Thank you for choosing the Mario Tennis™ Open game for the Nintendo 3DS™ system.

Please note that, for this manual, "Nintendo 3DS" refers to both Nintendo 3DS and Nintendo 3DS XL.

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

⚠ IMPORTANT

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

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

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

⚠ CAUTION - STYLUS USE

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Information-Sharing Precautions

This software allows you to send Mii™ characters and a short text phrase through multiple communication methods (StreetPass™, local wireless connection, and Nintendo Network™). Please note the following when using this software:

- When communicating with others, the information you submit (names, etc.) may be viewed by many people, so please do not use personal information that could be used to identify you.
- Please do not use another person's name or image without his or her permission.

Protecting Your Privacy

This software allows you to share information, such as your Mii™ and Mii name, with other users through local communication and online services. Keep the following in mind when sharing personal information through these features.

- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.
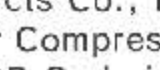
In Mario Tennis™ Open, you get to play tennis with some of your favorite characters. You can compete in tournaments, challenge friends and other players online* or over a local wireless connection, and even play with Mii™ characters you received through the StreetPass™ feature. You can also play special games that will help you sharpen your tennis skills!

*Wireless Internet access required for online play. For more info, go to support.nintendo.com.

In this game, you can choose from a wide variety of playable modes. A mode supports wireless play if it is marked with one or more of the following symbols:

- Local Play 🔲 (page 11)
- Download Play))🔲 (page 11)
- Online Multiplayer 🌐 (page 12)
- StreetPass 👤)) (pages 13-14)

Gameplay Modes

Tournament

Compete with your rivals to win cups!

Exhibition 🔲))🔲 🌐

Play a match with custom settings! You choose the characters, the court, and the number of games and sets.

Special Games

Choose from four tennis-themed special games that will sharpen your skills:

- Ring Shot 🔲))🔲 👤))
- Super Mario Tennis 🔲))🔲
- Galaxy Rally
- Ink Showdown

Match Styles

There are two styles of tennis match: singles (one player vs. one player) and doubles (two players vs. two players).

Single Player (page 10)	Play one-player game modes here.
Local Multiplayer (page 11)	Using local wireless or Download Play, you can compete with up to a total of four players.
Online Multiplayer (page 12)	Go online and play with friends (up to four players total) or face off against other players in your region.
StreetPass (pages 13-14)	Compete with the Mii characters of players met via StreetPass in singles matches or Ring Shot games.
Clubhouse (page 15)	Buy items, view records, and change various game settings.

Menu Controls

Select	◎
Confirm	Ⓐ
Cancel	Ⓑ

Note: You can also navigate the menu by tapping the Touch Screen.

Sleep Mode

While playing, you can close the Nintendo 3DS system to put it in Sleep Mode and reduce battery consumption. Open the Nintendo 3DS system to leave Sleep Mode.

Your progress will automatically be saved at various points throughout the game, such as after you finish a match. There are three save files. Each save file stores Open-match (page 12) rankings and points separately.

Note: In a tournament, a quick save will be created after each victory. Also, if you access the pause menu (page 6), you can create a quick save of any match by selecting Quick Save followed by Save and Quit. The Quick Save option will let you continue a match from the game where you left off.

Erasing Save Data

Select a save file and then select Delete to erase that save data.
Erased data cannot be recovered, so be careful!

Mii Data

The Mii character you selected as the icon for a save file can also be selected as a playable character and used in StreetPass (pages 13-14). The Mii character can be changed in the clubhouse (page 15).

Note: You can create Mii characters in Mii Maker™, which you can access from the HOME Menu.

StreetPass Data

Data received via StreetPass will be saved to the software.

● Data can be lost due to user action, such as repeatedly powering off and on the system or removing the Game Card or SD Card while saving. Data loss may also be caused by poor connectivity, due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

Move

Use Ⓞ to move your character.

