

# SUPER MARIO 3D WORLD™

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Thank you for selecting SUPER MARIO 3D WORLD™ 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 contents 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](http://www.pegi.info)

USK (Germany):

[www.usk.de](http://www.usk.de)

Classification Operations Branch (Australia):


[www.classification.gov.au](http://www.classification.gov.au)

OFLC (New Zealand):

[www.censorship.govt.nz](http://www.censorship.govt.nz)

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



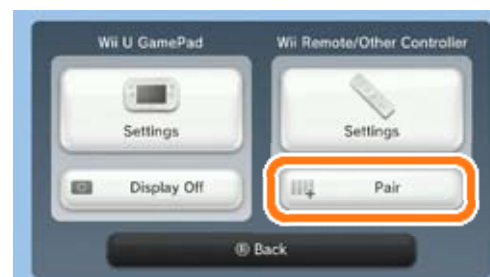
- ◆ Up to four people can play together. This requires one Wii U GamePad. 
- ◆ Only one Wii U GamePad can be used with this software at a time.
- ◆ A Wii Remote Plus can be used instead of a Wii Remote.
- ◆ A Classic Controller can be used instead of a Classic Controller Pro.

### Pairing Controllers


Open the HOME Menu and select CONTROLLER SETTINGS ⇒ PAIR.

Follow the on-screen

instructions to pair your controller.






### Surround Sound



This software supports Linear PCM 5.1 surround sound. To enable surround sound output, select the TV option in the  System Settings application, then set the sound type to SURROUND.


- ◆ To use surround sound with this software, please connect your Wii U console to supported audio equipment using an HDMI™ cable.

- ◆ For information on compatibility and settings, please consult the documentation for your audio equipment.

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  15 and use Miiverse™.  16

- ◆ Nintendo Network settings can be changed in  Menu, accessed from the World Screen.
- ◆ 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.

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 use of Miiverse and the exchange of Ghost Mii characters.
Miiverse	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.



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.



: Remaining lives



: Number of Green Stars collected → 12



: Number of Stamps collected → 12

## Copying and Deleting Save Data



Press ⊕ to copy save data to another file.

Press ⊖ to delete save data.

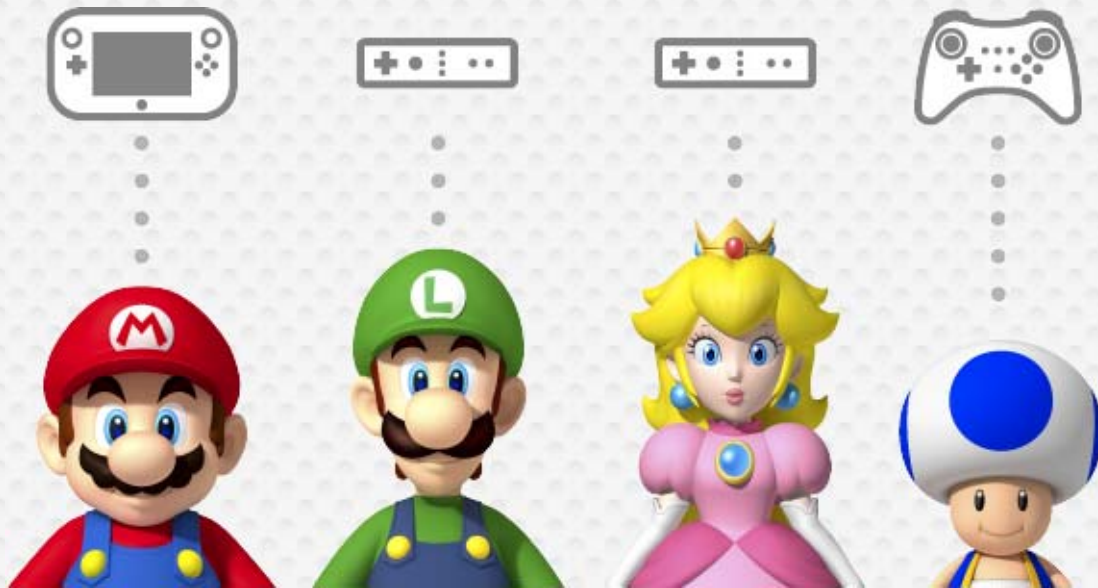
◆ Save files cannot be recovered once they have been deleted, so please be careful.

### Saving

Data will be saved automatically whenever you clear a course → 10 and return to the World Screen. → 7

Select a character to play as. 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.



**1** Current world and course

**2** Remaining lives

**3** Number of Green Stars collected

**4** Number of Stamps collected

**5** Collected coins → 12

**6** Item storage → 9

**7** Flags

These indicate whether or not a course has been cleared.



