Thank you for selecting
New SUPER MARIO BROS.™ U for Wii U™.
This software is designed only for use with the
European/Australian version of the Wii U console.
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 content of the
⚠ Health and Safety Information application on
the Wii U Menu. It contains important information
that will help you enjoy this software.

## Language Selection

The in-game language depends on the one that
is set on the console. 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 console.
You can change the console language in
🔧 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

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

| | |
|---|---|
| Wii U GamePad | Wii Remote™ |

◆ Up to five people can play together. This requires one Wii U GamePad and up to four Wii Remotes (sold separately). ➡ 5

◆ A Wii Remote Plus can be used instead of a Wii Remote.

## Pairing Controllers

Open the HOME Menu and select CONTROLLER SETTINGS ⇒ PAIR. Follow the on-screen instructions to pair your controller.

Connect to the internet to use SpotPass™ ➡ 6 and Miiverse™. ➡ 14

◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide and the Internet section of 🔧 System Settings.

◆ You can pay to download extra courses. Check the Official Nintendo Site for details.

Parents and guardians can restrict certain features of the Wii U console through 🧍 Parental Controls on the Wii U Menu.
The following features can be restricted:

| Name | Description |
|---|---|
| Online Interaction in Games | Restricts the receipt of data through SpotPass. ➡ 6 |
| Using Miiverse | Restricts posting to Miiverse or viewing of posts made by other players, in order to protect children from inappropriate conversations or abuse from other players. |

## Playing Alone

This game can be played with the Wii U GamePad or the Wii Remote.

Play while watching the GamePad screen.

◆ You can leave the TV switched off.
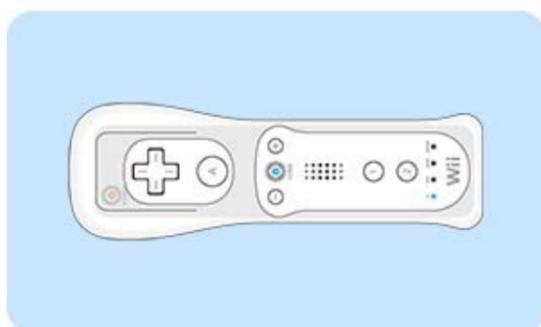
Play while watching the TV screen and holding the Wii Remote sideways.

## Playing with Friends

When two to five people are playing, actions available to you depend on the controller you are using.

## Wii Remote

Take control of a character.

◆ Players must use one Wii Remote each.
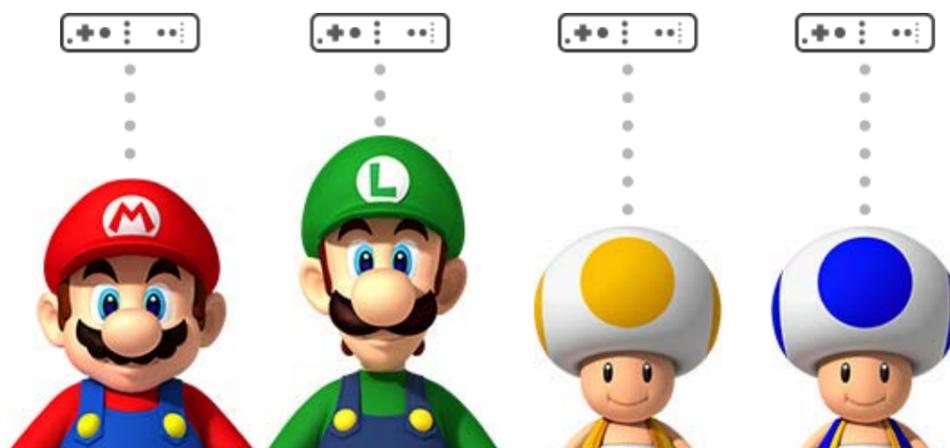
## Wii U GamePad

Help out your friends with Boost Mode.

◆ You cannot control any characters in this mode.

A maximum of five people (one GamePad and four Wii Remotes) can play simultaneously.

## Menus and Other Controls

Menus and other sections are controlled by Player 1.

| | Wii U GamePad | Wii Remote |
|---|---|---|
| Menu Navigation | ✛ | ✛ |
| Confirm | Ⓐ | ② |
| Cancel | Ⓑ | ① |

◆ Throughout this manual, controls will be displayed in the following order: Wii U GamePad/Wii Remote.

