

71440 Adventures with Interactive LEGO Luigi

Set adapted by Arturo and tested by Natalie Charbonneau.

Enjoy fun garden-exploring adventures with interactive LEGO® Luigi™ in this LEGO Super Mario™ toy playset for kids (71440). An awesome Nintendo® gift for boys, girls and gamers aged 6 and up, the set features an interactive LEGO Luigi figure, plus Kamek, a Pink Baby Yoshi and a Boo. Travel from the Start Pipe to the Goal Pole via 3 garden builds, triggering digital reactions from LEGO Luigi and collecting coins along the way. Greet the Pink Baby Yoshi and grab some tools. Defeat the Boo hiding in the tree and 'eat' the fruit. Stomp on the Mushroom Platform to topple Kamek and fly away on Kamek's broomstick.

The packaging captures the atmosphere of a nighttime LEGO Super Mario garden adventure, with Interactive LEGO Luigi moving through a poison swamp full of small builds, characters, and action features. The front of the box shows the course arranged across a dark blue outdoor Super Mario landscape, with stars in the sky, green hills, rounded trees, and layered scenery in the background. Interactive LEGO Luigi is shown large and central in his green cap, green shirt, and blue overalls, jumping through the scene with Kamek chasing him with his blue robe, pointed hat, wand, and broomstick. Around him are the main builds from the set, including the green Start Pipe, the Goal Pole with the black Bowser flag, the tree with Boo hiding inside, the swamp and pond terrain, and the Pink Baby Yoshi. On the top left corner, we have the classic LEGO logo, followed by the Super Mario logo. Along the front, the set information is also visible, including the age rating, set number, name, and piece count. The left of the box continues the LEGO Super Mario visual style, with branding elements and side-panel artwork connected to the same garden adventure, showing the colorful builds and characters from another angle. The back of the box shows another view of the same course, now focusing more clearly on how the play experience works. Namely, small inset images highlight the main functions, including starting at the Start Pipe, greeting the Pink Baby Yoshi, defeating Boo hiding in the tree, eating the fruit, stomping on the platform to topple Kamek, and then placing Interactive Luigi on Kamek's broomstick to fly away. The back also shows that Interactive Luigi reacts digitally to the different action tiles and course elements, and that the layout can be rearranged for different adventures. On the top left corner, we have the LEGO logo. To its right, we have the character lineup: Boo, Pink Baby Yoshi, Interactive Luigi, and Kamek. The right side of the box has a warning in several different languages that states that the set contains small parts and a small ball, and it is therefore not recommended for children younger than 3 years old. The top of the box has the classic LEGO logo, the Super Mario branding, the name of the set in several other languages, and an image of Interactive Luigi on a 1:1 scale. The bottom of the box is a tidy strip that contains the barcode as well as a few technical bits: the LEGO logo, Nintendo and Super Mario copyright and trademark information, the set number, recycling information, battery information, and other packaging notices.

Welcome to Text-Based Building Instructions from Bricks for the Blind. Here is some helpful information on how to best use screen readers and browsers: bricksfortheblind.org/help-with-screen-readers. Before you start building, here are some terms we will be using:

- In Front of/Front: towards you.
- Behind/Back: away from you.
- Up: towards the ceiling.
- Down: towards the floor.
- Stud: the bump on a LEGO brick. Example: A 2x1 brick has two studs on it.
- Vertically: with the longest side going from front to back
- Horizontally: with the longest side going from left to right.

- Upright: pointing up towards the ceiling.
- Standing upright: The piece is perpendicular to the ground, like a wall.
- Lying flat: The piece is parallel to the ground, like a piece of toast which fell off the table.
- That one/ppp: previously placed piece.
- Plate: piece with studs.
- Tile: smooth piece without studs (unless otherwise specified)
- A jumper plate is a 1x2 plate with a single stud on top, or a 1x3 plate with only two studs on top.
- "Anti-stud" is a term for the portion of a LEGO piece which accepts studs, like the bottom of a plate or brick.
- Symmetrically: a mirror image. Example: If you place a 2x1 brick with technic connector on the front wall at the right, connector to the front, and then place another such piece symmetrically on the back wall, at the right, the technic connector of the second piece should point to the back, since it will be placed symmetrically.
- Centered-vertically: even amount of space in front of and behind piece
- Centered-horizontally: even amount of space left and right of the piece.
- Row: studs lined up horizontally (left to right/side to side).
- Column: studs lined up upright or vertically (top to bottom/back to front).

