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Thank you for selecting PAPER MARIO™: STICKER STAR for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

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 Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.



- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual refer to both Nintendo 3DS and Nintendo 3DS XL systems.

Health and Safety Information

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the

 icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you have finished, press  to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the Health and Safety Information section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

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When sharing content with other users, do not upload/exchange/send any content that is illegal, offensive or could infringe on the rights of others. Do not include personal information and make sure you have obtained all necessary rights and permissions from third parties.

Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian. If your Nintendo 3DS system language is set to one of these, the same

language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English. 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

COB (Australia):
www.classification.gov.au

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

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2 Introduction



In PAPER MARIO: STICKER STAR you control the hero, Mario, as he uses stickers to battle enemies, solve puzzles, and make his way through an exciting adventure.



3 Controls

World Map Controls

Move	○
Open/close sticker album	⊗
View sticker details	Ⓨ (when the album is open)
Turn pages	Ⓛ/Ⓡ (when the album is open)
Go back to title screen	START

Field Controls

Move	○
Jump	Ⓐ
Peel a sticker	Hold Ⓐ (when near a sticker)
Paperise	Ⓨ
Stick a scrap or sticker	When paperising: Ⓐ Choose a scrap or sticker ○ Move into position Ⓐ Stick ○ Smooth
Swing hammer	Ⓑ

Talk to Kersti	L
Read a sign	A (when in front of a sign)
Open/close sticker album	X
Exit a cleared stage	START

Battle Controls

Action Command	A (when attacking or defending)
Use the Battle Spinner	X
Turn pages	L/R
View sticker details	Y

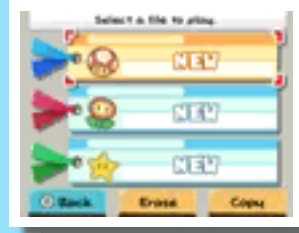
Other Controls

Confirm	A
Cancel	B
Choose menu item	+ / O

- ◆ Some actions, such as choosing a menu item or sorting stickers (p. 10), can be performed using the Touch Screen.
- ◆ Some actions get unlocked as you progress through the game.

4 Getting Started

Start a new game by selecting NEW, or continue a game by choosing a saved game.



Copying Save Files

Select COPY to copy the file.

Delete

Select ERASE to delete save files one at a time.

- ◆ Be careful, as deleted data cannot be recovered.

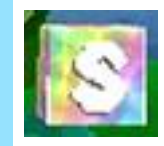
About Saving

The game saves automatically when exiting to the world map.



In-Game Save

Hit a Save Block while in a stage or town to save in-game. To continue from the Save Block, select the town or the stage where you last saved.



- Do not turn the power off, reset the system or remove Game Cards/SD Cards 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.

6 World Map Screen

Move Mario and choose a stage to play.



① Mario's HP (Heart Points)

Current HP/Maximum HP.

② Last save location

A red flag marks a world save, and a yellow flag marks an in-game save.

③ Name of selected stage

④ Stage

Colour varies depending on stage types and conditions.



Uncompleted stage (p. 8).



At least one comet piece remains.



Completed stage or a neutral area.

⑤ Coin count

7 Stage Screen



1 Sign

Signs can contain useful hints and info.

2 Sticker

Grab these to use in battles, when paperising, etc.

3 Toad

Talk to Toads to get hints and help.

4 Coins

Collect these to buy stickers and use the Battle Spinner (p. 11). Different-sized coins are worth different amounts.



Worth one coin.



Worth five coins.



Worth ten coins.

5 Enemy

Bump into an enemy to start a battle (p. 11).

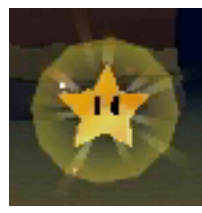
Talk to Kersti

Press **L** during the game to talk to Kersti and get hints.



Super Star

Get a Super Star to become temporarily invincible and knock out enemies without starting a battle.



Completing Stages

You'll need to fulfil certain requirements to complete stages and worlds.



Goal

Get a comet piece to complete a stage.



- ◆ Once you've collected them all, on subsequent visits, you can press to return to the world map.



Defeating Bosses

Defeat the boss in the last stage of a world and get a Royal Sticker (p. 10) to complete the world.

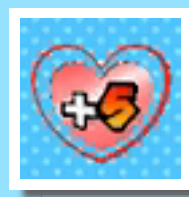
Restoring HP

Get a  to restore Mario's HP.



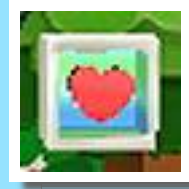
HP Plus

If you find this, your max HP will go up by 5. Your current HP will be completely restored as well. You can also get HP Plus hearts after completing events.



HP Block

Jump to hit an HP block in town or in a stage to restore all of Mario's HP.



