malfunctions of equipment, with resulting injuries to persons or damage to property.

Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause damage to medical devices.

Nintendo DS without first consulting your doctor or the manufacturer of your medical device.

If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS. Keep the wireless feature at least 9 inches away from your pacemaker.

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack can cause personal injury as well as damage to property. To avoid battery leakage:

- Do not peel or damage the battery label.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not dispose of battery pack in a fire.
- Do not disassemble, attempt to repair or deform the battery.
- Do not expose battery to excessive physical shock, vibration, or liquids.

To avoid battery leakage:

- Avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water.
- If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents control their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don’t think you need it.
- Avoid excessive play. It is recommended that parents control their children for appropriate play.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Seizures

Some people may experience seizures or other abnormal neurological events while playing video games. If you or anyone in your family has a history of seizures or other neurological conditions, you should consult a doctor before playing video games.

If you continue to have seizures or other neurological events while playing video games, stop playing and see a doctor.

WARNING - Radio Frequency Interference

The Nintendo DS uses wireless radios which can affect the operation of medical equipment, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- Do not play if you are tired or need sleep.
- Avoid excessive play. It is recommended that parents control their children for appropriate play.
- Take a 10 to 15 minute break every hour.

Table of Contents

- Getting Started
- Matchup
- Controls
- Options
- Screens and Rules
- Player Rank
- Challenges
- Characters
- Tournament
- Player Rank
- Exhibition
- Courts

Mario Hoops 3-on-3 uses the following controls:

- **Stroking**
  - Quickly and repeatedly tap the Touch Screen with the stylus.
  - Stroke the stylus in any direction then lift it off the Touch Screen.

- **Tapping**
  - Touch the Touch Screen with the stylus.
  - Touch Screen with the stylus and then lift it off the Touch Screen.
hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause

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Warning - Repetitive Motion Injuries and Eyestrain

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Instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

Avoid excessive play. It is recommended that parents control their children for appropriate play.

When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so

may cause fatigue or discomfort.

If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several

hours before playing again.

If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

If you continue to have sore hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several

hours before playing again.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the

battery pack, or the conductive products of the ingredient, can cause personal injury as well as damage to your

property. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and

water and see a doctor.

For more information, visit www.nintendo.com/community.
Please carefully read the separate health and safety precautions booklet included with this product before using your Nintendo Hardware System, game card or accessory. This booklet contains important health and safety information.

**Important Safety Information: Read the Following Warnings Before You or Your Child Play Video Games.**

**WARNING - Malfunctions of equipment, with resulting injuries to persons or damage to property.**

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Nintendo does not license the sale or use of products and related accessories, games and video game systems, unless the Official Nintendo Seal is displayed.
- The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying products.

**WARNING - Repetitive Motion Injuries and Eyestain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these guidelines to avoid problems such as tendinitis, carpel tunnel syndrome, eye irritation or eyestrain:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Play in a well-lit room.
4. Take a 10 to 15 minute break every hour.
5. Avoid excessive play. It is recommended that parents monitor their children for appropriate play.

**WARNING - Seizures**

- Children and adults who have had a seizure, loss of awareness, or other symptom linked to an epileptic condition such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.

**WARNING - Battery Leakage**

- Do not peel or damage the battery label.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not disassemble, attempt to repair or deform the battery.
- Do not disassemble or modify the battery pack.
- Avoid prolonged exposure to excessive temperatures, vibration, or shock.
- Do not disassemble or modify the battery pack.
- Do not throw the battery in the trash. Do not expose the battery to extremely high or low temperatures.
- Do not mix old and new batteries. Do not mix different types of batteries.
- Do not store the battery in a high-temperature environment.

**WARNING - Radio Frequency Interference**

- The Nintendo DS uses radio waves that can affect the operation of any electronic devices, including similar electronic devices.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS, or any Wireless Multiplayer games that use the same frequency as your device.
- Avoid exposure to any electronic devices that may cause interference with your medical device.

**Unique Controls**

Mario Hoops 3-on-3 uses the following controls.

- **Tapping**
  - Quickly and repeatedly tap the Touch Screen with the stylus.
- **Stroking**
  - Stroke the stylus in any direction while it is on the Touch Screen.

**Mario Hoops 3-on-3 Features**

- **Download Play**
  - This game allows wireless multiplayer games with each DS system containing different games.
  - This game allows wireless multiplayer games with each DS system containing different games.
- **Multi-Card**
  - This game allows wireless multiplayer games with each DS system containing different games.
  - This game allows wireless multiplayer games with each DS system containing different games.
- **Wireless DS**
  - This game allows wireless multiplayer games with each DS system containing different games.
  - This game allows wireless multiplayer games with each DS system containing different games.
- **Exhibition**
  - This game allows wireless multiplayer games with each DS system containing different games.
  - This game allows wireless multiplayer games with each DS system containing different games.
- **Challenges**
  - This game allows wireless multiplayer games with each DS system containing different games.
  - This game allows wireless multiplayer games with each DS system containing different games.
- **Player Rank**
  - This game allows wireless multiplayer games with each DS system containing different games.
  - This game allows wireless multiplayer games with each DS system containing different games.
- **Characters**
  - This game allows wireless multiplayer games with each DS system containing different games.
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- **Items**
  - This game allows wireless multiplayer games with each DS system containing different games.
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- **Player Rank**
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  - This game allows wireless multiplayer games with each DS system containing different games.
- **Options**
  - This game allows wireless multiplayer games with each DS system containing different games.
  - This game allows wireless multiplayer games with each DS system containing different games.
- **Screen and Rules**
  - This game allows wireless multiplayer games with each DS system containing different games.
  - This game allows wireless multiplayer games with each DS system containing different games.
- **Matchup**
  - This game allows wireless multiplayer games with each DS system containing different games.
  - This game allows wireless multiplayer games with each DS system containing different games.
- **Get Started**
  - This game allows wireless multiplayer games with each DS system containing different games.
  - This game allows wireless multiplayer games with each DS system containing different games.
Getting Started

Make sure that the Nintendo DS is turned off. Insert your Mario Hoops 3-on-3 Game Card into the top slot of your DS system until you hear a click.

1. When you turn the power on, the screen on the right appears. Read what it says and tap the Touch Screen to understand it.

2. Touch the Mario Hoops 3-on-3 panel on the DS Menu Screen. The game will start.

3. The title screen appears. Select a menu item from the main menu screen displayed on the Touch Screen.

### Controls

Most of the controls in Mario Hoops 3-on-3 are on the Touch Screen, although you will also use A and B. In this manual, a red heading means controls on offense and a blue heading indicates controls on defense.

#### Top Screen

- **F Button**: Move players
- **L Button**: Switch teammate
- **A Button**: Dribble
- **B Button**: Pass
- **SELECT**: Open pause menu
- **START**:

#### Left Screen

Pressing □, ◆, START, and SELECT at the same time restarts the game and returns to the title screen. Close the Nintendo DS to activate Sleep Mode. This will reduce battery consumption. Sleep Mode will be deactivated when you open the Nintendo DS. You can't activate Sleep Mode while playing in wireless mode.