Select which mode to play.
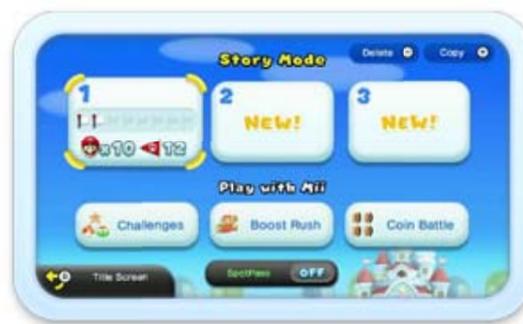
## Story Mode

Set out on an adventure to rescue Princess Peach! ➡ 8

To start a new game select NEW! To continue where you left off, select a file with save data.

🚩 : Number of worlds cleared

🍄 : Remaining lives

🚩 : Number of courses cleared

## Play with Mii

Anything goes in these modes. As well as Mario and the gang, you can play as your own Mii™.

| Challenges (1-2 players) ➡ 21 | Pit yourself against a variety of challenges. ◆ Only Boost Mode challenges can have two players. |
|---|---|
| Boost Rush (1-5 players) ➡ 22 | Play sped-up versions of courses and beat the fastest time. |
| Coin Battle (2-5 players) ➡ 23 | Compete with friends to see who can get the most coins! |

◆ As you progress through story mode, new courses and challenges will become available.

## Boost Mode

You can join in any time while your friends are playing through a course.

◆ This does not apply to certain areas such as Toad Houses.

## SpotPass

SpotPass features for this game can be turned on or off. Turn them on to receive updates and Mario-related promotions from Nintendo.

## Saving the Game

You can save at different times depending on the game mode.

### Story Mode

You can save the game whenever you clear a Tower or Castle. ➔ 8

◆ After viewing the ending you can save any time from the menu on the World Map.

● Quick Save

Open the menu on the World Map and select QUICK SAVE to create a temporary save file. ➔ 9

◆ When you restart the game from the point where you left off, the temporary save file will disappear.
◆ After restarting, select QUICK SAVE again to create another temporary save file.

### Play with Mii

| | |
|---|---|
| Challenges | Data is saved automatically when you beat the best score. |
| Boost Rush | Data is saved automatically when you make a new best time. |
| Coin Battle | You can only save Coin Edit courses. ➔ 24 |

## Deleting Save Files

You can delete save files on the main menu by pressing ⊖.

◆ Save files cannot be recovered once they have been deleted, so please be careful.

Here you can view the various courses that make up your adventure. Move Mario to a course and select it to begin.

| 1 | World and course names |

| 2 | Star Coins → 10 |

🪙 : Star Coins collected

⬡ : Star Coins not yet collected

◆ If you have collected Star Coins and passed a Checkpoint Flag → 11 but not cleared the course, translucent Star Coins will appear.

| 3 | Remaining lives |

| 4 | Course |

🔴 (Flashing): Uncleared course

🔵 : Cleared course

⚫ : Unavailable course

◆ If you cleared a course with Super Guide → 11 , 🔴 will remain lit and you can proceed to the next course.

| 5 | Tower / Castle |

A boss lies in wait for you at the end of each of these.

| 6 | Toad House |

Play games to win various items and 1-Up Mushrooms.

Meet up with Baby Yoshi to have him follow you into courses.

◆ Baby Yoshi will not enter Towers or Castles.

## Nabbit

Every now and then during the story, Nabbit will pop up and escape into a course to hide. Catch him and who knows what might happen?

## Menu

## Items

Press Ⓑ or ① to display the items you have. Select an item to use it.

## Map View

Press ⬚ / Ⓐ and move with ✛ to look around the whole map.
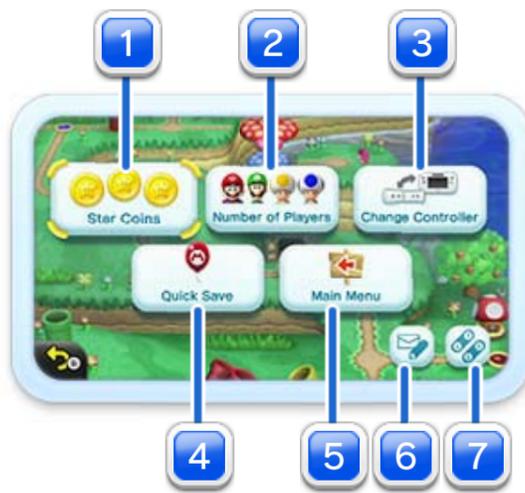
### 1 Star Coins

Check the number of Star Coins ➜ 10  you have collected.

