Super Smash Bros.
for Wii U

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1 Important Information

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.

Health and Safety

Before use, please read the contents of the Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. 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 console. You can change the console language in System Settings.

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

Classification Operations Branch (Australia):

www.classification.gov.au

OFLC (New Zealand):

www.classificationoffice.govt.nz

Russia:

minsvyaz.ru/ru/doc/index.php?id_4=883

2 Controllers

The following controllers can be paired with the console and used with this software.

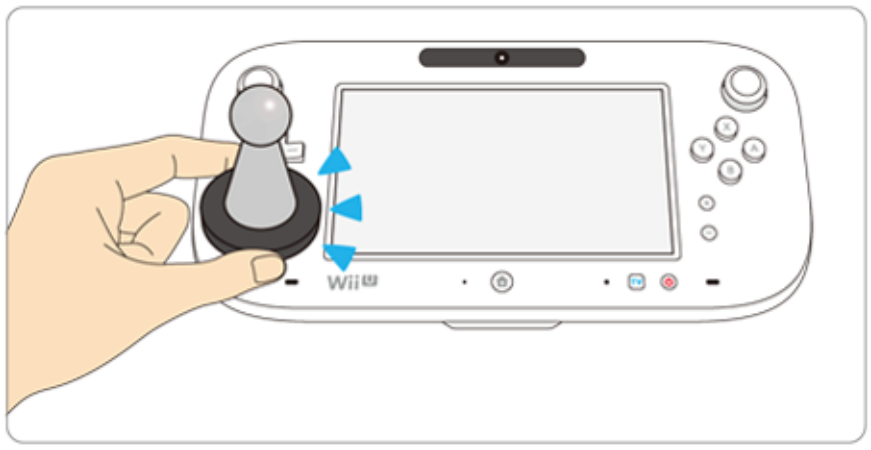
- Up to eight players can play together. To play multiplayer modes, each player needs a separate controller.
- Up to seven Wii Remotes and Wii U Pro Controllers can be paired with the console.
- The GameCube Controller Adapter for Wii U is required in order to use GameCube Controllers. Up to four GameCube Controllers can be connected to one adapter. Using two adapters at the same time, you can connect a maximum of eight GameCube Controllers at once. Controllers will be assigned to P1, P2 etc. in the order you connect them to the adapter and press Ⓐ.
- To use a Nintendo 3DS system as a controller, you must have a copy of Super Smash Bros.™ for Nintendo 3DS. Up to eight systems can be connected at once. 24
- Remember to make sure your controller has enough battery power. If it runs out of battery in the middle of an online match and you are unable to control your fighter, you may be restricted from online battle due to idling.
- Only one Wii U GamePad can be used with this software at a time.
- A Wii Remote™ Plus can be used instead of a Wii Remote.
- A Classic Controller can be used instead of a Classic Controller Pro.

Pairing Controllers

Open the HOME Menu and select "Controller Settings" ⇒ "Pair". Follow the on-screen instructions to pair your controller.

- ✦ You can change the controller settings and configuration, including for the GameCube Controller and the Nintendo 3DS. Select "Controls" from either the Smash menu or "Options" in Games & More to edit button configuration and turn the rumble feature on or off.
- ✦ You can pair up to four Wii Remotes or Wii U Pro Controllers to the console from Controller Settings. To use more than four, enter 8-Player Smash and press the SYNC Button once on your Wii U console before pressing the SYNC Button on each controller you wish to use.

3 amiibo



This software supports amiibo. You can use compatible amiibo™ figures by touching them to the NFC touchpoint (▭) on the Wii U GamePad.

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 http://amiibo.nintendo.eu/.

- ✦ Each amiibo can only hold game data for one software title at a time. To save game data for another software title, you will need to delete the existing game data. You can do this by going to Wii U Menu ⇒ System Settings ⇒ amiibo Settings. If the “amiibo Settings” option doesn't appear, update your console by selecting System Update in System Settings.
- ✦ An amiibo can be read by multiple compatible software titles.
- ✦ If the data on your amiibo becomes corrupted and cannot be restored, go to Wii U Menu ⇒ System Settings ⇒ amiibo Settings and reset the data. If the “amiibo Settings” option doesn't appear, update your console by selecting System Update in System Settings.

4 Online Features

Connect to the internet to enjoy these features:

- Online battles. 18
- Game Chat with friends. 18
- Spectating and posting replays. 19
- Posting snapshots, Mii Fighters and custom stages. 19
- Purchasing Virtual Console titles. 23
- Miiverse™. 26
- Purchasing add-on content. 27

✦ Your profile may be seen by players all over the world.

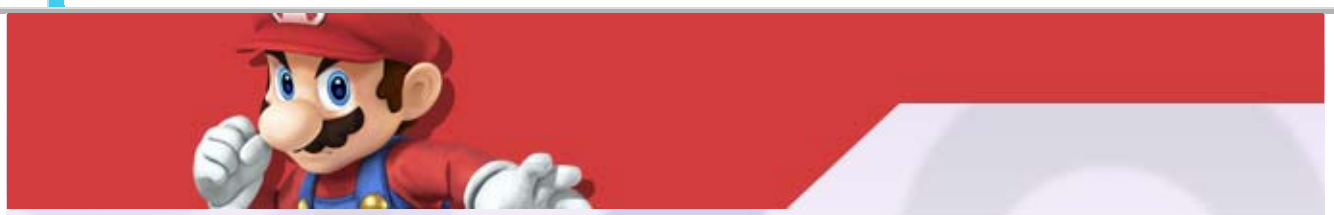
✦ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide.

5 Parental Controls

Parents and guardians can restrict certain features of the Wii U console through Parental Controls on the Wii U Menu.
The following features can be restricted:

Name	Description
Online Interaction in Games	Restricts battling against players from around the world and using Game Chat with friends. 18 This also restricts the sharing or receiving of content such as snapshots, replays and Mii Fighters. 19
Wii U Shopping Services	Restricts the purchase of Virtual Console titles 23 and add-on content. 27
Miiverse	Restricts posting on Miiverse and/or viewing other players' Miiverse posts, including snapshots, text and handwritten posts. It is possible to restrict posting only, or to restrict both posting and viewing. 26
Friend Registration	Restricts the registration of new friends.

6 What Kind of Game Is This?



Mario, Link, Kirby and a whole load of other characters jump outside the borders of their own series to battle each other! Through different kinds of attacks, they try to launch each other into the air and off the stage. You can even fight players from around the world using the internet.

Launching Enemies

1. Damage Them

Increase the total damage of your enemies by hitting them. The higher a fighter's damage, the farther they will be launched when hit.

2. Hit Them with Smash Attacks

Use powerful smash attacks to send opponents flying out of the battlefield.

Recovering

Even if you've been launched away from the stage, you can jump and use other moves to try and return. Don't give up!

When you first start the game, you will be asked to set up SpotPass™ settings.

Main Menu

Choose a play mode or other option.

Smash	Choose your fighters and a stage, then battle it out! This mode includes 8-Player Smash, which supports up to eight players, and Special Smash, where you can battle with all kinds of special rules. 17
Online	Connect to the internet to fight in online multiplayer battles 18 and spectate the battles of others. 19
Smash Tour	Spin the wheel and proceed through the board, using events and battles to try and win fighters, then face off in a final confrontation using the fighters you've gathered. 20

Games & More	Here you can battle CPU fighters in Classic mode, hone your skills in the Stadium, customise your fighters, create your own stages and more - see 21 , 22 and 23 . You can also power up your amiibo figures. 25
Challenges	You'll receive rewards (such as trophies and custom special moves) for fulfilling certain conditions while playing the game.
3DS	Connect to Super Smash Bros. for Nintendo 3DS to use your Nintendo 3DS system as a controller and exchange custom fighters between your Nintendo 3DS system and Wii U console. 24
Manual	View the game's electronic manual.

Notices & eShop

Select "Notices & eShop" to see notices. On the Notices screen, you can also go to Nintendo eShop, where you can buy add-on content. 27

Navigating Menus

When using the Wii U GamePad, move between options with ✣/Ⓛ and press Ⓐ to select them. Press Ⓑ to cancel.

✦ You can also navigate menus in the same way using a Wii U Pro Controller or a Wii Remote + Classic Controller Pro.

Navigating Menus with Other Controllers

Choose a field		
◎ / ✣	✣	◎ / ✣
Make a selection		
A	②	Ⓐ
Cancel		
B	①	B

Navigating Menus with a Nintendo 3DS System

Select "3DS" from the main menu to use a Nintendo 3DS system as a controller in Smash mode. For information on the controls, please refer to the electronic manual for Super Smash Bros. for Nintendo 3DS.

8 Saving and Deleting Data

Saving Data

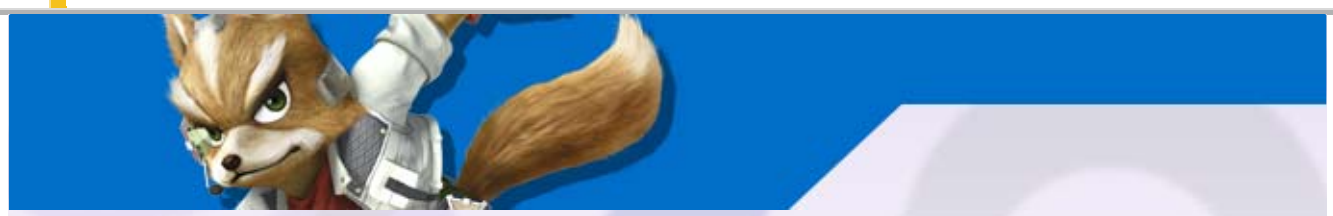
Any progress you make or settings you change will be saved whenever you end a battle or adjust the settings.

- ✦ Save data is usually shared between all users on the console, but for some functions, such as Online mode, it is saved separately for each user. Please make sure you select the correct Mii™ when starting your Wii U console.

Deleting Data

From the Wii U Menu, go to System Settings and select "Data Management" to delete your data.

- ✦ Deleted data cannot be recovered, so be careful.



These controls are for the Wii U GamePad.

✦ The controls for the Wii U Pro Controller and the Wii Remote with Classic Controller Pro are the same as for the GamePad. For information on other controllers, see 12 and 13 .

Walking

Use Ⓛ to walk. Your speed will change depending on how much you tilt it to the left or right.

Dashing

Quickly tap Ⓛ left or right to dash. As long as you hold Ⓛ, you will keep dashing.

Crouching

Tilt Ⓛ down to crouch and reduce the amount of knockback that results from enemy attacks.

Dropping Through Platforms

Quickly tap Ⓛ down to drop through platforms.

✦ Not all platforms can be dropped through.

Jumps and Mid-Air Jumps

Jump by tapping Ⓛ up or by pressing Ⓧ or Ⓨ. You can then jump while in mid-air by tapping Ⓛ up or pressing Ⓧ or Ⓨ again.

Footstool Jump

When above an enemy, press Ⓧ or Ⓨ or tap Ⓛ up to spring off them and jump even higher.

Grabbing Edges

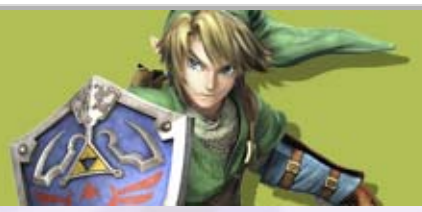
If you get close enough to an edge, you'll grab onto it. Tilting Ⓛ towards the edge, jumping or pressing the attack button will let you climb up in a variety of ways.

✦ Some fighters have special moves or tools to grab onto ledges.

Taunting

Use ✣ to taunt. Different taunts will happen depending on the direction you press.

✦ Taunting leaves you exposed to enemy attacks. Taunt wisely!



Standard Attacks

Perform standard attacks with Ⓐ, and press Ⓐ repeatedly to execute a series of attacks. With some fighters, you can hold Ⓐ to attack continuously until you catch an opponent, and then automatically unleash a series of standard attacks.

Strong Attacks

Tilt and hold Ⓛ, then press Ⓐ to perform a strong attack. Attacks differ depending on the direction you tilt Ⓛ.

Smash Attacks

Either tap Ⓛ and press Ⓐ at the same time or just tilt Ⓡ to deliver a smash attack and launch your enemy.

Smash Hold

To charge up power, either tap Ⓛ and press and hold Ⓐ at the same time, or just tilt and hold Ⓡ. Then release Ⓐ/Ⓡ to deliver a very powerful smash attack.

Dash Attacks

Press Ⓐ while dashing.