#### Right Screen

- **A Button**: Shoot
- **B Button**: Pass
- **L Button**: Dribble
- **R Button**: Steal
- **SELECT**: Move players
- **START**: Enter command twice

#### About Saving

- **Player Rank**: View how everyone stacks up.
- **Options**: Change your settings or profile.
- **Exhibition**: Practice controls used during games.
- **Challenges**: Practice controls during games.
- **Tourney**: Play a game against the CPU.
- **Matchup**: Play against other players wirelessly.

### Getting Started

- **Main Menu**: Displays six menu items. Touch one to continue.
- **Player Rank**: Change your settings or profile.
- **Options**: Change your settings or profile.

**Challenges**: Practice controls used during games.

**Exhibition**: Practice controls used during games.

**Tourney**: Play a game against the CPU.

**Matchup**: Play against other players wirelessly.

### Controlling

#### Pass

Stroke left or right

If you stroke either to the left or right when you have the ball, you will pass it to a teammate in that direction.

#### Shoot

Stroke from bottom to top

If you stroke up when you have the ball, you will shoot it. You score if the ball goes in the basket.

#### Special Shots

- **Select Challenges**: Special Shots (p. 9). Each character has his/her own special move. When you enter the same command twice (and it's successful), you will shoot a special shot. Select Challenges that Special Shot (p. 9) and check the commands and their effects.

#### Steal

Stroke from top to bottom

If you steal the opponent's ball, you will jump to try to block the opponent's shot attempt.

#### Jump

Stroke from bottom to top

If you jump, you can't shoot the ball and you will jump to try to block the opponent's shot attempt.

#### About Scoring

- **How many points you get when you score depends on when you shoot the ball**. You score 20 points if you make the basket from anywhere outside it. Special shots are worth 40 points regardless of where you shoot them from. Coins that you had before making the basket are worth one point each—they are added to the score (p. 14).

- **Regardess of where you shoot them from**. You score 20 points if you make the basket from anywhere outside it. Special shots are worth 40 points regardless of where you shoot them from. Coins that you had before making the basket are worth one point each—they are added to the score (p. 14).

- **Special shots are worth 40 points regardless of where you shoot them from**. You get 30 points if you make the basket from the green-shaded zone in the diagram. You get 20 points if you make the basket from anywhere outside it. Special shots are worth 40 points regardless of where you shoot them from. Coins that you had before making the basket are worth one point each—they are added to the score (p. 14).

- **If you set the ? panels to OFF, the number of points you score will change (p. 28).**
If you set the ? panels to OFF, the number of points you score will change (p.20).

Basket are worth one point each—they are added to the score (p.14).

Regardless of where you shoot them from. Coins that you had before making the basket from anywhere outside it. Special shots are worth 40 points (p.20).

You get 30 points if you make the basket from the green-shaded zone in the diagram. You score 20 points if you

pass to a teammate in that direction.

If they don’t move even if you press A, check Hand Selection under Options. Your player won’t move with Left if it is selected.

Pressing +, +, START, and SELECT at the same time resets the game and returns to the title screen.

Close the Nintendo DS to activate Sleep Mode. This will reduce battery consumption. Sleep Mode will be deactivated when you open the Nintendo DS. You can’t restore data once it is erased, so please be careful.

If you set the ? panels to OFF, the number of points you score will change (p.20).

How many points you get when you score depends on

whether you have the ball. You score 20 points if you make the basket from anywhere outside it. Special shots are worth 40 points regardless of where you shoot them from. Coins that you had before making the basket are worth one point each—they are added to the score (p.14).

If you set the ? panels to OFF, the number of points you score will change (p.20).

When you turn the power on, the screen on the right appears. Read it and tap the Touch Screen once you understand it.

Touch the Mario Hoops 3-on-3 panel on the DS Menu Screen. The game menu will start.

If your system has been set to Auto Mode, you can skip this step. See the Nintendo DS instruction booklet for more information.

The title screen appears. Select a menu item from the main menu screen displayed on the Touch Screen.

This section explains controls for right-handed players—you can select right-handed controls by going to Options then Hand Selection and picking Right (p.25). There are many other moves besides those described here. Go to Challenges and select Practice to work on your game skills (p.15).

Each character has his or her own command. When you enter the same command twice (and if it’s successful), you will show a special shot. Select Challenges that Special Shot (p.15) and check the commands and their effects.

Each character has his or her own command. When you enter the same command twice (and if it’s successful), you will show a special shot. Select Challenges that Special Shot (p.15) and check the commands and their effects.

Steal Stroke from top to bottom

Stolen by opponent

Jump Stroke from bottom to top

Get coins with ? panels! (p.14)

Get coins with ? panels! (p.14)

Get coins with ? panels! (p.14)

Dribble Tap in the direction you want to move to pick up speed!

Pass Stroke left or right

Steal Stroke from top to bottom when you do not have the ball and you will try to steal the opponent’s ball.

Jump Stroke from bottom to top when you do not have the ball and you will jump to try to block the opponent’s shot attempt.
Getting Started

Make sure that the Nintendo DS is turned off. Insert your Mario Hoops 3-on-3 Game Card into the top slot of your DS system until you hear a click.

1. When you turn the power on, the screen on the right appears. Read it and tap the Touch Screen once you understand it.

2. Touch the Mario Hoops 3-on-3 panel on the DS Main Menu. The game will start.

3. The title screen appears. Select a menu item from the main menu screen displayed on the Touch Screen.

About Saving

Game progress automatically saves after a match, and game settings automatically save when a match begins. You can erase all of your saved data if you hold down + + + + + + + + + + + + at the same time when turning on the game.

You can't restore data once it is erased, so please be careful.

Main Menu

The main menu displays six menu items. Touch one to continue.

- Player Rank
- Options
- Challenges (p. 18-19)
- Practice controls used during games.
- Exhibition (p. 19-20)
- Play a game against the CPU.
- Options (p. 25-28)
- Change your settings or profile.
- Tourney (p. 17-18)
- Enter a tourney and go for the championship.
- Matchup (p. 21-24)
- Play against other players wirelessly.
- Rank (p. 27-28)
- View how everyone stacks up.

Getting Started

Most of the controls in Mario Hoops 3-on-3 are on the Touch Screen, although you will also use ( and ( . In this manual, a red heading means controls on offense and a blue heading indicates controls on defense.

Controls

This section explains controls for right-handed players—you can select right-handed controls by going to Options then Hard Selection under Options. There are many other moves besides those described here. Go to Challenges and select Practice to work on your game skills (p. 18).

Pressing ( or ( in the direction you want the character to go...

- If they don't move even if you press , check Hand Selection under Options. Your player won't move unless ( is selected.
- If you stop dribbling and your player holds the ball, you cannot dribble again. You must shoot the ball or pass it to a teammate.

Dribble

Tap the Touch Screen while your player is holding the ball to dribble...

- If you stop dribbling and your player holds the ball, you cannot dribble again. You must shoot the ball or pass it to a teammate.

Special Shots

Each character has his or her own command. When you enter the same command twice (and it's successful), you will shoot a special shot.

- Select Challenges then Special Shot (p. 18) and check the commands and their effects.

Steal

Stroke from top to bottom when you do not have the ball and you will try to steal the opponent's ball.

Jump

Stroke from bottom to top when you do not have the ball and you will jump to try to block the opponent's shot attempt.

