• Do not peel or damage the battery label.
• Do not expose battery to excessive physical shock, vibration, or liquids.

To avoid battery leakage:

- Keep the battery pack dry and clean.
- Do not use a battery pack that shows signs of leakage.
- Do not use damaged or disassembled battery packs.

Should a battery leak:

- 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 - Battery Leakage

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 your product. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If fluid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Store the battery pack out of reach of children.
- Avoid exposing the battery pack to excessive heat or cold.
- Do not disassemble, modify, or incinerate the battery pack.
- Do not subject the battery pack to chemical solutions.

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, sprain, or localized eyestrain.

• Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
• Take 10 to 15 minute breaks every hour.
• Do not place your hands, wrists, arms, or eyes too close to a video screen.
• DO NOT play for long continuous periods of time.

To avoid problems associated with repetitive motion, follow these guidelines:

1. Sit back and relax. Keep your eyes, hands, wrists, and arms relaxed.
2. Position your game screen so your eyes are at a comfortable level.
3. Avoid holding the controls for long periods of time.
4. Play in a well-lit room.
5. Be aware of hand and arm fatigue.
6. Avoid hitting your controls against the screen.

WARNING - Radio Frequency Interference

The Nintendo DS contains a wireless LAN/wireless LAN module. Operation in those locations may interfere with or cause problems with medical devices, including pacemakers.

• Do not use 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.

• Do not use the wireless feature of the 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.

• Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

  - Convulsions
  - Eye or muscle twitching
  - Loss of awareness
  - Altered vision
  - Involuntary movements
  - Disorientation

If your answer isn’t there, check out our forums where you can find helpful tips and tricks for playing video games. If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.
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. 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. The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

• To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Be sure there are no flashing lights or patterns on the room walls or tapestries.
  4. Limit the time spent playing video games to no more than 4 hours a day.
  5. Take a 10 to 15 minute break every hour.

• Do not use your Nintendo DS while driving or operating machinery; doing so may cause fatigue or disorientation.

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

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, 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. If fluid leaks from a battery pack come in contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:
  • Do not open the Nintendo DS; inside it is a inches of a pacemaker while using the wireless feature.
  • Do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
  • Do not dispose of battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your property.

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, sprain and related conditions, and irritation or eyestrain.

• Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
• Take 10 to 15 minutes breaks every hour or if you don't think you need it.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, 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. If fluid leaks from a battery pack come in contact with your eyes, immediately flush thoroughly with water and see a doctor.

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  • Do not dispose of battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your property.

DVD:NTD-20680

![Image](image_url)
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 - Seizures**

- Seizures that can occur when watching television 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 should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:
  - Seizure-like movements, including eye rolling, twitching, or shaking.
  - Loss of awareness and disorientation.

**Warning - Radio Frequency Interference**

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

- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- 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 and see a doctor.

**Warning - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your hands, wrists, arms or eyes become tired or sore. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, and eyestrain or eyexamination:

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

**Warning - Battery Leakage**

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 your system.

- If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water and see a doctor.
- Do not disassemble the battery pack in any way.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

**Need Help Playing & Game?**

Nintendo’s games pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn’t there, check out our forums where you can exchange tips with other gamers online.

In this instruction booklet, you will see the top screen and bottom screens (Touch Screen) displayed as shown on the right.

**Contents**

- Special Stages
- Story & Characters
- Starting the Game
- Controls
- Game Screen & Rules
- Construction Zone
- How to Play

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for the official seal when buying video game systems, accessories, games and related products.
The Mario Toy Company’s new toy, the Mini Mario, is a smash hit! The Mini Mario has raked in so much money that the company’s superstar president, Mario, has decided to open a toy-filled theme park called Super Mini Mario World. Today is the grand opening of Super Mini Mario World. Lots of people have come to watch the festivities.

UNFORTUNATELY...

Donkey Kong has kidnapped the gorgeous guest of honor, Pauline, and locked himself on the roof of the building with her!

Can President Mario save Pauline and stop the marauding ape?

STARTING THE GAME

Make sure your Nintendo DS is shut off before you insert the Mario vs. DK 2 Game Card. Insert the card completely.

Turn on the power and read the displayed information on the screen shown on the right. When you’re done, tap the Touch Screen.