### 2 Number of players

Change the number of people playing the game.

### 3 Change controller

Choose which controller(s) to play with.

### 4 Quick Save

Suspend the game and make a temporary save file of your current progress.

◆ Saving via Quick Save will cause a 🎈 to appear on the save file.

◆ "Save" will appear in place of "Quick Save" once the story ending has been viewed.

### 5 Main menu

Quit the game and return to the main menu.

### 6 Miiverse settings

Enable/disable posting to Miiverse ➜ 14  and adjust settings for viewing posts.

◆ It is possible to filter out posts that contain spoilers (any information that might hurt your enjoyment of the game).

◆ If you have configured Miiverse restrictions in 🚸 Parental Controls on the Wii U Menu, then Miiverse features will be disabled, even if the Miiverse settings have been enabled in this software. ← 4

Change the buttons for jumping and dashing.

◆ This will only be displayed while using the Wii U GamePad.

## Using the Menu During a Course

You can still bring up the menu, but the options are different. In story mode, you can only select QUIT if you have already cleared that course.

Defeat enemies and overcome obstacles as you make your way to the goal.



**1** Remaining lives

**2** Star Coins

will be displayed for Star Coins you've collected.

**3** Current coins

**4** Time remaining

**5** Score

Items and Objects

| | | |
|---|---|---|
| Coin | | Collect 100 coins to gain an extra life. |
| Super Star | | Become temporarily invincible. |
| 1-Up Mushroom | | Grab one of these to gain an extra life. |
| Star Coin | | Each course contains three Star Coins. Collect them and something good might happen! |
| POW Block | | Hit or throw this to create shockwaves that defeat all grounded enemies on-screen. |

◆ You'll come across many other items and contraptions as you play.

In general, each course has a Checkpoint Flag and a Goal.

## Checkpoint Flag

Touch this to retry from this point after losing a life.

◆ If you enter a different course, you will lose your checkpoint in the current course.
◆ Touch a Checkpoint Flag for the first time as Small Mario and you will transform into Super Mario.

## The Goal

Grab onto the Goal Pole to clear a course.

## Losing a Life

Mario will lose a life when:
· taking damage as Small or Mini Mario.
· falling into a hole or other hazard.
· the timer reaches zero.

## Game Over

If Mario loses his last life it's Game Over and you will restart from your last save with five lives.

## Super Guide

If you lose a life on the same course five times in a row, a Super Guide Block will appear. Hit the block to have Luigi clear the course for you.

◆ A Super Guide Block will only appear when playing alone.

◆ There may be times when the graphics and music go out of sync.

Two to four people can play on screen cooperatively. You'll be able to perform even more actions together ➡ 16 and you can even go into a bubble to avoid enemies.

### Adding Players

Add players to your adventure at any point during a course by pressing ⊕ on the Wii U GamePad.

### Going into a Bubble

Press Ⓐ to go into a bubble. While inside a bubble you won't take any damage. To burst out of the bubble, shake the Wii Remote to float closer to other players and touch them.

◆ If all players go into bubbles, then you will be returned to the World Map without losing a life.
◆ Entering a bubble manually can only be done in story mode.

### 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 cause all players to return to the World Map:

· all players lose a life at the same time.
· the last player in the course loses a life or enters a bubble.

Use the Wii U GamePad to help out your friends in a variety of different ways.

## Placing Boost Blocks

Touch the GamePad screen to place up to four Boost Blocks at any given time.

## Super Boost Mode

If your friends step on ten Boost Blocks then the Boost Star will appear. Touch the star to become temporarily capable of defeating enemies and hitting blocks.

◆ To do this, Boost Blocks must be stepped on while they display a playing card symbol (like 💟 ).

## Hinder Enemies

Some enemies will be surprised and stop in their tracks if you touch them.

## Disrupt Mechanisms

Touch lifts or other contraptions to temporarily halt them, or cause other effects.

# Bursting Bubbles

Burst a bubble by touching it.

You can post your game experiences and share them with players connected to Miiverse from many different countries.