About Scoring

How many points you get when you score depends on where you shoot the ball. You score 20 points if you make the basket from anywhere outside it. Special shots are worth 40 points regardless of where you shoot them from. Coins that you had before making the basket are worth one point each—they are added to the score (p. 14).

If you set the ? panels to OFF, the number of points you score will change (p. 20).

In this manual, a screenshot with a red frame indicates the top screen, while one with a blue frame shows the Touch Screen.
**Game Screens**

Players appear as red icons on the Touch Screen, while P2 or CPU players appear as blue icons. The icon shows where the ball is and the show where ? panels are.

**Screen and Rules**

In Mario Hoops 3-on-3, you collect coins from the ? panels, make shots, and vie for a better score than your opponents. Do your best to pass the ball among your teammates.

**Scoring**

- **Your team's coin count**: You collect coins from the ? panels. When you make a shot, you get points and coins.
- **Opponent's coin count**: Your opponents collect coins from the ? panels. If you make a shot, you get points and coins. The opponent with the most coins at the end of the match wins.
- **Opponent's score**: Your opponent's score is displayed on the screen.
- **Current period**: The current period of the match is displayed.
- **Call-outs**: Call-outs inform you of the score and time remaining in the match.

**Challenges**

In this mode, you can practice game controls. Select a menu item on the Touch Screen then press START. You might want to practice a bit when you first play the game. You can also practice advanced skills.

**Practice**

- **Dribble Race**: Dribble Race Time Trial. Choose a level and try to cross the finish line in the shortest time. Select your player and stage then press START.
- **Special Shots**: Special shots allow you to score quickly and easily. Practice using special shots to add variety to your gameplay.

**Using Items**

An item will appear when you touch a ? panel. Once you get an item, stroke to throw it. Some items become effective the instant you grab them.

**Switching Characters**

If you briefly press (C), when your character is not the ball, you’ll switch to a teammate near the ball. If you stroke while holding down (C), you’ll switch to a teammate in the direction you stroked.

**Basic Rules**

- **Split into two teams of 3 players and compete for points by making baskets in your opponent’s hoop.** Matches are split into two periods. The team that has a higher total score at the end of the second period wins.

**More Coins Mean Higher Scores!**

Dribble the ball over the ? panels to get coins. Coins are added to the score when you make a shot, after which they reset to zero. For example, if you collect 30 coins and make a 20-point shot, you get 50 points. Sometimes you get coins by simply bouncing the ball on a ? panel, and sometimes you pick up coins that your or your opponents dropped.

**Pause Menu**

Press START during a match to display the pause menu. Different menus appear depending on which mode you are in.

- **Continue**: Return to the match screen.
- **Quit**: Quit the match.
- **Call-outs**: Call-outs allow you to communicate with your teammates.
- **Move**: Move the camera to view the game from different angles.
- **Help Button**: Help Button allows you to turn call-outs and Help Buttons on or off.

**Controls**

Learn the Mario Hoops 3-on-3 rules and practice the controls you use during games. Select a menu item on the Touch Screen then press START. You can also turn on Help Buttons in the Options or pause menu to control the game with buttons.

**Screen Controls**

- **Scroll Bar**: Touch to scroll up and down.
- **Basket**: Touch to return to the practice screen.

**Help Buttons**

While Mario Hoops 3-on-3 is mainly controlled on the Touch Screen during matches, you can also control the game with buttons.

- **Controls when playing offense (when you have the ball)**
  - Shoot
  - Pass left
  - Pass right
  - Jump
  - Sidestep left
  - Sidestep right
  - Steal/up
  - Steal/Throw/Block
  - Charge shot

- **Controls when playing defense (when you don’t have the ball)**
  - Hold down
  - Jump steal

**Clear Practice Goals**

Clear practice goals to unlock new menu items!
Briefly press While holding down

Basic Rules

Split into two teams of 3 players and compete for points by making baskets in your opponent’s hoop. Matches are split into two periods (initially). The team that has a higher total score at the end of the second period wins.

The above shows controls for right-handed players (select Right from Hand Selection under Options). If you set the game to left-handed controls, controls change to and control switches to (p. 25).

Stroke while holding down / 

While running

Hold down

Steal / Throw / Block

Jump-steal

Steal-up

The above shows controls for right-handed players (select Right from Hand Selection under Options). If you set the game to left-handed controls, controls change to and control switches to (p. 25).

Stroke while holding down / 

While running

Hold down

Steal / Throw / Block

Jump-steal

Steal-up

The above shows controls for right-handed players (select Right from Hand Selection under Options). If you set the game to left-handed controls, controls change to and control switches to (p. 25).

Switching Characters

If you briefly press (C) when you don’t have the ball, you’ll switch to a teammate near the ball. If you stroke while holding down (C), you’ll switch to a teammate in the direction you stroked.

Using Items

An item will appear when you touch a ? panel. Once you get an item, stroke to throw it. Some items become effective the instant you grab them.

HELP BUTTONS

While Mario Hoops 3-on-3 is mainly controlled on the Touch Screen during matches, if you turn on Help Button in the Options (p. 25) or pause menu (p. 14) screens, you can also control the game with buttons.

Controls when playing offense (when you have the ball)

Controls when playing defense (when you don’t have the ball)

screens, you can also control the game with buttons.

Challenges

In this mode, you can practice game controls. Select a menu item on the Touch Screen then touch . You might want to practice a bit when you first play the game. You can also practice advanced skills.

Practice

Learn the Mario Hoops 3-on-3 rules and practice the controls you use during games. Select a menu item with the Touch Screen and follow the on-screen instructions to practice it. Press START while appears on the Touch Screen to read the instructions.

Challenges

In this mode, you can practice game controls. Select a menu item on the Touch Screen then touch . You might want to practice a bit when you first play the game. You can also practice advanced skills.

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screens and rules

in mario hoops 3-on-3, you collect coins from the ? panels, make shots, and vie for a better score than your opponents. so for your opponent’s basket while you pass the ball among your teammates.

screens

players appear as red icons on the touch screen, while p2 or cpu players appear as blue icons. ? indicates where the ball is and ? show where ? panels are.

in this mode, you can practice game controls. select a menu item on the touch screen then touch . you might want to practice a bit when you first play the game. you can also practice advanced skills.

challenges

practice

learn the mario hoops 3-on-3 rules and practice the controls you use during games. select arrows then with the touch screen and follow the on-screen instructions to practice it. press start when appears on the touch screen to read the instructions.

special shots

check special shot commands and their effects. slide the character to the basket and tap to go to the practice screen.

drill time trial

 whilst playing defense (when you don’t have the ball)

hold down ? and control switches to ? (p. 25).

HELP BUTTONS

while mario hoops 3-on-3 is mainly controlled on the touch screen during matches, if you turn on help button in the options (p. 25) or pause menu (p. 14) screens, you can also control the game with buttons.

controls when playing offense (when you have the ball)

controls when playing defense (when you don’t have the ball)

the above shows controls for right-handed players (select right from hand selection under options). if you set the game to left-handed controls, ? controls change to ? and ? control switches to ? (p. 25).

screens and rules

in mario hoops 3-on-3, you collect coins from the ? panels, make shots, and vie for a better score than your opponents. so for your opponent’s basket while you pass the ball among your teammates.

basic rules

split into two teams of 3 players and compete for points by making baskets in your opponent’s hoop. matches are split into two periods (initially). the team that has a higher total score at the end of the second period wins.

more coins mean higher scores!

dribble the ball over the ? panels to get coins. coins are added to the score when you make a shot, after which they reset to zero. for example, if you collect 30 coins and make a 20-point shot, you get 50 points. sometimes you get coins by simply bouncing the ball on a ? panel, and sometimes you pick up coins that your or your opponents dropped.

challenges

practice

 whilst playing defense (when you don’t have the ball)

hold down ? and control switches to ? (p. 25).

