

Wii™



SUPER PAPER MARIO™

INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)



Any manuals provided with this software are digital reproductions of the original printed manuals. Please note that references may be made to features that can't be used in this version of the game. There may also be references to outdated consumer information, e.g. warranties and support hotlines.

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

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/doc/index.php?id_4=883

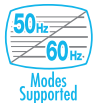
This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the SUPER PAPER MARIO™ Disc for your Wii™ system.

WARNING: Please carefully read the important health and safety information included in this booklet before using your Nintendo® hardware system, disc or accessory.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information leaflet. Always save these documents for future reference.



THIS GAME SUPPORTS 50Hz (576i) AND 60Hz (480i) MODE.



IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.

THIS GAME IS PRESENTED IN DOLBY® PRO LOGIC® II SURROUND SOUND. CONNECT YOUR GAME CONSOLE TO A SOUND SYSTEM WITH DOLBY PRO LOGIC, DOLBY PRO LOGIC II, OR DOLBY PRO LOGIC IIX DECODING TO EXPERIENCE THE EXCITEMENT OF SURROUND SOUND. YOU NEED TO ENABLE "SURROUND" IN THE SOUND SETTINGS OF THE GAME CONSOLE.



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System Update

Please note that when first loading the Game Disc into the Wii console, the Wii System will check if you have the latest System Menu, and if necessary a **Wii System Update Screen** will appear. Press OK to proceed.



Story and Characters

Princess Peach and Bowser are getting married?! Well, Princess Peach has been kidnapped yet again! As soon as they hear the news, Mario and Luigi charge over to Bowser's castle. Strangely enough though, Bowser doesn't know anything about it. Instead, the mysterious Count Bleck makes an appearance with the Princess in his clutches. Summoning a gateway to another dimension, the count sucks Bowser, his minions and even Luigi through. Mario, left all alone, is led to a town between the dimensions by a mysterious butterfly guide called Tippi. It's off to save the Princess!

When the unconscious Peach opens her eyes, she realises she's wearing a wedding dress. And there's Bowser, dressed as a bridegroom...

For some reason, they find themselves in the middle of a wedding ceremony! Peach refuses to say yes until the hypnotic powers of Count Bleck's assistant Nastasia force her to do so, thus unleashing the power of the mysterious Chaos Heart. On top of that, Luigi's attempt to save the Princess sends the story spiralling off down an unexpected turn.

Count Bleck is the one behind the wedding.

But just what could he be plotting...?



Mario

With his trademark red shirt, blue dungarees and bushy moustache, Mario is everyone's champion. But could he really be the hero that the legends speak of?



Tippi

A Pixl (fairy) who guides Mario and the others.



Princess Peach

The Princess of the Mushroom Kingdom. This time, it looks like she's going to have to marry Bowser! Things aren't looking good!



Bowser

A terrifying guy bent on world domination. Normally he and Mario are enemies, but this time they're stuck working together...



Luigi

Mario's brother. After Peach's wedding, his whereabouts are unknown.

A world of adventure in another dimension!

Wondrous undiscovered worlds and new enemies await Mario and his entourage in this brand new adventure!

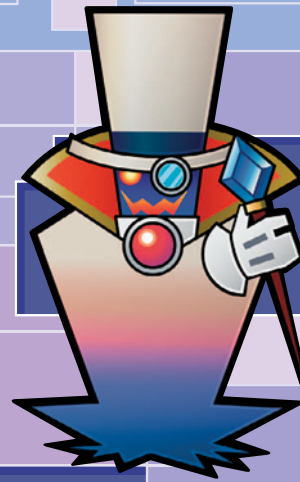
This world that Tippi has led him to is completely and utterly different from the Mushroom Kingdom where Mario's adventures usually take place! Team up with an otherworldly cast of characters to take on this land full of puzzles and challenges!



Mimi

Count Bleck's minion. She can change shape to look like anyone. A touch on the hysterical side.

There are lots of bad guys around. Be careful, now...