For builders with low vision, or a sighted building partner who may want to follow along with the printed visual instructions that come with each kit, PDF versions are always online at LEGO.com: (<https://www.lego.com/en-us/service/building-instructions/71440>) As low vision users may benefit from viewing the instructions on a personal device where they can zoom in on content and use assistive technologies to enhance the visuals.

Sorting the pieces:

To begin a successful build, it helps to sort the pieces into groups, bags or small containers. Have a friend or family member do this in advance following the instructions below. You will see that the pieces should be sorted according to the building steps in the kit. Doing this in advance makes locating the pieces for each step easier. See below on how to sort the pieces to correspond to the steps in this set. Number the containers using letters A-Z, numbers or meaningful names. The parts will be sorted into one or a small number of steps in the instructions. Example: Steps 1-3 means collect all the parts used in steps 1, 2 and 3, and put them in one container.

This LEGO set comes with 3 numbered bags and 1 instruction booklet. Sort the pieces into groups as described below. Note that where there are multiple colors of the same brick in a step, the colors will be split across two groups to make telling the difference easier for the builder! LEGO includes a few spare parts in case you lose something. Set these into their own group away from the rest, in case you need them later.

This build is 210 pieces and 95 building steps. The set has NO stickers!

Book 1, bag 1 (7 groups of bricks) -

Interactive Luigi, Kamek, Kamek's broom, Swamp terrain

Group 1: pages 4-15

Group 2: steps 1-9.1

Group 3: steps 9.2-16

Group 4: steps 1-11

Group 5: steps 12-17

Group 6: steps 18.1-23.1

Group 7: steps 23.2-24

Book 1, bag 2 (12 groups of bricks)

Pipe, Goal flag pole, Forest terrain, Tree's inner mechanism, Tree's leaves, Boo, Fruit

Group 8: steps 1-4

Group 9: steps 1-3

Group 10: steps 1-4

Group 11: steps 5.1-9

Group 12: steps 10-12

Group 13: steps 13-16.1

Group 14: steps 16.2-20.1

Group 15: steps 20.2-26

Group 16: steps 1-2

Group 17: step 3

Group 18: steps 4-7

Group 19: steps 1-3

Book 1, bag 3 (4 groups of bricks)

Pink Baby Yoshi, Pond terrain

Group 20: steps 1-7

Group 21: step 8

Group 22: steps 1-7

Group 23: steps 8-12

Building Instructions:

Book 1, bag 1.

Group 1 – Interactive Luigi

Page 4

Ask a sighted adult to help you install 2 AAA batteries in Interactive Luigi's body.

Page 5

Grab Interactive Luigi's body so that its face faces to the front. Then, insert it into Interactive Luigi's dark blue pants, so that its side studs face to the front.

Page 6

Locate 2 light nougat 1x1 round tiles. Attach the first one to the left-facing side stud, which is Luigi's right ear. Take the second one and repeat symmetrically on the right.

Page 7

Attach 1 yellow 1x1 round tile to each of the 2 front-facing side studs. Then, attach 1 bright green cap with a capital L on top of Interactive Luigi's head, so that it faces to the front.

Pages 8-15

You can turn on Interactive Luigi by pushing the ON button located on the bottom of his back. Interactive Luigi will react to movement. He will also react when placing him on top of certain colors or interactive tiles. Interactive Luigi will turn off automatically after leaving him in his place after a few minutes.

You can update Interactive Luigi in the LEGO Super Mario app, which you can download from the following link [<https://www.lego.com/qr/lsm-connected>] to your preferred smart device. You can connect Interactive Luigi with the smart device by pushing the Bluetooth button located on the top of his back.

Group 2 – Kamek

Step 1

Place 1 dark azure 2x4 plate vertically. Then, place 1 dark azure 1x2 sloped tile horizontally on the back row of the ppp, so that it slopes to the back.

Step 2

Place 2 dark azure 1x2 bricks vertically, one to the right of the other, in front of the ppp.

Step 3

Place 1 dark azure 1x1 brick with pinhole in front of each of the 2 ppps, so that its pinhole faces to the left and right.

Step 4

Place 1 dark azure 2x3 plate vertically on top of the 3 front rows.

