

Mario & Luigi™: Paper Jam Bros.

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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.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.
- ◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu. You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

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 System Settings electronic manual.

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

Classification Operations Branch
(Australia):
www.classification.gov.au

OFLC (New Zealand):
www.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/documents/

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which includes the Nintendo 3DS Code of Conduct.

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Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.

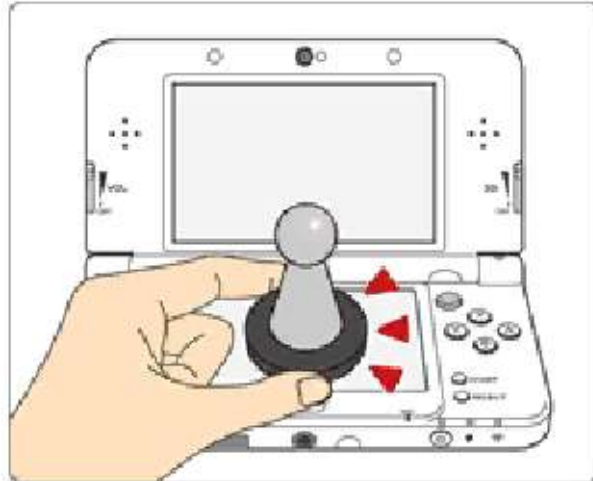
After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

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CTR-P-AYNP-00





This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the Touch Screen of a New Nintendo 3DS/New Nintendo 3DS XL system.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.

For more information, visit:

- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)

- ◆ Each amiibo can only hold game data for one software title at a time. In order to create new game data on an amiibo that already has data saved on it from another game, you must first delete the existing game data. You can do this by going to the HOME Menu ⇒  ⇒ amiibo Settings.

- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If the data on your amiibo becomes corrupted and cannot be restored, go to the HOME Menu ⇒  ⇒ amiibo Settings and reset the data.

The Nintendo 3DS NFC Reader/Writer is required to use amiibo with a Nintendo 3DS/3DS XL/2DS system.

IMPORTANT

A light touch on the Touch Screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.



Mario & Luigi™: Paper Jam Bros. is an action RPG in which Mario and Luigi join forces with Mario's paper alter ego. When the paper Princess Peach and her two-dimensional subjects fall out of a mysterious book, it's up to you to get them back safely to their own world!



On the title screen, tap "Start Game" or press **A** to start.



File Select Screen

Choose the file you'd like to use. When you've selected a file, the Selection Menu will be displayed.



Menu Controls

Change selection	C / +
Confirm	A
Cancel	B

- ◆ You can also choose and confirm menu items by tapping them.



Selection Menu

Select "Start" to open the file and start playing.



Delete

Delete the selected file.

Deleting All Data



You can delete all save data by holding down **(A)**, **(B)**, **(X)** and **(Y)** right after loading the game, before the title screen appears.

- ◆ Please be very careful when deleting data. Once data is deleted, it cannot be restored.

Copy

Copy the data of the selected file into the other file slot.

- ◆ If there's already data in the file which is being copied to, it will be overwritten.





Saving Data

While on the Field Screen (p. 6), touch "Save" to bring up the Save Screen, where you can save your game progress.

Auto-Saving

Game progress will be automatically saved in the following situations:

- When creating a character card (p. 21) using an amiibo.
- When attempting a Battle Ring or Attackathon challenge. (p. 24)

- Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/ SD card inserted into the system while saving. Make sure not to 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.





① Actions








The action that will be performed when you press **A**/**B**/**Y** (p. 8).

② HP

This represents the remaining health of Mario and company.

3 Map

Shows information about the surrounding area. You can zoom in or out by tapping, or touch and drag to move around the map.

	Your position
	Next objective
	Recovery Block
	Shops
	Lakitu Info Centre
	Map link
	Paper Pipe location

4 Save

Tap here to save your progress through the game.

5 Action Icon

Switch the actions (p. 8) that Mario and his companions will perform.

6 Menu

Tap here to display the Menu Screen (p. 20).



Things You'll See

Blocks

Bash them from underneath and see what happens!



? Block

Provides you with useful things like coins or items.



Recovery Block

Restores all of your HP and BP (p. 11).

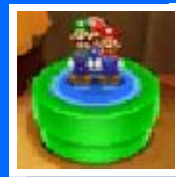


Character Block

Provides you with useful things like coins or items - but only if you bash it with the right character!