Count Bleck

He holds the **Dark Prognosticus**, which predicts the end of the world, and is trying to use the **Chaos Heart** to obliterate everything.

The **Chaos Heart**: An object created from the two who should never join (Could it mean Peach and Bowser?). It's powerful enough to destroy the worlds.

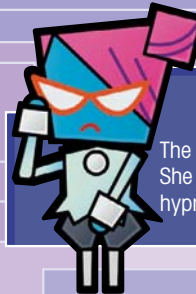


O'Chunks

A military strongman working for Count Bleck. He's pledged loyalty to the Count.

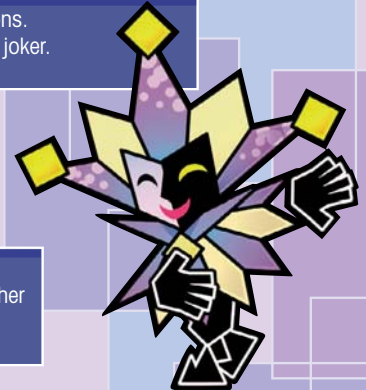
Dimentio

One of Count Bleck's minions. Reminds one of an elusive joker.



Nastasia

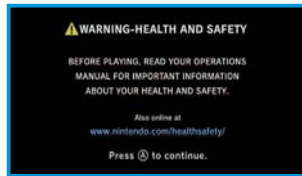
The Count's trusted assistant. She manipulates people with her hypnotic powers.



Getting Started

Insert the SUPER PAPER MARIO™ Disc into the Disc Slot. The Wii console will switch on. The **Health and Safety Screen**, as shown on the right, will be displayed. After reading the details press (A).

The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.



Point at the **Disc Channel** from the **Wii Menu Screen** and press (A).



The **Channel Preview Screen** will be displayed. Point at START and press (A).



The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press (A). The opening movie will then begin to play.

You will mostly be holding the Wii Remote sideways to play this game.



The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual.

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 the + Control Pad and press (2) to create a new save file. Now please input a name for this save file.

Naming Save Data

Choose letters with the + Control Pad, 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.



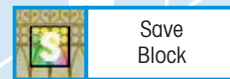
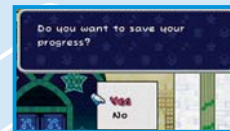
Continuing a Saved Game

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 console.
- You can create up to four save files.
- Please do not turn off the power while saving. This could damage your console.