Air Attacks

While airborne, press Ⓐ to perform attacks. Tilting Ⓛ and pressing Ⓐ will trigger different moves.

Special Moves

Press Ⓑ to do a special move. You can perform different special moves by tilting Ⓛ in different directions and pressing Ⓑ.

Final Smashes

Break a Smash Ball 16 , then press Ⓑ to unleash your character's unique Final Smash.

11 Shielding

Press L/R to deploy your shield and guard against enemy attacks.

◆ Your shield will shrink over time or if it takes damage. If your shield breaks, you'll be stunned and unable to do anything for a short time.

Dodging

When shielding, tap left, right or down to dodge in that direction.

◆ Press L/R to dodge in mid-air.

Grabbing/Throwing

Grab opponents either by pressing ZL/ZR or by pressing A while shielding. After grabbing an enemy, use to throw them or A to attack them while they are in your grip.

These controls are for a GameCube Controller, Wii Remote (held horizontally) and Wii Remote + Nunchuk.

◆ indicates a quick tapping motion.

Walking		

Dashing		
	(press twice)	

Crouching		

Dropping Through Platforms		
	(press briefly)	

Jumps / Mid-Air Jumps / Footstool Jump		
/ X / Y		/ C

Grabbing Edges		
(while in mid-air and facing the edge)	(while in mid-air and facing the edge)	(while in mid-air and facing the edge)

Taunting		
✥	Ⓐ / ✥+Ⓐ	① / ② / ①+②

13 Attacking/Shielding

Standard Attacks		
A	②	Ⓐ

Strong Attacks		
+ A	+②	+ Ⓐ

Smash Attacks		
C / + A	①+② / +② (press at the same time)	+ Ⓐ

Dash Attacks		
A while dashing	② while dashing	Ⓐ while dashing

Air Attacks		
A / + A in mid-air	② / +② in mid-air	Ⓐ / + Ⓐ in mid-air

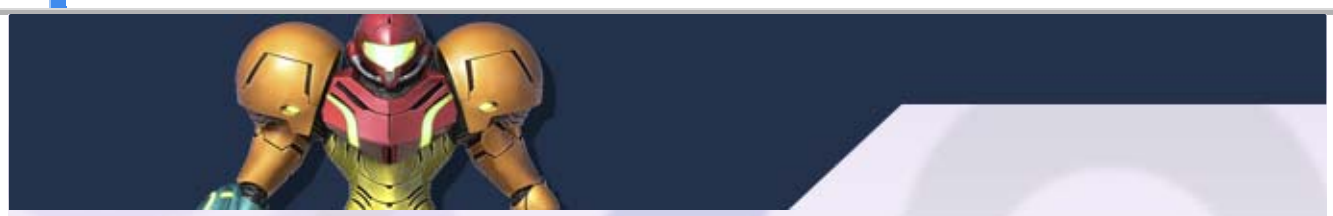
Special Moves		
B / + B	① / +①	B / + B

Final Smashes		
B	①	B

Shielding		
L / R	B	Z /

Dodging		
while shielding	while shielding	while shielding

Grabbing		
Z	− / Ⓐ+Ⓑ	✚ / Ⓐ+Ⓑ



Choose Your Fighters

When the character selection screen is displayed, press a button on your controller to join, then place your token P1 on the fighter you want to use.

- ✦ Player numbers will be determined by the order in which you join.

Character Selection Screen

Use the options below to change the match settings. When you're ready, press ⊕ to proceed to the next screen.

- ✦ Hold Ⓑ to fill the ⮌ gauge and return to the previous menu. You can also select ⮌ and hold Ⓐ to return.
- ✦ Available settings will change depending on the game mode you have selected.

1 Match Type

You can choose to have a free-for-all Smash battle or split the fighters into two or three teams for a team battle. (In 8-Player Smash mode, you can have up to four teams.)

✦ When setting up a team battle, select the flag at the top left of each character's panel to change their team.

2 Rule Changes

You can adjust the rules for the battle, such as the time limit and item spawn settings.

✦ Depending on the type of match you will be playing, selecting ◁ or ▷ will change either the time limit or the stock (number of lives).

3 Customisations

Turn this setting on to use characters made in Custom mode. 22

4 Fighters

Move the cursor over your fighter and press Ⓐ to change their outfit.

✦ You can also use L and R or Ⓧ and Ⓨ to change their appearance.

5 Players/CPU Players

For each fighter, you can switch between a player and a CPU player. You can also set the level of CPU fighters.

6 Name Entry/Selection

You can enter a player name or select one that has already been entered. When using a player name, your records and control settings will be automatically saved.

Choose a Stage

Select the stage you would like to play on. Once you've made your choice, the battle will begin.

- Some modes will not display a stage selection screen.
- You can switch between normal stages and custom stages using L and R.

Stage Options

Press X before selecting a stage to enter its Ω Form. The stage will be completely flat in this form, like the Final Destination stage, and any environmental obstacles will be removed. You can also press Y before selecting a stage to choose which music is more likely to play while you battle.

The object of each battle is to knock back and launch your enemies so they fall off the stage and cannot make it back. Hit enemy fighters to increase their damage, then land a smash attack to launch them!

The Battle Screen

1 Remaining Time

2 Player Number

3 Total Damage

Global Smash Power

Global Smash Power (GSP) is a value displayed in various modes, such as Classic and Stadium. It represents the number of players worldwide you place higher than in terms of skill.

- ✦ For example, if your number was 147,200, you would be ranked higher than 147,199 people worldwide.
- ✦ This number is calculated by sending and receiving ranking information via the internet. If you have not connected to the internet at least once while using this software, Global Smash Power will not be displayed.

Pause

Pressing ⊕ will pause the game and allow you to take snapshots or end the battle.

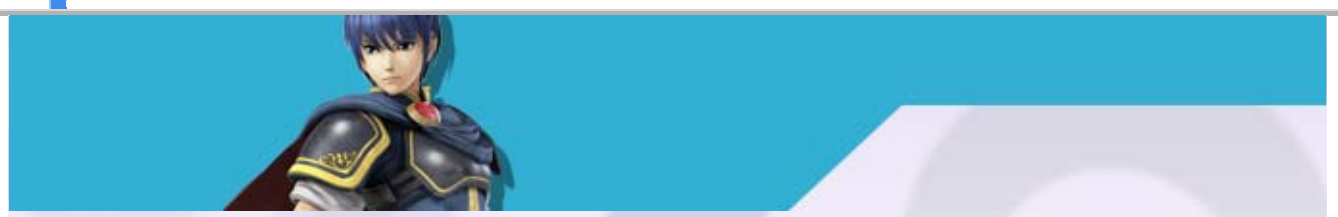
- ✦ You can save snapshots to an SD card.

Results

After the battle, a results screen will be displayed. Depending on the game mode you selected, you may also receive some gold.

Gold

Gold can be used to purchase trophies, among other things.



Pick up a nearby item by pressing Ⓐ. Press Ⓐ again to use it, or press ZL or ZR to discard it. Throw the item by tilting Ⓛ and pressing ZL or ZR at the same time.

Item Information

The effects of some items become clear simply by touching them or picking them up, while other items require you to hit an enemy or wait a while. It all depends on the item.

Master Ball (Helping)

Throwing one of these will cause a Mythical or Legendary Pokémon to appear and assist you.

Containers (Carrying)

Attacking or throwing a container will break it open, revealing the items inside.

Grass is also a type of container. Pull it up to get items.

Fairy Bottle (Recovery)

If you get one of these when your damage is 100 or more, it will remove 100 points of damage. If you have less than 100, you can still throw the item at enemies.

✦ If your enemy is at 100 points of damage or more, the item will heal them when it hits.

Super Mushroom (Transforming)

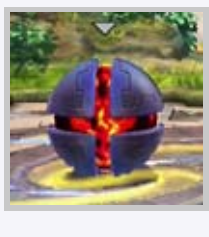
Touching this item will make a fighter bigger and more powerful.

Fire Bar (Battering)

Hitting enemies with this weapon will light them on fire and damage them. Landing blows with it will gradually decrease the number of fireballs.

X Bomb (Throwing)

When it explodes, this item emits an enormous X-shaped blast that pierces all terrain.

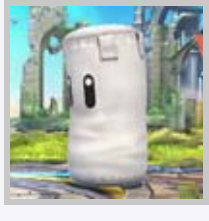


Steel Diver (Shooting)

Fires small torpedoes.

Sandbag (Punching)

Attacking Sandbag will cause items to fall out.



Rocket Belt (Gear)

While in the air, hold Ⓛ up, or hold Ⓧ or Ⓨ, to fly upward on bursts from the belt's jets.

Dragoon Parts (Combining)

Gather all three parts to complete the legendary Dragoon.

Blast Box (Exploding)

Light it on fire or hit it with a strong attack to cause an explosion.

Smash Ball (Final Smash)

Use attacks to break the ball open, then press Ⓑ to unleash your Final Smash.

✦ There are many other items besides these!

Select the stage and rules, and play against friends or CPUs.

Smash

Battle with one to four players.

8-Player Smash

Battle with up to eight players at the same time.

Special Smash

Battle with special rules that you decide.

Rules

Adjust the battle rules, item spawn settings and more.

Controls

Change the control configurations and rumble settings for each name saved.

The first time you enter the Online menu, you can select whether or not to upload your replay data to Spectate mode.

✦ You can change this at any time through the Internet Options.

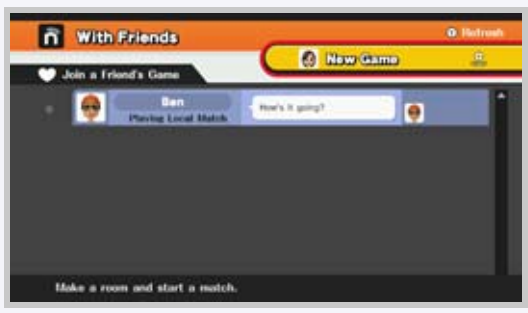
Battling

Connect to the internet and play against players located around the world. Matches can have up to four players. From the Online menu, select either "With Friends" or "With Anyone".

✦ To battle other players in With Friends mode, all players must have added each other as friends.

With Friends

Battle with friends. You can start a new game and wait for other players or select a friend's game where they are waiting for players.



Hosting a Game

1. Select "New Game".
2. Set the rules and select your character, then press ⊕.
3. Select a stage.
4. Train while you wait for other players. Once there is at least one participant from another console, press L and R when you're ready to start the match.

Joining a Game

1. Select the game you want to join.
2. Select your character and press ⊕.
3. Select the stage you want to play.
4. Train while you wait.

Game Chat and Short Messages

Before and after matches, you can use Game Chat to speak to players in the same room as you. Also, by taunting during a match, you can display short messages.

- ◆ You can change your short messages via the Internet Options menu. 19
- ◆ Please be respectful of others when you use Game Chat and short messages.

With Anyone

Follow these steps to battle players from around the world.

1. Select either "For Fun" (if you want a more laid-back battle) or "For Glory" (if you want to really give it your all).

For Fun	Battle on a randomly selected stage (excluding Final Destination). Only your number of wins will be recorded. You can see how many times you've won by going to Games & More → Vault → Records → Stats.
For Glory	Battle on a randomly selected Ω Form stage. Your battle results (including your number of losses) will be recorded.

2. Select "Smash" or "Team Smash" to determine the battle type. If you're playing For Glory, you

can also select "1-on-1".

✦ If you select "Team Smash", you can then select "Solo" to team up with players all over the world or "Together" to make a team of two on your own console.

3. The battle will start once enough players are gathered.

Profile

By pressing Ⓧ on the results screen after a battle, you can view the profiles of players you've battled.

✦ You can set up your profile by going to Games & More → Options → Internet Options → Profile.

Reporting and Blocking Users

When viewing another player's profile, you can choose to block them or report them for bad behaviour.

✦ Baseless reporting of other players may result in the reporting player's suspension from online matches.
✦ To check your list of blocked players, open the friend list from the Wii U Menu, then go to "Settings" → "View Blocked Users".

About Online Restrictions

Quitting during a match, continually self-destructing, idling, or attacking one person excessively may result in you being restricted from playing online matches for a while.

Spectate

From here you can watch other players' online matches, view other players' replays and view the World Status.

Spectate	Watch replays or bet gold on other players' online matches.
World Status	View worldwide stats and see where people are playing online.
Replay Channel	View replays of matches played with a specific character.

Share

From here you can share snapshots, replays, Mii Fighters and custom stages with players all over the world, or send them to your friends.

