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Para obtener más información sobre nuestros foros, visita [www.nintendo.com/community](http://www.nintendo.com/community).

Si no tienes acceso a nuestra página web, puedes encontrar consejos grabados para muchos de nuestros juegos a través del Power Line de Nintendo, llamando al (425) 885-7529. Esta puede ser una llamada de larga distancia, así que por favor, pide permiso a la persona encargada de pagar la factura del teléfono.



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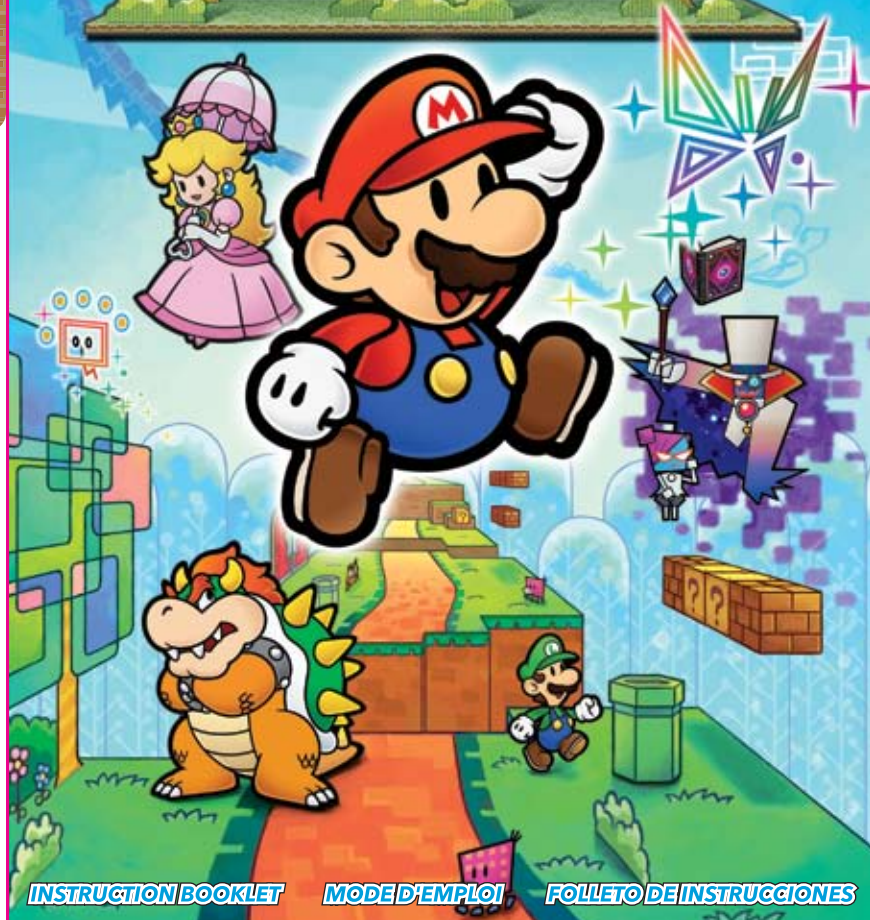
NINTENDO OF AMERICA INC.  
 P.O. BOX 957, REDMOND, WA  
 98073-0957 U.S.A.

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Wii™

**SUPER PAPER MARIO™**



INSTRUCTION BOOKLET

MODE D'EMPLOI

FOLLETO DE INSTRUCCIONES

**PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions      Eye or muscle twitching      Altered vision  
Loss of awareness      Involuntary movements      Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E

## **WARRANTY & SERVICE INFORMATION**

REV-P

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## SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



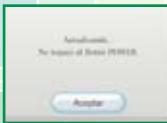
## MISE À JOUR DU MENU DU SYSTÈME

Notez bien que lorsque vous insérez le Disque de Jeu dans la console pour la première fois, la Wii vérifiera automatiquement que vous avez le menu du système le plus récent et, si nécessaire, un écran de Mise à Jour du Système Wii s'affichera. Appuyez sur OK pour continuer.



## ACTUALIZACIÓN DEL MENU DE SISTEMA

Por favor ten en cuenta que al colocar primero el Disco en la consola Wii, el sistema verificará si tienes el menú de sistema más reciente, y de ser necesario, aparecerá una pantalla de actualización del sistema Wii. Para continuar presiona ACEPTAR.