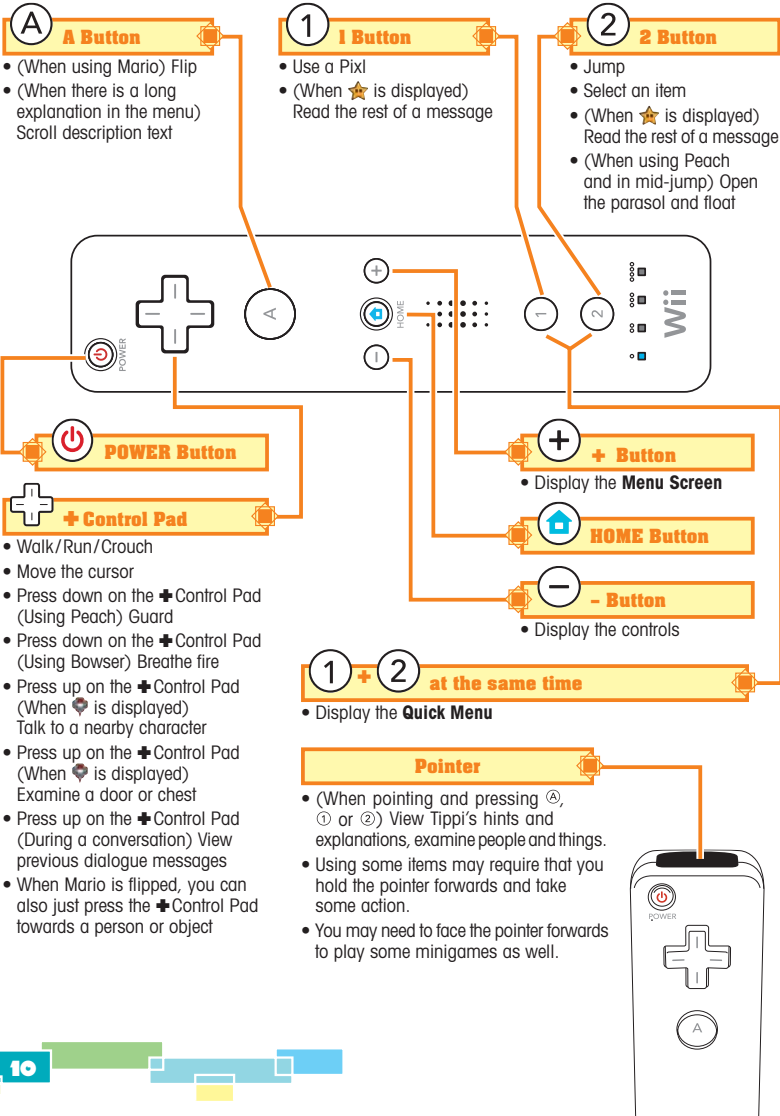


Press the HOME Button to change the Wii Remote volume or adjust Rumble features on the **Wii Remote Settings Screen**. Please see your Wii Operations Manual for more information.

Controls

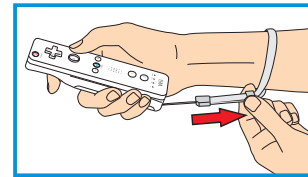


You will mostly be holding the Wii Remote sideways to play this game, but some sections will require you to point the Wii Remote at the screen as well. For more information, please see the page that explains various game actions.

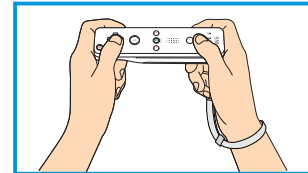


CAUTION – USE THE WII REMOTE WRIST STRAP

Place your hand through the Wii Remote Wrist Strap and hold the Wii Remote firmly in your hand. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Wii Remote Wrist Strap in place.



CAUTION: Always keep a firm grip on the Wii Remote. Use the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.



WARNING: Not suitable for children under 36 months of age. The Wii Remote Wrist Strap can coil around the neck.

60Hz (480i) Mode

60Hz (480i) is a display mode that allows players to view and enjoy their game in enhanced quality. This means an even smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible play conditions.



When you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture.

However, certain (mainly older) TV sets are unable to display games in 60Hz (480i) Mode, and therefore a small number of players could experience difficulty in playing this game on their TV. To find out if your TV set features 60Hz (480i) Mode, consult your TV instruction manual or contact the respective manufacturer for details.

The default setting of the Wii is 50Hz (576i) Mode. To activate 60Hz (480i) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual.

EDTV/HDTV (480p) Mode – Progressive Scan

EDTV/HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible play conditions.

However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV/HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50Hz (576i) Mode. To activate EDTV/HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual.



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.

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.	

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 the **+** Control Pad to move your character or the cursor. Press left or right on the **+** Control Pad to move in that direction. Press down on the **+** Control Pad 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 towards the screen until you see the cursor appear there. Point at something of interest and press **A**, **1** or **2** 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 up on the **+** Control Pad to talk to someone in front of you or examine a door or chest. Also, you can press up on the **+** Control Pad 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.



Sleep	You cannot move while asleep.
Frozen	You cannot move while frozen.
Poison	You will receive periodic damage for a short time.
Slow	You will move at half speed.
No Skills	You cannot use any character techniques.
De-jumped	You cannot jump high.
Flipped	All of the directions will be reversed.



Character Techniques

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

MARIO

Mario has the amazing ability to flip between dimensions using **Ⓜ**! 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!



PEACH

Peach can float through the sky with her parasol if you press **Ⓜ** when she is in mid-jump. She can also shield herself with her parasol by pressing down on the **+** Control Pad.