View

Download snapshots, replays, Mii Fighters and stages that other players have posted. You can view snapshots and replays in the Vault, and use stages and Mii Fighters in battle.

- ✦ Downloaded snapshots will be saved to your SD card.
- ✦ Data that another user on the console downloaded to the SD card or received via a Nintendo 3DS connection will not be displayed.

Send

Post your own snapshots, replays, Mii Fighters and custom stages to the server. You can also post snapshots and stages to Miiverse.

- ✦ In order to receive content that your friends send to you, select Games & More → Options → Internet Options, and change Data from Friends to On.
- ✦ Shared data will be stored on Nintendo servers for 30 days and then deleted.
- ✦ You cannot post replays or snapshots taken on stages downloaded in Share mode.
- ✦ You can only share content that you have created yourself.

Conquest

An event where up to three teams go head-to-head, and you can battle to contribute points that support one of them. Select "Conquest" to see which team is winning and other information.

- ✦ You can only play this mode when a Conquest event is active.

How to Play Conquest

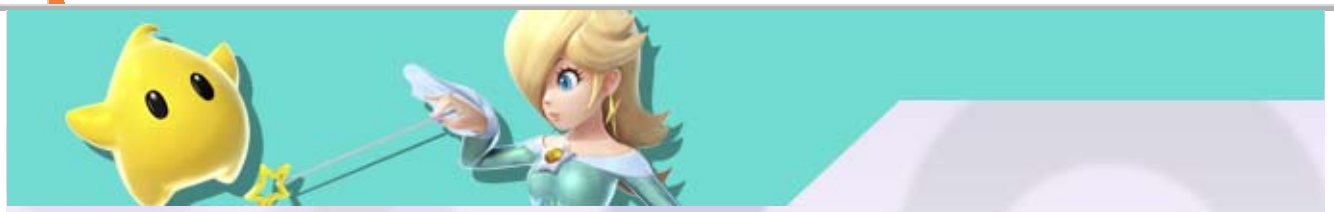
When playing With Anyone matches as one of the characters featured in the current Conquest event, you'll contribute points to that character. Whichever character gets the most points while the event is running is the winner. If the character you supported the most wins, you get a reward!

- ✦ After fighting a battle to try and contribute points to a team, you'll have to wait a while before you can try to contribute again.

Internet Options

Change SpotPass settings, whether or not to upload your replays, and more. You can also update your online profile.

20 Smash Tour



Spin the wheel and move around the board. Grab extra fighters and stat boosts and battle other players, then face off in a final confrontation using the fighters you've gathered.

Setup

Before playing, you can set up options like the board you'll play on and the number of turns you'll play for.

Board Map

1 Your Line-up of Fighters

2 Current Stats

3 Item Trophies

Battles

If you bump into another Mii character or land on a battle space, a battle will begin. Battle it out using one of the fighters you've collected on the board!

✦ Battle spaces only appear on the large board.

Events

All kinds of special events can occur as you make your way around the board. Keep an eye out!

Standings

After the set number of turns, everyone's current standings will be displayed, so you can see how strong everyone's fighters have become. After this, the final battle will begin.

Solo

Play by yourself in modes like Classic and All-Star.

Classic

CPU fighters are ready and waiting to take you on. Fight through battle after battle and come out on top!

Intensity

Change the intensity by betting more or less gold. The higher the intensity, the greater the reward - but your opponents will also be stronger!

Special Orders

In this mode, you accept a challenge involving particular opponents or a particular reward.

Master Orders	Pay gold to receive an order and try to complete it. If you are successful, you'll receive a reward.
Crazy Orders	Use special passes (obtained in other game modes) or spend gold to enter, and try to complete challenges to build up your reward. To keep the whole reward, you'll have to beat Crazy Hand in a boss battle. If you lose before then, you'll lose some of the reward.

Events

Attempt various missions. As you complete the missions, you'll unlock more.

All-Star

Battle against a succession of CPU fighters. Your damage total won't go down between matches, so the key to victory is making good use of the healing items provided in the rest area.

Stadium

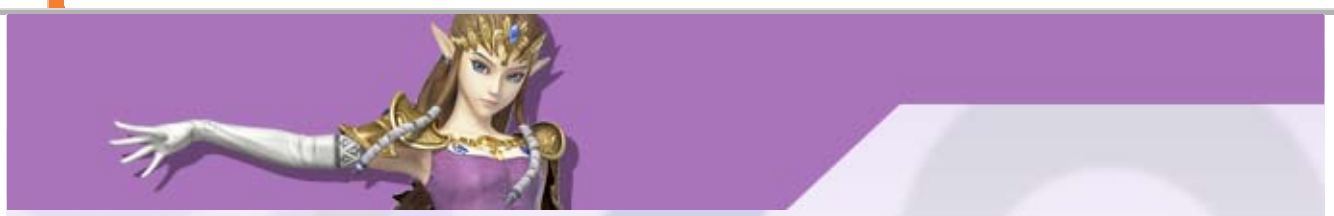
Play Target Blast, Multi-Man Smash and Home-Run Contest.

Training

Hone your Smash skills.

Group

Play Classic, Events and All-Star with up to two players, or Stadium modes with up to four players.



Custom

Create Mii Fighters and customise characters by changing their special moves and abilities.

Create Mii Fighter

Register Mii characters you've made in Mii Maker™ as Mii Fighters. Once you've chosen your fighter, you can customise your Mii Fighter's fighting style and gear.

✦ Even if the Mii character used to create the Mii Fighter is deleted from Mii Maker, the Mii Fighter will not be deleted.

Stage Builder

Create your own stage using terrain and obstacles of your choosing. You can use your stages in Smash battles.

✦ This mode is controlled using the Wii U GamePad. Other controllers cannot be used.

Building Stages

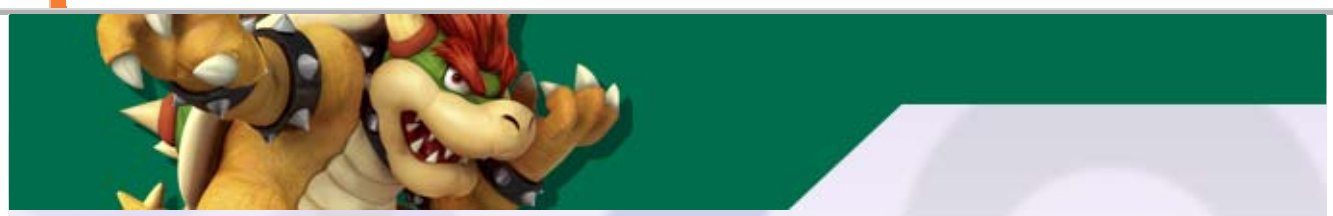
Draw lines on the GamePad to create platforms. By touching other tools, you can lay out various hazards and stage features or delete platforms or objects you've already placed.

The Screen

1 Tools

2 Weight

This gauge will fill up as you add to the stage. When it's full, you won't be able to place anything else.



Vault

View your trophies, replays and more.

Trophies

View the trophies you've collected, or play Trophy Rush to try and get more!

Replays

Watch your saved replays.

Album

View your saved snapshots.

- Snapshots you take will be saved to the SD card. If you want to edit your snapshots on a PC or other device, hold down ⊕ on the Vault screen when selecting "Album" to update your album data. If you have a lot of snapshots saved to the SD card, this may take some time.

Movies

View the video sequences related to Super Smash Bros.™ for Wii U.

Sound Test

Listen to music and voice clips.

Records

View stats and records of your battles so far.

Tips

View hints and trivia about the game.

Masterpieces

Play short snippets of the classic games the fighters are drawn from. You can also select "Nintendo eShop" to connect to eShop and purchase the original version of the game through Virtual Console.

- You cannot use the Wii Remote + Nunchuk or the GameCube Controller to play these games. Also, please note that you cannot use the Wii Remote to play the Super NES™ games here.

Options

Change the controls and rumble feature, volume, which songs play how often in menus and stages, and more. You can also edit your short messages and online profile in Internet Options.

Connecting to Nintendo 3DS

If you have a Nintendo 3DS system and a copy of Super Smash Bros. for Nintendo 3DS, you can use your system as a controller for this game and copy customised characters between the two games.

You Will Need

- One Wii U console
- One copy of Super Smash Bros. for Wii U
- One Nintendo 3DS system per player
- One copy of Super Smash Bros. for Nintendo 3DS per system

Setup

On Your Wii U Console

1. Select the "3DS" option on the main menu.
2. Wait for a connection to be established with a Nintendo 3DS system.
3. To use the system as a controller, select "Smash". To send and receive characters, select the connected system.

Connected Systems

Nintendo 3DS Controls

1. On the HOME Menu, select Super Smash Bros. for Nintendo 3DS.

2. Select "Wii U" on the main menu, then press Ⓐ.

3. Press Ⓐ to search for Wii U consoles, then select the console you'd like to connect to.

If you use an amiibo, the character can appear in battles as an FP (figure player). FPs can stand against you as rivals or fight by your side as partners.

✦ You cannot control FPs.

Connecting to Super Smash Bros. for Nintendo 3DS

You can share amiibo data between both versions of Super Smash Bros. That means that an amiibo trained on Super Smash Bros. for Wii U can be used with the Nintendo 3DS version, and vice versa.

About amiibo

As amiibo battle, they will level up, slowly becoming stronger. They will learn based on how their opponents fight, and you can feed them equipment to give them new abilities, allowing every amiibo to grow into a unique fighter.

First-Time Setup

Go to "Games & More" → "amiibo", then touch your amiibo to the NFC touchpoint to register the owner's Mii and set the amiibo figure's nickname and character's appearance.

✦ You do not have to perform first-time setup if you've already used the amiibo in the Nintendo 3DS version.

Things You Can Do with amiibo

Make Them Fight as FPs

To make an amiibo appear in battle as an opponent or a partner, touch it to the NFC touchpoint while on the character selection screen in Smash mode.

✦ If you touch several amiibo to the NFC touchpoint, you can make your amiibo fight each other.

Customise Them

To customise an amiibo, go to "Games & More" → "amiibo", then touch it to the NFC touchpoint. You can feed it equipment to change its attack, defence and speed stats, and change its special moves.

✦ When you feed your amiibo equipment, keep an eye on the equipment's positive and negative stat values. They'll affect the growth of your amiibo.

Saving and Deleting amiibo Data

Saving Data

When you leave the character selection screen or the amiibo menu, you will be given the opportunity to write data to the amiibo. Touch the amiibo to the NFC touchpoint to write the following data.

Leaving the Character Selection Screen

- Stats that have improved through levelling up
- Newly learnt fighting techniques
- Gifts acquired

Leaving the amiibo Menu

- Changed stats
- Changes to its special moves
- Owner Mii or nickname changes

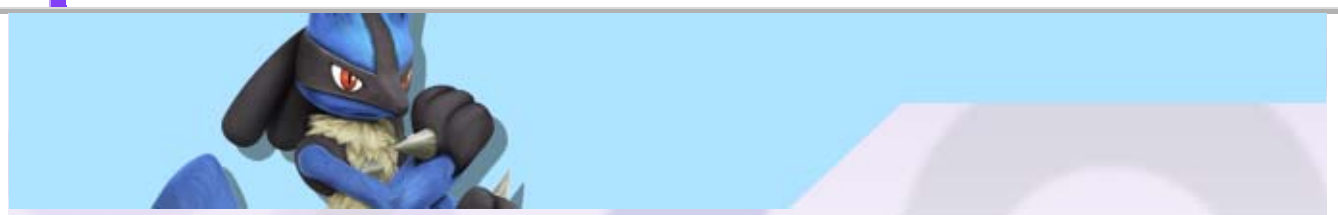
Deleting Progress

This returns the amiibo to the state it was in before you trained it up. Go to "Games & More" → "amiibo", then press L+R+X to display the amiibo progress deletion screen. You can then delete the amiibo figure's progress by touching it to the NFC touchpoint.

- This will not reset the amiibo figure's nickname, the owner's Mii, the character's appearance, etc.
- Once this data has been deleted, it cannot be recovered, so be careful.

DK

26 Posting to Miiverse



By posting to Miiverse, you can share snapshots you've taken and your feelings about the game with players around the world.

✦ For more information about Miiverse, refer to the Miiverse section of the Wii U Electronic Manual. To display the Wii U Electronic Manual, press ⌂ while on the Wii U Menu to go to the HOME Menu and then touch ?.