HELP BUTTONS

while mario hoops 3-on-3 is mainly controlled on the touch screen during matches, if you turn on help button in the options (p. 25) or pause menu (p. 14) screens, you can also control the game with buttons.

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screens and rules

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challenges

practice

 whilst playing defense (when you don’t have the ball)

hold down ? and control switches to ? (p. 25).
Select a Court / Stage
Choose a court or stage. Only P1 can choose one.
End of Game
When the match is over, select one from the following options: Another Match, Select Characters, or Quit. Either you or your opponent can choose the options in Exhibition, while only P1 gets to choose one when playing Dribble Race and Coin Hunter.

DS Wireless Play
You can play Dribble Race and Coin Hunter in this mode. Read pages 37 - 38 to get the game ready. The steps are the same as DS Wireless Play from the Select Characters screen on.

Select a Court
Choose a court to play on. Tap to switch court types. Tap a court name to select it and tap to continue. When you advance through the tourneys, you will unlock more courts to play on.

Random Play
Press SELECT to automatically select players for the remaining unsigned positions. If you already selected three players, they will all be switched.

Select Characters
Select the team members of both teams and tap . Put the characters through the hoop to form your team and put the characters through the hoop to form the CPU player team. Press SELECT to automatically decide the remaining players. If you already have three players selected, they will all be replaced.

Select Your Team Members
You can play Dribble Race and Coin Hunter in this mode. Read pages 37 - 38 to get the game ready. The steps are the same as DS Wireless Play from the Select Characters screen on.

DS Download Play
Play a match you selected on the Select a Game screen. You can still switch characters if you put a fourth player through the hoop after deciding player positions.

Set Rules
Select your favorite players for your team and enter a tourney. Select a tourney and characters to start the game. You can enter the tourney when you finish it in first place.

Select Your Team Members
Select either DS Wireless Play or DS Download Play and begin a wireless game. Read pages 37 - 35 before you begin.

DS Wireless Play
Select an icon like and tap to confirm. When you have selected Tourney data, the game will ask you “Continue from where you left off?” If you select “No,” the previous data will be erased forever.

Host a Game
Select Host Game and tap to host a game.

Join a Game
Select Join a Game and tap to join a game.

Select Characters
Select your team members. Both host and guest players touch and to continue.

Select a Court
Select a court to play on. Tap , , or to switch court types. Tap a court name to select it and tap to continue. When you advance through the tourneys, you will unlock more courts to play on.

Select Tourney
Select an icon like and tap to confirm. When you have selected Tourney data, the game will ask you “Continue from where you left off?” If you select “No,” the previous data will be erased forever.

Select Characters
Slide characters to the basket and put them in the hoop. You can still switch characters if you put a fourth player through the hoop after deciding player positions.

Select a Game
Choose your opponent for Exhibition, Dribble Race, or Coin Hunter (p. 23 - 24).

You won’t find anyone to play against unless they choose the same game you do.

Take the court and play against the CPU. You can also set how long you want to play the match and how many periods to play. Customize the game to your liking!

Set Rules
Set the length of each period. Set CPU lv.
Set how well the CPU plays from Amateur (1) to Brutal (5).

When the match ends, options appear on the Touch Screen. To start another game with the same settings, tap Another Match. Tap Quit to quit the match.

That’s the game!
When the matches end, options appear on the Touch Screen. To start another game with the same settings, tap Another Match. Tap Quit to quit the match.

Select Characters
Select your team members. Both host and guest players touch and to continue.

Select a Game
Choose your opponent for Exhibition, Dribble Race, or Coin Hunter (p. 23 - 24).

You won’t find anyone to play against unless they choose the same game you do.

Select Tourney
Select an icon like and tap to confirm. When you have selected Tourney data, the game will ask you “Continue from where you left off?” If you select “No,” the previous data will be erased forever.

Select Characters
The host becomes P1 and the guests become P2, P3, and P4 in the order they download the game.

P1 - P4
The first two characters play against each other. The CPU also plays against you. If you or your opponent chooses the options in Exhibition, while only P1 gets to choose one when playing Dribble Race and Coin Hunter.

Select Characters
Select your team members. Both host and guest players touch and to continue.

Select a Game
Choose your opponent for Exhibition, Dribble Race, or Coin Hunter (p. 23 - 24).

You won’t find anyone to play against unless they choose the same game you do.

Select Tourney
Select an icon like and tap to confirm. When you have selected Tourney data, the game will ask you “Continue from where you left off?” If you select “No,” the previous data will be erased forever.

Select Characters
The host becomes P1 and the guests become P2, P3, and P4 in the order they download the game.

P1 - P4
The first two characters play against each other. The CPU also plays against you. If you or your opponent chooses the options in Exhibition, while only P1 gets to choose one when playing Dribble Race and Coin Hunter.

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Select a Game
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Select an icon like and tap to confirm. When you have selected Tourney data, the game will ask you “Continue from where you left off?” If you select “No,” the previous data will be erased forever.

Select Characters
The host becomes P1 and the guests become P2, P3, and P4 in the order they download the game.

P1 - P4
The first two characters play against each other. The CPU also plays against you. If you or your opponent chooses the options in Exhibition, while only P1 gets to choose one when playing Dribble Race and Coin Hunter.

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The host becomes P1 and the guests become P2, P3, and P4 in the order they download the game.

P1 - P4
The first two characters play against each other. The CPU also plays against you. If you or your opponent chooses the options in Exhibition, while only P1 gets to choose one when playing Dribble Race and Coin Hunter.
Tourney
Select your favorite player for your team and enter a tourney. Select a tourney and characters to start the game. You can view the tourney when you finish it in first place.

Select Tourney
Select an icon like to confirm. When you select a suspended Tourney data, the game will ask you “Continue from where you left off?” If you select “No,” the previous data will be erased forever.

Select Characters
Slide characters to the basket and put them in the hoop. You can still switch characters if you put a fourth player through the hoop after deciding player positions.

Random Play
Press SELECT to automatically select players for the remaining unsigned positions. If you already selected three players, they will be replaced.

Exhibition
Select your team members, a court to play on, and the game rules, then play against the CPU. You can also set how long you want to play the match and how many periods to play (Customise the game to your liking!)

Select Characters
Select the team members of both teams and tap to confirm. You can switch characters through the hoop to form your team, and put the characters through the CTR hoop to form the CPU player team. Press SELECT to automatically decide the remaining players. If you already have three players selected, they will be replaced.

Select a Court
Select a court to play on. Tap to switch court types. Tap a court name to select it and tap to continue. When you advance through the tourneys, you will unlock more courts to play on.

Select Tourney
Select your team members, a court to play on, and the game rules, then play against the CPU. You can also set how long you want to play the match and how many periods to play (Customise the game to your liking!)

Set Rules
Set the length of each period.