: Not cleared



: Cleared



: Cleared by grabbing the top of the Goal Pole

→ 10

**8** Castles

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

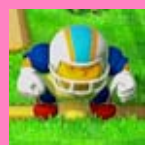
9 Captain Toad's Adventures → 11

10 Course

## Other Locations

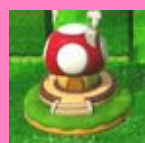


There are a number of other locations where you can battle enemies or gain items.



Enemies

Defeat these enemies and new courses will appear.



Toad House

Open the big or small box to get any items inside.



Sprixie House

Find new Stamps here.

◆ There are other exciting locations too!





### Move



### Dash (while moving)



### Jump



### Menu



### View Map



- ◆ 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.



## The Map Screen




On the Map Screen, you can travel to different worlds, check which courses you have cleared

 and view your collection of Stamps. 



## 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, Pro Controller or Wii Remote and Nunchuk.




### Pan Camera




### Zoom

 **on the World Screen**

 on the World Screen

### Camera Height

 **on the Course Screen**

 on the Course Screen

## Camera Reset

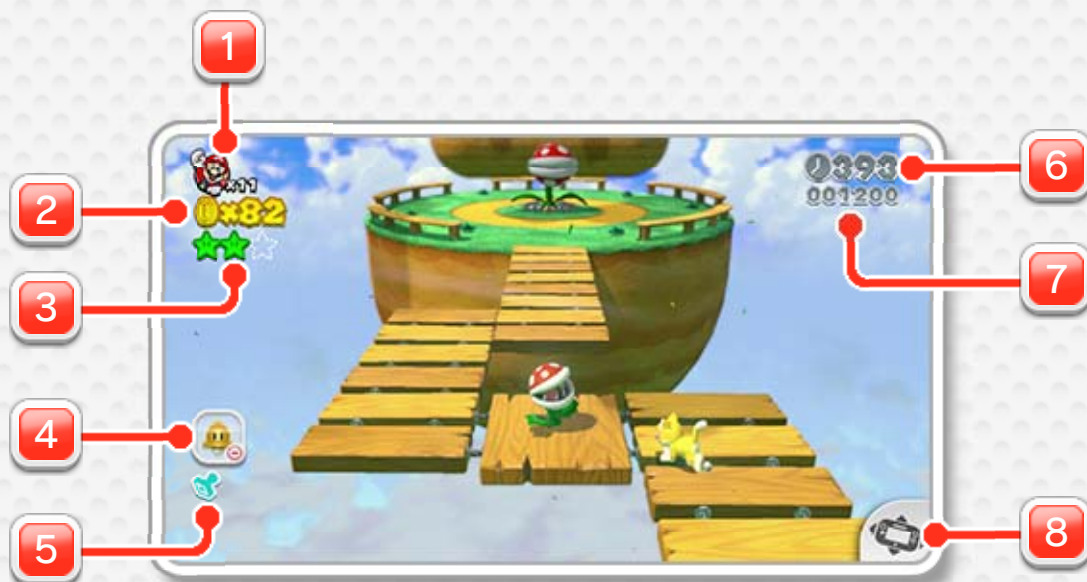


—





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  $\ominus$  when you need to use the power-up item.  $\rightarrow$  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 try again from that point if you lose a life.



- ◆ If you exit the course, you'll lose your checkpoint.
- ◆ Touch a Checkpoint Flag for the first time as Small Mario and you will transform into Super Mario. [→ 19](#)



### The Goal Pole

Grab onto the Goal Pole to clear a course and return to the World Screen. Points will be given according to the time left on the countdown timer, and the height the Goal Pole is grabbed at.



## 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.



## 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.

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.

Move



Dash

Y while moving

◆ 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.

## Plessie's Rapid Rides



Hop on Plessie's back for a white-knuckle downriver ride in these special courses. Hold on tight!



## Controlling Plessie



### Move



### Control speed



### Jump



- ◆ When using the Wii U GamePad or Wii U Pro Controller, (A) has the same function as (B).
- ◆ 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 course!



Coin

Collect 100 coins to get an extra life.



1-Up Mushroom

Pick up one of these to get an extra life.



+ Clock

Grab these to add extra time to the countdown timer.



Super Star

Become temporarily invincible.



Green Star

Collect these and use them to unlock new courses.



Stamp

Collect Stamps to use them in your Miiverse posts.

[→ 16](#)**Power-ups**





Super Mushroom

Transforms Small Mario into Super Mario.



Super Bell

Transforms Mario into Cat Mario.

→ 20



Super Leaf

Transforms Mario into Tanooki Mario.

→ 20



Boomerang Flower

Transforms Mario into Boomerang Mario.

→ 20



Fire Flower

Transforms Mario into Fire Mario.

→ 20



Double Cherry

Splits Mario into Double Mario.



Mega Mushroom

Transforms Mario into Mega Mario.