Step 5

Insert the pin of 1 yellow arm and hand into each of the 2 left- and right-facing pinholes, so that their hands face to the front.

Step 6

Place 2 dark azure 1x2 slope bricks vertically, one to the right of the other, on the 2nd and 3rd rows from the front, so that they slope to the back.

Step 7

Locate 2 yellow 1x1 bricks with side stud. Place the first one on the front left corner, so that its side stud faces to the left. Take the second one and repeat symmetrically on the right.

Step 8

Place 1 yellow 1x2 plate with 2x2 side studs hanging down horizontally on top of the 2 ppps, so that its side studs face to the front.

Step 9.1

Attach 1 yellow 1x2 curved slope brick with open mouth with red tongue and white fangs horizontally upright to the bottom row of front-facing side studs, so that it slopes to the front and to the bottom.

Group 3 – Kamek

9.2 Attach 1 yellow 1x2 curved slope brick with medium nougat nostrils horizontally upright above the ppp, so that it slopes to the front and to the top.

Note that we will not consider the 2 ppps (which make Kamek's snout) when counting rows and columns.

Step 10

Place 1 black 1x2 plate with 1x2 upright side studs horizontally on the front row, so that its side studs face to the front. Then, attach 1 black 1x1 round tile with printed light aqua background upright to each of the 2 front-facing side studs of the ppp. Lastly, place 1 yellow 1x2 slope tile horizontally on the front row, so that it slopes to the back.

Step 11

Attach 1 red 2x2 round plate with feet under the 2 front rows, so that its feet face to the front. Then, attach 1 white 2x2 inverted tile with the code for "KAMEK" behind the ppp, under the 2 back rows.

Step 12

Place 1 white 1x2 hinge base brick horizontally on the 2nd row from the front, so that its flat edge faces to the front. Rotate 1 white 2x2 plate with hinge bar under so that its hinge bar is on the back and it is slightly inclined to the back. Then, attach it to the ppp.

Step 13

Find 2 yellow 2x2 round tiles. Rotate the first one upright, so that its antistuds face to the right. Attach it centered to the left-facing side stud. Take the second one and repeat symmetrically on the right.

Step 14

Place 1 white 2x2 round tile with hollow stud on top of the 2 front rows (which are slightly inclined to the back). Then, insert 1 blue 3L bar vertically upright into the ppp. Continue by sliding 1 white 3x3 inverted radar dish onto the ppp, so that it goes as far to the bottom as possible. Lastly, attach 1 dark azure 2x2x2 cone brick with open stud to the ppp, by sliding in onto the bar as well.

Step 15

Lastly, we can build Kamek's wand by placing 1 transparent red 1x1 round plate in front of you. Then, Place 1 yellow 1x1 cone brick on top of the ppp. Lastly, insert 1 yellow 4L bar vertically upright into the ppp. Put Kamek's wand in Kamek's right hand, so that its transparent red end faces to the front and to the top.

Step 16

You can make Interactive Luigi interact with Kamek by making him stomp onto Kamek's bottom 2x2 tile with code!

Group 4 – Kamek's broom

Step 1

Let's build Kamek's broom. Place 1 tan 2x4 plate with pins on opposite short edges horizontally in front of you.

Step 2

Locate 2 tan 1x2 plates. Place the first one vertically on top of the leftmost column of the ppp. Take the second one and repeat symmetrically on the right. Then, place 1 tan 2x2 tile with the code for "KAMEK'S BROOM" between the 2 ppps.

Step 3

Find 2 tan 2L pin connectors. Slide the first one onto the right-facing pin. Take the second one and repeat symmetrically on the left.

Step 4

Insert 1 black 2L pin into the ppp, so that it protrudes to the left by 1L.

Step 5

Slide 1 tan 1x1 technic spacer onto the ppp.

Step 6

Insert the pin of 1 tan axle pin into the right-facing pinhole, so that its axle protrudes to the right.

Step 7

Slide 1 dark pink bush onto the ppp, so that it goes as far as possible to the left.

Step 8

Rotate 1 medium nougat barrel horizontally, so that its antistuds face to the right. Slide it onto the right side of the broom.