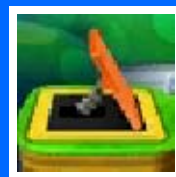
Pipes

Jump onto or walk into a pipe to be transported to another location.



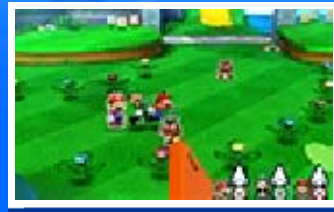
Jump Platforms

Use the Dash action (p. 8) to get on top. Then you'll execute a huge jump!








Move Mario, Luigi and Paper Mario around the field to get from place to place.



Moving

Use  to move Mario and company around.






Actions

Press ,  or  to perform an action (p. 8) with the character corresponding to that button.



Other Controls

Reading Messages

When the  icon appears, press any of , , , or  to proceed to the next message.

Fast-Forward

While the  icon is displayed, you can hold  to fast-forward through the scene.



- ◆ There are some scenes that can't be fast-forwarded.



New Nintendo 3DS Controls

When playing on a New Nintendo 3DS or New Nintendo 3DS XL, you can use its extra inputs to do the following things.

Using Recovery Items

Press  to recover all your HP, or  to recover all your BP using items.

- ◆ If you don't have enough items to recover completely, you'll recover as much as possible using the items you do have.


Moving the Map View

You can move around the map using .



Press **A** to perform an action with Mario, **B** to perform an action with Luigi, or **Y** to perform an action with Paper Mario.

Switching Actions

Press **L/R**, or tap one of the action icons such as  on the Field Screen, to switch between the different actions Mario and his companions can perform.

- ◆ Some actions will automatically become active when you approach a character or an object.

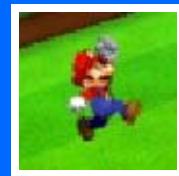


Solo Actions

These actions are performed by a single character.

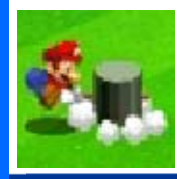
Jump

Jumping can help you reach higher places, and also hit blocks.



Hammer

Swing your hammer to destroy rocks and blocks, or to hit switches.



Talk

When this icon appears, press the button to talk to the character standing in front of you.

Check

When this icon appears, press the button to investigate the object in front of you.

Slipping Through Gaps

By investigating narrow gaps, you can enter them to reach new areas or see what's inside.

- ◆ Only Paper Mario can slip through gaps.



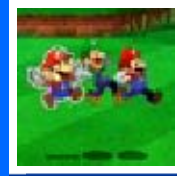
Trio Actions

These actions are performed by all three characters together.

- ◆ These actions will become available as you progress through the game.

Team Jump

Press \otimes to make all three characters jump at once.



- ◆ You won't jump as high as when jumping solo, but you'll travel further.

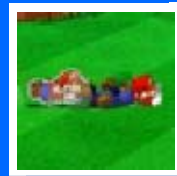
Dash


Hold down \otimes to get ready, then hold \odot in any direction as you release \otimes to start dashing in that direction.



Slide

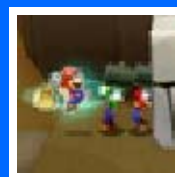
During quests where you have to capture characters (p. 9), you can perform a slide action by pressing $\textcircled{A}/\textcircled{B}/\textcircled{Y}$ in the middle of a dash.



- ◆ It's easiest to catch your target if you press the button when  appears.

Trio Hammer

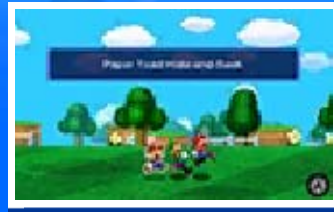
Press $\textcircled{A} \rightarrow \textcircled{B} \rightarrow \textcircled{Y}$ with good timing for a powerful hammer attack that can even destroy huge rocks.



- ◆ There are more Trio Actions besides these to discover!



As you progress through the game, you'll be able to take on quests.



Tackling Quests

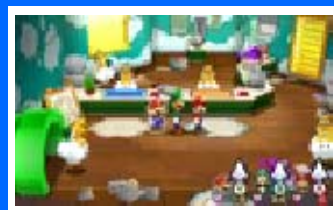
Try to clear the quest's objective by completing minigames and performing actions.