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## Starting a New Game

When you play for the first time, a game file will be created on your Wii system memory. All save data will be saved here. After that, press (2) on the title screen, then select a save file slot with + and press (2) to create a new save file. Then put your name on this save file.

### Putting Your Name on Save Data

Choose letters with +, then enter them with (2). Use (1) to go back a space. When you have finished, choose "Done." Once you have entered your name, the game will begin.



## Continuing a Saved Game

You can choose to resume a game from the last point you saved. Simply choose the save file you want to play on the file-selection screen.

## About Saving

You can save your game by hitting a Save Block or by clearing a chapter. You will need at least **one free block** of memory on your Wii system memory to save a game.

- Please see your **Wii Operations Manual** for more information about how to free up memory on your Wii.
- You can create up to four save files.
- Please do not turn off the power while saving. This could damage your console.



- Press the HOME Button to change the Wii Remote volume or adjust Rumble features on the Wii Remote Settings screen. Please see your Wii Operations Manual for more information.

# Controls

You will mostly be holding the Wii Remote sideways to play this game, but some portions will require you to point the Wii Remote at the screen as well. For more information, please see the page that explains various game actions.



**A Button** **A**

- (When using Mario) Flip
- (When there is a long explanation in the menu) Scroll description text

**1 Button** **1**

- Use a Pixl
- (When ☆ is displayed) Read the rest of a message

**2 Button** **2**

- (When using Peach and in midjump) Open the parasol and float
- Jump
- Select an item
- (When ☆ is displayed) Read the rest of a message

**Power Button**

**Control Pad**

- Walk/Crouch
- Move the cursor
- (Using Peach) Guard
- (Using Bowser) Breathe fire
- (When 🗡️ is displayed) Talk to a nearby character
- (When 🗡️ is displayed) Examine a door or chest
- (During a conversation) View previous dialogue messages

**When Mario is flipped, you can also just tilt ➡️ toward a person or object**

**1 + 2 Buttons at the same time**

- Display the quick menu

**Plus Button** **+**

- Display the menu screen

**HOME Button**

**Minus Button** **-**

- Display the controls

**Pointer**

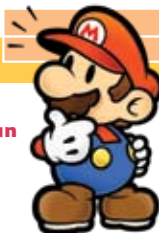
- (When pointing and pressing **A**) View Tippi's hints and explanations, examine people and things

**\*Using some items may require that you hold the pointer forward and take some action.**

**\*You may need to face the pointer forward to play some minigames as well.**

# Save the Worlds!

In order to save the worlds, Mario must embark on an adventure to find all of the Pure Hearts. Use your friend Tippi's helpful advice and just keep going!



## Basic Rules

Super Paper Mario is an action-adventure game where you control Mario, Peach, and friends. You will gain points and coins by defeating enemies. Collecting points will allow you to level up, which will increase your HP (Heart Points) and Attack power. There are many stages to explore, and each one has more fearsome enemies than the last, so be sure to level up as you go.

### Clearing a Chapter

Hit the Star Block at the end of a chapter to clear it.



### Game Over

If your HP falls to 0 after touching enemies or spikes, or falling into pits, or sometimes when you make the wrong choice in a dialogue selection, your game will end. When your game ends, you will have to continue from your last save point.



## The Game Screen

The game screen has various helpful features. When Mario flips, you toggle between the 2-D and 3-D game screens.

**2-D Game Screen**

**HP**

Your current and max HP (Heart Points).

**Score**

All of the points you have earned.

**Coins**

Number of coins you are carrying.

**Flip Meter**

Only appears when you flip. It will slowly decrease while you stay in 3-D. When the meter is empty, you will lose one HP.

**3-D Game Screen**

# Basic Actions



These are the basic actions you can perform in the game. Mario, Peach, Bowser, and other characters can all perform these actions.

## + Walk/Run/Crouch/Move cursor

Use + to move your character or the cursor. Press + to move in that direction. Press + to make Mario crouch. You cannot crouch while flipped.



## 2 Jump/Swim

Press 2 while on the ground to jump. You can use your jump to deftly avoid enemies and pitfalls or to hit blocks from below. You can get a running start or just hold the button longer to jump higher. Press 2 underwater to swim.



## A Point at screen to view hints

Point the Wii Remote toward the screen until you see the cursor appear there. Point at something of interest and press A to have Tippi explain it. Point at the character you are controlling and press A for a game hint.