Step 9

Let's build the base for Kamek's broom. Place 1 light bluish gray 2x2 round plate with axle hole in front of you. Then, grab 2 transparent clear 1x2x2 panels. Place the first one on the back row of the ppp, so that its flat edge faces to the front. Take the second one and repeat symmetrically on the front. Then, place 1 dark bluish gray 2x2 jumper plate on top of the 2 ppps. The base is complete.

Step 10

Place Kamek's broom horizontally on top of it, so that it is centered horizontally and it overhangs to the left and to the right by 4 columns.

Step 11

Interactive Luigi can interact with Kamek's broom!

Group 5 – Swamp terrain

Step 12

Let's build the swamp terrain. Place 1 dark purple 6x6 rounded plate with no studs on corners and on the center in front of you. Then, place 1 tan 1x2 slope tile horizontally on the back row of the ppp, so that it is centered horizontally and it slopes to the back.

Step 13

Interactive Luigi can interact with the dark purple terrain!

Step 14

Place 1 tan 1x4 double curved slope tile horizontally in front of the ppp, so that it is centered horizontally and it slopes to the left and to the right.

Step 15

Place 1 tan 1x2 slope tile horizontally on the front row of the ppp, so that it is centered horizontally and it slopes to the front.

Step 16

Place 2 white 1x2 plates with stud and upright pin hole vertically, one to the right of the other, behind the ppp, so that their pinholes are to the back and they face to the left and right.

Step 17

Place 1 tan 1x4 double curved slope tile horizontally on top of the front row of the ppp, so that it is centered horizontally and it slopes to the left and to the right.

Group 6 – Swamp terrain (continued)

18.1 We need to assemble a sub-build. Place 1 orange 4x4 rounded tile with studs on perimeter upside down in front of you.

Step 18.2

Locate 2 black 1x2 plates with pinhole underneath. Attach the first one vertically on the leftmost column, so that it is centered vertically, its pinhole is to the front and it faces to the left and right. Take the second one and repeat symmetrically on the right.

18.3 Attach 1 light bluish gray 1x4 tile with 2 studs horizontally on the back row of the 2 ppps. Flip the sub-build right-side up, so that its pinholes underneath are on the front.

18.4 Find 3 white 1x1 round tiles and place them on the following locations: back right corner, 2nd row from the back of the leftmost column, 2nd column from the right of the front row.

18.5 The sub-build is complete. Place it on top of the swamp terrain build, so that it is centered and their pinholes are aligned. Then, insert 1 dark bluish gray 4L axle with stop into the left-facing pinhole, so that its stop is to the left.

Step 19

Grab 2 tan 1x2 slope tiles. Place the first one vertically on the leftmost column, so that it is centered vertically and it slopes to the left. Take the second one and repeat symmetrically on the right.

Step 20

Rotate 1 dark purple 2x4 plate vertically. Place its back row under the front row of the swamp terrain build, so that it is centered horizontally and it has 3 exposed rows to the front.

Step 21

Place the back row of 1 blue 4x4 rounded tile with studs on perimeter on top of the front row of the ppp, so that it is centered horizontally.

Step 22

Interactive Luigi can interact with the blue terrain as if it was water!

Step 23.1

Place the back row of 1 dark purple 2x2 round tile on top of the back row of the ppp, so that it is centered horizontally.

Group 7 – Swamp terrain (continued)

23.2 Place 1 bright green 2x2 round tile with lily pad pattern on top of the front right corner.

Step 24

If you wish, you can place the base of Kamek's broom (with Kamek on top) on anywhere on top of the swap terrain.

Book 1, bag 2

Group 8 – Pipe

Step 1

Let's build a pipe. Place 1 bright green 6x6 plate with no studs on the corners and in the center in front of you.

Step 2

Place 2 light bluish gray 2x4 bricks vertically, one to the right of the other, on top of the ppp, so that together they are centered horizontally and vertically.

Step 3

Locate 2 bright green 1x4 tiles. Place the first one horizontally on the back row of the 2 ppps. Take the second one and repeat symmetrically on the front. Find 2 bright green 1x2 tiles. Place the first one vertically behind the leftmost column of the ppp. Take the second one and repeat symmetrically on the right. Lastly, place 1 bright green 2x2 tile with the code for "PIPE" between the 2 ppps.

Step 4

Lastly, place 1 bright green 6x6 pipe on top of the build, so that the tiles from the previous step slide onto its center.