- ◆ Touch "Info" on the lower screen to view the quest's objectives, or give up on a quest for now.
- ◆ If you give up on a quest, you'll return to where you were before you started it. Any progress made during the quest will be lost.
- ◆ You can't save the game during a quest.



Lakitu Info Centre

You'll find these helpful facilities throughout the world, and they'll offer you quests such as Paper Toad Rescue.



Paper Toad Rescue

These are special quests where your goal is to rescue Paper Toads. If you rescue enough, something good might happen...?



When you touch an enemy in the field, a battle will begin.



Preemptive Attacks

If you touch an enemy in one of the following ways, you'll perform a preemptive attack, dealing damage before the battle starts.





- Jump on an enemy
- Hit an enemy with your hammer
- Dash into an enemy


If you strike the ground near an enemy with the Trio Hammer action, the enemy will stop moving, making it easier to perform a preemptive attack.

Ambushes

If an enemy touches you from behind, you'll start the battle with the Trip status (p. 16).



Choose Command Blocks with  and use the characters' action buttons (, , ) to select and perform actions.

◆ You can cancel selections with .



The Battle Screen



1 Command Blocks

Jump

Jump on an enemy to deal damage.

◆ You'll be damaged yourself if you jump on a spiked enemy!

Hammer

Whack an enemy with your hammer.

- ◆ Your hammer can't reach enemies in the air.

Flee

Run from the battle.

- ◆ When facing certain enemies, such as bosses, you won't be able to run.

Item

Use an item to obtain useful effects such as healing.

Bros. Attack (p. 14)

Use a special attack in which Mario and Luigi work together.

- ◆ Only Mario and Luigi can choose the Bros. Attack block.

Copy (p. 13)

Create copies of Paper Mario.

Trio Attack (p. 14)

Use a special attack in which Mario, Luigi and Paper Mario all work together.

- ◆ Only Paper Mario can choose the Copy and Trio Attack blocks.

Hint

View helpful tips about the enemies you're fighting or suggested strategies.

- ◆ This Command Block will appear when you're playing in Easy Mode, or if you've had a Game Over and selected Retry.

② HP and BP

BP (Bros. Points) are used to perform Bros. Attacks and Trio Attacks.

- ◆ When Paper Mario has made copies of himself, the number of remaining copies will be displayed instead of his HP.

Recovering HP and BP



You can recover HP and BP by using items or hitting Recovery Blocks.

③ Expert Challenge Conditions

Tap here to view Expert Challenge conditions and check how many points you've collected.

4 Battle Guide

Tap here to view explanations of the actions you can perform in battle.



If your HP runs out...

Any character whose HP reaches zero will collapse and be unable to battle.




- ◆ Once the battle is over, any collapsed characters will be revived with 1 HP.

If everyone's HP runs out...

If all your characters' HP reaches zero, it's Game Over! When this happens, you'll have the following options.

Retry	Try again from the start of the battle you just lost.
Retry in Easy Mode	Try again in an easier mode, making your characters more powerful.
Return to Title	Go back to the title screen.

If you retry in Easy Mode, you'll stay in Easy Mode even after the battle ends. To turn it off, select  from the Menu Screen (p. 20).



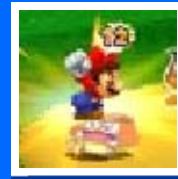


Attacking Enemies

You can attack enemies by choosing Jump or Hammer.

Jump

Press the action button just before you stomp on an enemy, and you'll stomp on them again!



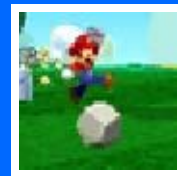
Hammer

Press the action button just as the character readies his hammer, and the attack will be more powerful.



Evading Attacks

Press the action button while an enemy is attacking you to dodge their attacks.



- ◆ Paper Mario can jump extra high if you hold down his action button.

Countering Attacks

If you time your actions just right, you can stomp on enemies or hit them with your hammer while they're trying to attack you.

Assist Mode



You can turn on the Assist feature with

START

. If it's



activated, you'll be able to see which character the enemy is about to attack, making it easier to dodge.

- ◆ In Easy Mode, the Assist feature will always be activated. You can't turn it off.



Emergency Guard

Hold ⊗ to make your characters enter a defensive position. While they're guarding, they'll take less damage than normal.