BOWSER

Bowser can incinerate enemies with his ferocious fire breath! Press down on the **+** Control Pad, and Bowser will breathe fire on anything in his path.



Pixl Actions

Tippi isn't the only helpful Pixl around. There are lots of others in the world, ready to help you out with their unique powers.



1 Using Pixl Abilities

Pixls can be used together with Tippi or one other Pixl. You can use these other Pixls' abilities with, and swap to other Pixls by selecting the **PIXLS** option on the **Menu Screen**.



The Various Pixls

Pixls can be found in many different places. You can use the abilities of your new friends to get to places which were blocked off before.



Thoreau

Use this fellow to pick up enemies or objects by pressing **Ⓜ**. Press **Ⓜ** again to throw them. Switches can be activated with Thoreau's help as well.



Boomer

Place him down with **Ⓜ**, then press **Ⓜ** again to blow him up. You can use this explosive guy against enemies, or to destroy blocks. Without pressing **Ⓜ**, he'll explode on his own after a while.



Slim

Makes you so paper-thin that you become invisible. As long as you don't move, enemies and objects will pass harmlessly through. Narrow spaces won't be a problem anymore.



Thudley

Allows you to ground-pound enemies and pegs.

These are only a few of the Pixls you can meet. Look for the other Pixls, sleeping here and there around the world, and make friends with them too!

Menu

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.

LEVEL	Your character's current level.
HEART POINTS (HP)	Your current and maximum health.
ATTACK	Your current attack power.
SCORE	The points you've racked up so far.
NEXT LEVEL	When your score reaches this number, you'll level up.
COINS	The number of coins you're holding. Use them to buy items.
TIME PLAYED	How long you've been playing.

CHARACTERS

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



PIXLS

You can switch between Pixls here. This option is available as soon as you befriend a Pixl other than Tippi.



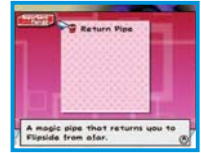
ITEMS

You can use items in your possession here and learn how each item is used by reading its description. 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 can only be used in a certain place – others, like the RETURN PIPE, can be used more than once. The Return Pipe only 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.



RECIPES

You can view all of the recipes you've made here. Use recipes to cook items from 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 map and use a certain Pixl to find the treasure.



What's this?

You'll encounter lots of gadgets and devices throughout the game's many stages. Doors, Blocks and other familiar items can be found here in Flipside (p. 22) as well.



Doors

Doors can be found here and there. They take you to various places within the stages. You can open them by standing in front of them and pressing the **+** Control Pad. There are some doors which won't open without a key though.

Pipes

Some pipes take you to other pipes, whilst other pipes are used by enemies to hide. Crouch down to enter pipes which point upwards, and jump up to enter ones pointing downwards.

Blue Switches

Jump on or hit these switches to put things into motion.

Chest

Chests contain items. You can open them with the **+** Control Pad.

? Blocks

Hit them to receive items. You won't know in advance which item will appear.

Flip Blocks

Hit these to flip the block from one dimension to another, and back again.



Block-based Items

When you hit or break ? Blocks, items appear. Picking up the item has an effect there and then (and, with the exception of coins, adds 1000 points to your score). Here's a description of just some of the items you might encounter.

	Coin	You can use coins to purchase items (You find them scattered around, or earn them by defeating enemies).
	Mushroom	Recovers 10 HP and cures poison status.
	Super Shroom	Recovers 20 HP and cures poison status.
	Ultra Shroom	Recovers 50 HP and cures poison status.
	Speed Flower	Makes you twice as fast for a while. Also, you get three times the points for defeating enemies, and the coins they drop are worth three times more.
	Slow Flower	Slows you down to half speed for a while. Also, you get three times the points for defeating enemies, and the coins they drop are worth three times more.
	Happy Flower	Coins will rain down from above for a while.
	Mega Star	Transforms you into a huge version of yourself for a short time.



