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1 Important Information

Please read this manual carefully before using the software. Please also read your Operations Manual for more details and tips to help you enjoy your playing experience.

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

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, and then tap **Open** and read the contents of each section carefully. When you are finished, press  HOME to return to the HOME Menu.

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

IMPORTANT

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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2 Parental Controls

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

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

● StreetPass™

Restricts the exchange of Mii character data between users via StreetPass (page 11).

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

3 Information-Sharing Precautions

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).



Welcome to Mario Party™: Island Tour! Join Mario™ and friends in the Party Islands for classic Mario Party fun. You'll find seven unique game boards...a huge variety of all-new minigames...challenging new modes like Bowser's Tower and StreetPass Minigames...and lots more. Are you ready? Let's party!

Menu Controls

Use the Touch Screen or the following buttons to control the game.

| | |
|----------|-------|
| Navigate | + / ○ |
| Confirm | A |
| Back | B |

In-Game Controls

Controls vary by game—check each game's introduction screen or pause menu for details.

Pause

Press **START** to pause the game.



Other Controls

Some minigames require you to tilt or turn the Nintendo 3DS system. Please follow the on-screen instructions.



- ◆ Selected games require you to move the system to adjust your field of view. You can press down on + to center your position in these games.

When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.

Your scores and other data will be saved automatically at the following times:

- When you complete a board or minigame
- Before and after playing a StreetPass Minigame

Save and Continue

In Bowser's Tower (page 8), you can stop at any point and pick up where you left off at a later time. When you win a minigame, the game will save automatically.

- ◆ You can continue playing from where you left off by re-entering Bowser's Tower.
- ◆ You can only have one set of save data at a time.

Deleting Data

To delete all save data, press and hold **(A) + (B) + (X) + (Y)** simultaneously when starting the game from the HOME Menu.

- ◆ **Data cannot be recovered once it has been deleted, so please be careful.**

- 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.

Select a play mode.



Solo Play

Play various game modes by yourself.

- ◆ For games involving two to four players, computer (COM) players will join in.

Multiplayer

Play together with up to three other players via Download Play. Other players with Nintendo 3DS systems can join the fun, even if they don't have a copy of the software.

- ◆ You can only select games for two to four players.

During Download Play or while using the microphone or cameras (for example, during an AR Card minigame), the system cannot be put into Sleep Mode.

Select a game mode.



Party

Play on seven different game boards, each with its own unique rules and strategies.

- ◆ There is one game board (Shy Guy's Shuffle City) that requires three or four human players. Additional systems are required for Multiplayer mode and are sold separately.

Minigames

Choose from a wide variety of minigames, including racing games, puzzle games, strategy games—even games utilizing the system microphone and AR Cards.

AR Cards

AR Card minigames require the augmented reality marker cards included with Nintendo 3DS systems. Frame them with the camera to play.



- ◆ For more information on using AR Cards, please refer to the AR Games: Augmented Reality section of the Operations Manual.
- ◆ When playing AR Card games, you may have to move around the area while holding the Nintendo 3DS system. Make sure you have enough room, and hold the system firmly with both hands while playing.

StreetPass Minigames

Compete in minigames against other players you meet via StreetPass. See page 11 for more details.

Bowser's Tower

Take on the ultimate challenge: ascend Bowser's Tower by winning minigames and defeating Bowser's underlings. Bowser™ himself awaits you at the top!

Collectables

Purchase bubbles using Mario Party Points, and then view your collection in the gallery. See page 9 for details.

The way you start a game will vary from mode to mode. Follow the on-screen instructions, like those below, to advance through the setup.

Select a Board/Mode

First, select the mode you would like to play. If you select Party mode, you will then need to select a game board. If you select Minigames, you will then select a minigame mode.

Player Character

Select the character you want to use.

◆ Your character selection will be saved while you remain within a particular game mode. To change characters, return to the title screen, select a different mode, or close the software.

Check Settings

The game settings will be displayed on the upper screen. Choose Start Game to begin playing Party mode, or choose



Continue to move forward and begin playing Minigames mode.

Change Settings

You can change the number of players, the difficulty, and the character for each COM opponent.



Minigame Pack

You can choose to include all minigames or a subset of easy minigames when you play Party mode or Hot-Air Hijinks. You can also decide whether to include minigames that require the microphone.

Results

When you're finished playing, results and other information about everyone's performances will be displayed.

Announcements

You'll earn Mario Party Points based on your results. New bubbles may also appear in the shop.



Bubbles

Purchase bubbles with Mario Party Points to unlock special figurines, sound clips, and musical themes!



Multiplayer (Download Play)

This software supports multiplayer games via wireless communication. At least one player must have a copy of the software.

You Will Need...

- One Nintendo 3DS system per player (maximum of four systems). Please ensure that wireless communication is enabled on all participating systems.
- At least one copy of the software.

Procedure for Host System

- 1 Select Multiplayer on the title screen, and wait for your friends to join.
- 2 Once the names of your friends appear on-screen, select End.
- 3 Follow the on-screen instructions to proceed.

Procedure for Guest Systems

- 1 Tap the **Download Play** icon on the HOME Menu, and then tap **Open**.
 - 2 Tap the Nintendo 3DS logo.
 - 3 Tap Mario Party: Island Tour, and wait for the host to complete the setup.
 - 4 Follow the on-screen instructions to proceed.
- ◆ A system update may be required. If so, follow the on-screen instructions to update your system. If you see the message "The connection was interrupted" and the system update fails, try updating the system via **System Settings**. For detailed instructions, refer to the "System Update" page within your system's Operations Manual.

StreetPass Minigames (StreetPass™) (人))

This software uses StreetPass (local wireless communication) for exchanging Mii data. If you pass by other players who have StreetPass activated for this software, you can compete against them in minigame battles.

- ◆ To communicate using this feature, all players must activate StreetPass for this software.

Activating StreetPass

Before you can begin using StreetPass for this software, you will need to create a Personal Mii™ using the Mii Maker™ application on the HOME Menu.

- ◆ For more information, please refer to the Mii Maker electronic manual.
- ◆ Your Mii character's face and nickname will be made visible to other StreetPass users.

- 1 Select StreetPass Minigames from the main menu.
- 2 Select your favorite character.
- 3 You will be asked if you would like to activate StreetPass. Select Yes to activate StreetPass for this software.

Favorite Character

Select a character to use in StreetPass Minigame battles. The character you select will appear on your opponent's screen.



- ◆ You can change your favorite character under Settings (page 12).

Deactivating StreetPass

To deactivate StreetPass, open System Settings, select Data Management, and then select StreetPass Management. Tap the icon for this software title, and then select Deactivate StreetPass.

You can disable StreetPass functionality via Parental Controls.

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

Take on opponents you meet via StreetPass.

Win minigame battles to earn Mario Party Points.

◆ You'll also unlock special bubbles!

Start

Your skill level and the skill level of your opponent are indicated by the number of ★ that appear. A minigame will be randomly selected for you to play.



Minigame Battle!

Compete against your opponent in a minigame.

Pass

Skip a match.

◆ If you select Pass, the selected opponent will disappear from the list.

Number of Opponents

You can connect with up to 10 StreetPass opponents at once. If you select Begin, you will have to decide whether to play or pass on minigames with the opponents you've collected. However, if you exit StreetPass Minigames before selecting Begin, you will be able to connect with another 10 StreetPass opponents. The next time you enter StreetPass Minigames, you will have to decide whether to play against previous opponents or new ones.

Settings

Activate or deactivate StreetPass, and change your favorite character.



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