Propeller Box

While wearing this, Mario can fly upwards.

→ 20



Cannon Box

While wearing this, Mario can fire cannon balls.

→ 20

- ◆ That's not all! Find other items as you play.
- ◆ Luigi, 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.

→ 18

### Adding Players

Join the fun at any time! Press **(A)** or **(2)** on the controller you want to use while on the World Screen, or even during a course.



### Going into a Bubble

Press **(L/R)** to go into a bubble. While inside a bubble you won't take any damage. The bubble will burst if you press **(B/A)**, or if another player touches it. → 18



◆ 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. Complete the next course while wearing the crown, and 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 you having to restart the course:

- All players lose a life at the same time.
- The last player in the course loses a life when all other players have lost their lives or are in bubbles.
- The timer reaches zero.

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

Some course elements can be interacted with by blowing into the microphone or using the touch screen.



### Reveal Hidden Objects

Touching items like invisible blocks and coins will make them visible.



### Hinder Enemies



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 and blowing using the GamePad in lots of different places.



Once you've made some progress 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?

A Ghost Mii is a character that exactly recreates how another player completed a course.

- ◆ Each time you play, a Ghost Mii is created on the first course you clear  without losing a life.
- ◆ Ghost data is exchanged automatically.
- ◆ The Ghost Mii feature can be restricted in Parental Controls. 





## Follow that Ghost!



You can play through courses together with Ghost Mii characters. Some of them carry gifts, so try to keep up!



If you choose to enable

 Nintendo Network features  3 when the option becomes available, you will be able to post to  Miiverse and use any Stamps  12 you've collected, as well 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.

## 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



Miiverse Post icon

displayed by Mii characters dotted around the World Screen. To make your own Miiverse post, touch the Miiverse Post icon.



## Stamps

These are found  
in Sprixie  
Houses or  
hidden around  
courses. Use



Stamps to make your handwritten posts  
really stand out on Miiverse!



## Move



## Dash (while moving)



## Jump



## Crouch



## Ground Pound (while in mid-air)



## Roll



## Long Jump (while moving)



## Rolling Long Jump (during a roll)

Ⓑ

②

Ⓐ

## Crouch Jump

Hold down **Ⓩ**  
+ Ⓑ

Hold down **ⓑ**  
+ ②

Hold down **Ⓩ**  
+ Ⓐ

## Side Somersault

**While**  
dashing: **Ⓛ**  
(reverse  
direction) +  
Ⓑ

While  
dashing: **Ⓡ**  
(reverse  
direction) +  
②

While  
dashing: **Ⓢ**  
(reverse  
direction) +  
Ⓐ

## Hold Objects

Hold **Ⓨ** and  
touch an  
object

Hold ① and  
touch an  
object

Hold **ⓑ** and  
touch an  
object

## Throw Objects

**While holding**  
an object,  
release **Ⓨ** to  
throw it

While holding  
an object,  
release ① to  
throw it

While holding  
an object,  
release **ⓑ** to  
throw it

## Jumping

Hold down **B** longer to jump higher. You can jump even higher and faster while dashing. Jump on top of enemies to attack them, and hold down **B** while doing so to jump higher than normal.



- ◆ There are a number of other possible actions.
- ◆ 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**.