Hit a Shot

Touch the shot panel or press buttons to swing your racket and take the shot (pages 8-9).

Shot panel

When you first play, the shot panel that appears on the Touch Screen will have just 3 panels.
Before the ball is served, press Ⓡ to switch between the 3-panel shot panel, a reversed version of the 3-panel shot panel, or the 6-panel shot panel (in that order).

Dynamic View

Hold the Nintendo 3DS system up vertically to switch to an on-court view, and enjoy playing as if you were actually there.

Your character will automatically move into position for you, so this mode is recommended for beginners.
Note: You can also move using Ⓞ.

Hitting Shots Left or Right

When playing in Dynamic View, you will hit the ball in the direction you are facing. Turn the system to the left to aim the ball left. Turn the system to the right to aim the ball to the right.

Note: 3D visuals are not available in Dynamic View.

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

Pause Menu

Press START before the serve to display the pause menu. With the game briefly suspended, you will be able to view the rules and controls, or to save the game.

How to Serve

1 Move with ◀◎▶, and decide where you want to serve from.

2 Tap the shot panel to toss the ball up.

3 Tap the panel again to serve.

Note: You only need to tap Simple Shot (page 9) once to perform that type of serve or shot.

To perform a faster serve, hit the ball when it is at its highest point during the toss. If you do it correctly, "Nice!" will appear above your character.

Serve Target

When you serve, aim toward the opponent's service box (■) diagonally opposite you and hit the ball. For example, if you are in the location indicated by ①, aim for ①.

If the ball does not go into the service box, it will be considered a fault. If you fail to get it into the service box again, it will be a double fault and your opponent will get the point.
Note: If the ball hits the net but drops into the opponent's service box, it will be considered a let (do-over).

How to Return Serves

Hit the incoming serve back after letting it bounce once in your court. If you return the serve before it bounces, you will get a foul and the point will go to the opponent.

Taunting

While waiting for a shot from your opponent, press Ⓐ to start taunting. If you can finish the taunt, your character will flash red and the strength of your next shot will be slightly increased.

How to Return the Ball

1 Try to predict where the incoming ball will land, and run there using ⊙.

2 Tap the shot panel to get ready and put your racket in position.

3 If the ball comes when you've readied a shot, you will automatically hit it. Use ◄⊙► to aim the shot.

Playing with Dynamic View

· You will hit the ball in the direction you are looking.
· You will automatically move to the ball, but you can still use ⊙ to control your own movement.

Out of Bounds

A returned ball will be considered "out" if it bounces outside the court. If this happens, the other player will get the point. The playable area on the court differs between singles and doubles matches. The area of the court colored ■ is only used in doubles matches. In singles matches, this area is considered out of bounds. If the ball even partially hits the line, it is considered "in" and not "out."

Each type of shot, such as the flat shot or topspin shot, is assigned its own color. This color corresponds to colors in the shot panel and also the color of the ball as it flies across the court.

Simple Shot Ⓧ

Automatically takes the appropriate shot.
Note: This option will automatically select the ideal shot when serving or returning a ball, but the strength of that shot will be slightly weaker than normal.

Topspin Ⓐ

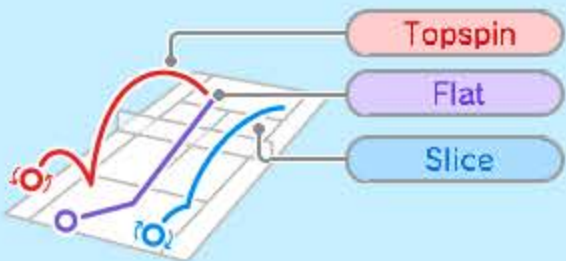A high-trajectory shot with topspin. It is a fast ball that bounces high.

Flat Ⓨ

The fastest type of shot. It has no spin.