Group 9 – Goal flag pole

Step 1

Let's build the terrain for the goal flag pole. Place 1 dark orange 6x6 plate with no studs on the corners and in the center in front of you. Then, place 1 black 2x2 tile with the code for "GOAL" on the 2 front rows of the ppp, so that it is centered horizontally.

Step 2

Place 1 black 2x2 round tile with stud on the 2 back rows, so that it is centered horizontally.

Step 3

Insert 1 light bluish gray 16L rigid hose vertically upright into the ppp. Place 1 yellow 1x1 round plate with open stud on the top of the ppp. Then, attach 1 bright light orange technic ball to the ppp. Lastly, attach 1 black 2x3 tile with clips on short edge and white Bowser pattern to the top part of the rigid hose, below the 1x1 round plate. Rotate the flag so that it faces to the right.

Group 10 – Forest terrain

Step 1

Let's build the forest terrain. Place 1 bright green 6x6 rounded plate with no studs on corners and on the center in front of you. Then, place 1 reddish brown 1x2 slope tile horizontally on the back row of the ppp, so that it is centered horizontally and it slopes to the back.

Step 2

Interactive Luigi can interact with the bright green terrain!

Step 3

Locate 2 reddish brown 1x2 slope tiles. Place the first one vertically on the leftmost column, so that it is centered vertically and it slopes to the left. Take the second one and repeat symmetrically on the right.

Step 4

Find 2 reddish brown 1x2x3 bricks. Place the first one vertically to the left of the ppp. Take the second one and repeat symmetrically on the left. Place the last one horizontally on the 2nd row from the back, so that it is centered horizontally and in front of the 1x2 slope tile.

Group 11 – Forest terrain (continued)

5.1 We need to assemble a small sub-build. Place 1 light bluish gray 2x2 inverted curved slope tile in front of you, so that it slopes up to the back.

Step 5.2

Locate 2 black 1x2 plates with pinhole underneath. Rotate the first one vertically, so that its pinhole is to the front and it faces to the left and right. Place its back row on top of the front left corner of the ppp. Take the second one and repeat symmetrically on the right.

5.3 Place 1 medium nougat 2x6 tile vertically on top of the sub-build, so that it overhangs to the front by 3 rows.

5.4 Insert 1 black 4L axle into the left-facing pinhole, so that it protrudes to the left and right by 1L.

5.5 Grab 2 reddish brown 1x1 bricks with axle hole. Slide the first one onto the protruding left side of the ppp. Take the second one and repeat symmetrically on the right.

5.6 The sub-build is complete. Bring back the forest terrain build, so that its open side faces to the front. Place the reddish brown 1x1 bricks with axle hole of the sub-build on top of the 2nd column from the left and 2nd column from the right of the 2nd row from the front. Note that we will not consider the 2x6 tile of the sub-build when counting rows or columns.

Step 6

Grab 2 reddish brown 1x2 curved slope tiles with recessed stud. Rotate the first one horizontally, so that it slopes to the left. Place its leftmost column on the 2nd column from the left of the 2nd row from the front, so that it overhangs to the right by 1 column. Take the second one and repeat symmetrically on the right.

Step 7

Place 1 reddish brown 1x2 brick horizontally on top of the 2 ppps, on the 2nd row from the front, so that it is centered horizontally.

Step 8

Place 1 reddish brown 2x2 inverted slope brick on top of the ppp, so that it slopes to the front. Locate 3 reddish brown 1x2 bricks. Place the first one horizontally on the 2nd row from the back, so that it is centered horizontally. Place the second one vertically on the 2nd column from the left, so that it is centered vertically. Take the last one and repeat symmetrically on the right.

Step 9

Place 1 dark orange 4x4 rounded plate with 2x2 open center on top of the 4 ppps.

Group 12 – Forest terrain (continued)

Step 10

Place 1 dark orange 1x2 half cylinder brick horizontally in front of the ppp, so that it is centered horizontally and it slopes to the front and back. Then, place 1 reddish brown 1x2 brick horizontally on the 2nd row from the back, so that it is centered horizontally.

Step 11

Place 1 medium nougat 1x2 tile horizontally on top of the ppp. Rotate 1 medium nougat 2x2 curved slope tile so that it slopes to the back. Attach its front row to the 5th row from the back, so that it is centered horizontally and its front row is on top of the 1x2 half cylinder brick from the previous step.