Tap the Mario vs. DK 2 panel to start the game.

*You will not need to do this if you have set your Nintendo DS to start software automatically.

Please see your Nintendo DS instruction booklet for more information.

SELECT A MODE

From the title screen, just tap the panel of the mode you want to play. Tap again to start playing.

Main Game (page 16)

In this mode, your goal is to clear all of the stages to save Pauline.

Construction Zone (page 24)

Design your own levels and trade them with your friends here.

Options

Choose an item from the options below to change your settings.

Audio

Choose output and volume settings for game sound.

Showroom

View illustrations, movies, and staff credits here.

Register

Change the nickname you will use in the Construction Zone.

Erase All

Erase saved data.

Single Card

Send a demo version to another Nintendo DS (page 22).

NintendoWiFi.com

Choose whether or not to upload your levels and gameplay stats to NintendoWiFi.com. Also, your levels may be selected by Nintendo to be available for play by other Nintendo WFC players.

CONTROLS

BASIC CONTROLS

In this game, you can control your Mini Marios simply by using your stylus on the Touch Screen. See pages 12-13 for more information.

L Button / R Button

(DK stages only) Boss cannon indicator (page 18).

Control Pad

Scroll around the level.

Touch Screen

Control Mini Marios (page 12).

SOFT RESET

Press and hold the L Button, R Button, SELECT, and START simultaneously to restart the game. If you do this in the middle of a stage, you will lose your progress, so please be careful.

A Button

Scroll view to the right.

B Button

Scroll view down.

X Button

Scroll view up.

Y Button

Scroll view to the left.

START

Go to the pause menu (page 15).

SELECT

See your Nintendo DS instruction booklet for more information.
The Mario Toy Company’s new toy, the Mini Mario, is a smash hit! The Mini Mario has raked in so much money that the company’s superstar president, Mario, has decided to open a toy-filled theme park called Super Mini Mario World. Today is the grand opening of Super Mini Mario World. Lots of people have come to watch the festivities.

**UNFORTUNATELY…**

Donkey Kong has kidnapped the gorgeous guest of honor, Pauline, and locked himself on the roof of the building with her!

Can President Mario save Pauline and stop the marauding ape?

**MONKEY ROBOTS**

These mechanical monkey robots will stop at nothing to get in Mario’s way.

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**STARTING THE GAME**

Make sure your Nintendo DS is shut off before you insert the Mario vs. DK 2 Game Card. Insert the card completely. Turn on the power and read the displayed information on the screen shown on the right. When you’re done, tap the Touch Screen.

Tap the Mario vs. DK 2 panel to start the game.

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- **Main Game** (page 16)
  - In this mode, your goal is to clear all of the stages to save Pauline.

- **Construction Zone** (page 24)
  - Design your own levels and trade them with your friends here.

- **Options**
  - Choose an item from the options below to change your settings.
  - **Audio** Choose output and volume settings for game sound.
  - **Showroom** View illustrations, movies, and staff credits here.
  - **Register** Change the nickname you will use in the Construction Zone.
  - **Erase All** Erase saved data.
  - **Single Card** Send a demo version to another Nintendo DS (page 22).
  - **NintendoWiFi.com Features** Choose whether or not to upload your levels and gameplay stats to NintendoWiFi.com. Also, your levels may be selected by Nintendo to be available for play by other Nintendo WFC players.

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**BASIC CONTROLS**

In this game, you can control your Mini Marios simply by using your stylus on the Touch Screen. See pages 12-13 for more information.

- **L Button** / **R Button** (DK stages only) Boss cannon indicator (page 18).
- **Control Pad** Scroll around the level.
- **Touch Screen** Control Mini Marios (page 12).

**SOFT RESET**

Press and hold the L Button, R Button, SELECT, and START simultaneously to restart the game. If you do this in the middle of a stage, you will lose your progress, so please be careful.

**SLEEP MODE**

To put your Nintendo DS into Sleep Mode and conserve battery power, simply close it during play. Open it to leave Sleep Mode.
The Mario Toy Company’s new toy, the Mini Mario, is a smash hit! The Mini Mario has raked in so much money that the company’s superstar president, Mario, has decided to open a toy-filled theme park called Super Mini Mario World. Today is the grand opening of Super Mini Mario World. Lots of people have come to watch the festivities.

