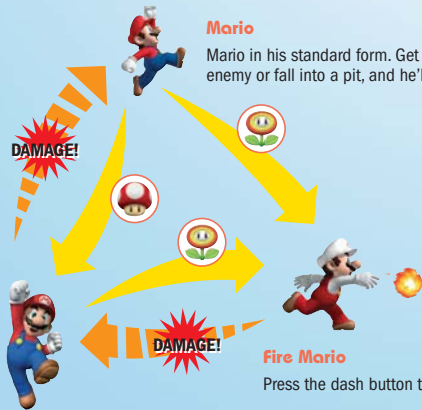
Turn Flip Panels

Press the dash button on flip panels to spin them and move to the other side.

Mario's Power-ups

Mario

Mario in his standard form. Get hit by an enemy or fall into a pit, and he'll lose a life.

DAMAGE!

Super Mario

Mario grows bigger and stronger when he gets a Super Mushroom. If he's hit by an enemy, he'll shrink back to standard Mario.

DAMAGE!

Fire Mario

Press the dash button to hurl fireballs.

3 Mega Mario

You can find Mega Mushrooms in ? Blocks and Flying ? Blocks. You can also get them from certain Toad Houses. Grab a Mega Mushroom to make Mario grow to colossal size for a short time. Mega Mario can smash enemies, blocks and even pipes simply by running into them.

Mega Meter

This meter keeps track of the damage Mega Mario causes to blocks, bricks, etc. If the Mega Meter is above a certain level when the Mega Mushroom wears off, the corresponding number of 1-Up Mushrooms will appear.

4   Mini Mario

Snag a Mini Mushroom to shrink Mario down to micro size. In this teeny form, Mario can go into small pipes and travel down tiny paths. Plus, he's so light that he can perform floating jumps and run on water! If he gets hit by an enemy though, Mini Mario's done for.

5   Shell Mario

When Mario picks up a special blue koopa shell, he'll transform into Shell Mario. Press left or right on the ✚ Control Pad while holding the dash button to perform a shell dash and go crashing into enemies. If Mario gets hit by an enemy when he's not shell dashing, he'll lose his shell and become Super Mario.

Shell Dash

Hit enemies while shell-dashing to send them flying. If you hit walls or blocks, Mario will go careening off in the opposite direction. To stop shell-dashing, simply release the dash button.

MARIO VS. LUIGI (Two Players)

Mario Vs. Luigi: Getting Started

Big Stars appear randomly all over the course. Move quickly and grab the stars before your opponent does.

1   Connecting

Players with DS Game Cards

Playing with someone who has a NEW SUPER MARIO BROS. Game Card (DS Multi-Card Play: P1, P2)

Select the top panel by tapping it, or choose it with the ✚ Control Pad and press the A Button to confirm.

If you select MARIO, you're Player 1. If you select LUIGI, you're Player 2.

Playing with someone who doesn't have a NEW SUPER MARIO BROS. Game Card (DS Download Play: P1)

Select the bottom panel by tapping it, or choose it with the ✚ Control Pad and press the A Button to confirm.
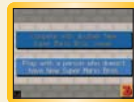
No matter which character you choose, you'll be Player 1.

Both players cannot choose to play as the same bro.
When communications are successfully established and an opponent has been detected, select YES.
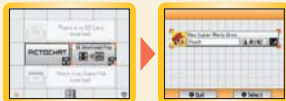
Go to the next page. (From this point until the game begins, Player 1 will be in charge.)

Players without DS Game Cards

DS Download Play: P2

On the **Nintendo DS Menu Screen**, select DS DOWNLOAD PLAY and then tap the NEW SUPER MARIO BROS. Panel.

Setting Game Rules

Personalise the rules of your versus game. Use either the stylus or the ✚ Control Pad to make menu selections and confirm your choices.

WINS
Choose the number of matches needed to win the competition.

MARIO'S LIVES
Select the number of lives Mario and Luigi have during the game.

Tap OK when you've finished setting up your rules.

BIG STAR
Set the number of Big Stars (see page 28) needed for victory.

COURSE
Set the course selection to CHOOSE EACH TIME or RANDOM.

Choose a course before each match or set the selection to Random.

Let the Bros. Battle Begin!

Viewing the Game Screens

The number of Big Stars Mario has collected and the number of lives he has remaining.