◆ Miiverse features will become available as you progress through the adventure.
◆ You must have an internet connection and set up the Miiverse software beforehand.
◆ For more information, please start the 🎮 Miiverse software and select USER MENU ⇒ SETTINGS/ OTHER ⇒ MANUAL.

## Posting to Miiverse

❶ During certain points in story mode, you will see the screen on the right.

### Reasons to Post

● Repeatedly losing lives on the same course    →    Vent your frustration!

● Clearing a course with grace and style    →    Share your joy!

● And more…

❷ Follow the on-screen instructions to post your feelings to Miiverse. The post will be displayed on the World Map or when a player loses a life during a course.

## Viewing Other Players' Posts

### World Map

🎈 will be displayed wherever there is a post. When playing the game on the TV screen, the contents of the post will also appear on the Wii U GamePad.

## When Using the Wii Remote

View posts by pressing Ⓐ to go into map view.

## Course Screen

❶ Lose a life in the same place as other players who have made a post.

❷ Posts from those players will be displayed.

|  | Wii U GamePad ▼ | Wii Remote ▼ |
|---|---|---|
| Move | ✛ | ✛ |
| Duck | ✛ | ✛ |
| Dash | Hold down Ⓨ while moving | Hold down ① while moving |
| Jump | Ⓑ | ② |

· The longer you hold the button, the higher you jump.
· Jump while dashing to jump higher and farther.

|  | Wii U GamePad | Wii Remote |
|---|---|---|
| Spin Jump | ▣ZR | Lightly shake the Wii Remote |
| Ground Pound | Press ✛ while in mid-air | Press ✛ while in mid-air |
| Double and Triple Jumps | Jump while dashing, then press Ⓑ again just as you land | Jump while dashing, then press ② again just as you land |
| Hold items | Hold down Ⓨ and touch an item | Hold down ① and touch an item |

· Release Ⓨ / ① to throw the item.

## Stomp Enemies

Jump on top of enemies to attack them and press Ⓑ / ② as you hit them to jump higher

◆ On the GamePad, Ⓨ / Ⓧ, Ⓑ / Ⓐ, ▣ZL / ▣L and ▣ZR / ▣R share the same functions.
◆ There are various other actions that can be performed.

|  |  | Wii U GamePad | Wii Remote |
|---|---|---|---|
| Enter a pipe | | Press ✛ in the direction of the entrance | Press ✛ in the direction of the entrance |
| Enter a doorway | | Press ✛ in front of the door | Press ✛ in front of the door |
| Slide | | Press ✛ on a slope | Press ✛ on a slope |
| Swim | | Press Ⓑ under water | Press ② under water |
| Wall jump | | Jump against a wall and press Ⓑ | Jump against a wall and press ② |
| Grab onto hanging objects | | Jump to grab onto hanging objects | Jump to grab onto hanging objects |
| Grab onto a pole | | Press ✛ in front of a pole | Press ✛ in front of a pole |
| Grab onto a fence | | Press ✛ when in front of the fence | Press ✛ when in front of the fence |

## Multiplayer Actions

| Enter a bubble | Ⓐ |
|---|---|

· To burst out of the bubble, shake the Wii Remote to float closer to other players, and touch them.

| Pick up a friend | Hold down ① and shake the Wii Remote |
|---|---|
| · Release ① to launch your friend over a short distance. | |

| Synchro Ground Pound | With two or more players, press ✚ in mid-air at the same time |
|---|---|
| · Defeats all grounded enemies on screen. | |

Collecting items such as the Super Acorn will transform Mario into one of several different forms and give him special abilities. ➡ 18



Small Mario

DAMAGE!

Super Mario

DAMAGE!