About Expert Challenges



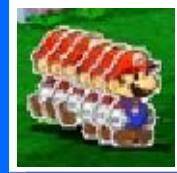
If you fulfil certain conditions in battle, you'll earn titles and special points. These points can be exchanged for rewards in shops.

- ◆ You can't complete Expert Challenges in Easy Mode.



Copy

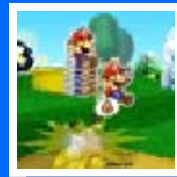
Create copies of Paper Mario, which will help him out in battle.



Actions with Copies

Jump

Press \odot just before you stomp on an enemy, and one of your copies will follow up with an additional attack. You can repeat this for each copy!



Hammer

Your copies will ready their hammers one after another. Press \odot when they're all ready to attack, and they'll deal more damage.



- ◆ When there are multiple enemies, you can attack them at the same time!

Taking Damage



When enemies damage Paper Mario, his copies will take the damage for him. This will make his copies disappear.



By consuming BP, you can use these powerful moves in which multiple characters work together. They can deal large amounts of damage, or damage multiple enemies at once.



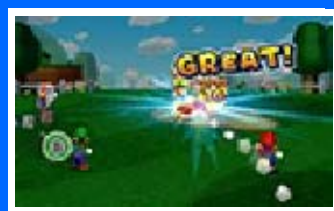
Bros. Attacks

These are performed by Mario and Luigi together.

- ◆ You can't use a Bros. Attack if one of the brothers has run out of HP or is suffering from a status effect.

3D Red Shell

The brothers take turns to kick a Red Shell, dealing lots of damage to their enemies.





Trio Attacks

These are performed by Mario, Luigi and Paper Mario together.

- ◆ You can't use a Trio Attack if any of your characters has run out of HP or is suffering from a status effect.

Trio Racquet

The three characters hit a ball around, dealing lots of damage to their enemies.



There are many more Bros. Attacks and Trio Attacks to discover. You can check how to perform them in the Battle Guide, accessed from the lower screen in battle or from the menu.



As you progress through the game, you'll gain the ability to use these special cards in battle to boost your abilities or deal damage to enemies.



① Star Points

You'll need these points to use battle cards. You can earn them by successfully attacking enemies.

② Star Points Required

This shows how many Star Points you'll need to use this battle card.

③ Star Point Deficit

Shows how many more Star Points you need to earn before this battle card will be available.

- ◆ If you already have enough Star Points, "OK" will be displayed here.

④ Remaining Cards

This is how many battle cards are left in the deck, ready to be drawn. If they run out, all the cards you've used or discarded will be reshuffled into a new deck.



Using Battle Cards

Touch a card to select it, then touch it again to spend the necessary Star Points and use it.

- Using a battle card won't take up a turn - you can still select a Command Block afterwards.
- Battle cards won't be used up like items - they'll still be safe in your deck ready to use again in future!

Exchanging Cards

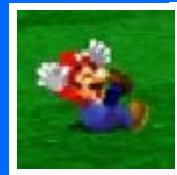
Touch a card and select "Flip Over" to discard it, freeing up that slot for a new card.



Certain enemy attacks can cause you to be afflicted with status effects. To recover from them, try waiting a few turns or using an item.

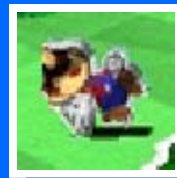
Trip

If a character has tripped over, they won't be able to move until their own turn comes or they get hit by an attack.



Crumple

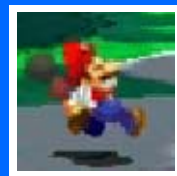
The character gets crumpled up and is unable to move.



- ◆ Only characters made of paper can be crumpled.

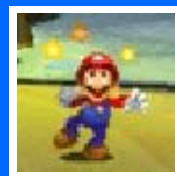
Burn / Char

The character is unable to take any actions, and regularly takes damage.



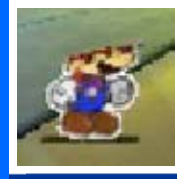
Dizzy

A dizzy character can't take any actions.



Creased

The character's copies are all separated, and can't form a stack for a while.



- ◆ Only Paper Mario can be afflicted with this status.



When you defeat an enemy, you'll earn EXP (experience points) and coins. Earn a certain amount of EXP, and your level will increase!