### Wall Jump

When sliding  
down a wall  
press **B**

When sliding  
down a wall  
press **2**

When sliding  
down a wall  
press **A**

### Enter Horizontal Pipe

**Left Stick** in the  
direction of  
the entrance

Press **+** in  
the direction  
of the  
entrance

**Right Stick** in the  
direction of  
the entrance

### Go Down Pipe

Press **ZL** on  
top of the  
pipe

Press **B** on  
top of the  
pipe

Press **Z** on  
top of the  
pipe

### Slide

Press **ZL** on a  
slope

Press **B** on a  
slope

Press **Z** on a  
slope

### Swim (when underwater)

**B**

**2**

**A**

## Multiplayer Actions



### Enter a bubble

**L**

**A**

**C**

### Burst out of a bubble

**B**

**2**

**A**

### Pick up a friend

**Hold Y next  
to a friend**

**Hold 1 next  
to a friend**

**Hold B next  
to a friend**

### Throw a friend

**Release Y**

**Release 1**

**Release B**





### Synchro Ground Pound (while in mid-air)


**Press ZL at  
the same  
time as other  
players**

**Press B at  
the same  
time as other  
players**

**Press Z at  
the same  
time as other  
players**

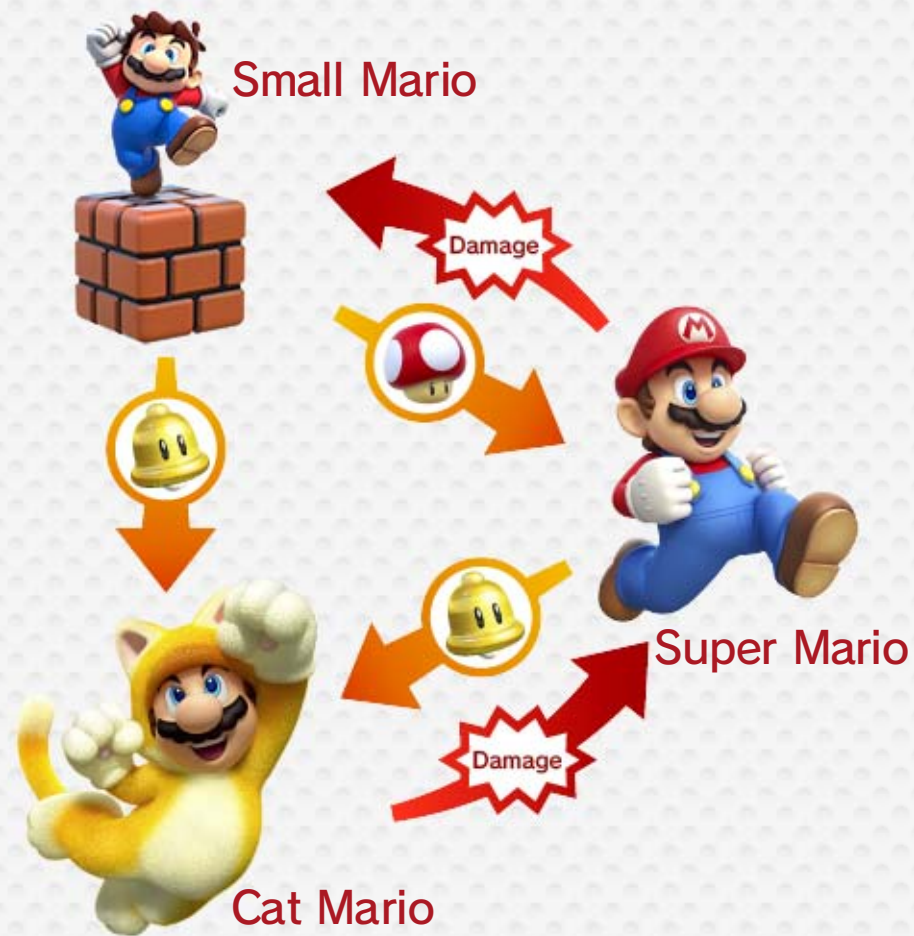
- ◆ Synchro Ground Pound can be used to defeat a number of nearby enemies at once.
- ◆ There are other possible actions besides those described above.
- ◆ When using the Wii U GamePad or Wii U Pro Controller, **A** and **B** have the same function, as

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 .



Collecting items such as the Super Bell will transform Mario into one of several different forms and give him special abilities. → 20



• 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, 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



### Pounce



### Claw Dive (while in mid-air)


Hold down 


Hold down 

Hold down 

### Climb Walls

 after  
jumping onto  
a wall

Press  after  
jumping onto  
a wall

 after  
jumping onto  
a wall



## Tanooki Mario

## Transform with a Super Leaf

Attack enemies with your tail, and float down gently when in mid-air.



### Tail Attack

Y

1

B

### Tail Spin

ZL + Y

B + 1

Z + B

### Float Downwards (while in mid-air)

Hold down B

Hold down 2

Hold down A



## Boomerang Mario

## Transform with a Boomerang Flower

Attack enemies by throwing boomerangs.



### Throw Boomerang

Y

1

B



## Fire Mario

## Transform with a Fire Flower

Attack enemies by hurling fireballs.



### Throw fireballs

Y

1

B



## Propeller Box

Jump into a Propeller Box to wear it

Fly high into the air.



### Fly Upwards

Hold down B

Hold down 2

Hold down A



## Cannon Box

Jump into a Cannon Box to wear it

Fire a stream of cannon balls.



## Supercharged Shot

Hold down **Y**  
to charge,  
then release  
to fire

Hold down **1**  
to charge,  
then release  
to fire

Hold down **B**  
to charge,  
then release  
to fire

- ◆ 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:** This game is protected by copyright! The unauthorised copying of this game and/or distribution of such copies may lead to criminal and/or civil liability. This game, instruction manual and other written materials accompanying this game are protected by intellectual property laws.

The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.

A system update may be required to play.

For use with the European/Australian version of the Wii U console only.

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Wii U is a trademark of Nintendo.

## Support Information

For product information, please visit the  
Nintendo website at:  
[www.nintendo.com](http://www.nintendo.com)

For technical support and troubleshooting,  
please refer to the Operations Manual for your  
Wii U console or visit:  
[support.nintendo.com](http://support.nintendo.com)