DS Wireless Play
Choose your opponent for Exhibition, Dribble Race, or Coin Hunter (p. 23 - 24).

DS Download Play
You can play Dribble Race and Coin Hunter in this mode. Read pages 37 - 38 to get the game ready. The steps are the same as DS Wireless Play from the Select Characters screen on.

End of Game
When the match is over, select one from the following options: Another Match, Select Characters, or Quit. Either you or your opponent can choose the options in Exhibition, while only P1 gets to choose one when playing Dribble Race and Coin Hunter.

That’s the game!
When the match is over, options appear on the Touch Screen. To start another game with the same settings, tap Another Match. Tap Quit to quit the match.

Select Court / Stage
Choose a court or stage. Only P1 can choose one.

End of Game
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That’s the game!
When the match ends, options appear on the Touch Screen. To start another game with the same settings, tap Another Match. Tap Quit to quit the match.
Select either DS Wireless Play or DS Download Play and begin a wireless game. Read pages 37 - 39 before you begin.

DS Wireless Play

Select a Game
Choose your opponent for Exhibition, Dribble Race, or Coin Hunter (p. 23 - 24).

Host a Game
Select Host Game and tap ECHO when you have someone to play against.

Join a Game
Select Join a Game and tap holding when you find someone wanting to host a game.

Select Character
Select your team members. Both host and guest players touch HOLD and WALK to continue.

DS Download Play

You can play Dribble Race and Coin Hunter in this mode. Read pages 37 - 38 to get the game ready. The steps are the same as DS Wireless Play from the Select Characters screen on.

Guests press up, or to select which hand selection they want.

Select either DS Wireless Play or DS Download Play and begin a wireless game. Read pages 37 - 39 before you begin.

DS Wireless Play

Select a Game
Choose your opponent for Exhibition, Dribble Race, or Coin Hunter (p. 23 - 24).

Host a Game
Select Host Game and tap ECHO when you have someone to play against.

Join a Game
Select Join a Game and tap holding when you find someone wanting to host a game.

Select Character
Select your team members. Both host and guest players touch HOLD and WALK to continue.

DS Download Play

You can play Dribble Race and Coin Hunter in this mode. Read pages 37 - 38 to get the game ready. The steps are the same as DS Wireless Play from the Select Characters screen on.

Guests press up, or to select which hand selection they want.
Player Rank Screen

Exhibition results in wireless matches display by rank. The ranking is automatically updated at the end of each match. The screens display a variety of player information.

View Player Data

Tap the name board to view individual player information and adjust the settings.

Player Info

The player’s rank and points appear here. The current stats appear when you select your own data. Turn help on or off.

Call-outs

Call-outs appear here. You can change your call-outs setting by tapping the option on the main menu.

Erase data

Erase player data from the ranking.

Up to 99 player rankings can be saved. Additional player data will overwrite lowest ranked player records. The winning player’s data is saved regardless of whether or not you choose to save your own data.

Player data screen

Caller’s character list is displayed here. You can call-out the character you wish to target.

Set faves

The rankings and points appear here. You can set your faves (p. 26) to GRL.

Call-outs setting (p. 28)

The settings that you made on the player data screen appear here.

Erase player data from the ranking.

Friends

The rank of the players that you’ve played against is displayed on the screen.

Set faves

The settings that you made on the player data screen appear here.

Call-outs

The settings that you made on the player data screen appear here.

Player Rank Screen

The blue boards are those players you haven’t played against.

Name board

Player names, his/her matchup records, and player icons. The player profile edited on page 26 appears here. You can edit your profile and change your hand selection here.

Current profile

The player profile edited or page 26 appears here. You can edit your profile and change your hand selection here.

T ap Edit under Profile to display the edit profile screen. Tap the green items to edit your profile and change your hand selection here.

Options Screen

Tap the gray item to set up your profile. The current settings appear brightly.

Right-handed player

Select which hand to play with.

Left-handed player

Select which hand to play with.

Folder selection

Select a hand to play with.

Call-outs (p. 23)

Call-outs appear and can be turned off or on.

T urn call-outs OFF or ON. It turns the call-out’s on or off.

Turn Help Buttons ON or OFF.

Turn Help Buttons ON or OFF. It turns the call-out’s on or off.

T urn it off to disallow players cutting in.

T urn it on to keep players cutting in.

Player icon

Select one from the character list.

Careers

Your win/lose records appear here.

Name

Enter your name.

Comments

Type in your personal comments here.

Rank and points

Exhibition results in wireless matches display by rank. The ranking is automatically updated at the end of each match. The top player’s rank and points appear here. The current stats appear when you select your own data. You can change your call-outs setting by tapping the option on the main menu.

View Player Data

Tap the name board to view individual player information and adjust the settings. The screens display a variety of player information.

Player Rank

Exhibition results in wireless matches display by rank. The ranking is automatically updated at the end of each match. The screens display a variety of player information.

View Player Data

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Exhibition results in wireless matches display by rank. The ranking is automatically updated at the end of each match. The screens display a variety of player information.

View Player Data

Tap the name board to view individual player information and adjust the settings. The screens display a variety of player information.
Exhibition (DS Wireless Play only)

Play against a 2-player team. While the controls are the same as the single-player mode during a match, only the player who presses START may pause the game.

Letting Challengers Cut In

When players whose call-outs are turned on in the pause or Options menu (p. 23) converge within a certain range, they can cut in and you cannot refuse them. Follow the same steps as for DS Wireless Play to start a match. You cannot cut in when both players are playing a single-player match in Exhibition or Tourney.

Dribble Race

Collect 100 coins and be the first to cross the finish line to win. After changing your settings, return to the main menu to save what you changed.

Options

Touch Tap on the main menu to display the Options screen. You can edit your profile and choose which hand to play with. After changing your settings, return to the main menu to save what you changed.

Edit Profile

Tap Edit under Profile to display the edit profile screen. Tap the green items to edit any details of the subsequent screens. Your profile will appear on the player rank screen.

Player Rank

Exhibition results in wireless matches display by rank. The ranking is automatically updated at the end of each match. The screens display a variety of player information.

Coin Hunter

Each player begins the game with 50 coins. Throw items at your opponents and reduce their coins. You win if everyone else has no coins left. When the time runs out, the player with the most coins left wins. While you lose if your coin count goes down to zero, you can stay in the game to annoy other players in a three- or four-player game. Only P1 can display the pause menu with START.

Options Screen

Tap the green items to edit any details of the subsequent screens. Your profile will appear on the player rank screen.

Player Rank Screen

The blue boards are those players you have not played against.

Options

Touch Tap on the main menu to display the Options screen. You can edit your profile and choose which hand to play with. After changing your settings, return to the main menu to save what you changed.

Edit Profile

Tap Edit under Profile to display the edit profile screen. Tap the green items to edit any details of the subsequent screens. Your profile will appear on the player rank screen.

Player Rank

Exhibition results in wireless matches display by rank. The ranking is automatically updated at the end of each match. The screens display a variety of player information.

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Dribble Race

Collect 100 coins and be the first to cross the finish line to win. After changing your settings, return to the main menu to save what you changed.
**Player Rank Screen**
The blue boards are those players you haven’t played against.

**Player Rank**
Exhibition results in wireless matches display by rank. The ranking is automatically updated at the end of each match. The screens display a variety of player information.