Unfortunately, Donkey Kong has kidnapped the gorgeous guest of honor, Pauline, and locked himself on the roof of the building with her!

Can President Mario save Pauline and stop the marauding ape?

MONKEY ROBOTS
These mechanical monkey robots will stop at nothing to get in Mario’s way.

PAULINE
Mario’s glamorous friend.

MARIO
The Mario Toy Company’s esteemed president.

MINI MARIOS
The Mario Toy Company’s best-selling toys.

DONKEY KONG
The Mario Toy Company’s hairiest employee. He instantly fell in love with Pauline as soon as he saw her at the theme park’s opening ceremony, and now the jealous ape has run off with her!

STARTING THE GAME
Make sure your Nintendo DS is shut off before you insert the Mario vs. DK 2 Game Card. Insert the card completely. Turn on the power and read the displayed information on the screen shown on the right. When you’re done, tap the Touch Screen.

Tap the Mario vs. DK 2 panel to start the game.

*You will not need to do this if you have set your Nintendo DS to start software automatically. Please see your Nintendo DS instruction booklet for more information.

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Choose output and volume settings for game sound.

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CONTROLS
In this game, you can control your Mini Marios simply by using your stylus on the Touch Screen. See pages 12-13 for more information.

A Button
Scroll view to the right.

B Button
Scroll view down.

X Button
Scroll view up.

Y Button
Scroll view to the left.

Soft Reset
Press and hold the L Button, R Button, SELECT, and START simultaneously to restart the game. If you do this in the middle of a stage, you will lose your progress, so please be careful.

Sleep Mode
To put your Nintendo DS into Sleep Mode and conserve battery power, simply close it during play. Open it to leave Sleep Mode.
**How to Play**

**Game Screen and Rules**

**Moving Mini Mario**

- Mini Mario will stop and you will need to move him to make him move.
- When Mini Mario sees danger, he will raise his foot and hesitate. Hurry up and help him!
- Mini Mario will break if he falls from big heights, so be careful.
- Tap Mini Mario to make him move. Slide your stylus in one direction or another to tell him where to go.
- Mini Mario will jump up one block automatically.
- Blue springs will make Mini Mario jump in the direction he was moving.
- Once you start him going, Mini Mario will move automatically.
- Slide your stylus upward on a stopped Mini Mario to make him jump straight up.
- Mini Mario can ride on the heads of some enemies.
- Mini Mario will change direction to face the direction you slide the stylus.
- Mini Mario will change directions automatically when he hits a wall.
- Slide the stylus upward on a moving Mini Mario to make him jump extra high.

**Clearing a Level**

Use the stylus to move Mini Marios to the goal somewhere in the level. Direct at least one Mini Mario to the goal within the allotted time to clear a level. Bring lots of Mini Marios to the goal in a row for an even better score (page 23). If all of your Mini Marios break, your game will end.

**Pause Menu**

Press START during the game to pause the game and access the pause menu.

- **Continue**: Return to the game.
- **Retry**: Start the current level over.
- **Exit**: Stop the game and return to the level-selection screen (page 17).

**Choose a Floor and Level**

Choose a file to advance to the floor-selection screen. Choose the floor and level you would like to play. You can't choose floors and levels that are still dark. Each floor has nine levels. Clear each level to unlock the next. Beat a DK level to open the next floor. You can return to floors and levels you have already cleared as often as you like.

**Select a File**

Choose Main Game from the title screen to go to the file-selection screen. To start a new game, choose NEW. The game will begin after the opening movie. Tap a file with a level number displayed to continue a previous game.

**Copying**

Copy a file to another slot.

**Saving**

While playing, any levels cleared or Mini Marios saved will be automatically recorded to the save file you chose on the file-selection screen.
**HOW TO PLAY**

**MOVING MINI MARIO**

- Mini Mario will stop and you will not be able to move when Mini Mario wants to change direction.
- Mini Mario will jump automatically when he hits a wall or other object.
- Mini Mario will break if he falls from a great height, so be careful.
- Tap Mini Mario to make him move. Slide your stylus in one direction or another to tell him where to go.
- Mini Mario will jump one block automatically once you start him going. Mini Mario will move automatically.
- Slide your stylus up on a stopped Mini Mario to make him jump straight up.
- Blue springs will make Mini Mario jump in the direction he was moving.
- Mini Mario will change direction to face the direction you slide the stylus.
- Mini Mario will change direction automatically when he hits a wall.
- Slide the stylus upward on a moving Mini Mario to make him jump across one block.
- When a moving Mini Mario bumps into a motionless Mini Mario, the motionless Mini Mario will start moving.
- Slide the stylus straight up to get Mini Mario to use a spring to jump extra high.

