1　Important Information

Thank you for selecting
MARIO TENNIS™ OPEN for
Nintendo 3DS™.

This software is designed only for
use with the European/Australian
version of the Nintendo 3DS system.

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.

Before use, please also read the
Operations Manual for your
Nintendo 3DS system. It contains
important information that will help
you enjoy this software.

◆ Unless stated otherwise, any
references to "Nintendo 3DS" in
this manual refer to both
Nintendo 3DS and
Nintendo 3DS XL systems.

Health and Safety Information

⚠ IMPORTANT

Important information about your
health and safety is available in the
Health and Safety Information
application on the HOME Menu.

To access this application, touch the
⚠ icon on the HOME Menu, then
touch OPEN and read the contents
of each section carefully. When you
have finished, press 🏠HOME to

return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the Health and Safety Information section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Information Sharing Precautions

When sharing content with other users, do not upload/exchange/send any content that is illegal, offensive or could infringe on the rights of others. Do not include personal information and make sure you have obtained all necessary rights and permissions from third parties.

Language Selection

The in-game language depends on the one that is set on the system. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian. You can change the in-game language by changing the language setting of your system. For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

COB (Australia):
www.classification.gov.au

OFLC (New Zealand):
www.censorship.govt.nz

Advisories

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In MARIO TENNIS OPEN, you play tennis with a variety of colourful characters. As well as competing in tournaments, you can also compete against nearby players over local wireless, players in your region over the internet and Mii™ characters you meet through StreetPass™. There are also some special games to take part in!

3 Game Modes

There are several game modes to choose from. Modes marked with the symbols given below feature wireless play.

- Local Play 🖼 (p. 11)
- Download Play))🖥 (p. 11)
- Internet 🌐 (p. 12)
- StreetPass 🧍)) (p. 13-14)

Game Modes

Tournament

Eliminate opponents to win the cup.
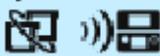
Exhibition

Play a match with customisable options such as characters, court and number of sets.

Special Games

There are four special games loosely based on tennis.

- Ring Shot
- Super Mario Tennis
- Galaxy Rally
- Ink Showdown

Match Types

There are two types of tennis match: singles (one versus one) and doubles (two versus two).

Single Player (p. 10)	Play against the computer. All game modes are selectable.
Local Multiplayer (p. 11)	Play in groups of up to four players using the Local Play or Download Play features.
Online Multiplayer (p. 12)	Play in groups of friends (up to four players) or against players in your region over the internet.
StreetPass (p. 13-14)	Play a tennis match or Ring Shot with any Mii characters of players who you have met through StreetPass.
Club Room (p. 15)	Change settings such as your Mii character and game configuration.

Menu Controls

| Select | ○ |

Confirm	Ⓐ
Cancel	Ⓑ

◆ You can also navigate the menus using the Touch Screen.

Sleep Mode

Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

MARIO TENNIS OPEN will automatically save your progress at certain points, such as when completing a match.
Three save files are available for use, each with their own Open Match (p. 12) point and rating data.

◆ A quick save will be created after each victory when playing in tournaments. You can also create quick saves by opening the pause menu (p. 6), then selecting QUICK SAVE followed by SAVE AND QUIT. Quick saves allow you to resume tournament matches from the point where you left off.

Deleting Save Data

Select a save file, then select DELETE to delete the save data stored in that file.

◆ Please be careful when using this option, as deleted data cannot be recovered.

Mii Data

The Mii you've chosen for your save file icon can be selected as a playable character and will be used in StreetPass (p. 13-14). You can change the Mii in the Club Room (p. 15) menu.

◆ Mii characters can be created using Mii Maker, found on the HOME Menu.

StreetPass Data

Data received from StreetPass will be saved to the Game Cards/SD Cards.

● Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.

● Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

Move

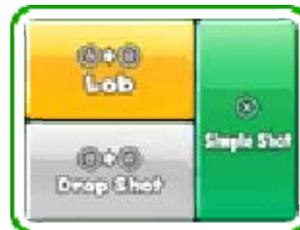Slide ⦾ to move your character around.

Shot

Returning the ball to your opponent is referred to as a "shot". Touch the shot panels or press buttons to ready yourself and take a shot (p. 8-9).

Shot Panels

When the shot panels first appear, you'll have the three-panel version shown. Press Ⓡ to switch between the three-panel, mirrored three-panel and six-panel versions in that order.