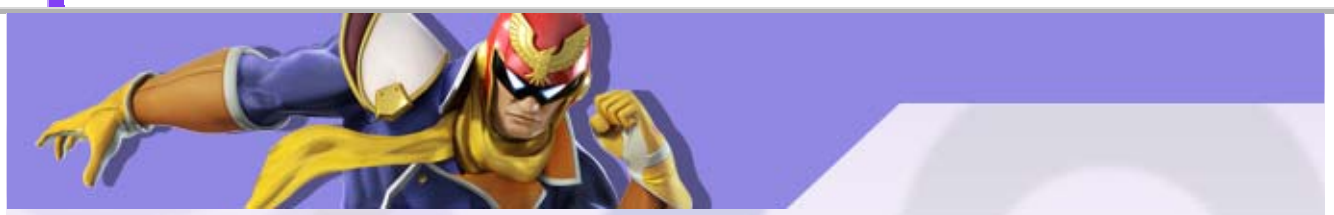
Posting

Snapshots and Stages

To post a snapshot or add a comment, select "Online" and then "Share", or go to the Vault menu and select "Album". You can post stages via "Games & More", then "Stage Builder".

Paint

Use the Wii U GamePad to scribble all over your snapshots.



Purchasing Add-on Content

Connect to the internet to be able to purchase add-on content such as new fighters.

"Wii U" and "Wii U & 3DS"

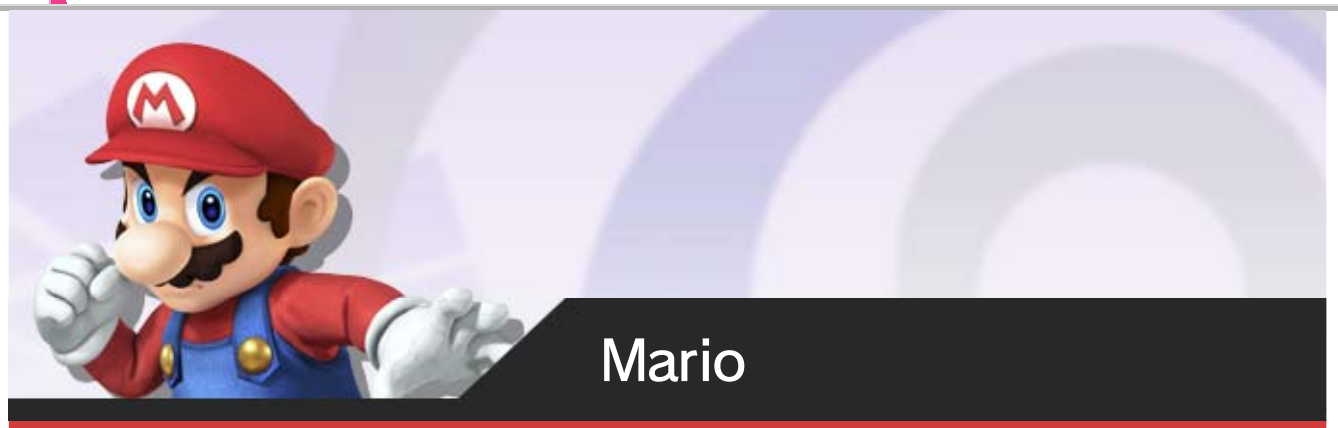
Add-on content is divided into two categories: those for use on Wii U only, and those that come with download codes to use in the Nintendo 3DS version of the game.

- ✦ After purchasing add-on content from the "Wii U & 3DS" category in Nintendo eShop for Wii U, you can find the download code for the Nintendo 3DS version of the content in the eShop's Account Activity section. You must then enter the download code in the AOC Shop in the Nintendo 3DS version of this software.
- ✦ If you have purchased add-on content from the "3DS & Wii U" category via the AOC Shop in the Nintendo 3DS version of this software, you can find the download code for the Wii U version of the content in the Account Activity section of Nintendo eShop for Nintendo 3DS. You can then enter the download code in Nintendo eShop for Wii U.

How to Purchase

You can start Nintendo eShop by selecting "Notices & eShop" → "Nintendo eShop" on the Main Menu. Follow the onscreen instructions after reading the "Purchasing Add-on Content and Passes" page of the Nintendo eShop manual. Please restart the software after purchasing and downloading add-on content.

- ✦ The manual can be found by opening Nintendo eShop and selecting Menu → Help → Manual.



Mario

Fireball

Ⓑ

Throws a fireball that bounces along the ground.

Cape

Ⓛ + Ⓑ

Whips out a cape to spin opponents around and even reflect projectiles.

Super Jump Punch

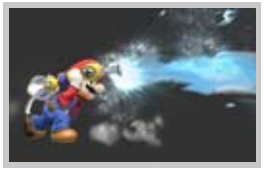
Ⓛ + Ⓑ

A rising punch that hits repeatedly.

F.L.U.D.D.

Ⓛ + Ⓑ

Fires a jet of water to push opponents back. Can be charged. You can also change the angle.



Donkey Kong

Giant Punch

Ⓑ

A mighty punch. Press the button once to start powering up the punch, then again to unleash it.

Headbutt

Ⓛ + Ⓑ

Hits downwards in front of you. If the opponent is on the ground, they'll be buried.

Spinning Kong

Ⓛ ↑ + Ⓑ

A whirlwind of punches. You can move left and right while spinning.

Hand Slap

Ⓛ ↓ + Ⓑ

Whacks the ground to cause shock waves that send opponents into the air.

Link

Hero's Bow

Ⓑ

Fires an arrow. The longer you hold the button, the farther the arrow will fly.

Gale Boomerang

L + Ⓑ

Deals damage on its way out and can pull opponents towards you on its way back.

Spin Attack

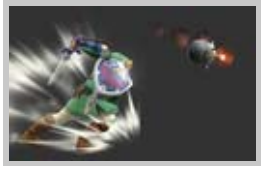
L ↑ + Ⓑ

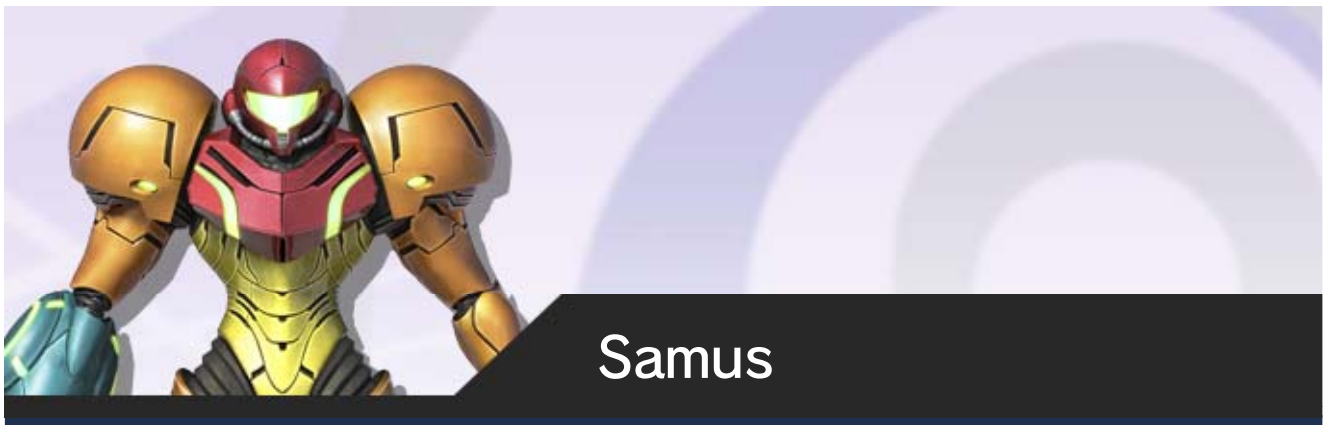
Strikes opponents while spinning. If used while off the ground, you'll rise through the air.

Bomb

L ↓ + Ⓑ

Pulls out a bomb you can throw. The bomb will blow up after a while or when it hits something.





Samus

Charge Shot

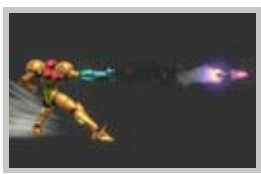
Ⓑ

An energy blast that flies straight ahead. Can be charged.

Missile

L + Ⓑ

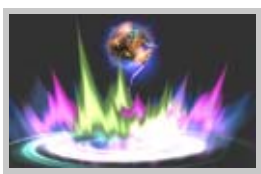
Launches a homing missile. If performed like a smash attack, launches a Super Missile.



Screw Attack

L + Ⓑ

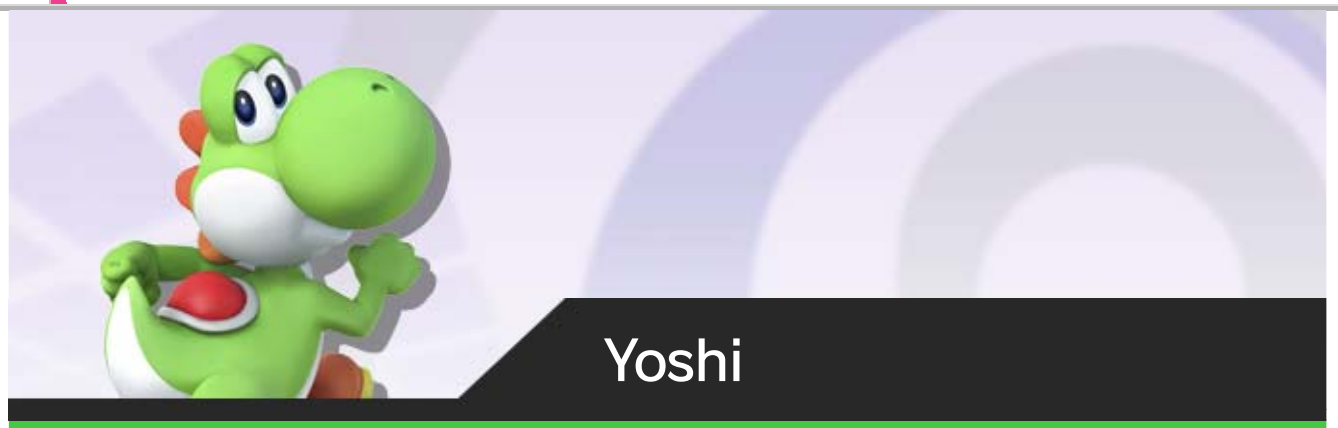
Spins into the air. Any opponents caught by the move get hit several times.



Bomb

L + Ⓑ

Drops a bomb in Morph Ball form. Blasts you upwards if you're hit by the explosion.



Yoshi

Egg Lay Ⓑ

Grabs an opponent with your tongue, swallows them, then traps them in an egg.

Egg Roll L + Ⓑ

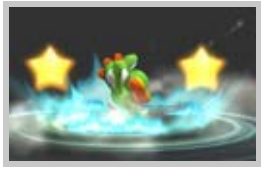
Puts you in an egg and lets you roll into enemies. You can jump once while in the egg.

Egg Throw L + Ⓑ

Lobs an egg. You can set the angle of the throw just before throwing.

Yoshi Bomb L + Ⓑ

Jumps up quickly and slams to the ground, shooting stars out left, right and...not centre.



Kirby

Inhale

Ⓑ

Inhales an opponent. You can then copy one of their abilities, or spit them out as a star.

Hammer

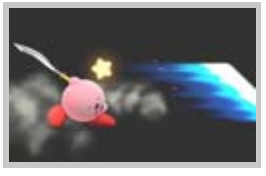
Ⓛ + Ⓑ

Swings a hammer. When fully charged, this move becomes Hammer Flip.

Final Cutter

Ⓛ ↑ + Ⓑ

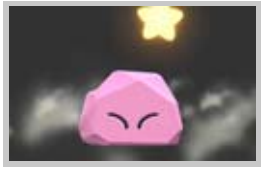
Jumps high into the air, striking on the way up and down. Causes a shock wave when landing.



Stone

Ⓛ ↓ + Ⓑ

Turns you into a heavy object that drops to the ground. You take no damage while transformed.

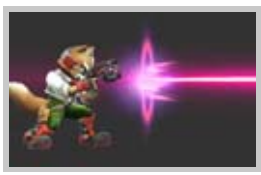


Fox

Blaster

Ⓑ

Fires energy blasts. The gun can be fired rapidly, but opponents won't flinch when hit.



Fox Illusion

Ⓛ + Ⓑ

Dashes through opponents at great speed to knock them into the air.