**View Player Data**
Tap the name board to view individual player information and adjust the settings.

**Player Data Screen**
- **Player Info**
  - The player’s ranking, Wins/Losses appear here. Your current stats appear when you want to view your own data.
  - Set Faves
  - Turn it on to keep players from disappearing from your ranking even if your rank screen flips up to maximum.
  - Call-outs
  - Turn call-outs ON or OFF. It goes back to the off position when you turn the power off or reset the game.
  - Erase data
  - Erase player data from the ranking.

**Call-outs (p. 23)**

**Player Info**
The player’s ranking and wins/losses appear here. Your current stats appear when you want to view your own data.

**Faves**
Set Faves
The settings that you made on the player data screen.

**Call-outs settings (p. 28)**
The settings that you made on the player data screen.

**View Player Data**

**Player Data Screen**
- **Player Info**
  - The player’s ranking, Wins/Losses appear here. Your current stats appear when you want to view your own data.
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  - Call-outs
  - Turn call-outs ON or OFF. It goes back to the off position when you turn the power off or reset the game.
  - Erase data
  - Erase player data from the ranking.

**Call-outs (p. 23)**

**Player Info**
The player’s ranking and wins/losses appear here. Your current stats appear when you want to view your own data.

**Faves**
Set Faves
The settings that you made on the player data screen.

**Call-outs settings (p. 28)**
The settings that you made on the player data screen.
Let’s meet the players! Maybe you’ll unlock other players if you keep winning tourney games…

Mario
A versatile player. Mario’s steady performance lets him handle anything.

Luigi
Luigi leads the team to victory with solid plays that are just as sharp as his brother’s.

Peach
She never misses a shot that she goes after.

Daisy
Daisy’s a bit of a tomboy, and her shooting is first class. She’s always full of energy.

Yoshi
YoShi’s a steady all-around player. He’s got robust jumping skills, so he’s pretty powerful.

Fire Shot
A versatile player.

Heart Shot
Mario’s steady performance lets him handle anything.

Flutter Dunk
Yoshi
All-around

Green Fire Shot
Luigi
All-around

Technical

Technical

Poison Mushroom
Slows you down for a while.

Star
Makes you invincible for a while and boosts speed.

Single Coin
Score goes up by 1 point when a shot is made.

Hi-Coin
Score goes up by 10 points when a shot is made.

Mushroom
Boosts your speed for a while.

Poison Mushroom
Slows you down for a while.

Star
Makes you invincible for a while and boosts speed.

Items

Let’s check out the items that you use during matches. There are items that commonly appear on any court and there are some that only show up on certain courts. Change your game strategy depending on which court you play on.

Items for All Courts

Spiny Shell
A more powerful version of the Red Shell. It even chases the ball in the air.

Mushroom
Boosts your speed for a while.

Poison Mushroom
Slows you down for a while.

Star
Makes you invincible for a while and boosts speed.

Items for Specific Courts

Lightning
Causes everyone else to fall.

Fake ? Panel
Flies in the direction you stroke to trip anyone who steps on it.

Fake ? Panel
Flies in the direction you stroke to trip anyone who steps on it.

Green Shell
Flies straight in the direction you stroke, tripping anyone who touches it.

Red Shell
Automatically goes after the ball when you stroke to throw it.

Fake ? Panel
Flies in the direction you stroke to trip anyone who steps on it.

Fake ? Panel
Flies in the direction you stroke to trip anyone who steps on it.

Star
Makes you invincible for a while and boosts speed.

Freezy (Sherbet Land only)
Throw in the direction of an opponent and freeze him or her for a while.

Mimic (Bloocheep Sea only)
Stroke to activate it. It goes after the ball or might even cough up coins.

Items for Specific Courts

Hi-Coin
Score goes up by 10 points when a shot is made.

Mushroom
Boosts your speed for a while.

Poison Mushroom
Slows you down for a while.

Star
Makes you invincible for a while and boosts speed.

Lightning
Causes everyone else to fall.

Fake ? Panel
Flies in the direction you stroke to trip anyone who steps on it.

Fake ? Panel
Flies in the direction you stroke to trip anyone who steps on it.

Green Shell
Flies straight in the direction you stroke, tripping anyone who touches it.

Red Shell
Automatically goes after the ball when you stroke to throw it.

Fake ? Panel
Flies in the direction you stroke to trip anyone who steps on it.

Fake ? Panel
Flies in the direction you stroke to trip anyone who steps on it.

Star
Makes you invincible for a while and boosts speed.

Freezy (Sherbet Land only)
Throw in the direction of an opponent and freeze him or her for a while.

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Stroke to activate it. It goes after the ball or might even cough up coins.

Items for Specific Courts

Hi-Coin
Score goes up by 10 points when a shot is made.

Mushroom
Boosts your speed for a while.

Poison Mushroom
Slows you down for a while.

Star
Makes you invincible for a while and boosts speed.

Lightning
Causes everyone else to fall.

Fake ? Panel
Flies in the direction you stroke to trip anyone who steps on it.

Fake ? Panel
Flies in the direction you stroke to trip anyone who steps on it.

Green Shell
Flies straight in the direction you stroke, tripping anyone who touches it.

Red Shell
Automatically goes after the ball when you stroke to throw it.

Fake ? Panel
Flies in the direction you stroke to trip anyone who steps on it.

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Star
Makes you invincible for a while and boosts speed.

Freezy (Sherbet Land only)
Throw in the direction of an opponent and freeze him or her for a while.

Mimic (Bloocheep Sea only)
Stroke to activate it. It goes after the ball or might even cough up coins.
Characters

Let’s meet the players! Maybe you’ll unlock other players if you keep winning tourney games...

**Mario**
A versatile player. Mario’s steady performance lets him handle anything.

**Luigi**
Luigi leads the team to victory with solid plays that are just as sharp as his brother’s.

**Peach**
Peach goes right after that hoop! She never misses a shot that she goes after.

**Daisy**
Daisy’s a bit of a tomboy, and her shooting is first class. She’s always full of energy.

**Yoshi**
Yoshi’s a steady all-around player. He’s got robust jumping skills, so he’s pretty powerful.

**Waluigi**
Taking advantage of his lengthy limbs, long shots are a piece of cake for Waluigi.

**Bowser Jr.**
Wario drives out opponents with his power plays!

**Wario**
Wario’s a steady all-around player. He’s got robust jumping skills, so he’s pretty powerful.

**Diddy Kong**
With speedy plays and a tiny stature, opposing teams are at the mercy of Diddy Kong!

**Donkey Kong**
He zigs and he zags! He’s powerful like his dad! Better not underestimate Bowser Jr.!

Items

Let’s check out the items that you use during matches. There are items that commonly appear on any court and there are some that only show up on certain courts. Change your game strategy depending on which court you play on.

About the Items

When you throw an offensive item at other characters, they fall and drop the ball, coins, or the item that they have. The items in red in the table indicate those items that appear when you have the ball. The ones in blue show the items that appear when the opponent has the ball, and the ones in green are the items that both you and your opponent can use.

**Items for All Courts**

- **Single Coin**
  Score goes up by 1 point when a shot is made.
- **Hi-Cone**
  Score goes up by 10 points when a shot is made.
- **Mushroom**
  Boosts your speed for a while.
- **Poison Mushroom**
  Shoves you down for a while.
- **Star**
  Makes you invincible for a while and boosts speed.

