1　Important Information

Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select ⚠ in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

● Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

This software allows you to post your own levels online as well as play levels created by other users, send stars, and so on. For more information, see the relevant sections (pages 10, 12, and 13).

◆ Refer to your Operations Manual for information about connecting your system to the Internet.

◆ You must go through the initial setup for Miiverse on your system before you can use Miiverse with this game.

This software supports Nintendo Network.

Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

Protecting Your Privacy

• To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with

others.

- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

4   Note to Parents and Guardians

You can restrict use of the following features by adjusting the options in Parental Controls.

◆ Access to this game (as well as other games) can also be restricted through the Software Rating item in Parental Controls.

◆ Refer to your Operations Manual for information on how to set up Parental Controls.

• Miiverse

Restricts users from viewing or posting content on Miiverse. When set to Restrict Posting, levels and comments cannot be posted or sent. When set to Restrict Viewing and Posting, levels, comments, and stars cannot be posted, sent, or viewed.

• Sharing Images / Audio / Video / Long Text Data

Restricts access to the Community (page 12).

• Online Interaction

Restricts access to the Community (page 12).

• StreetPass

Restricts the exchange of level information via StreetPass.

Mario vs. Donkey Kong™: Tipping Stars is a puzzle-action game featuring Mario™ and his friends as Mini characters wandering about and in need of direction. They have to reach the Goal Door to exit each level, and you can help them by using the Touch Screen to place platforms and objects that create a path and guide them.

The game also features a Workshop mode that allows you to create your own original levels for the Minis to venture through. Connect to Miiverse™ to post levels you've created, play levels other players have posted, interact with other players by tipping stars and sending comments, and more!

On the title screen, tap the mode you want to play.

◆ This game is mainly controlled using the Touch Screen.

Game (pages 8 and 9)	Play a variety of levels by guiding Minis to their Goal Door.
Workshop (pages 10 and 11)	Create your own original levels and post them on Miiverse.
Community (page 12)	Play original levels posted to Miiverse by other players, and interact with the Community.
Bonus	Play a selection of Bonus Levels.

◆ Bonus Levels unlock as you progress through the Game mode.

Saving Data

Saving Your Game Progress

Your game progress is saved automatically when you clear a level in Game mode.

Saving Workshop Data

Any levels you have created in Workshop mode will automatically be saved when you tap the play icon (▶). Alternatively, tap the settings icon (⚙) and then tap Save to save your data manually.

Deleting Data

Deleting All Data

Select Mario vs. Donkey Kong: Tipping Stars on the HOME Menu. Before the menu screen is displayed, hold down Ⓐ+Ⓑ+Ⓧ+Ⓨ to delete all save data for this software.

Deleting Workshop Data

Select an original level you created in Workshop mode, and then tap 🗑

to delete.

Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

On the level-selection screen, tap the level you want to play to start the game.

◆ More levels will unlock as you progress through the Game mode.

◆ Tap 🅿 on the top-right corner for help.

Game Screen
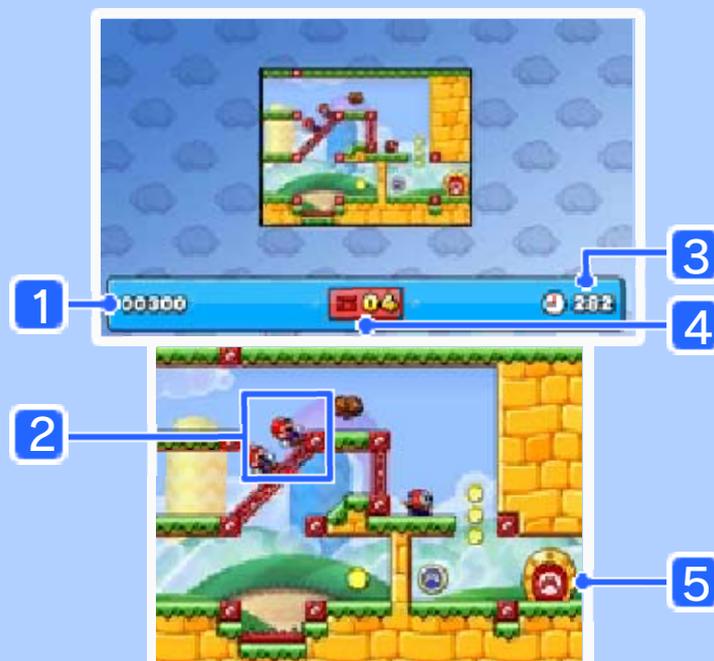
1. Score

2. Minis

3. Time remaining

4. Object information

Shows the type and amount of the object that you currently have on hand. You can place objects using the Touch Screen.