Fire Fox

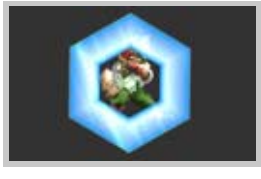
Ⓛ + Ⓑ

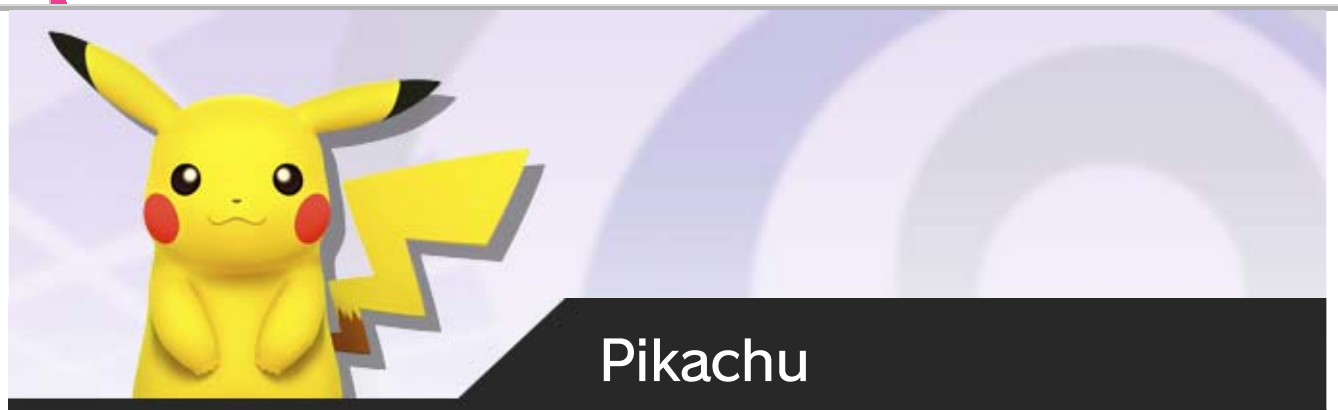
Blasts you skyward, engulfed in flames. You can change the direction of flight while charging.

Reflector

Ⓛ + Ⓑ

Triggers a shield that sends projectiles back the way they came, upping their speed and power.





Pikachu

Thunder Jolt — Ⓑ

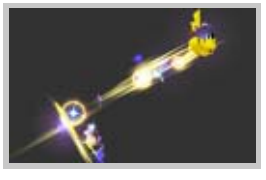
Sends a ball of electricity bouncing along the stage.

Skull Bash — L + Ⓑ

A sideways dive that can be charged up.

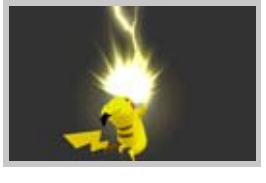
Quick Attack — L ↑ + Ⓑ

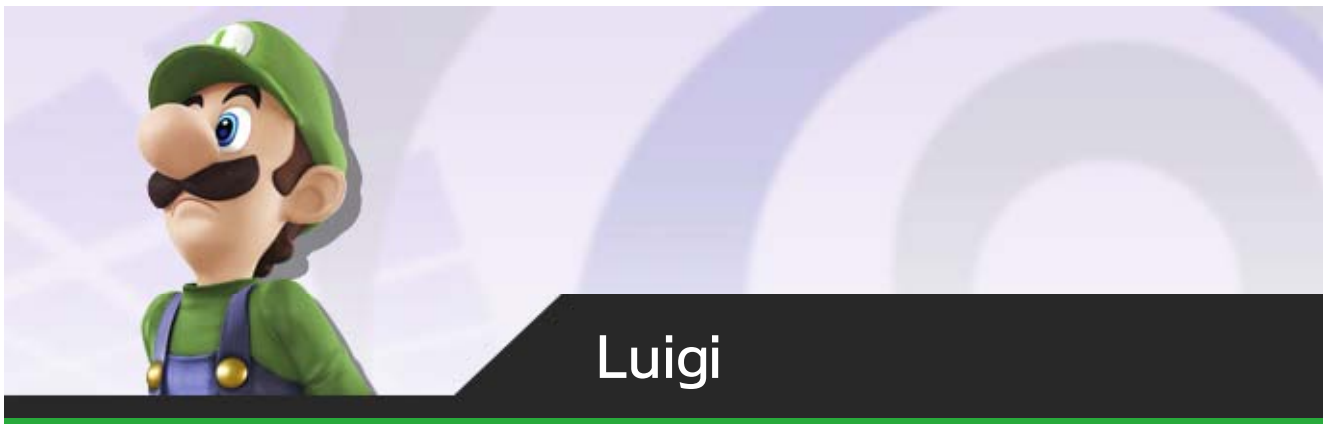
A sharp movement in any direction. Change direction mid-move to move a second time.



Thunder — L ↓ + Ⓑ

Triggers a lightning strike. If the bolt hits you, it creates a discharge that does extra damage.





Luigi

Fireball

Ⓑ

Throws a fireball straight ahead. If it hits a wall or the ground, it will bounce.

Green Missile

L + Ⓑ

A sideways dive. Can be charged. Can also get stuck in walls and even explode sometimes!

Super Jump Punch

L + Ⓑ

Punches up through the air. The very start of the move is extremely powerful if it hits home.

Luigi Cyclone

L + Ⓑ

Spins repeatedly. You can move sideways while spinning. Repeatedly press the button to rise.

Captain Falcon

Falcon Punch

Ⓑ

Charges up for a moment, then strikes. Aim backwards to punch behind you.

Raptor Boost

L + Ⓑ

Dashes forwards, then punches. On the ground, it hits foes up. In the air, it can meteor smash them.

Falcon Dive

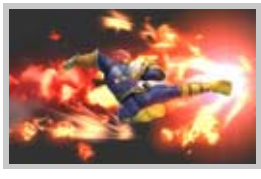
L + Ⓑ

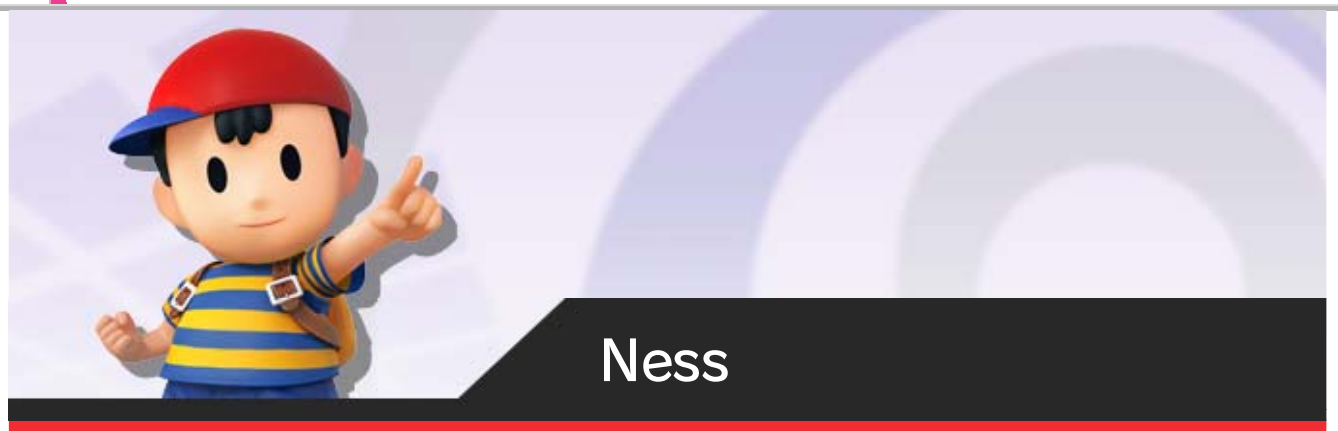
Shoots you upwards. If you hit an opponent while rising, you jump off them explosively.

Falcon Kick

L + Ⓑ

On the ground, does a flying kick sideways. In the air, kicks diagonally downwards.





Ness

PK Flash — Ⓑ

Releases an explosive charge that floats through the air, detonating when you let go of the button.

PK Fire — ⓁLR + Ⓑ

Shoots a small thunderbolt that erupts into a flame pillar when it hits an opponent.

PK Thunder — ⓁU + Ⓑ

Shoots out a ball of lightning you can control. Hit yourself with it to launch a head-on assault.

PSI Magnet — ⓁD + Ⓑ

Surrounds you with a psychic field that absorbs energy-based projectiles to heal your damage.

Jigglypuff

Rollout

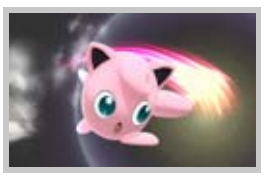
Ⓑ

A rolling attack that travels across the ground. Charge it up to achieve incredible speeds.

Pound

L + Ⓑ

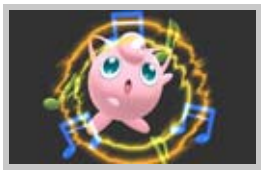
A simple punch that sends the enemy flying upwards into the air.



Sing

L + Ⓑ

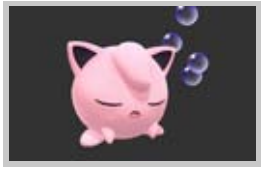
A soothing song that causes extreme drowsiness in anyone who gets close enough to hear it.

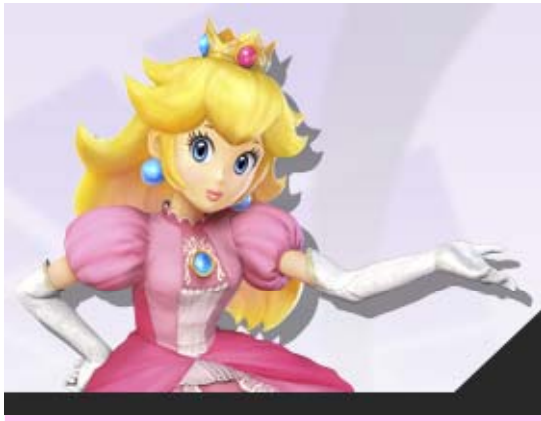


Rest

L + Ⓑ

A well-earned nap. Use it when a foe's right up close and personal to unleash its hidden power.





Peach

Toad

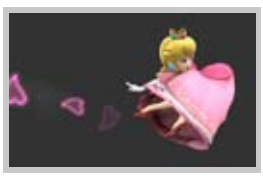
Ⓑ

Holds Toad in front of you. If he gets hit, he spreads spores that deal damage.

Peach Bomber

Ⓛ + Ⓑ

Jumps to the side to deliver a hip-bash. If it misses, you'll have an awkward landing.



Peach Parasol

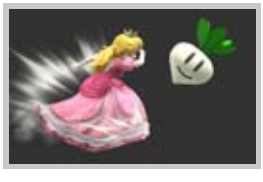
Ⓛ + Ⓑ

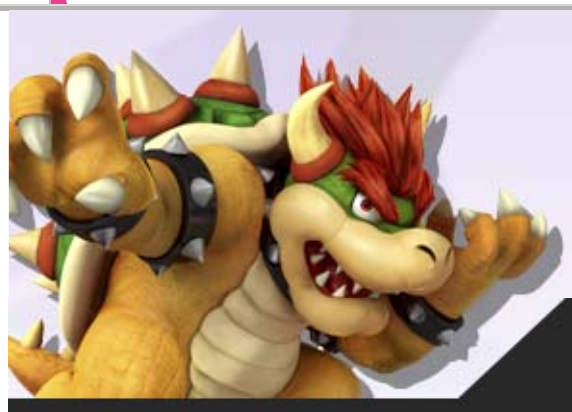
Jumps high into the air and opens your parasol. Keep it open to slowly float down.

Vegetable

Ⓛ + Ⓑ

Plucks a vegetable from the ground. Damage dealt when thrown depends on the veg's emotion.





Bowser

Fire Breath Ⓑ

Breathes fire. The range decreases if used too much. You can control the angle a little bit.

Flying Slam L/R + Ⓑ

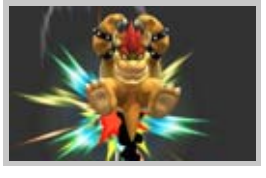
Grabs an opponent, jumps high into the air, then slams down to the ground.