Direct Mode

Hold the Nintendo 3DS system up vertically to switch to an on-court view that takes you right to the heart
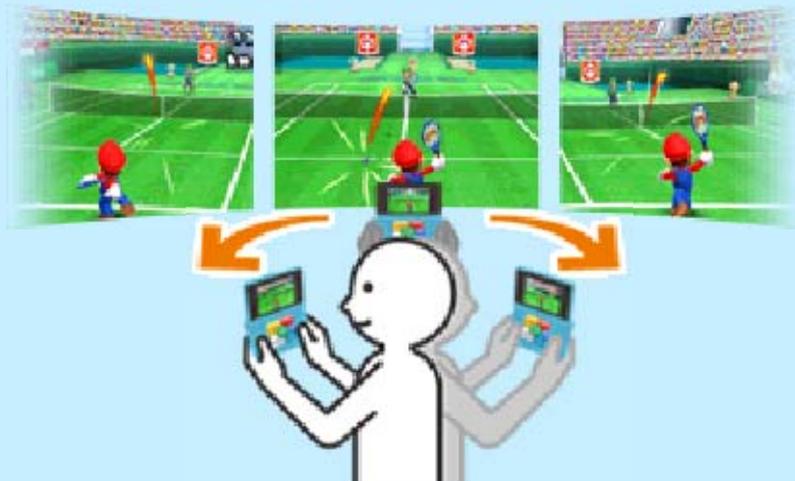
of the action.

Your character will automatically move towards the ball, making this mode ideal for beginners.

◆ You can still move using ◎.

Aiming Shots

When playing in Direct Mode, you will aim shots in the direction you're facing. Move the system left and right to aim in those directions.

◆ 3D visuals are not available in Direct Mode.

This software involves moving the Nintendo 3DS system around while you play. Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.

Pause Menu

Press START before serving to open the pause menu, where you can access options such as suspending the match or viewing the rules and controls.

How to Serve

1 Move ◀🎾▶ to decide where to serve from.

2 Touch a shot panel to toss the ball.

3 Touch a shot panel to serve.

◆ When performing the Simple Shot serve, the panel only needs to be touched once (p. 9).

You can perform faster serves (rated "NICE!") by touching the shot panel so that the racket hits the ball at its highest point during the toss.

Serve Targets

When serving, the

ball should hit the opponent's service box (■), diagonally opposite the server. For example, in the diagram shown, if you're serving from ①, then you should aim for ❶.

If the ball fails to enter the opponent's service box, the serve will be counted as a fault. Committing a double fault (two faults in a row) will result in a point being awarded to your opponent.

◆ If the serve hits the net and lands in the opponent's service court, it will be counted as a let (retry).

Returning Serves

You must return serves after they have entered your court and bounced once. If you return the serve before it bounces, it will be counted as a point for the opponent.

Taunting

Press Ⓐ while waiting for the opponent to take a shot to begin a taunt. Maintain the taunt until your character glows red for a slight boost in shot strength.

How to Return the Ball

1 Estimate where the ball will go and move there using ⊚.

2 Touch the shot panel to hold your racket in position.

3 When the ball comes, you will automatically return the shot. Slide ◄⊚► to aim the shot.

When in Direct Mode

• Your character will automatically move to the ball, but you can still use ⊚.
• The ball will be returned in the direction you're looking.

"Out" and Areas Used in Play

If your shot first lands outside of the court, it will be counted as a

point for your
opponent ("out"). Additionally, the area of the court used differs between singles and doubles. The ■ area shown is used only in doubles, and will be counted as "out" in singles matches.

Each of the different types of shot, such as the topspin shot, are represented by different colours. These colours match those used for each of the shot panels and for the ball's path during the corresponding shots.

Simple Shot Ⓧ

Automatically takes the appropriate shot.

◆ Simple Shot will automatically select the best shot when taking Chance Shots, but the shot will be slightly less powerful than normal.
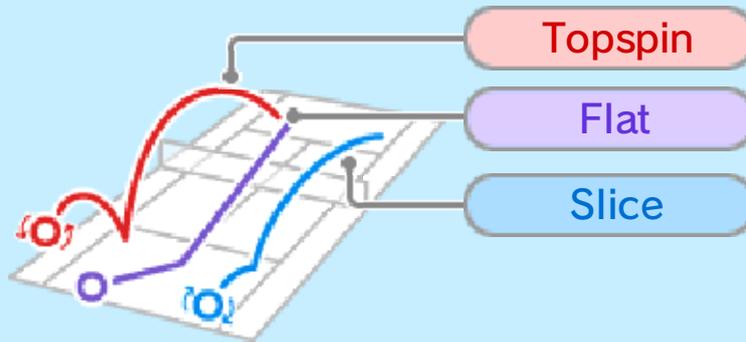
Topspin Ⓐ

High ball with overspin. Fast and has a high bounce.

Flat Ⓨ

Fastest shot, without any spin.