**GAME SCREEN**

- **Mini Mario Cards you have found** (page 20)
- **Mini Marios in the level**
- **Number of Color Blocks you own** (page 21)
- **Current Room Number** (page 16)
- **Mini Marios** (page 12)
- **Your Score**
- **Time Remaining**
- **Mini Mario Cards you have found** (page 20)
- **Mini Marios in the level**
- **Number of Color Blocks you own** (page 21)
- **Current Room Number** (page 16)
- **Mini Marios** (page 12)
- **Your Score**
- **Time Remaining**
- **Select File**
- **Continue**
- **Retry**
- **Exit**
- **Choose a Floor and Level**
- **Choose a File**
- **Saving**
- **Select a File**
- **Choose Main Game from the title screen to go to the file-selection screen. To start a new game, choose NEW. The game will begin after the opening movie. Tap a file with a level number displayed to continue a previous game.**
- **Mini Marios who have reached the goal**
- **File**
- **Copy a file to another slot.**

**CLEARING A LEVEL**

Use the stylus to move Mini Marios to the goal somewhere in the level. Direct at least one Mini Mario to the goal within the allotted time to clear a level. Bring lots of Mini Marios to the goal in a raw for an even better score (page 23). If all of your Mini Marios break, your game will end.

**PAUSE MENU**

Press START during the game to pause the game and access the pause menu.
- **Continue**
- **Retry**
- **Exit**

**SAVEING**

- While playing, any levels cleared or Mini Marios saved will be automatically recorded to the save file you chose on the file-selection screen.
**Moving Mini Mario**

**How to Play**

- Mini Mario will stop and you can’t help him.
- Mini Mario will stop moving until you tell him:
  - To jump
  - To move
- Mini Mario will jump automatically.
- Mini Mario will jump one block automatically.
- Mini Mario will break if he falls from big heights, so be careful.
- Blue springs will make Mini Mario jump in the direction he was moving.

**Game Screen and Rules**

**Clearing a Level**

Use the stylus to move Mini Marios to the goal somewhere in the level. Direct at least one Mini Mario to the goal within the allotted time to clear a level. Bring lots of Mini Marios to the goal in a row for an even better score (page 23). If all of your Mini Marios break, your game will end.

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Choose a file to advance to the floor-selection screen. Choose the floor and level you would like to play. You can’t choose floors and levels that are still dark. Each floor has nine levels. Clear each level to unlock the next in the sequence. Beat a DK level to open the next floor. You can return to floors and levels you have already cleared as often as you like.

**Saving**

While playing, any levels cleared or Mini Marios saved will be automatically recorded to the save file you chose on the file-selection screen.
**DK STAGES**

Once you have cleared all nine levels on a floor, you can enter the DK level, where you will launch Mini Marios at DK. Pummel DK with Mini Marios until his health reaches zero to clear this stage. If time runs out or you lose your remaining Mini Marios, your game will end.

**MINIGAME STAGES**

If you collect all of the Mini Mario Cards on a floor, you can play a minigame stage. Tap the Shy Guys that pop out of the pipes! Don’t tap a Bob-omb, or you’ll lose points. Tap the number of Shy Guys displayed next to GOAL before time runs out to clear this stage. Clear it, and something nice might just happen.

**SENDING A DEMO VERSION**

Using Single Card mode, you can send a demo version of this game to your friends. Please read the info on page 33, then follow the directions below.

**PLAY THROUGH LEVELS AGAIN AND AGAIN**

To get a high score, you need to save as many Mini Marios as you can in as little time as possible. Finding coins and saving a Gold Mini Mario (page 20) also adds to your score, as does getting chains and nonstop victories. A chain occurs when two or more Mini Marios reach the goal in quick succession. A nonstop occurs when you lead a Mini Mario to the goal without stopping him. Being stopped by elevators or other mechanisms does not count against you. If you beat the score needed for each level, you can earn a star (page 17). Stars come in bronze, silver, and gold.