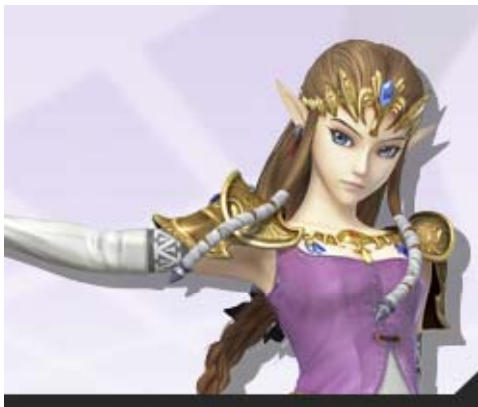
Whirling Fortress L ↑ + Ⓑ

Spins in your shell, catching foes on your spikes. When used in the air, rises upwards somewhat.

Bowser Bomb L ↓ + Ⓑ

Slams down into foes from above. When used on the ground, smacks them upwards first.





Zelda

Nayru's Love

Ⓑ

Envelops you in a spinning crystal that reflects projectiles. The smaller fragments launch foes.

Din's Fire

Ⓛ + Ⓑ

An explosive spell that can be aimed while the button is held. Send it further for greater power!

Farore's Wind

Ⓛ ↑ + Ⓑ

Teleports you in any direction you choose. Can damage opponents when vanishing/reappearing.

Phantom Slash

Ⓛ ↓ + Ⓑ

Summons a Phantom to attack and even take damage on your behalf. Can be charged.

Sheik

Needle Storm

Ⓑ

Press once to ready up to six needles, then again to hurl them swiftly at the enemy.

Burst Grenade

L + Ⓑ

Throws a small grenade that draws opponents in before exploding.

Vanish

L ↑ + Ⓑ

Lets you disappear in a powerful explosion and reappear some distance away in any direction.

Bouncing Fish

L ↓ + Ⓑ

Flips through the air to hit opponents with a heel kick, then leaps back for an optional second kick.

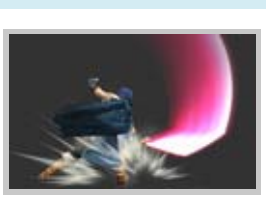
Marth

Shield Breaker Ⓑ

Thrusts the sword forwards. Great for breaking shields. Can be charged.

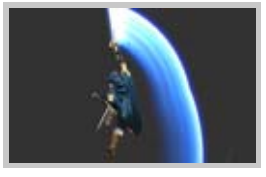
Dancing Blade L + Ⓑ

Strikes with your sword. Press repeatedly for a combo. Vary the strikes by inputting up or down.



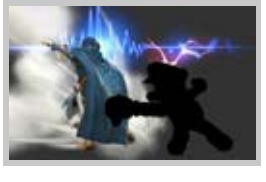
Dolphin Slash L ↑ + Ⓑ

Strikes upwards with your sword as you rise into the air. Deals most damage at the start.



Counter L ↓ + Ⓑ

If timed correctly, dodges an attack, then strikes back. The power depends on your enemy's attack.



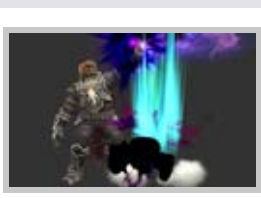
Ganondorf

Warlock Punch — Ⓑ

Charges dark energy into a back-handed strike. Direction can be changed at the start.

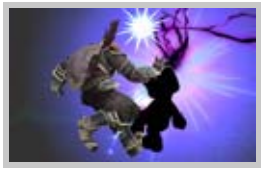
Flame Choke — L + Ⓑ

Dashes forwards to grab an enemy and slam them down into the ground.



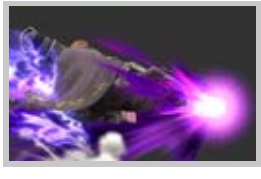
Dark Dive — L + Ⓑ

Jumps high at a slight angle to grab an enemy. If you grab one, you kick off them into the air.



Wizard's Foot — L + Ⓑ

Does a flying kick. On the ground, it goes straight ahead. In the air, it goes diagonally downwards.



Meta Knight

Mach Tornado

Ⓑ

Twirls around to hit enemies multiple times. Press the button repeatedly to rise into the air.

Drill Rush

L + Ⓑ

Spins while flying sideways, sword extended. The angle of travel can be shifted mid-flight.

Shuttle Loop

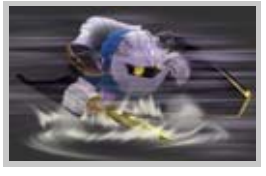
L + Ⓑ

Strikes while flying high into the air, then strikes again after looping.

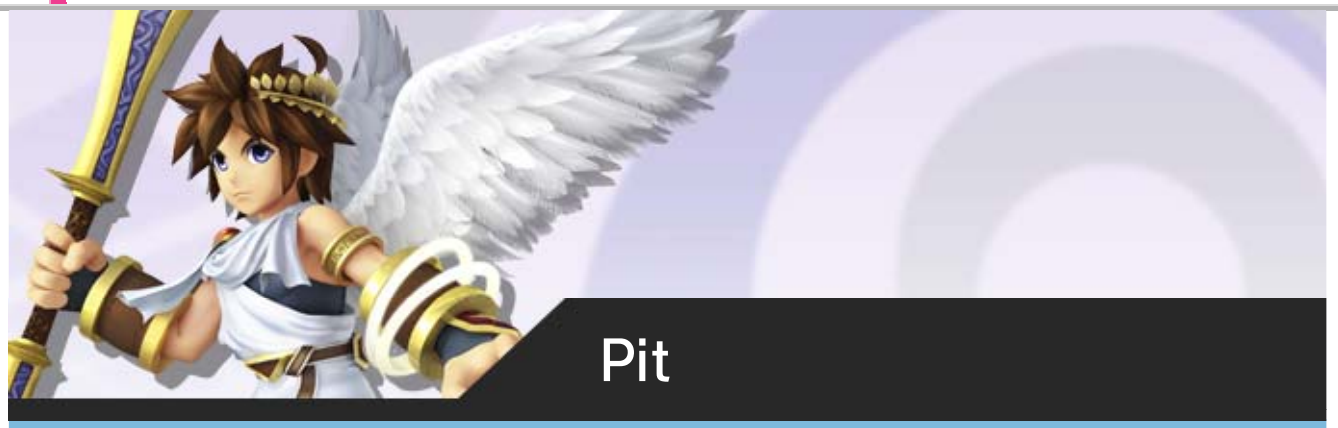
Dimensional Cape

L + Ⓑ

Makes you vanish, then teleport in any direction. Press the button when reappearing to attack.



34 Pit/Zero Suit Samus/Ike



Pit

Palutena Bow Ⓑ

Fires an arrow that can be guided. While charging, you can aim the bow straight up.

Upperdash Arm Ⓛ+Ⓑ

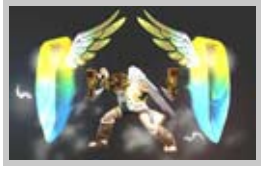
Dashes forwards and does an uppercut if an opponent is in reach. Can deflect projectiles.

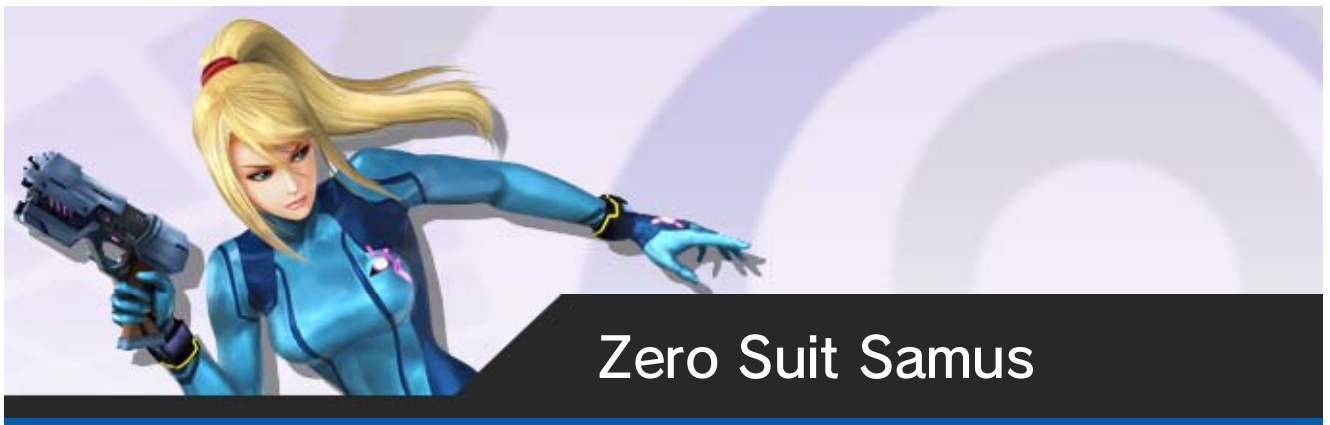
Power of Flight Ⓛ+Ⓑ

Flies high in the air. While charging, you can choose the direction of flight.

Guardian Orbitars Ⓛ+Ⓑ

Shields your front and back. Can also reflect projectiles/shots. The Orbitars can be broken.





Zero Suit Samus

Paralyzer

Ⓑ

Shoots an energy blast that stuns enemies. Can be charged.

Plasma Whip

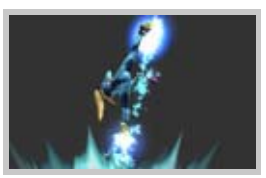
L + Ⓑ

Attacks foes with a whip made of pure energy. Can also be used to grab onto edges.

Boost Kick

L + Ⓑ

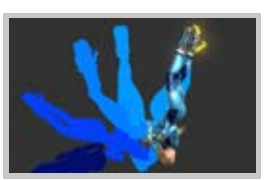
Rises into the air, hitting multiple times, then finishes with a roundhouse kick.

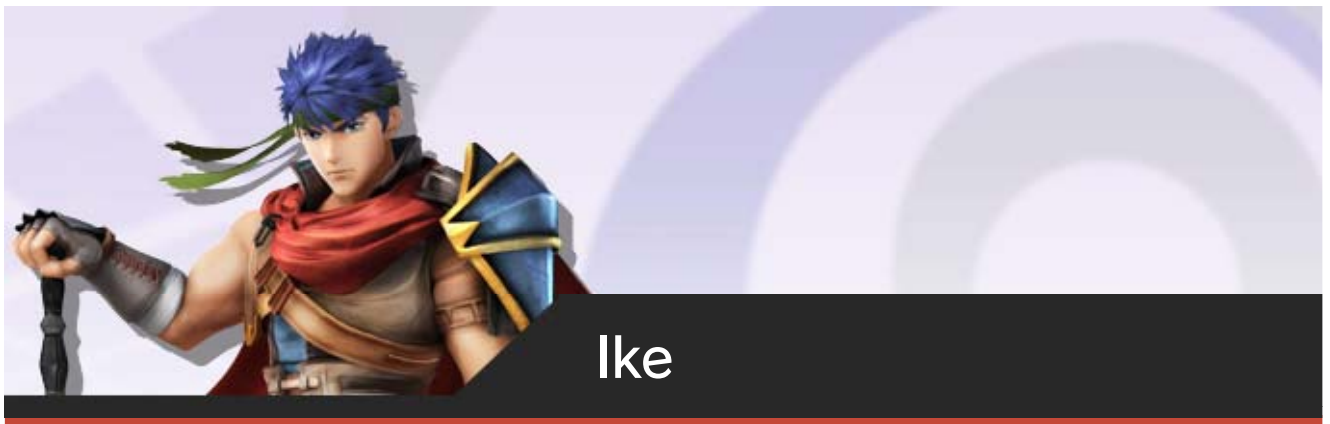


Flip Jump

L + Ⓑ

Flips through the air. If you land on an opponent at the end, they'll get buried in the ground.



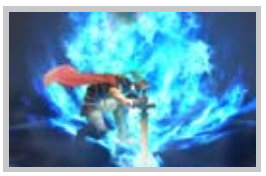


Ike

Eruption

Ⓑ

A fiery burst triggered by plunging the sword into the ground. Hurts you when fully charged.



Quick Draw

L + Ⓑ

A lunge forwards, ending with a slash at any foe in your path. Can be charged up.

Aether

L ↑ + Ⓑ

Throws the sword up, jumps to grab it, then slices with it on the way down.

Counter

L ↓ + Ⓑ

Blocks and counters an enemy attack. The strength of your counter depends on their attack.

Charizard

Flamethrower Ⓑ

Breathes fire on your opponents. Can be aimed slightly. The longer it's used, the lower its range.

Flare Blitz L+Ⓑ

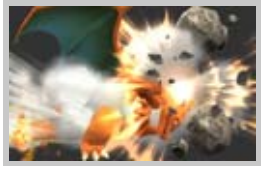
Sends you hurtling sideways in an explosive assault. Damages you as well as your foes.