Slice Ⓑ

A low-trajectory shot with backspin. It is slow moving and has a low bounce.
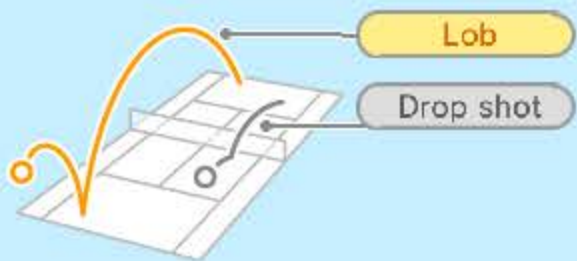
Topspin
Flat
Slice

Lob Ⓐ→Ⓑ

A shot with a very high trajectory aimed toward the back of the court.

Drop Shot Ⓑ→Ⓐ

A shot aimed toward the front of the court. It barely bounces at all.

Lob
Drop shot

Jump Shot Ⓡ

If a ball is just out of reach, press Ⓡ to leap for it and return the ball.

Charged Shots

If you get into position before the ball arrives, you will build up strength and hit more-powerful shots.
Note: While charging, you won't be able to move freely. You can cancel charging a shot by pressing Ⓛ.

Chance Shot

During a match, colored circles will appear on the court. If you run to that area and hit the shot that corresponds with that color, you'll hit a powered-up version of that shot.

Chance Area

When a purple Chance Area appears, press Ⓨ from inside the area to perform a powerful smash.

Tournament, Exhibition, and Special Games are available as single-player modes.

This software supports multiplayer games via wireless communication. Over local wireless, up to four players can play in Exhibition matches and Ring Shot games while two players can play Super Mario Tennis. At least one player must have a copy of the software.

Playing in Groups

A player who has the software can create a room and wait for other players to join.

● You Will Need:

- One Nintendo 3DS system per player
- (Local Play) One copy of the software per player
- (Download Play) At least one copy of the software

Note: Players who do not have the software can play via Download Play 》🖳.

Note: If there is a player who does not have the software, the selection of characters and courts will be limited.

Setting Up a Room

One Player Who Has the Software

● Connection Procedures

1 From the main menu, select Local Multiplayer and then Create Room.

2 When all the players have joined the room and their names are displayed, select Start.

Friend Registration button

3 Follow the instructions on the screen to proceed.
Note: The player who creates the group will choose the play mode and other match settings.

Friend Registration Button

If both players press the Friend Registration button, you will become friends. You will then be able to play together online (page 12). You can view a list of your friends in the friend list, accessed from the HOME Menu.

Joining a Room

Players with the Software (Local Play) 🖳

Each player must have a copy of the software.

● Connection Procedures

1 Select Local Multiplayer from the main menu, and then select the group you would like to join.

2 Follow the instructions on the screen to proceed.

Players without the Software (Download Play) 》🖳

● Connection Procedures

1 Select Download Play from the HOME Menu.

2 Select the Nintendo 3DS logo, followed by Mario Tennis Open.

Note: If a player with the software creates a group, Mario Tennis Open will be displayed in the list.

3 Wait for the game to start.

Note: A system update may be required sometimes. Please follow the on-screen instructions to perform the update.
If the update fails and an error message is displayed, go to System Settings in the HOME Menu to perform the update. Please refer to the System Update section of the Operations Manual for details.

This software supports the Nintendo Network™.
The Nintendo Network logo appears on the packages of software supporting the Nintendo Network.

About Nintendo Network

Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet. It provides access to a wide range of network services, including the ability to play games with people around the world, purchase and download games/content, and exchange images and messages.

Note: For information about connecting your system to the Internet, refer to the system's Operations Manual.

During an Internet competition, if a player does not serve into the opposing court within 30 seconds, communications will be cut off.

Exhibition Match

Compete with your friends in groups of up to four players. Follow the on-screen instructions to gather friends and create a group, or join a group and start playing.

Friends

You can register and manage your friends from the friend list (☺) in the HOME Menu.
Note: For information about the friend list, refer to the system's Operations Manual.