The number of Big Stars Luigi has collected and the number of lives he has remaining.

Big Stars

Collect Big Stars to win.

Coins

This shows how many coins you've collected. Once you collect eight coins, an item will appear, and this number will drop back to zero.

Progress Bar

This shows the location of Mario, Luigi and the Big Stars on the course.

Basic controls are the same as in the Single-Player Mario game.

How to Nab Big Stars

Here are some ways you can make your opponent drop Big Stars. Of course your opponent can do the same things to you, so be careful! Dropped Big Stars can be collected by either player.
• Jump on your opponent.
• Hit your opponent with a fireball or a shell dash.
• If he gets hit by enemies, falls off the course, gets crushed by walls, etc.

MINIGAMES (One to Four Players)

Minigames

There are two types of minigames in NEW SUPER MARIO BROS.: VS. BATTLE and 1 PLAYER. Tap 🔲 to proceed. Minigames use the stylus and the mic. For information on wireless communications, see pages 32 – 34.

1 VS. BATTLE

Players with DS Game Cards

Player who sets up vs. rules (DS Multi-Card Play: P1)	Player who does not set up rules (DS Multi-Card Play: P2 – P4)
If you choose CREATE GROUP	If you choose JOIN GROUP
When Players 2 through 4 appear, select START GAME.	Select the group you want to join (Player 1's name).

Proceed to the next page. (Player 1 will set up the game rules.)

DS Download Play: P2 – P4

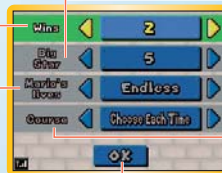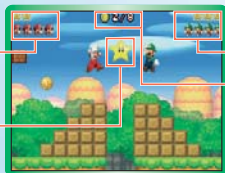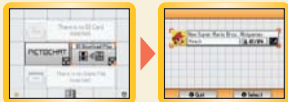On the **Nintendo DS Menu Screen**, select DS DOWN-LOAD PLAY. Then tap the NEW SUPER MARIO BROS. MINIGAMES Panel.

SHUFFLE

Shuffle will choose a random assortment of games from the genre you have selected. Points are awarded to players at the end of each game. Once the set number of games is finished, the player with the highest point total wins.

Set the number of games and the game genre to be played. Press START to open the **Setup Menu**.

Some games have adjustable difficulty settings. Adjust the settings here.

FREE PLAY

In Free Play, games are played one at a time, and the loser of each game selects the next game. Points are awarded at the end of each game, and the first player to reach 200 points wins.

Select the GENRE and MINIGAMES to be played.
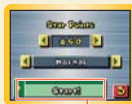
This is where you can adjust the number of Star Points awarded and, with certain games, the game difficulty.

Tap here to start playing!

---

2   1 PLAYER

Tap a minigame's icon to see how to play that game and to see the game's top scores. (Top scores are saved automatically.) Tap 🔙 to return to the **Game Selection Screen** or touch the screen anywhere else to start the game.

Press START to adjust settings.

GAME START

DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

Nintendo DS system . . . . *One for each player*
NEW SUPER MARIO BROS. Game Card . . . . *One*

Connection Procedures

Host System:
1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the NEW SUPER MARIO BROS. Panel.
4. Now, follow the instructions on page 25 or 29.

Client System:
1. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.
NOTE: Make sure the **Start-up Mode** of your system is set to MANUAL MODE.
For further details on how to set up the **Start-up Mode**, please refer to the Nintendo DS Instruction Booklet.
2. Touch DS DOWNLOAD PLAY. The **Game List Screen** will appear.
3. Touch the NEW SUPER MARIO BROS. Panel.
4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.
5. Now, follow the instructions on page 25 or 29.

DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

Nintendo DS system . . . . *One for each player*
NEW SUPER MARIO BROS. Game Card . . . . *One for each player*

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the NEW SUPER MARIO BROS. Panel.
4. Now, follow the instructions on page 25 or 29.

Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

The 📶 icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function.

DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.).
For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.

Within
10 metres

The ⬛ icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.

0	1	2	3

Weak ⟵⟶ Strong

When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:

- *Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.*
- *Keep the maximum distance between systems at 20 metres (65 feet) or less.*
- *The systems should face each other as directly as possible.*
- *Avoid having people or other obstructions between the Nintendo DS systems.*
- *Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.*

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