Fly L+Ⓑ

Sends you spiralling up into the air. Can hit opponents multiple times while soaring upwards.

Rock Smash L+Ⓑ

Headbutts a rock to send fragments flying. Both the headbutt and the fragments can hurt rivals.



Diddy Kong

Peanut Popgun

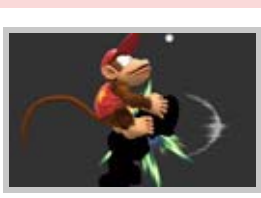
Ⓑ

Diddy's trusty peanut shooter. Charge it for too long and it'll blow up in your face!

Monkey Flip

Ⓛ + Ⓑ

Leap forwards to grab whoever you hit, or press the button again to kick.



Rocketbarrel Boost

Ⓛ ↑ + Ⓑ

Boosts you into the air. Charge it for extra height! The Rocketbarrel Pack will fall off if you're hit.

Banana Peel

Ⓛ ↓ + Ⓑ

A banana peel thrown backwards to trip up unsuspecting foes. One can appear at a time.

King Dedede

Inhale

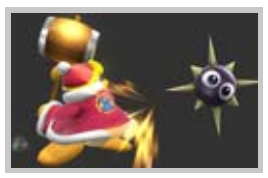
Ⓑ

Inhales opponents and lets you spit them out as stars.

Gordo Throw

Ⓛ + Ⓑ

Throws a Gordo. If opponents attack it with just the right timing, they can hit it back.



Super Dededе Jump

Ⓛ ↑ + Ⓑ

A big jump, then a speedy downward crash. You can cancel the crash with ↑.

Jet Hammer

Ⓛ ↓ + Ⓑ

A big hammer swing. Can be charged – even while moving – but charging too much hurts you.

Olimar

Pikmin Pluck Ⓑ

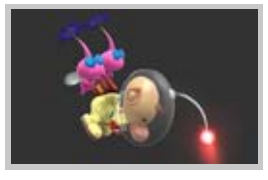
Plucks up to three Pikmin, in the following order: red, yellow, blue, white, purple.

Pikmin Throw L + Ⓑ

Throws your Pikmin. Most colours will stick to opponents, but Purple Pikmin will slam them.

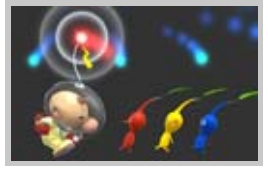
Winged Pikmin L + Ⓑ

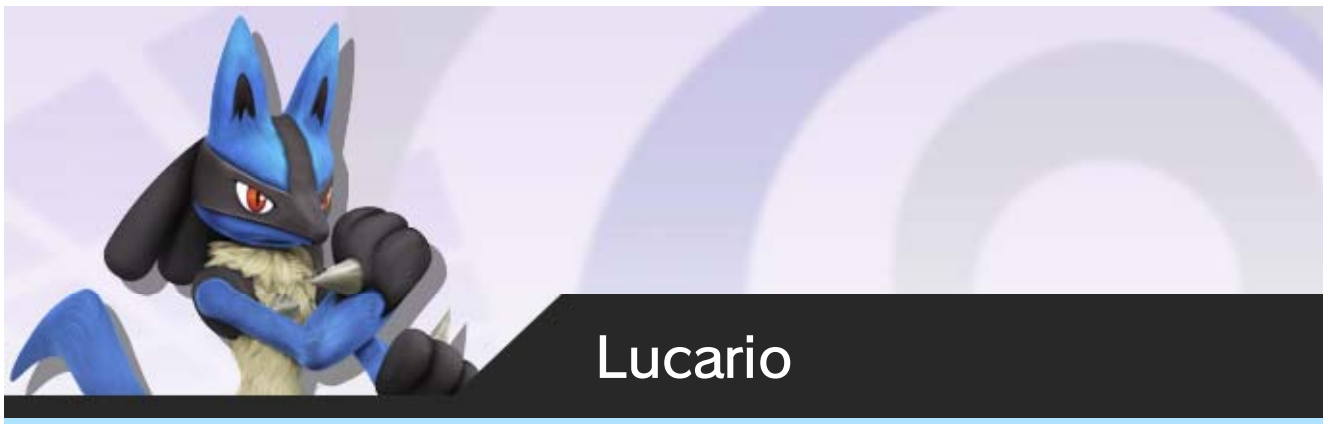
Lifts you into the air, letting you freely change direction. Less effective if you have more Pikmin.



Pikmin Order L + Ⓑ

Recalls your Pikmin and lets you change their order. Briefly gives you super armour.





Lucario

Aura Sphere

Ⓑ

Charges a ball of energy that can even damage foes while powering up. Press again to launch it.

Force Palm

Ⓛ + Ⓑ

A punch that unleashes concentrated energy. Grabs the enemy if they're close enough.

Extreme Speed

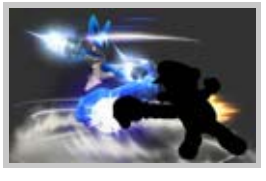
Ⓛ ↑ + Ⓑ

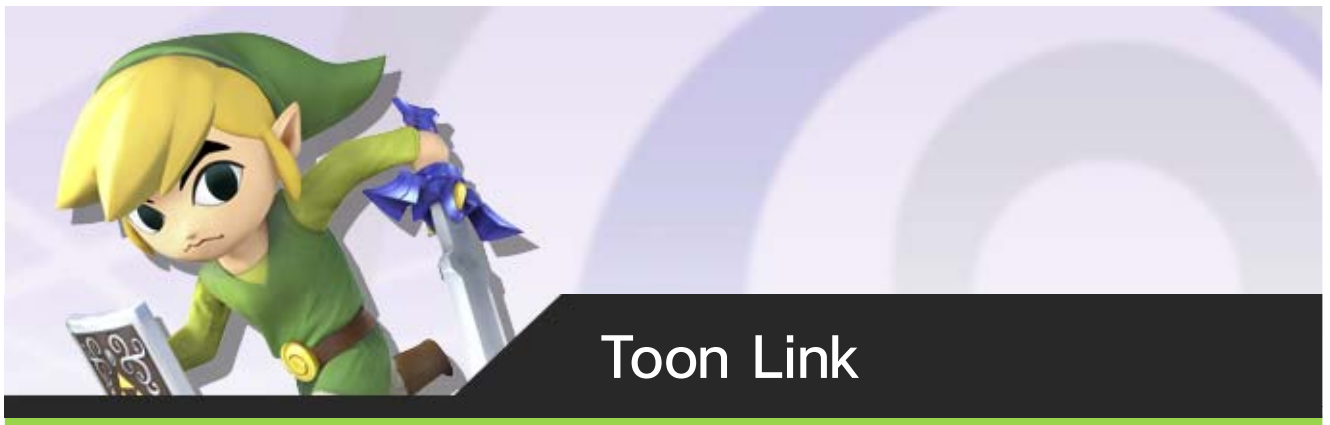
Dashes through the air, then attacks at the end. Input another direction mid-flight to swerve.

Double Team

Ⓛ ↓ + Ⓑ

Lets you dodge attacks. Time it right, and you'll counter with a flying kick.





Toon Link

Hero's Bow

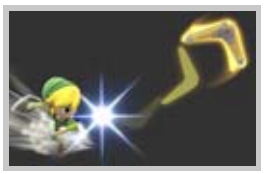
Ⓑ

Fires an arrow with your bow. Charge it up for more power and range.

Boomerang

L + Ⓑ

Deals damage both on its way out and on its way back. Can be thrown diagonally.



Spin Attack

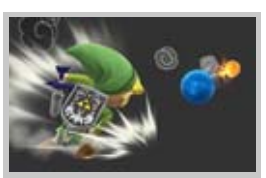
L + Ⓑ

Spins while holding the sword out straight. Can hit opponents more than once. Can be charged.

Bomb

L + Ⓑ

Pulls out a bomb you can throw. The bomb will blow up after a while or when it hits something.



37 Villager/Wii Fit Trainer/Rosalina & Luma

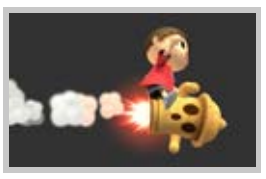
Villager

Pocket Ⓑ

Grabs an item or projectile and puts it away. Press the button again to take it back out.

Lloid Rocket Ⓛ+Ⓑ

Fires Lloid forwards like a rocket. Hold the button to ride on top of him.

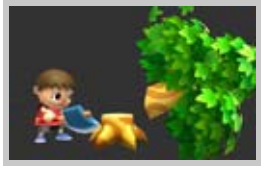


Balloon Trip Ⓛ+Ⓑ

Puts on a ballooned hat to fly. Allows for lots of in-air control, but the balloons can be popped.

Timber Ⓛ+Ⓑ

Plant a seed, water it, chop the tree down. The axe can also be used to attack foes.



Wii Fit Trainer

Sun Salutation

Ⓑ

Charges a ball of energy. Press again to launch it forwards. Heals you slightly when fully charged.

Heading

L + Ⓑ

Heads a football. Press the button again to choose the timing of the header yourself.

Super Hoop

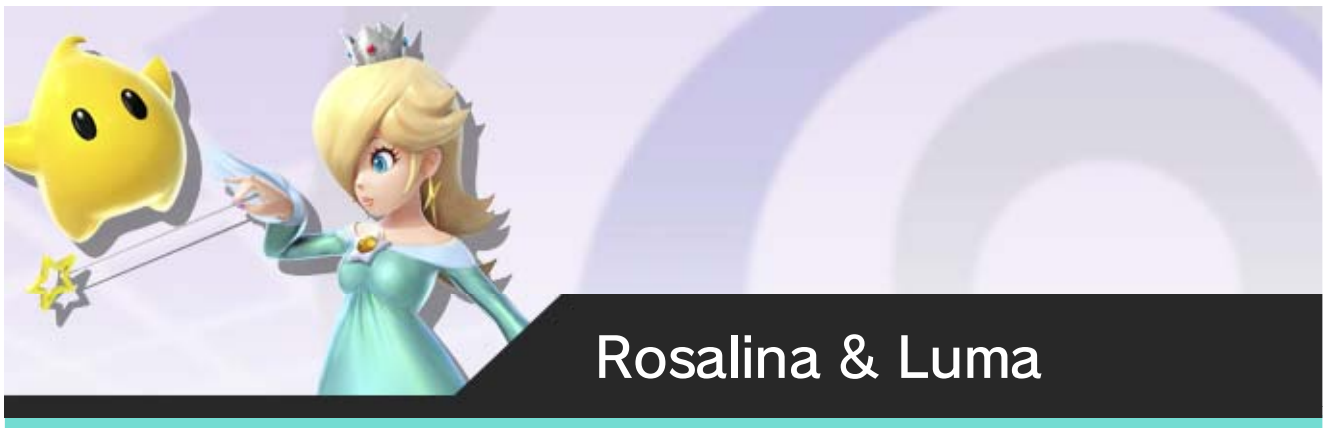
L + Ⓑ

Hulas into the air, hitting opponents with the hoops around you. Press rapidly to go higher.

Deep Breathing

L + Ⓑ

If you press the button at the right time, you'll be healed and your launching power will be boosted.



Rosalina & Luma

Luma Shot

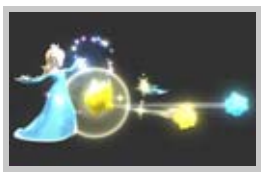
Ⓑ

Flings Luma forwards. Press the button again to call Luma back. This attack can be charged.

Star Bits

Ⓛ + Ⓑ

Has Luma fire three Star Bits forwards. Works even if he's nowhere near Rosalina.



Launch Star

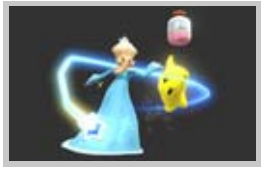
Ⓛ + Ⓑ

Sends you skywards at an angle. You can adjust the angle slightly.

Gravitational Pull

Ⓛ + Ⓑ

Draws items and projectiles safely towards you. While being drawn in, they can damage foes.



Little Mac

Straight Lunge Ⓑ

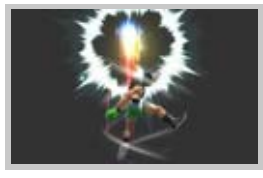
Blasts forwards with a powerful punch. Press once to charge and again to strike.