Open Match

Test your tennis skills in singles matches against players from around your region. You can also see how you match up against other players on the leaderboard. Follow the on-screen instructions to get started.

Rating

Each player starts out with a rating of 2,000. This rating is an indication of your skill. It will increase when you score points and decrease when you lose points.
Note: You will be matched with opponents who have a similar rating.
Note: If the connection is lost during a match, your rating will increase or decrease based on your in-game points at the time.

Note: You can disable online interaction via Parental Controls. For more information, refer to the operations manual.

StreetPass Competition (StreetPass™) 📡⟩⟩

This software uses StreetPass (local wireless communication) for exchanging Mii characters. You can play tennis matches with the Mii characters you meet.

If two players with Nintendo 3DS systems who have the StreetPass feature activated for Mario Tennis Open pass in close range of each other, they will automatically exchange certain player and Mii character information.

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

StreetPass Match

Play a singles match against a Mii character you met through the StreetPass feature. If you win, you will receive coins. Consecutive victories will earn you more coins.

Ring Shot

Cooperate with a Mii character you met via StreetPass, and play Ring Shot. You will receive coins based on the points you get. When you meet that Mii character again, you will be able to give coins to that opponent too.

Coins

You can spend coins to purchase outfits for your Mii character in the item shop (page 15).

To set up StreetPass, you must agree to the Nintendo 3DS Service User Agreement and Privacy Policy.

Note: For more information on the Nintendo 3DS Service User Agreement and Privacy Policy, refer to the System Settings.

Activating StreetPass

When progressing through the game, you will be asked whether or not you would like to use StreetPass. Follow the on-screen instructions to activate StreetPass for Mario Tennis Open.

Note: To change your settings later, select StreetPass from the main menu and then select StreetPass Setting. From here you can activate or deactivate the StreetPass feature.

Exchanging Information via StreetPass

If StreetPass communication has taken place, the 🟢 icon will be displayed on the file-selection screen.

Deactivating StreetPass

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

You can disable StreetPass functionality via Parental Controls.

◆ Refer to your operations manual for information on how to set up Parental Controls.

In the clubhouse, you can adjust various settings and view records.

Item Shop

Spend coins that you earned in-game to buy outfits and equipment for your Mii character.

Change Outfit

You can change your Mii character's outfit and equipment here.

Change Greeting

Change the greeting displayed in StreetPass encounters.

Change Mii

Change the Mii character you will use.

Records

Here you can view records, rankings, and multiplayer-game history.

- Friends' leaderboard rankings only appear after they have played in an Open match.
- Players with whom you've played an Open match before, but not in the past 30 days, will no longer appear in the rankings.
- Compete for monthly point rankings that will be calculated based on your total score over the previous 30 days.

Options

Gyro Sensor	When set to Off, the game will not switch to Dynamic View when you hold the system upright.
Racket Hand	Change your Mii character's racket hand.
How to Play	Here you can view the tennis lesson that was displayed the first time you played.

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

Games and Sets

A game consists of four points. If you win two, four, or six games, you will win the set.

In a one-set match, the player who takes that set is the winner. In a three-set match, the player who takes two sets is the winner.

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

Note: To take a set, a player needs to win by a difference of at least two games.

Points

Points are given names as indicated below.

0 Points: 0 (Love)
1st Point: 15
2nd Point: 30
3rd Point: 40

Tie Scores

Deuce and Advantage

When both sides have three points (with a score of 40-40), if a player then goes on to win two consecutive points, that player will win. When the scores are tied like this, it is called deuce. When a player has a one-point lead, that player is said to have the advantage.

Tiebreak

When each player has won the same number of games and a conclusion is not reached, a tiebreaker will determine the outcome. In a one-set match, a score of 6-6 will result in a tiebreaker game. The set will go to the player who takes seven games in all.

Note: If there is a point score of 6-6, similar to with deuce, a player will need to win by two points.

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