Slice Ⓑ

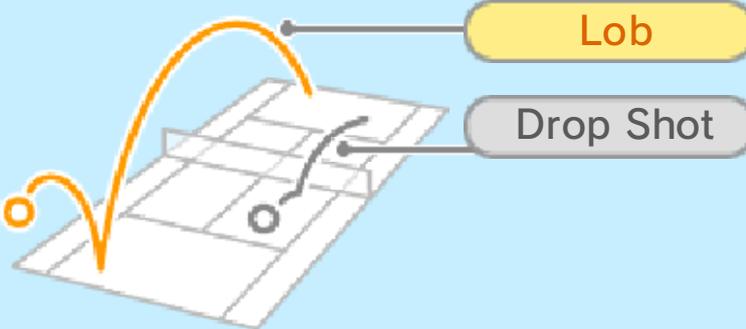Low shot with backspin. Slower and has a short bounce.

Topspin

Flat

Slice

Lob Ⓐ→Ⓑ

Very high shot aiming for the end of the court.

Drop Shot Ⓑ→Ⓐ

Shot aiming for the inside of the court which has little bounce.

Lob

Drop Shot

Jump Shot Ⓡ

Press Ⓡ to jump for a ball that's out of reach and return it.

Charged Shots

By taking position just before the ball arrives, your character can concentrate their strength and increase the power of their shots.

◆ Movement will be limited when charging. Press ⬜ to cancel a charge.

Chance Shot

During the match, coloured Chance Areas will appear on the court. Use a shot of the same colour in a Chance Area to greatly increase the effectiveness of that shot.

Chance Area

Press Ⓨ in a purple Chance Area to perform a powerful smash.

10　Playing Alone

Tournament, Exhibition and four
Special Games are available in Single
Player.

When playing using the Local Play feature, up to four players can play in Exhibition matches and Ring Shot games, while two players can play Super Mario Tennis. You will need a Nintendo 3DS system for each player and at least one copy of the MARIO TENNIS OPEN software. One of the players with the MARIO TENNIS OPEN software creates a group, or room. The other players join the room in order to play.

◆ Players who do not have the MARIO TENNIS OPEN software can play using Download Play (⑴)🖳).

◆ Players who do not have the MARIO TENNIS OPEN software will only have a limited choice of characters and courts to choose from.

You Will Need:

- One Nintendo 3DS/Nintendo 3DS XL system per player.

- At least one copy of the MARIO TENNIS OPEN software.

Creating Local Rooms

Player with the Software

1. From the main menu, select LOCAL MULTIPLAYER, then CREATE LOCAL ROOM.

2. Once the names of the players have appeared on screen, select READY.

   Friend Registration Button

3. Follow the instructions on screen.

   ◆ Options such as play mode and match settings are configured by the player who created the room.

Registering Friends

You can become friends with another player and play against each other over the internet (p. 12) if you both touch the friend registration button. You can view your friend list by selecting it from the HOME Menu.

Joining Rooms

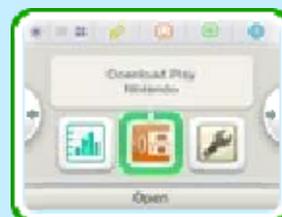### Players with the software (Local Play)

1. From the main menu, select LOCAL MULTIPLAYER, then the room you'd like to join.
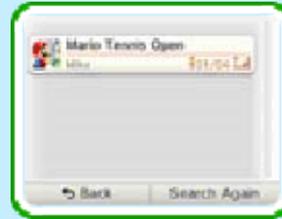
2. Follow the instructions on screen.

Players without the software (Download Play)

1. On the HOME Menu, touch the Download Play icon, then touch OPEN.

2 Select the Nintendo 3DS logo, then MARIO TENNIS OPEN.

◆ MARIO TENNIS OPEN will appear in the list whenever a player with the software creates a room.

3 Wait for the game to start.

◆ You may need to perform a system update. Follow the on-screen instructions to begin the update. If you receive a message during the system update that the connection was unsuccessful, carry out the system update from the System Settings application. For further information about system updates, refer to the Operations Manual.

12 Internet Games

This software supports Nintendo Network™.
Software titles which support Nintendo Network include the Nintendo Network logo on the packaging.

About Nintendo Network

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

Connecting to the Internet 🌐

By connecting your Nintendo 3DS system to the internet you are able to challenge other online players, as well as check your ranking amongst your friends and other players in your region.

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

You will be automatically disconnected from your opponent when playing online if you do not serve within 30 seconds.

Exhibition

Play with friends in groups of up to four people. Follow the instructions on screen to create a room to gather friends, then take part in games with each other.

Friend List

Use the friend list (☺) on the HOME Menu to register and manage friends.