5 Goal Door

Place or remove various items using the Touch Screen to guide Minis to their Goal Doors. On larger levels, tap ▷ or use ◎/✛ to scroll. Press START to open the Pause menu.

Clearing the Level

Some levels have a single Goal Door, while other levels (Multi-Door mode) have several Character Doors. The level is cleared when all Minis have entered their respective doors. The number of stars (page 13) you'll receive upon clearing a level depends on the trophy awarded.

Goal Door (Single-Door Mode)

After the first Mini enters the Goal Door, a door timer will begin to fill. Once the timer is full, the Goal Door will close and any remaining Minis will be unable to enter.
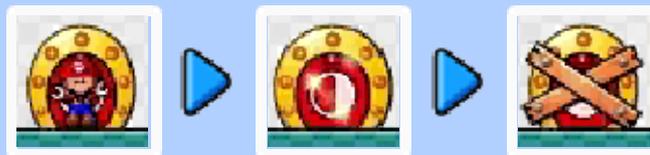
Multi-Door (Multi-Door Mode)

In Multi-Door levels, each Mini has

its own Goal Door. Only the character depicted on the Goal Door can enter it.

Game Over

The game is over if one of the following happens:
- A Mini touches spikes or an enemy.
- A Mini falls a distance of 10 blocks or more.
- The door closes before all the Minis enter (in Single-Door mode only).
- The time remaining reaches zero.

When the game is over, tap Retry to try again, or tap Exit to return to the level-selection screen.

Cursed Mini Mario

When an enemy takes control of a Mini Mario, it becomes a Cursed Mini Mario. You will need to direct another Mini to hit the Cursed Mini Mario with a Hammer to change it back, as a Cursed Mini Mario cannot enter the Goal Door.
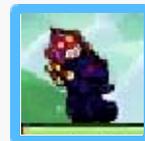
In Workshop mode, you can create up to 50 original levels based on a Single-Door level or a Multi-Door level.

◆ There are three template levels available at the start of the game.

Placing Objects

Place various objects to create an original level.

1 Items

Select objects and characters to place in your level.

◆ The number displayed when selecting a part indicates the amount you have left to place on the level.

2 Settings

Here, you can choose a name and theme for your level, set the part of the level you want to use as a thumbnail, and save your data.

Move a placed object.

Change the orientation of some objects.

Remove a placed object.

Undo your last action.

Redo an undone action.

Save your data and do a play test.

Getting More Objects

You can obtain many new objects by exchanging stars for them (page 13) at the Workshop Store.

Posting Your Level to Miiverse

Once you have cleared a play test (▶) and collected all the coins in your level, you will be able to post your level to Miiverse.

◆ It may take some time before the posted level appears in the Community.

Red Girder Rivet

Place Red Girders (⬛) between these to create platforms.
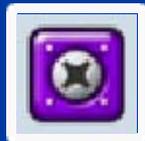
Purple Conveyor Rivet

Place Purple Conveyors (⬛) between these to create moving platforms.

Long Spring

Bounces Minis up and forward.

Red Color Switch

Toggles Red Color Blocks on (⬛) and off (⬛) when stepped on.

Rock

Breaks when hit by a Hammer, a Mini shot from a cannon, or a Mini sliding down a slope.

Circus Kong

Throws Minis up in the air.

Hammer

Use a Hammer to break Rocks and defeat enemies.

Cannon
Shoots out any Minis that are inside. Tap the Cannon to fire.

Split Pipe
When Minis enter a Split Pipe, they will emerge from another Split Pipe of the same color.