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**ITEMS AND MECHANISMS**

**COINS AND LARGE COINS**

Each level has a certain number of coins. Large Coins are worth 30 coins. Try to grab them all.

**MINI MARIO CARDS**

There are nine cards on each floor. Collect them all to spell the words "Mini Mario" and unlock a minigame (page 19).

**HAMMERS**

Grab these to make your Mini Mario swing hammers around for a short time. To stop using them, just slide up on Mini Mario with your stylus.

**FIRE FLOWER**

Grab one of these to turn a Mini Mario into a Fire Mini Mario, allowing him to attack with fire for a short time.

**GOLD MINI MARIO**

Reach the goal with the Gold Mini Mario last in the chain to multiply your score (page 33).

**COLOR BLOCKS**

Touch these blocks to suck them up. Then, you can put them anywhere you see similar block outlines. You can check the number of blocks you are carrying by looking at the top screen (page 34).

**METAL BARS**

If you make Mini Mario jump toward a metal bar, he will grab on to it. You can then rotate the handle on the side to rotate your Mini Mario. If you slide up on Mini Mario with the stylus while he is rotating, he will go really high.

**ELEVATOR**

Mini Marios will automatically stop when he enters an elevator. You can move the elevator up or down by tapping the nearby control panel. Only two Mini Marios can use an elevator at a time.

---

**DS DOWNLOAD HINTS**

**PLAYING THE DEMO VERSION**

Once the download is complete, you can play the demo version. Your demo version will remain on your DS even if you put it into Sleep Mode. Turning off the power will cause the demo to be removed from your system.

**CLEARING THE DK STAGE**

Clear a DK stage to advance to the next floor. Check the score screen to see your score and which star you earned. The color of your star depends on your score.

**SCOUT OUT THE LEVEL BEFORE YOU START**

The timer does not begin until you move Color Blocks or move a Mini Mario. Be sure to scout out the level by scrolling the screen in any direction that an arrow is pointing before you get started.

**SENDING A DEMO VERSION**

Player sending the demo (requires one Game Card).

Choose Single Card from the options menu to advance to the confirmation screen. Choose Yes to send the demo, and wait until the upload is complete.

Player receiving the demo (no Game Card required)

When the download is complete, you will see this title screen.

**PLAYING THE DEMO VERSION**

Once the download is complete, you can play the demo version. Your demo version will remain on your DS even if you put it into Sleep Mode. Turning off the power will cause the demo to be removed from your system.

**COINS AND LARGE COINS**

Each level has a certain number of coins. Large Coins are worth 30 coins. Try to grab them all.

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**ELEVATOR**

Mini Marios will automatically stop when he enters an elevator. You can move the elevator up or down by tapping the nearby control panel. Only two Mini Marios can use an elevator at a time.
CLEARING THE DK STAGE

Once you have cleared all nine levels on a floor, you can enter the DK level, where you will launch Mini Marios at DK. Pummel DK with Mini Marios until his health reaches zero to clear this stage. If time runs out or you lose your remaining Mini Marios, your game will end.

Player receiving the demo (no Game Card required)

When the download is complete, you will see this title screen.

PLAYING THE DEMO Version

Once the download is complete, you can play the demo version. Your demo version will remain on your DS even if you put it into Sleep Mode. Turning off the power will cause the demo to be removed from your system.

18
22
20

Raw Text

Once you have cleared all nine levels on a floor, you can enter the DK level, where you will launch Mini Marios at DK. Pummel DK with Mini Marios until his health reaches zero to clear this stage. If time runs out or you lose your remaining Mini Marios, your game will end.

Once the download is complete, you can play a minigame stage. Tap the Shy Guys that pop out of the pipes! Don’t tap a Bob-omb, or you’ll lose points. Tap the number of Shy Guys displayed next to GOAL before time runs out to clear this stage. Clear it, and something nice might just happen.

If you collect all of the Mini Mario Cards on a floor you can play a minigame stage. Tap the Shy Guys that pop out of the pipes! Don’t tap a Bob-omb, or you’ll lose points.