Jolt Haymaker L+Ⓑ

Leaps at the opponent, dodging low attacks, and delivers a punch. Press again to punch early.

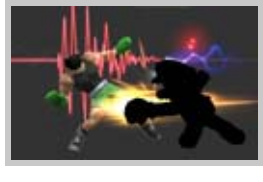
Rising Uppercut L+Ⓑ

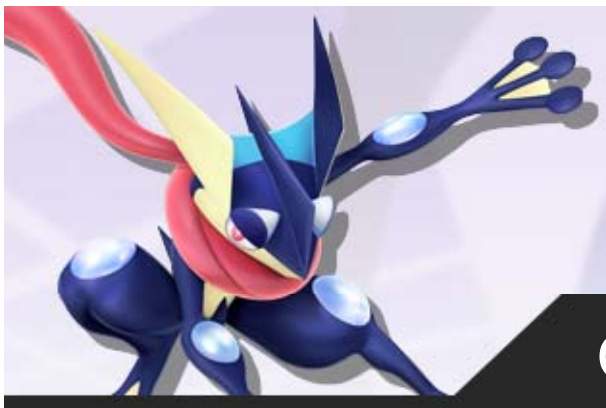
Punches upwards while twisting into the air. Hits opponents multiple times.



Slip Counter L+Ⓑ

When timed correctly, leans back to dodge the attack, then follows up with an uppercut.





Greninja

Water Shuriken

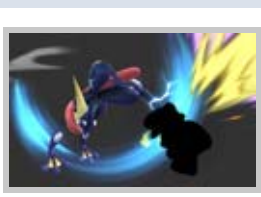
Ⓑ

Fires a shuriken of water straight ahead. Charge it up to make the shuriken grow!

Shadow Sneak

L + Ⓑ

Sends a shadow along the ground in front of you. Release the button to warp to that point and strike!



Hydro Pump

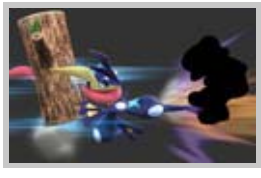
L ↑ + Ⓑ

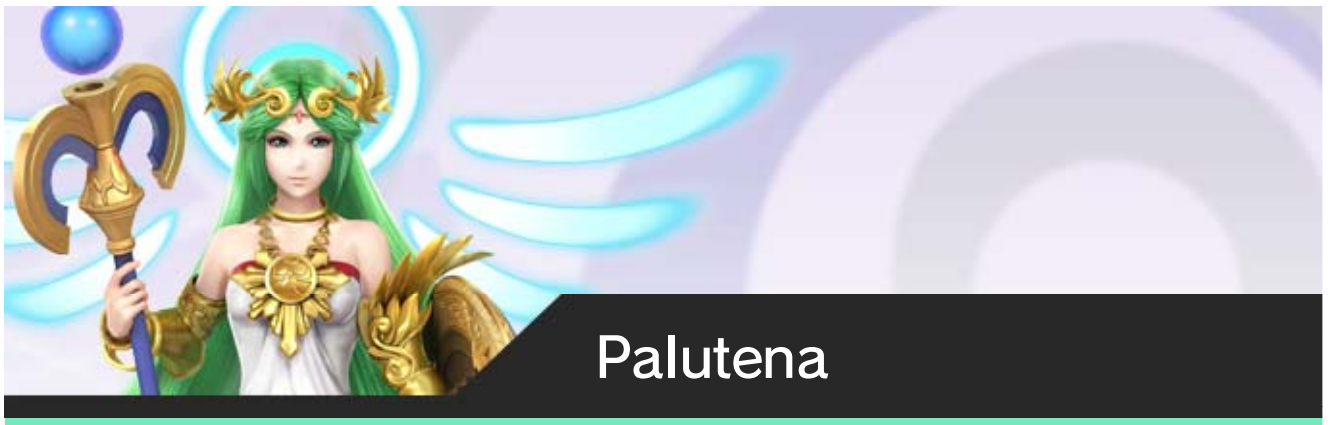
Fires a powerful water jet, propelling you in whichever direction you choose.

Substitute

L ↓ + Ⓑ

Evades an incoming enemy attack by summoning a substitute, then unleashes a powerful counter.

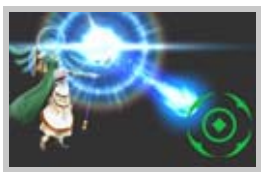




Palutena

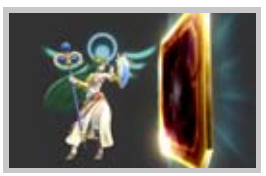
Autoreticle Ⓑ

Fires energy blasts from your staff directly at an opponent ahead of you.



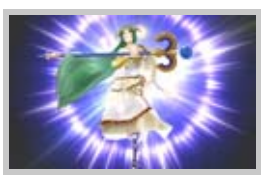
Reflect Barrier L+Ⓑ

Casts a reflective wall that moves forwards for a short distance. Can be used to push rivals.



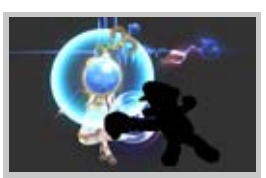
Warp L+Ⓑ

Teleports in the chosen direction. You can't attack or be attacked while moving.



Counter L+Ⓑ

If timed correctly, turns your opponent's attack's power back on them.



Robin

Thunder Ⓑ

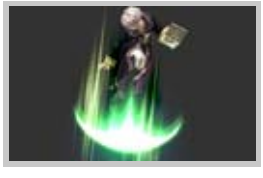
Casts a lightning bolt. Charge it to use higher rank spells: Elthunder, Arcthunder and Thoron.

Arcfire L + Ⓑ

Casts a spell that creates a flame pillar on the ground. Has limited repeated uses.

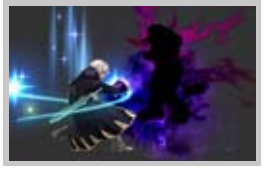
Elwind L ↑ + Ⓑ

Casts Elwind downwards twice, boosting you into the air. If the tome runs out, nothing happens.



Nosferatu L ↓ + Ⓑ

Casts curse magic in front of you that traps opponents, damaging them and healing you.



Shulk

Monado Arts

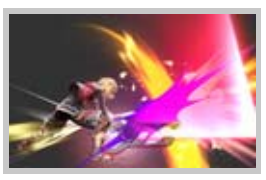
Ⓑ

Activates one of five different Arts, each of which provides a different advantage in battle.

Back Slash

L + Ⓑ

Leaps forward to deliver a powerful slash. Hit the enemy from behind for massive damage!



Air Slash

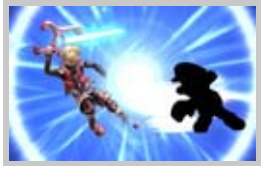
L + Ⓑ

Lifts the enemy into the air with a rising slash. Can be followed up with a mid-air strike.

Vision

L + Ⓑ

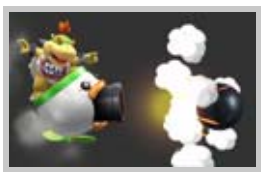
Flawlessly evades an incoming enemy attack and delivers a swift counter.



Bowser Jr.

Clown Cannon Ⓑ

Fires a slow, heavy cannonball. Charge it up to boost the cannonball's speed and power.

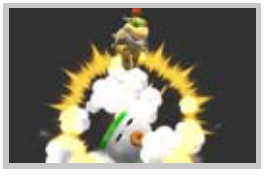


Clown Kart Dash L + Ⓑ

Transforms the Junior Clown Car into a kart that speeds forwards. Change direction to spin.

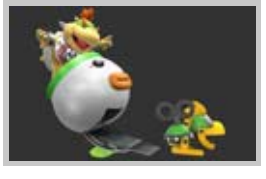
Abandon Ship L + Ⓑ

Ejects you from the Junior Clown Car just before it explodes. You can also attack while you fall.



Mechakoopa L + Ⓑ

Deploys a walking Mechakoopa that will explode whether it's thrown, attacked, or just left alone.



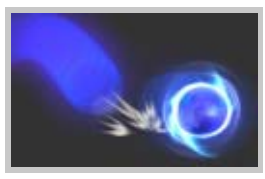
Sonic

Homing Attack Ⓑ

Jumps into the air, then homes in on the closest fighter (if there's one in range).

Spin Dash L+Ⓑ

Rolls forwards at speed. Can be charged. Can also change direction and link to other attacks.



Spring Jump L+Ⓑ

Spawns a spring. When used on the ground, it sticks around and can be used by anyone.

Spin Charge L+Ⓑ

Like Spin Dash, but there's no hop at the start. Rapidly press the button to power up the move.

Mega Man

Metal Blade

Ⓑ

Metal Man's spinning saw, which goes through foes. You can choose its direction of travel.

Crash Bomber

Ⓛ + Ⓑ

Crash Man's weapon. Fires a bomb that will attach to any opponent in its path and explode.

Rush Coil

Ⓛ + Ⓑ

Summons Mega Man's faithful dog Rush to propel him to new heights with the spring on his back.

Leaf Shield

Ⓛ + Ⓑ

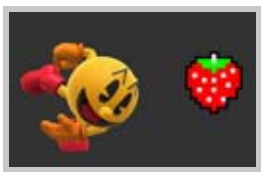
Wood Man's rotating shield, which hurts foes who get close. Attack again to fire the leaves.

PAC-MAN

Bonus Fruit

Ⓑ

Summons a variety of fruit to throw at your foes. Some of them seem a little less edible, though...



Power Pellet

L + Ⓑ

Summons a row of Pac-Dots, ending in a Power Pellet that sends PAC-MAN on a retro dash.

Pac-Jump

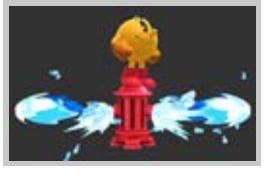
L + Ⓑ

Bounces you high into the air with a trampoline. It sticks around for a couple more bounces, too.

Fire Hydrant

L + Ⓑ

Summons a fire hydrant which shoots powerful jets of water, pushing anyone nearby backwards.



Mii Brawler

Shot-Put Ⓑ

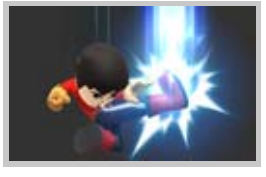
This iron ball makes an impact, but it won't go far or bounce much when you throw it.

Onslaught L+Ⓑ

Sends you hurtling forwards at high speed to hit your foe with a kick flurry, then an uppercut.

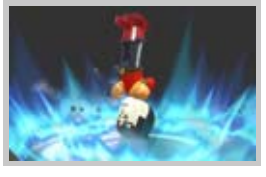
Soaring Axe Kick L↑+Ⓑ

Hits 'em on the way up with the somersault, then hits 'em on the way down with an axe kick.



Head-On Assault L↓+Ⓑ

Throws you upside-down in the air, letting you crash head-first into your foe and bury them.



Mii Sword Fighter

Tornado Strike

Ⓑ

A spinning slice that sends a damaging tornado hurtling along the ground.

Airborne Assault

Ⓛ + Ⓑ

A spinning, slicing leap that can be charged. Hit a foe to stop spinning and send them flying!

Back in the Stone

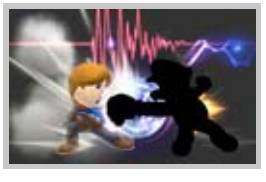
Ⓛ + Ⓑ

A swift leaping upward slice, followed by a decisive downward thrust with real weight.

Blade Counter

Ⓛ + Ⓑ

Blocks and counters an enemy attack. The strength of your counter depends on their attack.



Mii Gunner

Charge Blast

Ⓑ

Charges a powerful plasma projectile. You can fire it at any point, or use your shield to pause.

Flame Pillar

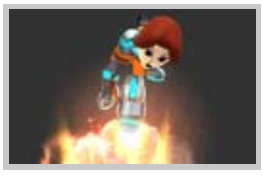
Ⓛ + Ⓑ

Fires a blast diagonally towards the ground, causing a miniature inferno where it lands.

Lunar Launch

Ⓛ + Ⓑ

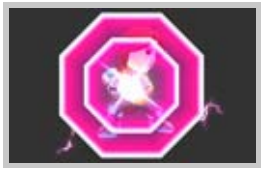
A jump triggered by the recoil from a downward shot. The shot deals some damage to foes.



Echo Reflector

Ⓛ + Ⓑ

Creates a barrier that reflects enemy projectiles, sending them back even stronger than they were.



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A system update may be required to play.
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support.nintendo.com