**Red Shell**
Automatically goes after the ball when you stroke to throw it.

**Power Shell**
A more powerful version of the Red Shell. It even chases the ball in the air.

**Items for Specific Courts**

- **10 Coins**
  Score goes up by 10 points when a shot is made.
- **Heart Shot**
  Boosts your speed for a while.
- **Fake 1 Point Panel**
  Sticks in the direction you stroke to trip anyone who steps on it.
- **Fake Mushroom**
  Increases shot power.
- **Fake Poison Mushroom**
  Shoves you down for a while.
- **Fake Star**
  Makes you invincible for a while.
- **Fake Spiny Shell**
  A more powerful version of the Red Shell. It even chases the ball in the air.
- **Fake 10 Coins**
  Score goes up by 10 points when a shot is made.
- **Fake Mushroom**
  Increases shot power.
- **Fake Poison Mushroom**
  Shoves you down for a while.
- **Fake Star**
  Makes you invincible for a while.
- **Fake Spiny Shell**
  A more powerful version of the Red Shell. It even chases the ball in the air.

**Slot Coin (Jr. Street only)**
If you make a shot after getting a slot coin, the slot will start spinning. You get bonus points or lose points depending on how the pictures line up.

**Star Coin (Jr. Street only)**
If you make a shot after getting a slot coin, the slot will start spinning. You get bonus points or lose points depending on how the pictures line up.

**Fake 1 Point Panel**
Sticks in the direction you stroke to trip anyone who steps on it.

**Fake Mushroom**
Increases shot power.

**Fake Poison Mushroom**
Shoves you down for a while.

**Fake Star**
Makes you invincible for a while.

**Fake Spiny Shell**
A more powerful version of the Red Shell. It even chases the ball in the air.

**Star Coin (Jr. Street only)**
If you make a shot after getting a slot coin, the slot will start spinning. You get bonus points or lose points depending on how the pictures line up.

**Fake 1 Point Panel**
Sticks in the direction you stroke to trip anyone who steps on it.

**Fake Mushroom**
Increases shot power.

**Fake Poison Mushroom**
Shoves you down for a while.

**Fake Star**
Makes you invincible for a while.

**Fake Spiny Shell**
A more powerful version of the Red Shell. It even chases the ball in the air.

**Freezy (Sherbet Land only)**
Throw in the direction of an opposing player and freeze him or her for a while.

**Mimic (Bloocheep Sea only)**
Stroke to activate it. It goes after the ball or might even cough up coins.
Let’s meet the players! Maybe you’ll unlock other players if you keep winning tourney games.

**Characters**

**Mario**
A versatile player. Mario’s steady performance lets him handle anything.

**Luigi**
Leads the team to victory with solid plays that are just as sharp as his brother’s.

**Peach**
Goes right after that hoop! She never misses a shot that she goes after.

**Daisy**
A bit of a tomboy, and her shooting is first class. She’s always full of energy.

**Yoshi**
A steady all-around player. He’s got robust jumping skills, so he’s pretty powerful.

**Wario**
Taking advantage of his lengthy limbs, long shots are a piece of cake for Waluigi.

**Waluigi**
With his spectacular dunks and powerful steals, Donkey Kong is a mighty hoops player. Don’t get in his way!

**Bowser Jr.**
He zigs and he zags! He’s powerful like his dad! Better not underestimate Bowser Jr.!

**Donkey Kong**
With speedy plays and a tiny stature, opposing teams are at the mercy of Diddy Kong!

**Diddy Kong**
He’s a steady all-around player. He’s got robust jumping skills, so he’s pretty powerful.

**Items**

**About the Items**

Let’s check out the items that you use during matches. There are items that commonly appear on any court and there are some that only show up on certain courts. Change your game strategy depending on which court you play on.

**Items for All Courts**

- **Single Coin**
  - Score goes up by a point when a shot is made.

- **Mushroom**
  - Boosts your speed for a while.

- **Poison Mushroom**
  - Slows you down for a while.

- **Star**
  - Makes you invincible for a while and boosts speed.

- **Green Fire Shot**
  - Flies straight in the direction you stroke, tripping anyone who touches it.

- **Red Shell**
  - Automatically goes after the ball when you stroke to throw it.

- **Jet Shot**
  - Flies in the direction you stroke and trips everyone around it when it blows up.

- **Fake ? Panel**
  - Flies in the direction you stroke to trip anyone who steps on it.

- **Flower Shot**
  - Causes everyone else to fall.

- **Mimic (Bloocheep Sea only)**
  - Stroke to activate it. It goes after the ball or might even cough up coins.

- **Konga Dunk (Powerful)**
  - A more powerful version of the Red Shell. It even chases the ball in the air.

**Items for Specific Courts**

- **Star Coin (Stardust Course only)**
  - Score goes up by 50 points when a shot is made.

- **Time-Capsule (Toad Course only)**
  - Boosts your speed for a while.

**Fuzzy (Shrookeyo Ship only)**
- Stroke to activate it. Itโอกาส the ball or might even cough up coins.

**Lightning (Wario Course only)**
- Occurs whenever you throw a shot at an opponent.

**Fake ? Panel (Wario Course only)**
- Occurs whenever you shoot at an opponent.

**Fuzzy (Shadowed Castle only)**
- Stroke to activate it. It occurs whenever you shoot at an opponent.

**Drink (Spin On the Moon only)**
- Deals damage to opponents who touch it.

**Flash (Blue Yoshi Power only)**
- Increases your jump height.

**About the Items**

- **Single Coin**
  - Score goes up by a point when a shot is made.

- **Mushroom**
  - Boosts your speed for a while.

- **Poison Mushroom**
  - Slows you down for a while.

- **Star**
  - Makes you invincible for a while and boosts speed.

- **Green Fire Shot**
  - Flies straight in the direction you stroke, tripping anyone who touches it.

- **Red Shell**
  - Automatically goes after the ball when you stroke to throw it.

- **Jet Shot**
  - Flies in the direction you stroke and trips everyone around it when it blows up.

- **Fake ? Panel**
  - Flies in the direction you stroke to trip anyone who steps on it.

- **Flower Shot**
  - Causes everyone else to fall.

- **Mimic (Bloocheep Sea only)**
  - Stroke to activate it. It goes after the ball or might even cough up coins.

- **Konga Dunk (Powerful)**
  - A more powerful version of the Red Shell. It even chases the ball in the air.

**Items for Specific Courts**

- **Star Coin (Stardust Course only)**
  - Score goes up by 50 points when a shot is made.

- **Time-Capsule (Toad Course only)**
  - Boosts your speed for a while.

- **Drink (Spin On the Moon only)**
  - Deals damage to opponents who touch it.

- **Flash (Blue Yoshi Power only)**
  - Increases your jump height.
Establishing the DS Wireless Link (DS Wireless Play)

This section explains how to establish your DS wireless link for DS Wireless Play.

**What you will need**
- Nintendo DS or Nintendo DS Lite  One for each player
- Mario Hoops 3-on-3 Game Card  One for each player

**Steps**

1. Make sure that all DS systems are turned off then insert a Mario Hoops 3-on-3 Game Card into each system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Touch the Mario Hoops 3-on-3 panel.
4. Select Matchup from the main menu screen and touch .