Rank Up Bonus

When you reach certain levels, your rank will increase, and you can select a bonus effect to obtain.



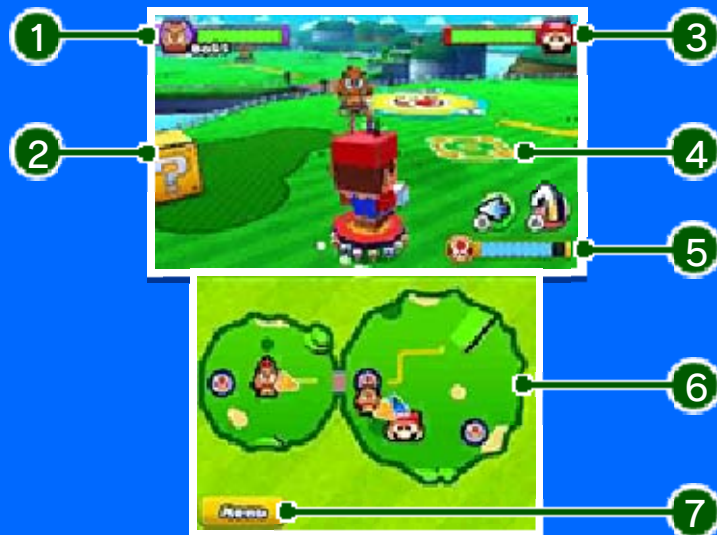
Gear Slot +1	Gives you an additional gear slot, allowing you to equip another extra item.
DEF Up+	Each time you level up, your DEF will increase by one additional point.
Jump Man	Makes your Jump attacks deal more damage.

◆ There are many more Rank Up Bonuses to discover!



18 Papercraft Basics

As you progress through the game, you'll sometimes have to battle using giant papercraft models.



① Boss HP

② ? Block

Hit this with the Dash action (p. 19) to obtain an HP-restoring Mushroom.

③ Your HP

④ Target Cursor

This is where you'll aim when you use a Throw attack (p. 19).

5 Power Gauge

You can charge this gauge at papercraft charge spots. This power can then be used to perform Dash and Throw actions.

6 Map



Your Position and Orientation



Enemy's Position and Orientation



Papercraft Charge Spot

7 Menu

Tap here if you want to retry the papercraft battle from the start, or view the controls.



The goal of a papercraft battle is to attack the boss and reduce its HP to zero.



Papercraft Battle Controls

Move	
Rotate camera	
Centre camera behind papercraft	
Quick turn	
Charge papercraft	(press to the rhythm)
Dash	
Throw	
Open menu	

- ◆ is only available on New Nintendo 3DS and New Nintendo 3DS XL systems.



Using Papercraft Charge Spots

Follow these instructions to charge your papercraft's energy!

1. Move your papercraft onto a papercraft charge spot.



The music will change, and rings will start radiating from the centre.

2. In time with the rhythm, press \odot as the expanding rings reach the blue area.



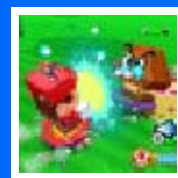
3. The better your timing, the faster your power gauge will charge up!



Attacking

Dash

Press \textcircled{B} to dash at enemies and slam into them. You can also use this to break blocks.



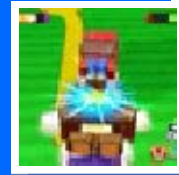
Knocking Enemies Over



If you use a Dash attack on an enemy who's facing away from you or charging up an attack of their own, they'll be knocked right over!

Throw

Press **A** to hurl your papercraft at the location of the cursor and damage enemies. If you hit an enemy that's been knocked over, it'll deal tons of damage!



- ◆ Throw attacks work differently for different papercrafts.

If You Get Knocked Over...



When you get hit by enemy attacks or you throw your papercraft around, you might find your papercraft gets knocked over. Move your papercraft platform over to your papercraft to stand it back up.



Press **START** while you're out in the field to bring up the Menu Screen. From here, you can use items, adjust your equipment, and more.

- ◆ Menu options will become available as you progress through the game.



The Menu Screen



① Play Time

② Current HP / Max HP

③ Coins Collected

④ amiibo

Tap here to use amiibo to create character cards (p. 21).

5 Settings

Select whether to use Easy Mode or not.



Menu Options

Gear

Change which gear you have equipped. You can switch between characters using / .