CLEARING THE DK STAGE

Once you have cleared all nine levels on a floor, you can enter the DK level, where you will launch Mini Marios at DK. Pummel DK with Mini Marios until his health reaches zero to clear this stage. If time runs out or you lose your remaining Mini Marios, your game will end.

Once the download is complete, you can play a minigame stage. Tap the Shy Guys that pop out of the pipes! Don’t tap a Bob-omb, or you’ll lose points. Tap the number of Shy Guys displayed next to GOAL before time runs out to clear this stage. Clear it, and something nice might just happen.

If you collect all of the Mini Mario Cards on a floor you can play a minigame stage. Tap the Shy Guys that pop out of the pipes! Don’t tap a Bob-omb, or you’ll lose points. Tap the number of Shy Guys displayed next to GOAL before time runs out to clear this stage. Clear it, and something nice might just happen.

If you collect all of the Mini Mario Cards on a floor you can play a minigame stage. Tap the Shy Guys that pop out of the pipes! Don’t tap a Bob-omb, or you’ll lose points. Tap the number of Shy Guys displayed next to GOAL before time runs out to clear this stage. Clear it, and something nice might just happen.

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Once you have cleared all nine levels on a floor, you can enter the DK level, where you will launch Mini Marios at DK. Pummel DK with Mini Marios until his health reaches zero to clear this stage. If time runs out or you lose your remaining Mini Marios, your game will end.

Once you have cleared all nine levels on a floor, you can enter the DK level, where you will launch Mini Marios at DK. Pummel DK with Mini Marios until his health reaches zero to clear this stage. If time runs out or you lose your remaining Mini Marios, your game will end.

**MINIGAME STAGES**

If you collect all of the Mini Mario Cards on a floor you can play a minigame stage. Tap the Shy Guys that pop out of the pipes! Don’t tap a Bob-omb or you’ll lose points. Tap the number of Shy Guys displayed next to GOAL before time runs out to clear this stage. Clear it, and something nice might just happen.

**CLEARING THE DK STAGE**

Clear a DK stage to advance to the next floor. Check the score screen to see your score and which star you earned. The color of your star depends on your score.

**ITEMS AND MECHANISMS**

**COINS AND LARGE COINS**

Each level has a certain number of coins. Large Coins are worth 10 coins. Try to grab them all.

**MARIO N MARIO CARDS**

There are nine cards on each floor. Collect them all to spell out the words “Mini Mario” and unlock a minigame (page 19).

**HAMMERS**

Grab one of these to turn a Mini Mario into a Fire Mini Mario, allowing him to attack with fire for a short time.

**COLOR BLOCKS**

Touch these blocks to suck them up. Then, you can put them anywhere you see similar block outlines. You can check the number of blocks you are carrying by looking at the top screen (page 14).

**GOLD MINI MARIO**

Reach the goal with the Gold Mini Mario last in the chain to multiply your score (page 33).

**METAL BARS**

If you make Mini Mario jump toward a metal bar he will grab on to it. You can then rotate the handle on the side to rotate your Mini Mario. If you slide up on Mini Mario with the stylus while he is rotating, he will go really high.

**ELEVATOR**

Mini Mario will automatically stop when he enters an elevator. You can move the elevator up or down by tapping the nearby control panel. Only two Mini Marios can use an elevator at a time.

**SENDING A DEMO VERSION**

Using Single Card mode, you can send a demo version of this game to your friends. Please read the info on page 33, then follow the directions below.

**PLAYING THE DEMO VERSION**

Once the download is complete, you can play the demo version. Your demo version will remain on your DS even if you put it into Sleep Mode. Not turning off the power will cause the demo to be removed from your system.

**SCOUT OUT THE LEVEL BEFORE YOU START**

The timer does not begin until you move Color Blocks or move a Mini Mario. Be sure to scout out the level by scrolling the screen in any direction that an arrow is pointing before you get started.

**PLAY THROUGH LEVELS AGAIN AND AGAIN**

You can return to levels you have already cleared. Keep trying until you can save all the Mini Marios and find all of the Mini Mario Cards and coins.

