

MARIO'S MOVES

NINTENDO 3DS SOFTWARE QUICK GUIDE – SUPER MARIO 3D LAND™

Electronic Manual

Select the icon for this software on the HOME Menu and touch MANUAL to view the electronic manual. Please read this manual thoroughly to ensure maximum enjoyment of your new software.



Basic Actions

Mario can perform other actions in addition to the ones listed here. For details, please refer to the reverse side of this quick guide, or the software's built-in instruction manual.



Fire Mario
Fireball

Y (X)

Tanooki Mario
Tail Attack

Y (X)
Slow Fall

In mid-air
Hold B (A)

L or **R** **Crouch**

Mario can move while crouching.

While moving
Y or **X** **Dash**

Jump while dashing to jump higher and farther.

Move

During course selection, you can move to a course simply by touching it.

B or **A** **Jump**

Press the button when in water to swim.

Switch 3D View

Normal View
Extended Depth

Item Storage Touch a stored item to use it.

START
Pause

Shift Camera You can also use **+**.

Roll



Ground Pound

In mid-air:  ()



Long Jump

While moving:  + 
() ()





Side Somersault

While dashing:  + 
()



Wall Jump

While sliding
down a wall: 
()






Crouch Jump

 (hold)
()
+

()



Use Binoculars

 Move system,
zoom with /



This software title includes an electronic manual to reduce the amount of paper used in its packaging. For support, please consult the electronic manual, the Nintendo 3DS Operations Manual or the Nintendo website. The electronic manual is available in PDF format on the Nintendo website.

IMPORTANT: Please read the separate Important Information Leaflet.

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