Step 12

Locate 2 medium nougat 1x1 quarter round tiles. Place the first one to the left of the front row of the ppp, so that its curved edge faces to the front and to the left. Take the second one and repeat symmetrically on the right. Take the remaining 2 and repeat symmetrically on the back. Find 2 medium nougat 1x2 tiles. Place the first one vertically on top of the 2nd column from the left, so that it is centered vertically and between the 2 quarter round tiles. Take the second one and repeat symmetrically on the right.

Group 13 – Tree's inner mechanism

Step 13

We need to assemble a sub-build for the tree's inner mechanism. Place 1 dark bluish gray 2x2 inverted tile in front of you. Then, place 1 tan 2x2 brick on top of the ppp.

Step 14

Place 1 light bluish gray 2x2 slope brick on top of the ppp, so that it slopes to the front.

Step 15

Place 1 dark bluish gray 1x2 brick with 2 pins horizontally on top of the ppp, so that its pins face to the front.

Step 16.1

Place 1 tan 1x2 plate horizontally on top of the ppp.

Group 14 – Tree's inner mechanism (continued)

16.2 Place 1 light bluish gray 1x2 plate horizontally on top of the ppp. Then, place 1 dark bluish gray 1x2 jumper plate horizontally on top of the ppp.

Step 17

Rotate 1 lime 2x4 bent technic liftarm vertically upright, so that its short side is on top horizontally, its long side is to the right vertically, its right angle faces to the top and to the right, and its pinholes face to the front and back. Slide its leftmost column onto the rightmost front-facing pin. Insert 1 red short pin with stud into each of the 3 free pinholes of the ppp. Rotate 1 dark tan 1x4 plate vertically upright. Attach its top 3 rows to the 3 ppps.

Step 18

Rotate 1 lime 2x4 bent technic liftarm vertically upright, so that its short side is on top horizontally, its long side is to the left vertically, its right angle faces to the top and to the left, and its pinholes face to the front and back. Slide its rightmost column onto the leftmost front-facing pin. Insert 1 red short pin with stud into each of the 3 free pinholes of the ppp. Rotate 1 dark tan 1x4 plate vertically upright. Attach its top 3 rows to the 3 ppps.

Step 19

The mechanism is complete. Rotate its 2 lime 2x4 bent technic liftarms 90 degrees so that they are horizontal. Bring back the forest terrain and insert the mechanism into the center of the tree build.

Step 20.1

Locate 2 bright green 3x5 cloud tiles. Rotate the first one horizontally upright. Attach its bottom row to the 3 leftmost front-facing side studs, which are part of the tree mechanism, so that it overhangs to the top by 2 rows. Take the second one and repeat symmetrically on the right. These are the tree's leaves.

Group 15 – Tree's leaves

20.2 Then, attach 1 green 3x5 cloud tile horizontally upright behind the ppp. Take the second one and repeat symmetrically on the left. These also are part of the tree's leaves.

Step 21

Rotate 1 dark purple 2x8 plate vertically. Place its back row under the front row of the forest terrain, so that it is centered horizontally and it has 7 rows exposed to the front. Find 2 medium lavender 1x1 round tiles. Place the first one on the 2nd row of the rightmost column of the ppp. Place the second one 5 rows behind the ppp.

Step 22

Place the back row of 1 bright green 4x4 rounded tile with studs on perimeter on top of the front row, so that it is centered horizontally.

Step 23

Place 1 dark purple 2x2 round tile on top of the 2 front rows of the ppp, so that it is centered horizontally. Then, place 2 medium nougat 1x4 log bricks horizontally, one behind of the other, behind the ppp.

Step 24

Place 1 reddish brown 2x4 double jumper plate horizontally on top of the 2 ppps.

Step 25

We need to assemble a small sub-build. Hold 1 dark purple 1x2 curved slope tile with recessed stud horizontally, so that it slopes to the left. Then, rotate 1 dark purple 1x2 curved slope tile horizontally, so that it slopes to the right. Place its leftmost column on top rightmost column of the ppp. Then, place the rightmost column of the ppp on top of the left stud of the 2x4 double jumper plate from the previous step. Next, rotate the sub-build approximately 75 degrees counterclockwise, so that it is on top of the 2x2 round tile.