Items

Look through the items you've collected and use them.

Guide

See a summary of the latest events in the story, check out notes on how to battle, or get in some practice with the actions at your disposal.

Status

View your characters' current abilities and equipment.

Battle Cards

Organise the battle cards you use in battle.

Collection

View info such as how many blocks you've hit or how many Paper Toads you've rescued.



As you progress through the game, you'll gain the ability to create character cards using amiibo.

- ◆ You can register amiibo even before this.



About Character Cards

These are special cards that you can use in battle. They can deal massive damage to your enemies, or even fully recover your characters' HP.

Compatible amiibo

Mario, Luigi, Peach, Toad, Yoshi and Bowser amiibo are compatible with this game.

- ◆ All amiibo of these characters are compatible, regardless of their specific designs. For instance, both the Mario amiibo from the Super Mario™ Collection and the Mario amiibo from the Super Smash Bros.™ Collection can be used as a "Mario amiibo" with this game.



The amiibo Menu

Tap "amiibo" on the Menu Screen to open the amiibo menu. Here, you can register new amiibo and create or view character cards.



- ◆ When using an amiibo with this game for the first time, you'll need to select "Register amiibo".
- ◆ If you're using an amiibo for the first time ever, you'll also need to register an owner and nickname in amiibo Settings.

View Cards

Select this option to look at the character cards saved to an amiibo.

Make a Card

Use special ? Cards, obtained in battle or from certain Toads, to create character cards by following these steps.

1. Select a ? Card to use.
2. Scan an amiibo and then remove it to create a character card.
3. Scan the amiibo again to save your new character card.
 - ◆ If you cancel the saving process, you'll get the ? Card you used back. However, if the saving process fails for some reason, the ? Card will be lost.

Duo Cards



Occasionally when you're creating a character card, the message "Duo Card Chance!" will appear. This is your chance to scan an amiibo of a different character. If you do, you'll get a special card featuring both characters together!

- ◆ For this second amiibo, you can even use an amiibo with game data saved for a different title.

Make a Sparkle Card

You can use this option if you have two amiibo of the same character. If the two amiibo both have the same character card saved to them, one will become a sparkle card and grow more powerful.

- ◆ You can only make a sparkle card once a day.



To use your character cards, follow these steps.

1. During a battle, tap "Character Card", then scan the amiibo you want to use.
2. Choose a character card to use from the list.



Features of Character Cards



- Unlike battle cards, you can use character cards without spending any Star Points.
- You can only use one character card per amiibo type per battle.
- You can still select a Command Block after using a character card.
- Character cards will never be used up.



Increase Your Level

If you're finding enemies too hard, your characters' levels might be too low. Try fighting easier enemies to earn more EXP, then face the tougher ones once your levels are a bit higher.

Equip Your Best Gear

The gear you collect doesn't have any effect if you don't equip it. Open the menu and select "Gear", then make sure you've got your best gear equipped!

Go for Preemptive Attacks

If you start the battle with a preemptive attack, it'll be much easier to win. If you let an enemy touch you from behind, though, you'll start the battle tripped over, so be careful!

Use Jumps and Hammers Wisely

Only Jump attacks can reach enemies in the air, and only Hammer attacks are effective against enemies with spikes. Make sure to choose the right attack for the situation.

If All Seems Lost...

If you feel sure you're going to lose a battle, it might be a good idea to run away!

- ◆ There are some battles you can't run from.

Use Battle Cards

You can use battle cards any number of times, so don't hesitate to take advantage of them once you've got enough Star Points!

Use Character Cards

Character cards have powerful effects, and you don't even need Star Points to use them. You can use one per type of amiibo in each battle, so take advantage of them to avoid sticky situations!





Lakitu Arcade

As you progress through the game, you'll come across a place called Lakitu Arcade where you can play minigames. Use the skills you've honed in battle to show what you can do in the following challenges!

Battle Ring

Face off against bosses you've beaten in the past.

Attackathon

Play remixed versions of Bros. Attacks and Trio Attacks, and see how high a score you can get!

If you get good results, you'll earn battle points that can be exchanged for prizes in shops.



Digging Up Beans

If you dig down under certain suspicious spots in the field, you can find beans that will boost your characters' abilities. They can be found all over the world, so keep an eye out!



- ◆ You can see how many of these spots you've uncovered under Collection in the menu.



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