Establishing the DS Wireless Link (DS Download Play)

This section explains how to establish the link for DS Download Play.

**What you will need**
- Nintendo DS or Nintendo DS Lite  One for each player
- Mario Hoops 3-on-3 Game Card  One for each player

**Steps (for the host)**

1. Make sure that all DS systems are turned off then insert a Mario Hoops 3-on-3 Game Card into the system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Touch the DS Download Play panel. The game selection screen will appear.
4. Touch the Mario Hoops 3-on-3 Dribble Race or Mario Hoops 3-on-3 Coin Hunter panel. The game confirmation screen will appear.
5. When the correct software appears, touch Yes. P1 will start the download process.
6. Please follow the instructions on page 21.

Establishing a DS Wireless Link (DS Download Play) (for guests)

1. Turn on the power of all the systems. The DS Menu Screen will appear.
2. Touch the DS Download Play panel. The game selection screen will appear.
3. Touch the Mario Hoops 3-on-3 Dribble Race or Mario Hoops 3-on-3 Coin Hunter panel. The game confirmation screen will appear.
4. When the correct software appears, touch Yes. P1 will start the download process.
5. Please follow the instructions on page 21.

Important Wireless Communication Guidelines:

Please be aware of the following concerning wireless link play:

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- Observe and follow all rules and regulations regarding the use of wireless devices in locations such as hospitals, airports, and aircraft. Operation in these locations may cause interference with medical equipment and may violate regulations.
- Keep the distance between systems at about 30 feet or less. The DS Menu Screen indicates minimum distance by switching from green to red. To establish a wireless link, turn on all the systems and move the DS Menu Screens within 30 feet of each other.
- The power light blinks when the wireless function is working.

During wireless gameplay, an icon will appear on either the upper or lower display showing the signal strength of the wireless signal. The stronger the signal, the more bars shown. The icon has four modes depending on the signal strength, as shown below.

**Important Wireless Communication Guidelines:**

- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Make sure that all DS systems are turned off then insert a Mario Hoops 3-on-3 Game Card into each system.
- Turn on the power of all the systems. The DS Menu Screen will appear.
- Touch the Mario Hoops 3-on-3 panel.
- Select Matchup from the main menu screen and touch .
- Select either Dribble Race or Coin Hunter and touch .
- When you have someone to play against, touch .
- Please follow the instructions on page 21.

**Steps for the host**

1. Make sure that all DS systems are turned off then insert a Mario Hoops 3-on-3 Game Card into the system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Select Matchup from the main menu screen and touch .
4. Select either Dribble Race or Coin Hunter and touch .
5. When you have someone to play against, touch .
6. Please follow the instructions on page 21.

**Steps for guests**

1. Turn on the power of all the systems. The DS Menu Screen will appear.
2. Touch the DS Download Play panel. The game selection screen will appear.
3. Touch the Mario Hoops 3-on-3 Dribble Race or Mario Hoops 3-on-3 Coin Hunter panel. The game confirmation screen will appear.
4. When the correct software appears, touch Yes. P1 will start the download process.
5. Please follow the instructions on page 21.

**Notes**

- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.
This section introduces you to some of the courts. There are other courts besides these, and each is packed with fun features. Try them all and play on your favorite!

**Koopa Beach (Mushroom Tourney)**
Tourists slower near the water's edge. What's more, the longer you keep the more pirate ships will show up to pound the court with their cannons.

**Peach Field (Mushroom Tourney)**
Cheep Cheeps come flying from both sides of the court. Hit one and it'll turn into a coin.

**Luigi Mansion (Flower Tourney)**
Don't let the ball hit the ghosts or they'll catch it. Get Lightning to make the ghosts disappear for a while.

**Jr. Street (Star Tourney)**
Taking the purple slot coins makes the slots spin when you make a shot. Your score goes up and down depending on how the pictures line up.

**Establishing the DS Wireless Link (DS Wireless Play)**
Steps
1. Make sure that all DS systems are turned off then insert a Mario Hoops 3-on-3 Game Card into each system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Touch the Mario Hoops 3-on-3 panel.
4. Select Matchup from the main menu screen and touch .
5. Select either Dribble Race or Coin Hunter and touch .
6. When you have someone to play against, touch .
7. Please follow the instructions on page 21.

**Establishing the DS Wireless Link (DS Download Play)**
Steps (for the host)
1. Make sure that all DS systems are turned off then insert a Mario Hoops 3-on-3 Game Card into the system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Touch the DS Download Play panel. The game selection screen will appear.
4. Touch the Mario Hoops 3-on-3 panel. The game confirmation screen will appear.
5. When the correct software appears, touch Yes. P1 will start the download process.
6. Please follow the instructions on page 21.

**Important Wireless Communication Guidelines:**
Please be aware of the following concerning wireless link play:
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- Observe and follow all rules and regulations regarding the use of wireless devices in locations such as hospitals, airports, and aircraft. Operation in these locations may invalidate your wireless device registration or cause interference with other equipment.
- Operation in or near any wireless link device is subject to severe penalties (e.g., fines).
- The power light blinks when the wireless function is working.
- During wireless gameplay, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

**Important Wireless Communication Guidelines:**
- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- The systems should face each other as directly as possible.
- Avoid interference from other devices. If communication seems to be affected by other devices, try moving the DSs or turn off the interfering device.
1. Make sure that all DS systems are turned off then insert a Mario Hoops 3-on-3 Game Card into each system.

2. Turn on the power of all the systems. The DS Menu Screen will appear.

3. Touch the Mario Hoops 3-on-3 panel.

4. Select Matchup from the main menu screen and touch .

Establishing the DS Wireless Link (DS Wireless Play)

Steps (for the host)
1. Turn on the power of all the systems. The DS Menu Screen will appear.
2. Touch the DS Download Play panel. The game selection screen will appear.
3. Touch the Mario Hoops 3-on-3 Dribble Race or Mario Hoops 3-on-3 Coin Hunter panel. The game confirmation screen will appear.
4. When the correct software appears, touch Yes. P1 will start the download process.
5. Please follow the instructions on page 21.

Establishing the DS Wireless Link (DS Download Play)

Steps (for guests)
1. Turn on the power of all the systems. The DS Menu Screen will appear.
2. Touch the DS Download Play panel. The game selection screen will appear.
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4. When the correct software appears, touch Yes. P1 will start the download process.
5. Please follow the instructions on page 21.

Important Wireless Communication Guidelines:

Please be aware of the following concerning wireless link play:

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- Observe and follow all rules and regulations regarding the use of wireless devices in locations such as hospitals, airports, and aircraft. Operation in those locations may cause issues and functions of equipment, which resulting in damage to persons or property.
- The power light blinks when the wireless function is working.
- The icon will show the signal strength of the wireless signal.
- The icon shows four modes depending on the signal strength, as shown below:

<table>
<thead>
<tr>
<th>Signal Strength</th>
<th>Power Light Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strong</td>
<td>1</td>
</tr>
<tr>
<td>Medium</td>
<td>2</td>
</tr>
<tr>
<td>Weak</td>
<td>3</td>
</tr>
<tr>
<td>Off</td>
<td>4</td>
</tr>
</tbody>
</table>

Notes
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