Step 26

Place 1 green 1x1 round plate with leaves on top of the right stud of the 2x4 double jumper plate, so that its leaves face to the right. Then, insert 1 green plant stem with 3 stems into the ppp. The orientation of the 3 stems is not important. Next, attach 1 coral 1x1 round flower plate to each of the 3 stems of the ppp.

Group 16 – Boo

Step 1

Let's build Boo. Place 1 white 3x3 plate in front of you. Then, place 1 white 1x3 brick horizontally on the back row of the ppp.

Step 2

Locate 2 white 1x1 bricks with side stud and lip. Place the first one in front of the leftmost column of the ppp, so that its side stud faces to the left. Take the second one and repeat symmetrically on the right. Next, attach 1 white 1x1 slope tile to the side stud of each of the 2 ppps, so that they slope to the bottom.

Group 17 – Boo (continued)

Step 3

Place 1 white 1x3 brick with open dark red mouth with sharp teeth and dark pink tongue horizontally on the front row of the Boo build, so that its print faces to the front. Ask a sighted friend to make sure that the ppp is oriented correctly.

Group 18 – Boo (continued)

Step 4

Place 1 white 1x3 brick with black eyes and eyebrows horizontally on top of the pp, so that its print faces to the front. Ask a sighted friend to make sure that the ppp is oriented correctly. Then, place 1 white 2x3 brick horizontally behind the ppp.

Step 5

Place 1 white 2x2 tile with the code for “BOO” on top of the 2 leftmost columns of the ppp. Rotate 1 white 1x3 tile vertically. Place its 2 back rows to the right of the ppp. Then, place 1 white 1x2 tile horizontally to the left of the front row of the ppp.

Step 6

Interactive Luigi can interact with the code on top of Boo!

Step 7

Boo is ready. If you wish, you can place it on top of the tree, behind its leaves. Then, you can press the tile at the base of the tree so that the Boo comes out from its hiding place!

Group 19 – Fruit

Step 1

Let's assemble a fruit. Place 1 bright pink 2x2 round tile with the code for “FRUIT” upside down in front of you. Then, place 1 magenta 2x2 dome brick on top of the ppp. Next, place the stud of 1 green 1x1 round plate with angled bar underneath on top of the ppp.

Step 2

Interactive Luigi can interact with the fruit's code!

Step 3

You can place the fruit anywhere you wish. It can be, for example, on top of the tree, in front of its leaves.

Book 1, bag 3

Group 20 – Pink Baby Yoshi

Step 1

Let's build Pink Baby Yoshi. Place 1 yellow 2x2 round plate with feet in front of you, so that its feet face to the front. Then, place 1 white 1x2 plate horizontally on the back row of the ppp.

Step 2

Place 1 bright pink 1x2 plate with 1x2 upright side studs horizontally on top of the ppp, so that its side studs face to the back.

Step 3

Place 2 bright pink 1x1 bricks with pinhole on top of the ppp, one to the right of the other, so that their pinholes face to the left and right.

Step 4

Place 1 white 1x2x2 2/3 brick with side studs horizontally in front of the 2 ppps, so that its side studs face to the front.

Step 5

Attach 1 bright pink 1x2 triple slope tile horizontally upright to the back-facing side studs, so that its flat side faces to the top.

Step 6

Locate 2 white 1x2 curved slope bricks. Place the first one horizontally upright onto the bottom row of front-facing side studs, so that it slopes to the front and to the bottom. Take the second one and repeat symmetrically on top.

Step 7

Insert 1 bright pink arm and hand into each of the 2 side-facing pinholes, so that the hands face to the front.

Group 21 – Pink Baby Yoshi (continued)

Step 8

Rotate 1 white 2x2 tile with 2 studs so that its studs face to the back. Place its back row on top of the front row, so that it overhangs slightly to the front. Then, place 1 bright pink 1x2 plate with 1x2 upright side studs horizontally on top of the back row of the ppp, so that its side studs face to the front. Place 2 bright pink 1x2 curved slope tiles with recessed stud vertically one to the right of the other, on top of the ppp, so that they slope to the back. Then, place 1 bright pink 1x2 brick with partially closed eyes on top of the 2 ppps. Ask a sighted friend to make sure that the ppp is oriented correctly. Lastly, attach 1 bright pink 1x2 curved slope brick with magenta nostrils horizontally upright to the front-facing side studs, so that it slopes to the front and to the top.