Movable Pipe
Tap a Movable Pipe to place or remove it. Just like the Split Pipe, it transports Minis to another Movable Pipe placed elsewhere in the level.

◆ This is only a partial list of the objects available to use. Explore the Workshop Editor to see what else you can find!

In Community mode, you can play original levels that have been posted by other players via Miiverse. Select a level, and then tap Play to begin. If you tap Save, you can download the level data. You can also tap 🔄 to display the comments screen.

◆ For details about Miiverse, please refer to the Miiverse electronic manual. To open the Miiverse electronic manual, open Miiverse, then select User Page ⇒ User Menu ⇒ Manual/Miiverse Code of Conduct ⇒ Manual.

Changing the Category

Tap Popular to change the category of levels that are displayed. Also, if you choose the Official Levels category and then tap Search! you can download and play additional levels available from Nintendo.

Users shown in Friends & Followed are those linked to your Nintendo Network ID. They are not related to friends shown in the friend list on the HOME Menu.

Giving Feedback

You can tap the 👤+ icon to Yeah! or Unyeah a level, and tap the ⭐+ icon to tip stars. To open Miiverse, tap the comment window, and then tap 👥. Tap 💬 to post a comment. You can also tap the Mii on the comments screen to view the profile of the player who posted the level.

◆ You can use a stamp when sending a comment with 💬.

◆ You cannot send stars to Nintendo levels.

Playing Levels from the Wii U Version

You can interact via Miiverse with players of the Wii U version of Mario vs. Donkey Kong: Tipping Stars. In addition to playing original levels created using the Wii U version, you can share the levels you created using the Nintendo 3DS version of Mario vs. Donkey Kong: Tipping Stars with those playing the Wii U version.

Acquiring Stars

There are several different ways you can obtain stars:
 · Clear levels and acquire trophies.
 · When other players play an original level you created in Workshop mode.
 · When other players send stars to an original level you posted.

Using Stars

You can use stars in two ways:
 · Exchange them for objects in the Workshop Store.
 · Send them to other players who have posted their original levels to Miiverse.

◆ If you send a star to another player, sometimes you may receive a stamp that you can use when posting a level or sending a comment on Miiverse. Stamps are another way to enjoy communicating with other players in the Community!

Stamps and Stars with the Wii U Version

Stars and stamps cannot be shared with
Mario vs. Donkey Kong: Tipping Stars on the Wii U, even if the two games are registered to the same Nintendo Network ID, as stars and stamp records are managed separately for each game.

Sending and Receiving Levels via StreetPass™

If you pass by other systems on which StreetPass™ has been activated for this software, you will be able to notify them about original levels, as well as be notified about levels created by others.

◆ The original level that you want to share must be set beforehand.

◆ You will only be able to send one original level per StreetPass interaction.

Activating and Deactivating StreetPass

To deactivate StreetPass for this software, go to System Settings, select Data Management, and then select StreetPass Management. See below for activating StreetPass.

Setting a Level to Share

In Workshop mode, select a level that you've posted to Miiverse and then tap StreetPass .

◆ You will only be able to share levels that have already been posted to Miiverse.

Sharing Others' Original Levels

If you come across a level in the Community that you want to share via StreetPass, select that level and then tap [StreetPass] .
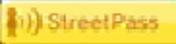
Accessing Levels You've Received

When you receive a level from another user via StreetPass, an envelope icon (✉) will be displayed next to Community on the title screen. You can access the level you've received by changing the Community category to StreetPass.

◆ You will need to be connected to the Internet in order to play levels that you've received via StreetPass.

Sending Gameplay Information (SpotPass™)

While the system is in Sleep Mode, if you have opted-in to send gameplay information to Nintendo, Nintendo will use this information to improve the player experience for everyone.

⭐ Activating SpotPass

When you start the game, you will be prompted to activate SpotPass. Tap Yes to activate SpotPass if you want to send gameplay information to Nintendo.

◆ To change the SpotPass setting, tap the Mii icon in the bottom-right corner of the Touch Screen within Workshop mode or Community mode, and then tap SpotPass: On .

16　Support Information

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