◆ For information about the friend list, refer to the Operations Manual.

Open Match

Test your skill against players across your region in singles matches. Follow the instructions on screen to get started. You can also see where you rank in the player rating leaderboard.

Ratings

Each player's rating will start with a value of 2000. This value will increase as you score points during matches, and decrease when your opponent scores points.

◆ During matchmaking, players with similar ratings will be chosen to play against each other.

◆ If the connection is lost during a match, your rating will be updated depending on the number of points won or lost during the match in progress.

◆ You can restrict online interaction via Parental Controls. For more information, refer to the Operations Manual.

Playing with StreetPass 📶))

When two Nintendo 3DS systems with StreetPass activated for MARIO TENNIS OPEN are in range of each other, player and Mii information will be exchanged automatically, allowing you to play two different game modes.

◆ StreetPass must be activated on both systems.

StreetPass Match

Play a singles match against a Mii met through StreetPass. If you win the match, you will earn coins. The amount of coins you earn will increase if you establish a winning streak.

Ring Shot

Play Ring Shot with a Mii met through StreetPass. You will earn coins based on how well you score. Should you meet that Mii again, they will earn the same number of coins.

About Coins

Use coins to buy new clothes and rackets for your Mii in the Item Shop (p. 15).

Before using StreetPass, you must agree to the terms of the Nintendo 3DS Service User Agreement and Privacy Policy.

◆ For details on the Nintendo 3DS Service User Agreement and Privacy Policy, refer to the System Settings.
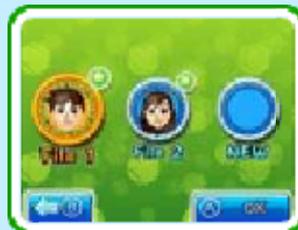
Activating StreetPass

You will be asked whether or not you'd like to use StreetPass when starting the game for the first time. Follow the instructions on screen to activate StreetPass for MARIO TENNIS OPEN on the Nintendo 3DS system.

◆ To change this setting later, select STREETPASS from the main menu, then STREETPASS SETTING. You will be asked if you want to use StreetPass. Select YES or NO to continue.

StreetPass Hits

If StreetPass communication has taken place, 🟢 will appear on the file selection screen.

Deactivating StreetPass

To deactivate StreetPass, open the System Settings and select DATA

MANAGEMENT, then STREETPASS
MANAGEMENT. Touch the icon for
this software title, then select
DEACTIVATE STREETPASS.

◆ You can restrict StreetPass
functionality via Parental Controls.
For more information, refer to the
Operations Manual.

In the Club Room menu, you can configure various settings.

Item Shop

Use coins earned from games to buy clothes and rackets for your Mii.

Change Outfit

Change your Mii character's clothes and racket.

Change Greeting

Enter a greeting to use for StreetPass encounters.

Change Mii

Change the Mii character you're using.

Records

View data such as your wireless game records or leaderboards.

- Friends will only appear on the leaderboards if they have played an Open Match.
- Players will no longer appear on the leaderboards if 30 days have elapsed since they last played an Open Match.
- On the Monthly Points leaderboard, players are ranked based on their cumulative score over the past 30 days.

Options

Gyro Sensor	When set to Off, the game will not switch to Direct Mode when you hold the system up vertically.
Racket Hand	Change which hand your character holds their racket in.
How to Play	View the tutorial displayed the first time you play the game.

There are three types of scoring in tennis: points, games and sets.

Games and Sets

Generally, a game is comprised of at least four points, and a set is comprised of at least six games. In a one-set match, the player who takes the set first wins; in a three-set match, the player who takes two sets first wins, and so on.

Set					
Game	Game	Game	Game	Game	Game
4 pts	4 pts	4 pts	4 pts	4 pts	4 pts

◆ To take a set, a player must win at least two games more than his opponent.

Points

In tennis, points are described as listed below.

0 points: Love
1 point: 15
2 points: 30
3 points: 40

Ties

Deuce and Advantage

Should the players have three points each (a score of 40-40), the score is referred to as "deuce". At this point, gaining a further point is referred to as "advantage", and the score returns to "deuce" if the player who is behind takes the next point. The first player to get two points ahead of his opponent after deuce will win the game.

Tiebreak

Should both players have won the same number of games by the end of a set, a tiebreak will be called to decide the winner of the set. (For example, in a standard six-game set, this will occur when both players have won six games each.) The first player to reach seven points in the tiebreak will win the set.

◆ Should a score of 6-6 be reached in the tiebreak, it will be treated the same as a deuce, requiring a lead of two points to win.

17　How to Contact Us

For product information, please visit the Nintendo website at:
www.nintendo.com

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