

Roll



Ground Pound

In mid-air: **L** (**R**)



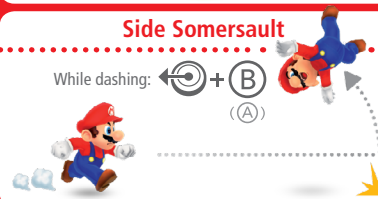
Long Jump

While moving: **L** + **B**
(**R**) (**A**)



Side Somersault

While dashing:  + **B**
(**A**)



Wall Jump

While sliding down a wall: **B**
(**A**)



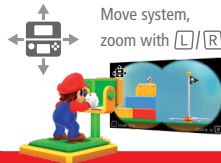
Crouch Jump

L (hold) + **B**
(**R**) (**A**)



Use Binoculars

Move system,
zoom with **L**/**R**



MARIO'S MOVES

NINTENDO 3DS SOFTWARE QUICK GUIDE – SUPER MARIO 3D LAND™

This software title includes an electronic manual to reduce the amount of paper used in its packaging. For support, please consult the electronic manual, the Nintendo 3DS Operations Manual or the Nintendo website.

IMPORTANT: Please read the separate Important Information Leaflet.

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Electronic Manual

Select the icon for this software on the HOME Menu and touch MANUAL to view the electronic manual. Please read this manual thoroughly to ensure maximum enjoyment of your new software.



Basic Actions


Mario can perform other actions in addition to the ones listed here. For details, please refer to the reverse side of this quick guide, or the software's built-in instruction manual.

L or R Crouch



Mario can move while crouching.

Move



During course selection, you can move to a course simply by touching it.



Switch 3D View



Normal View
Extended Depth



Item Storage

Touch a stored item to use it.

START

Pause



Shift Camera

You can also use +.



Fire Mario

Fireball



Y X

Tanooki Mario

Tail Attack



Y X

Slow Fall



In mid-air

Hold B A

While moving



or X

Dash



Jump while dashing to jump higher and farther.



or A

Jump



Press the button when in water to swim.