Flying Squirrel Mario
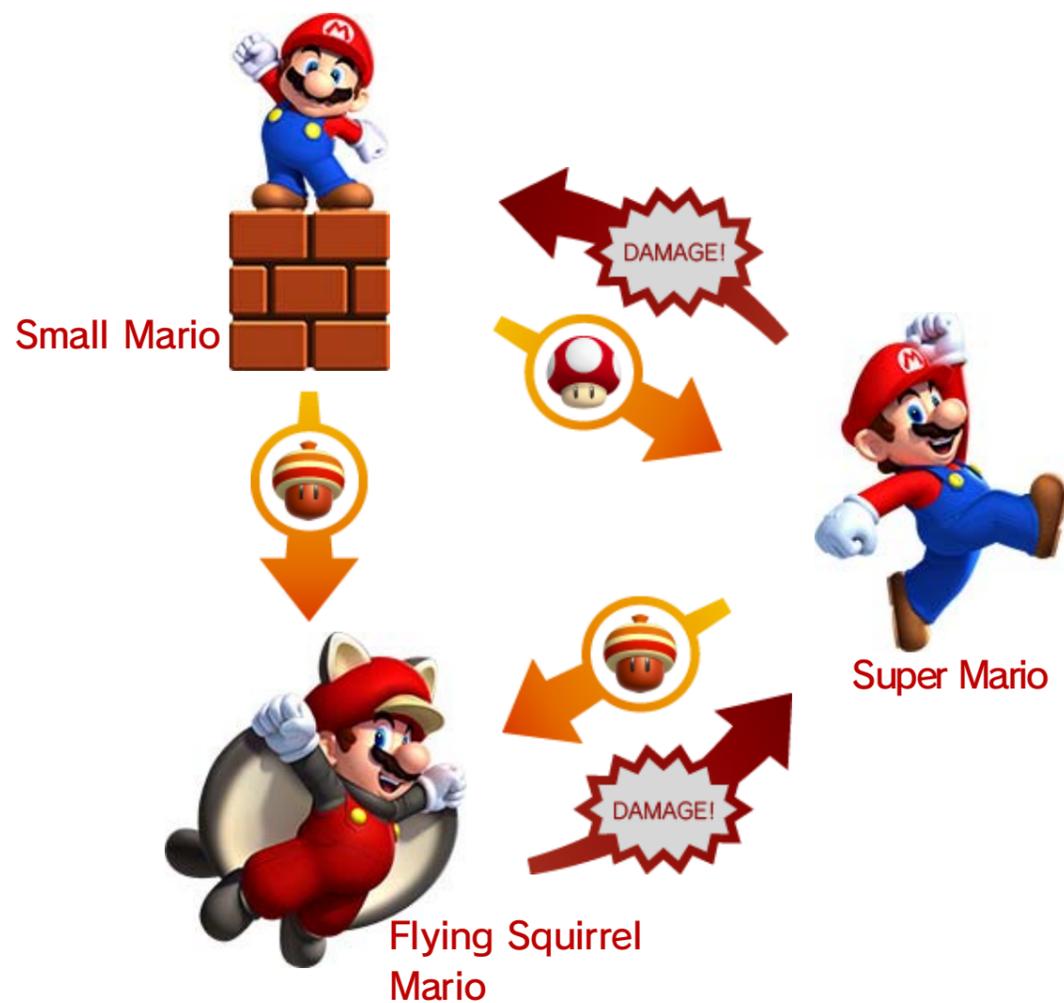
● Being hit by an enemy will make Mario lose his special abilities.
● There might be places you can only reach with certain power-ups...

◆ Luigi and the Toads are able to transform in the same way as Mario.

## Flying Squirrel Mario

Transform with a Super Acorn.

Glide through the air and cling to walls for a brief moment.

| | Wii U GamePad | Wii Remote |
|---|---|---|
| Glide | Hold down Ⓑ in mid-air | Hold down ② in mid-air |
| Flying Squirrel Jump | Press ZR in mid-air | Shake the Wii Remote in mid-air |

◆ The Flying Squirrel Jump can only be performed once in mid-air.

## Fire Mario

Transform with a Fire Flower.

Attack enemies by hurling fireballs.

| Throw fireballs | Ⓨ | ① |
|---|---|---|

## Ice Mario

Transform with an Ice Flower.

Freeze enemies by throwing ice balls at them.

| Throw ice balls | Ⓨ | ① |
|---|---|---|
| Pick up a frozen enemy | Press ⓏⓇ while holding down Ⓨ | Shake the Wii Remote while holding down ① |

・ Release Ⓨ / ① to throw a frozen enemy.

## Mini Mario

Transform with a Mini Mushroom.
You can get through tight spaces and dash over water in this form. You can even run up walls! However, Mario's attacks will be weak, so you can only defeat enemies by Ground Pounding.
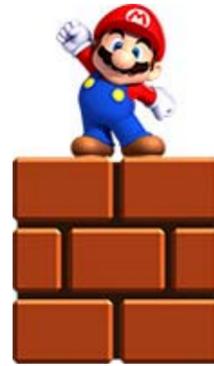
◆ Taking damage in this form will make Mario lose a life.