Flipside

Flipside is a town located in the space between dimensions. There are plenty of places here that you can spend your coins in.



Dimensional Door

In the center of Flipside is the Flipside Tower, complete with Dimensional Doors at the top which lead to the various stages. Stages are divided by doors, and indicated by colour. If you use the Return Pipe, this is where you will end up.



Elevator

▲ takes you up, and ▼ goes down. Press the + Control Pad in the corresponding direction to use the elevator.

A normal elevator



An elevator to the top of Flipside



Shops

You can BUY, SELL and STORE items here. Shops also offer a special shop points reward scheme. Shops aren't limited to Flipside either, you'll also find them in various places around the stages.



Buying and Selling

Choose an ITEM from the list and press ② to buy or sell. You can then use the items you've obtained in the ITEM section on the **Menu Screen**.



Storing and Picking up Items

Shops can hold up to 32 items in storage for you. Make use of it when you just can't carry any more. You can pick up stored items any time you visit a shop, so you can take advantage of this service in shops outside Flipside, too.

Check Points

Checks how many shop points you've racked up. You get one shop point every time you buy something, and receive gifts when you have accumulated enough shop points.



Inns

Stay at one of these to completely refill your HP to the max.



Fortune Teller

Merluvlee will tell you where to go next, as well as give hints on how to proceed.





**IMPORTANT HEALTH AND 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 supervise children when they play video games. Stop play immediately and consult a doctor if your child or you have any of the following symptoms: **Convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, disorientation.**

To reduce the probability of a seizure when playing video games, follow these precautions:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour.

⚠ WARNING – REPETITIVE MOTION INJURIES AND EYESTRAIN

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

- Avoid excessively long play sessions. Parents should monitor their children to ensure appropriate playing time.
- Take a break of 10 to 15 minutes 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 consult a doctor.

⚠ WARNING – PREGNANCY AND MEDICAL CONDITIONS

Consult your doctor before playing Wii games that may require physical activity if you are pregnant, suffer from heart, respiratory, back, joint or orthopaedic problems, have high blood pressure, or if your doctor has instructed you to restrict your physical activity or if you have any other medical condition that may be aggravated by physical activity.

Persons receiving treatment for an injury or disorder involving the fingers, hands or arms should NOT use the rumble function of the Wii Remote.

⚠ CAUTION – MOTION SICKNESS

Playing video games can cause motion sickness in some players. Stop playing immediately if you experience dizziness, nausea, fatigue, motion sickness or similar symptoms, or if you experience discomfort in your eyes, hands or arms, or otherwise feel unwell at any time during game play. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION – USE THE Wii REMOTE WRIST STRAP

Always keep a firm grip on the Wii Remote and Nunchuk controller (if being used). Use the Wii Remote wrist strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

DISC USAGE PRECAUTIONS

Please read and follow the guidelines listed below when using Wii Discs in the Wii console. Failure to do so may result in damage to your Wii console or discs.

- To avoid pinching your finger, do not load the disc with your finger in the hole. Always handle the disc by the edges.
- Do not touch the bottom unprinted surface of the disc. Always handle the disc by the edges.
- Do not use cracked, damaged or repaired discs.
- Do not bend or put excessive pressure on discs when loading into the Wii console.
- Do not leave discs in direct sunlight or expose them to high temperatures, high humidity or dust, dirt or other contaminants.
- When not using discs, store them in their cases to prevent them from getting scratched, dirty or damaged.
- Do not write on, or place stickers on any part of the disc.
- If a disc becomes dirty or contaminated with fingerprints, the system may not be able to read the game data correctly. If necessary, clean the disc with a soft, slightly damp cotton cloth (use water only). Clean the disc from the centre towards the edges; do not use a circular motion.

**PLEASE ALSO READ THE Wii OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR
Wii CONSOLE, DISCS OR ACCESSORIES. THIS MANUAL IS INCLUDED WITH YOUR Wii CONSOLE
AND CONTAINS FURTHER IMPORTANT HEALTH AND SAFETY INFORMATION.**



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