## + Talk/Examine

When + appears, you can press + to talk to someone in front of you or examine a door or chest. Also, you can press + while talking to someone to read the last thing they said again.



## Status Ailments

Some enemy attacks will cause you to suffer a status ailment. You can remove these by using a certain item or by shaking the Wii Remote to remove the ailment.



Meter

|                 |  |
|-----------------|--|
| Sleep           | You cannot move while asleep.                      |
| Frozen          | You cannot move while frozen.                      |
| Poison          | You will receive periodic damage for a short time. |
| Cursed          | You will move at half speed.                       |
| Tech Curse      | You cannot use any character techniques.           |
| Heavy Curse     | You cannot jump high.                              |
| Backwards Curse | All of the directions on + will be reversed.       |

## CAUTION: WRIST STRAP USE

This game can involve vigorous motion while using the Wii Remote. Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

### Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas that you might move into are clear of other people and objects.
- Stay at least three feet from the television.

## Character Techniques

Each character has a unique ability. Experiment with their abilities to find the best character for the situation.

### MARIO

Mario has the amazing ability to flip between dimensions using (A)! When Mario flips, everything shifts between 2-D and 3-D, revealing interesting secrets, hidden enemies, and a whole new perspective on the world. Most enemies appear only in one dimension, but some can flip between them. You never know what you'll see when you flip!



2-D

3-D

### PEACH

Peach can float through the sky with her parasol if you press (2). She can also shield herself with her parasol by pressing down on (↓).



### BOWSER

Bowser can incinerate enemies with his ferocious fire breath! Press down on (↓), and Bowser will breathe fire on anything in his path.



## Pixel Actions

There are other Pixels besides just your helpful friend Tippi. Lots of Pixels out there have various helpful abilities. These are just a few of the Pixels you may find. There are others out there sleeping in the various worlds, waiting to become your friend.



### ① Use Pixel Abilities

You can travel around with Tippi and one other Pixel at your side. You can use (1) to activate the powers of Pixels other than Tippi. Also, open the Pixels tab of your menu to swap out Pixels.



### The Various Pixels

You will find the Pixels in lots of different places. Each new Pixel may have a power that lets you open up a previously inaccessible area.

#### Thoreau

Use (1) to grab objects and enemies and press (1) again to throw them. Just remember, you can't pick up spiky enemies. You can also press (1) to throw Thoreau and activate switches at a distance.



#### Boomer

Press (1) to set down Boomer, and press (1) again to detonate him. You can do this to attack enemies or break blocks. If you wait long enough, Boomer will explode even if you don't press (1).



# Menus

Press **+** on any stage to open the menu screen, where you can swap characters or peruse various bits of information.



## Viewing the Menu Screen

You can display the Characters/Pixls/Items portions of the menu by pressing ① and ② at the same time in the game. This is called the "quick menu."



### Menus

As the game progresses, new menu tabs with different types of information will appear here.

### Play Information

You can view character info and time played here.

## Characters

You can swap out characters or learn about character techniques here.



## Pixls

You can swap out Pixls here. You can choose this option as soon as you befriend a Pixl other than Tippi.



## Items

You can use items in your possession here. You can also learn how each item is used by viewing it in this menu. You can buy items at shops or receive them by defeating enemies.



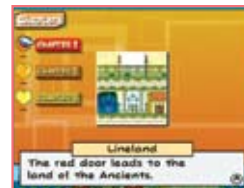
## Important Items

These are items you will need to advance in the game. Some you can only use in a certain place — others, like the **Return Pipe** that takes you back to Flipside from anywhere, will not disappear when you use them. The Return Pipe works one way back to flipside. You can't use it to return to your previous location.



## Chapters

Here you can view descriptions of all the chapters you've visited. Select a chapter and press ② to see a detailed description.



## Cards

You can view all of the Catch Cards that you have collected here. Cards will contain enemy information, and just possessing one can double your Attack against that enemy. (You can even triple or quadruple your Attack against an enemy if you have 2 or 3 of its cards.)



## Recipes

You can view all of the recipes you've made here. Use recipes to help you cook items in your inventory and make them more potent.



## Maps

Display a map you have obtained by pressing ②. You can buy maps from a mysterious map seller and use them to find hidden treasure. Go to the place shown on the maps and use a certain Pixl to find the treasure.