Group 22 – Pond terrain

Step 1

Let's build the pond terrain. Place 1 green 2x4 plate vertically in front of you. Then, place 1 bright green 2x2 round tile with hollow stud on top of the ppp, so that it is centered vertically.

Step 2

Insert 1 white flower into the ppp.

Step 3

Place the back row of 1 blue 4x4 rounded tile with studs on perimeter on top of the front row of the pond terrain, so that it is centered horizontally.

Step 4

Rotate 1 blue 2x4 plate vertically. Place its 2 back columns under the 2 front rows of the ppp, so that it is centered horizontally. Then, place 1 bright pink 2x2 tile with the code for "PINK BABY YOSHI" on top of the ppp. Note that we will not consider the ppp when counting rows and columns.

Step 5

Rotate 1 green 3x3 plate with rounded corner so that its rounded edge faces to the front and to the left. Place it on the back right corner of the 4x4 rounded tile with studs on perimeter.

Step 6

Place 1 bright green 2x2 round tile with hollow stud on top of the back right corner of the ppp.

Step 7

Rotate 1 green 2x4 plate horizontally. Place its leftmost column under the rightmost column of the 4x4 rounded tile with studs on perimeter, so that it is centered vertically and it has 3 columns exposed.

Group 23 – Pond terrain (continued)

Step 8

Place the leftmost column of 1 bright green 4x4 rounded tile with studs on perimeter on top of the rightmost column of the ppp.

Step 9

Place 1 tan 1x2 brick vertically on the 2 back rows of the leftmost column of the ppp. Then, place 1 tan 1x2 brick with clip vertically and repeat symmetrically on the right, so that its clip faces to the right.

Step 10

Place 1 medium nougat 2x4 plate horizontally on top of the 2 ppps.

Step 11

Place 1 black 1x1 round plate on top of the 2nd column from the right of the back row of the ppp. Then, place 1 transparent yellow 1x1 round brick on top of the ppp. Next, place 1 black lantern on top of the ppp.

Step 12

Place 1 lime watering can 2 columns to the left of the ppp, so that its handle faces to the back and to the left. Lastly, attach 1 dark bluish gray shovel to the right-facing clip.

Thank you so much for building this set! Assemble your own course by placing the different elements as you wish. The goal is that Interactive Luigi should start at the pipe and end at the flagpole. Have fun with Interactive Luigi going through it!

At the end of the instructions, you will find a page with a picture of the Interactive Luigi figure. Above him, the text "MAKE SURE TO UPDATE YOUR INTERACTIVE FIGURE IN THE LEGO SUPER MARIO APP TO BE READY TO PLAY" inside a green rectangle with rounded corners. On the right side of the page, the text is displayed in several different languages. On the bottom, there is a link to a trouble shooting website: [<https://www.lego.com/super-mario-trouble-shooting-guide>]. The next two pages advertise the functionality of play with two interactive figures: Interactive Luigi with Interactive Mario or Interactive Luigi with Interactive Peach. Afterwards, the next 2 pages advertise 10 other sets from the theme: 71428 (Yoshis' Egg-cellent Forest Expansion Set), 71429 (Nabbit at Toad's Shop Expansion Set), 71430 (Penguin Family Snow Adventure Expansion Set), 71431 (Bowser's Muscle Car Expansion Set), 71432 (Dorrie's Sunken Shipwreck Adventure Expansion Set), 71433 (Goombas' Playground), 71434 (Soda Jungle Maker Set), 71435 (Battle with Roy at Peach's Castle), 71436 (King Boo's Haunted Mansion), and 71437 (The Bowser Express Train). Afterwards, you will find warning text in different languages about batteries and how to dispose of them, the set inventory, and on the last page you will find an invitation to share feedback.

Congratulations on finishing your build! Would you like to inspire other blind people to build LEGO sets? Let's feature your build on our [Builders page](#). It's easy and we will do all the work! Just contact us at info@bricksfortheblind.org and together we will make it happen!

We hope you enjoyed building your LEGO set! Bricks for the Blind is able to create these text-based building instructions thanks to generous donations from our builders. If you enjoy the instructions we create, please consider making a \$5 donation at: <https://www.gofundme.com/f/bricks-for-the-blind-gofundme>.

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