

# Mario Party: Star Rush

1 Important Information

2 Multiplayer (Local Wireless)

3 Star Rush - Party Guest

4 Multiplayer (Download Play)

5 About the Game

6 Saving

## Basic Information

7 About amiibo

## Other Information

8 Sharing Gameplay Information

## Support Information

9 How to Contact Us

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.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.
- ◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

 **IMPORTANT**

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu. You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

## Language Selection

The in-game language depends on the one that is set on the system. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.

You can change the in-game

language by changing the language setting of your system. 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](http://www.pegi.info)

USK (Germany):  
[www.usk.de](http://www.usk.de)

Classification Operations Branch  
(Australia):  
[www.classification.gov.au](http://www.classification.gov.au)

OFLC (New Zealand):  
[www.classificationoffice.govt.nz](http://www.classificationoffice.govt.nz)

Russia:  
[minsvyaz.ru/ru/documents/](http://minsvyaz.ru/ru/documents/)

## Advisories

This software (including any digital content or documentation you download or use in connection with this software) is licensed by Nintendo only for personal and non-commercial use on your Nintendo 3DS system. Your use of any network services of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy,

which includes the Nintendo 3DS Code of Conduct.

Unauthorised reproduction or use is prohibited.

This software contains copy protection technology to prevent reproduction and copying of content.

Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.

After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.

© 2016 Nintendo Co., Ltd.

Trademarks are property of their respective owners. Nintendo 3DS is a trademark of Nintendo.

■ bsdiff

Copyright 2003-2005 Colin Percival

All rights reserved

Redistribution and use in source and binary forms, with or without modification, are permitted providing that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

CTR-P-BAAP-00



## Local Wireless (Local Play)

Up to four players can battle it out using Local Play if they each have a Nintendo 3DS system and a copy of the game.

### You Will Need:

- One Nintendo 3DS system per player
- One copy of Mario Party: Star Rush and an additional copy of the game or Mario Party: Star Rush - Party Guest for each additional player.
- ◆ Mario Party: Star Rush - Party Guest is available to download for free from Nintendo eShop. (p. 3)

### Setup

One player with a copy of Mario Party: Star Rush (the host) will create a lobby. Once all players have joined this lobby, the battle will begin.

- ◆ Players using Mario Party: Star Rush - Party Guest cannot create their own lobbies.

### Creating a Lobby

1. In the Plaza, select "Multiplayer" ⇒ "Local Wireless" ⇒ "Create a Lobby".
2. Once all players' names have appeared, select "Begin" to start playing.

### Joining a Lobby

1. In the Plaza, select "Multiplayer" ⇒ "Local Wireless" ⇒ "Find a Lobby".
2. Pick a group to join.
  - ◆ If you only have one copy of Mario Party: Star Rush, you and your friends can still play together with Mario Party: Star Rush - Party Guest.





### What is Mario Party: Star Rush - Party Guest?

Mario Party: Star Rush - Party Guest is available to download for free from Nintendo eShop. Using this version of the software, you can take part in multiplayer fun even if you don't have a copy of Mario Party: Star Rush. (p. 2)

#### Warning

It is not possible to play multiplayer using only Mario Party: Star Rush - Party Guest. One Nintendo 3DS system per player and at least one copy of Mario Party: Star Rush are required.



### Save data transfer

In Mario Party: Star Rush - Party Guest, data such as Party Level, as well as unlocked characters and minigames, will be saved. This data can be transferred to Mario Party: Star Rush if that software is launched on the same system.



### Download Play



With just one copy of Mario Party: Star Rush, up to four players can battle it out using Download Play.

- ◆ Download Play cannot be selected in Mario Party: Star Rush - Party Guest.
- ◆ Download Play can be used to play on systems without the software, but not all maps, characters, and other game features will be available this way. (p. 5)

#### You Will Need:

- One Nintendo 3DS system per player
- A copy of Mario Party: Star Rush

#### Steps for Host (player with the software)

The player who has a copy of the software must create a lobby. Once all other players have joined this lobby, the game will begin.

1. In the Plaza, select "Multiplayer" and then "Download Play".
2. Once all players' names have appeared, select "Begin" to start playing.
3. Follow the on-screen

instructions.



### Steps for Guests (those without the software)

1. On the HOME Menu, select the Download Play icon, then touch "Open".
  2. Select the Nintendo 3DS logo.
  3. Select Mario Party: Star Rush from the list.
- ◆ You may need to perform a system update. Follow the on-screen instructions to begin the update.
- If you receive a message during the system update that the connection was unsuccessful, try completing the update again from System Settings.