Find an egg 🥚 and Yoshi will hatch out of it. To ride on him simply jump on top.

| | Wii U GamePad | Wii Remote |
|---|---|---|
| Flick out tongue (Eat enemies) | Ⓨ | ① |
| · Shelled enemies and certain items can be spat out by pressing Ⓨ or ①. | | |
| Flutter Jump | Hold down Ⓑ in mid-air | Hold down ② in mid-air |
| Dismount Yoshi | ZR | Shake the Wii Remote |

### Eating Fruits 🍎

Each time Yoshi eats a Fruit the meter will build up. Once it's full, Yoshi will lay an egg, and an item will hatch from it.

### Taking Damage

If Yoshi takes damage he will run away, but if you manage to catch up with him you can ride on him again.

Run into certain enemies while holding Baby Yoshi and he will gobble them up. Pressing ⒵ / shaking the Wii Remote will make Baby Yoshi use a special power.

| | | |
|---|---|---|
|  | Balloon Baby Yoshi | This Baby Yoshi can inflate to let you float in the air.<br>◆ Balloon Baby Yoshi will deflate after a short time. |
|  | Bubble Baby Yoshi | This Baby Yoshi spits out bubbles. Any enemy trapped in a bubble will be turned into coins or items. |
|  | Glowing Baby Yoshi | This Baby Yoshi emits a bright glow, illuminating the surroundings and startling enemies. |

◆ Unlike other Baby Yoshis, Glowing Baby Yoshi appears only if you hit a block in certain courses.

### Water? Have No Fear!

Baby Yoshi can even help you swim underwater. While holding him, press ✚ to move freely in the water. Press ⒵ or shake the Wii Remote to do a water spin.

Pit yourself against Time Attack and various other challenges. Achieve the objectives to earn 🟡, 🔘, and 🟤 medals.

## Choosing a Challenge

❶ Choose a challenge type with ✛, and select a challenge with ✛.



❷ You can check the objectives for each medal. Select START to begin a challenge.



### Replay Movies

A replay movie can be saved each time you get a new high score.

◆ One replay movie can be saved for each challenge.
◆ There may be times when the graphics and music go out of sync.

Challenge a series of courses and try to clear them in the shortest time possible. As well as being able to play with Mario and the gang, you can play with Mii characters too.

◆ You can select any Mii you have created using Mii Maker™. For more details please read the Mii Maker electronic manual from the HOME Menu.

## Selecting a Course Pack

Choose a course pack and select START to begin.

## How to Play

Head for the goal. Collect a Star Coin or a set amount of coins to increase the speed at which the screen scrolls.

**Speedometer**

Shows the current screen scroll speed.

All players share the remaining lives and coins collected.

Go head to head to see who can collect the most coins. Gather three or four players for a Team Battle.

## Choosing a Course

Pick a course with ✥.



1 **Switch between worlds**

2 **Number of points**

This will be reset once a Coin Battle session ends.

Choose RANDOM BATTLE to play in randomly selected courses.

## Coin Courses

Only Coin Courses let you use Coin Edit to alter the placement of coins.

Head to the goal while collecting as many coins as you can. You won't know exactly how many coins each player has until the goal is reached, but a ⭐ will appear above the player in the lead during the course.

Create your own Coin Courses by using the Wii U GamePad to place coins wherever you like.

## How to Edit

Look around the whole course using Ⓛ, Ⓡ or ✛, and touch the touch screen to place coins. Touch a coin again to remove it.

### Coin types

Switch between different coin types.
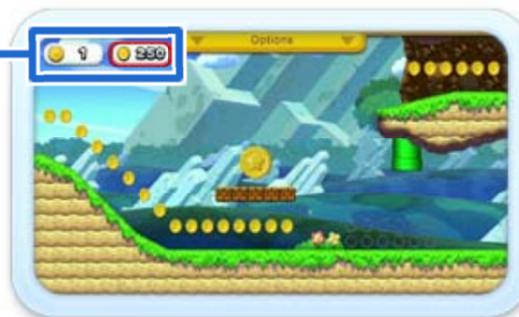
### Options

Touch [▼ Options ▼] to reset the coins you have placed, and to save your creation.

## Support Information

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

For technical support and troubleshooting, please refer to the Operations Manual for your Wii U console or visit:
support.nintendo.com