Game Over

Mario's HP goes down if he gets hit by an object thrown by an enemy in a stage, attacked during battle, poisoned, and so on. If his HP reaches zero, the game will end and you will return to the title screen.

- ◆ The game will also end if Mario sinks in flowing sand (p. 9) or falls outside of a stage.



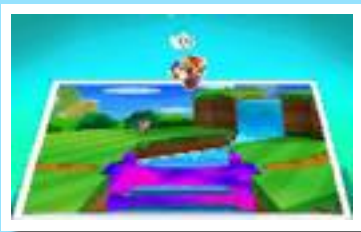
Paperisation

Press **Y** to turn the stage into a sheet of paper so that you can stick stickers and scraps on it (p. 10). It will help you solve puzzles.



Example of Paperisation

Use the wooden bridge scrap to restore the bridge, allowing you to cross the river.



Traps

There are many traps in the world. Below are some examples.



Spikes

If Mario touches a spike, he takes damage and gets knocked back.





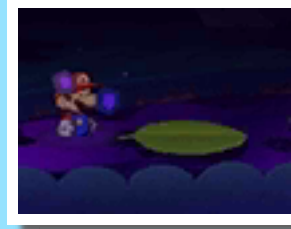
Flowing Sand

Mario's body slowly sinks as he's pulled along. Keep jumping to cross.



Poisoned Water

Mario takes damage while he's in poisoned water. His HP also decreases during battle.



10 Collecting Stickers

Stickers can be used in battle and during paperisation.

Sticker Types

Battle Stickers

Stickers used in the heat of battle.

Thing Stickers

"Things", like scissors, are scattered around stages. Once in sticker form, they're used in battles and for paperisation.

Royal Stickers

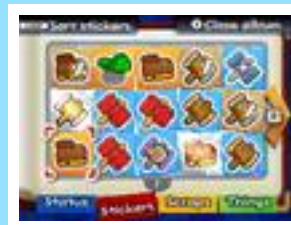
Defeat bosses to get Royal Stickers.

Scraps

These are needed to complete stages. Use while paperising.


Sticker Album

Check Mario's stickers, game progress, etc. Switch the display with the tabs below the album.



Sorting Stickers

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While the album is open, slide a sticker with the stylus to move it to a new location. Press  to automatically sort stickers.

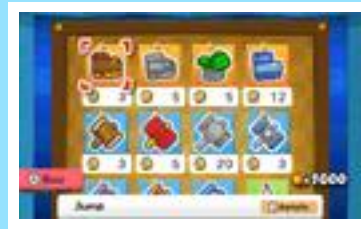
Getting Stickers

Stickers can be found in stages, bought in shops or made by Mario.



Buying Stickers

Use coins to buy stickers in the shops found in town and in certain stages.



Making Stickers

Make new stickers out of things at thing-flinging stalls, found in town and in one other stage.



Battle Screen



① Mario's HP

② Sticker zone

③ Run

You can try to run away from battle. Repeatedly press **(A)** to make a hasty getaway.



◆ There are times when you can't run away.

④ Battle Spinner

5 Enemy info

Enemies' names and combined HP.

6 Selected sticker

7 Mario's stickers

Flow of Battle

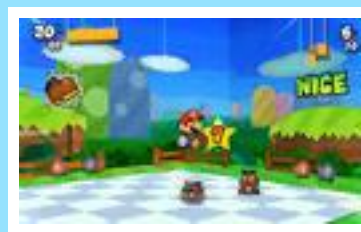
Mario and his enemies take turns making their moves. When it's Mario's turn, choose a sticker to make a move.

- ◆ Used stickers disappear. If Mario runs out of stickers, there's nothing to do but run away.



Action Commands

When attacking or defending, press **(A)** with good timing to increase offensive damage or reduce the damage you take.

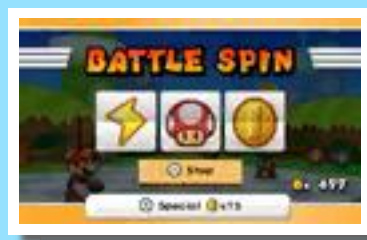


- ◆ The timing of the Action Command differs depending on the sticker.



Battle Spinner

After a certain point in the game, Mario can pay to use the Battle Spinner. Match



icons to increase the number of stickers Mario can use in one turn. Also, icons give various bonuses. If you spend additional coins, it will become easier to match icons. Even if you have the opportunity to use two or more stickers, you may use fewer if you wish. Simply choose at least one sticker and then press ⊗ to send Mario into action.

Status Ailments

Mario can sometimes suffer status ailments from enemy attacks and stage traps, such as "poison" or "sleep". If Mario is affected by a status ailment, his HP might decrease little by little, or he might not be able to move for a certain number of turns.

Song used in the game: Happy Birthday to You (composed by Mildred J. Hill / Patty Smith Hill)

12 How to Contact Us

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 Nintendo 3DS system or visit:
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