Mario Party: Star Rush is a new type of board game that allows for simultaneous play and free movement. It features minigames that up to four players can play together.

### ★ Game Modes

All modes are available in single player.



Modes available in Local Wireless.



Modes available in Download Play.

#### Toad Scramble



You and the other players must pit yourselves against the boss characters to rescue the stolen Stars.

#### Coinathlon



A frenetic minigame race to collect the most coins.

#### Balloon Bash



Collect Stars using the coins you earn in minigames or on the board.

#### Minigames



Choose a minigame that you want to play.

## Mario Shuffle



A strategic game where you try to move all three of your character pieces to the other side of the board before your rival can do the same.

## Rhythm Recital



Here you can play along to a variety of familiar Mushroom Kingdom tunes.

## Boo's Block Party



A puzzle game where you clear rows of blocks by matching the numbers on them.

## Challenge Tower

Avoid the hidden Amps as you try to climb to the top of the tower!

## Character Museum

View characters you've encountered.

 Not all characters and maps are available in Download Play.



## Saving data

Party Level and other data will be saved automatically at the following points:

- When a map is cleared
- When a minigame is cleared



## Saving Data Mid-Game

Once you have progressed a little way in Coinathlon's Rival Race mode and on the Challenge Tower, you can press **START** and select "Save and quit" to save your progress.

- ◆ You can continue where you left off by selecting the mode with your mid-game save.
- ◆ You can only have one mid-game save at a time.

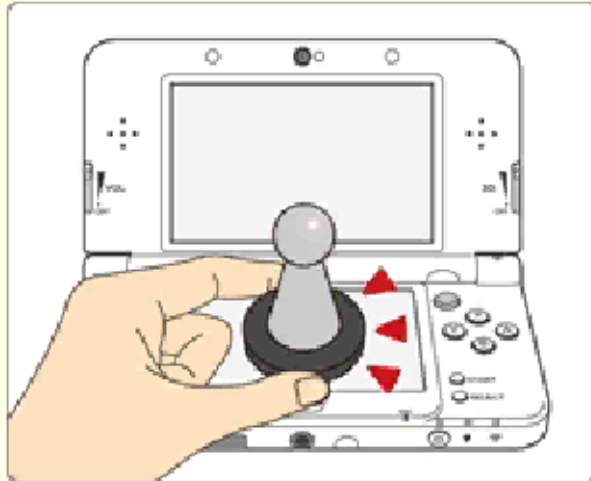




## Deleting data

Press and hold **(A) + (B) + (X) + (Y)** simultaneously while launching the software to delete all data.

- ◆ Use caution when deleting data. Data cannot be restored once it has been deleted.

- Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system 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.




This software supports the read-only functions of **amiibo**. During play, select  or  in order to scan an amiibo.

You can use compatible amiibo™ accessories by touching them to the Touch Screen of a New Nintendo 3DS/New Nintendo 3DS XL system.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.

For more information, visit:

- [amiibo.nintendo.eu](http://amiibo.nintendo.eu) (Europe)
- [amiibo.nintendo.com.au](http://amiibo.nintendo.com.au) (Australia/New Zealand)

- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If the data on your amiibo becomes corrupted and cannot be restored, go to the HOME Menu ⇒  ⇒ amiibo Settings and reset the data.




The Nintendo 3DS NFC Reader/Writer is required to use amiibo with a Nintendo 3DS/3DS XL/2DS system.

★ IMPORTANT

- A light touch on the Touch Screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.

### Sending Gameplay Information (SpotPass™)

If the SpotPass feature is activated, it will periodically connect to the internet (if available) while the system is in Sleep Mode. This will happen even while the software is not running. If sending gameplay information is enabled for this software, this data will be sent in an anonymous format to Nintendo via SpotPass. This function can be enabled or disabled from the software's Options menu, which can be opened by touching  on the title screen.

- ◆ Gameplay information will be used in the development of future products.

### Online Features

This software can upload gameplay information over an internet connection.

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

This software supports Nintendo Network™.



Nintendo Network is an online service which allows you to play with other players all over the world, download new add-on content and much more!

## Online Precautions

- If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.
- Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play,

communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.

- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

For product information, please visit the Nintendo website at:  
[www.nintendo.com/countryselector](http://www.nintendo.com/countryselector)

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:  
[support.nintendo.com](http://support.nintendo.com)