**YOUR SCORE AND THE COLOR OF YOUR STAR**

To get a high score, you need to save as many Mini Marios as you can in as little time as possible. Finding coins and saving a Gold Mini Mario (page 20) also adds to your score, as does getting chains and nonstop victories. A chain occurs when two or more Mini Marios reach the goal in quick succession. A new group of coins will appear when you lead a Mini Mario to the goal without stopping him. Being stopped by elevators or other mechanisms does not count against you. If you find the score needed for each level, you can also earn a star (page 17). Stars come in bronze, silver, and gold.
**CONSTRUCTION ZONE**

Select Construction Zone from the title screen to enter the Construction Zone. Then, simply choose an item from the menu below.

- **Choose a Place to Save Your Level**: Tap the file where you want to save the level you are about to create. To create a new level, tap an empty file. If you choose a file with a name, you will edit the level that is saved there. Tap Erase File to erase a level that has been saved. Just remember, you can’t recover erased data!
- **Choose a Construction Kit**: When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game.
- **Edit Level**: Tap Edit Level to create your own level. Just follow the steps listed below.

**EDIT LEVEL**

Tap Edit Level to create your own level. Just follow the steps listed below:

1. **Choose a Place to Save Your Level**
   - Tap the file where you want to save the level you are about to create. To create a new level, tap an empty file. If you choose a file with a name, you will edit the level that is saved there. Tap Erase File to erase a level that has been saved. Just remember, you can’t recover erased data!

2. **Choose a Construction Kit**
   - When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select \( \Rightarrow \) to confirm.

3. **Edit Level**
   - Create your own original masterpiece.

**MULTI-CARD PLAY**

Use two Nintendo DS systems and two Mario vs. DK 2 Game Cards to trade original levels. Just follow the steps below.

- **Send a Level**
  - Tap Broadcast and choose up to eight levels to send. Please wait until the upload is completed.
- **Receive a Level**
  - Tap Receive Level and then choose a place to save this level. When you see the message asking if you want to receive the level, tap \( \Rightarrow \) and then choose the level you want to receive. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

4. **Send a Level**
   - Player sending the level: Tap Broadcast and choose up to eight levels to send. Please wait until the upload is completed.
   - Player receiving the level: Tap Receive Level and then choose a place to save this level. When you see the message asking if you want to receive the level, tap \( \Rightarrow \) and then choose the level you want to receive. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

5. **Play Level**
   - Choose the level you would like to play. Simply tap a level to choose it.
   - Once you have beaten that floor in the main game, you can’t recover erased data!

6. **Edit Level**
   - When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select \( \Rightarrow \) to confirm.

7. **Selected Item**
   - Choose features, mechanisms, and characters. When you are done, tap the red button \( \Rightarrow \) or press START to stop editing.
   - **Edit Menu**
     - Choose features, mechanisms, and characters. When you are done, tap the red button \( \Rightarrow \) or press START to stop editing.

**NINTENDO WFC**

Choose Nintendo WFC from the Construction Zone menu to access the Nintendo WFC menu. Choose an item from the menu below.

- **Send a Level**
  - Choose Nintendo WFC from the Construction Zone menu to access the Nintendo WFC menu. Choose an item from the menu below.

**Synchronize**

Enter here to prepare to send a level to another player.

- **Send a Level**
  - Tap here to send a level to another player.

- **Receive a Level**
  - Tap here to receive a level from another player.

**WFC Friends**

View your friend code or enter a new friend code.

**WFC Config**

Tap here to adjust your Nintendo Wi-Fi Connection configuration.

**Synchronize**

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. Tap \( \Rightarrow \) to confirm your choice and make your level available to your friends.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, email or home address when communicating with others.
CONSTRUCTION ZONE MENU

Select Construction Zone from the title screen to enter the Construction Zone. Then, simply choose an item from the menu below.

Play Level
Choose a level you would like to play. Simply tap a level to choose it.

Your Levels
These are levels that you have created.

Received Levels
These are levels you have received from your friends.

Play Level
Tap a level to play it.

EDIT LEVEL

Tap Edit Level to create your own level. Just follow the steps listed below.

1. CHOOSE A PLACE TO SAVE YOUR LEVEL
Tap the file where you want to save the level you are about to create. To create a new level, tap an empty file. If you choose a file with a name, you will edit the level that is saved there. Tap Erase File to erase a level that has been saved. Just remember, you can’t recover erased data!

2. CHOOSE A CONSTRUCTION KIT
When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

3. EDIT LEVEL
Multi-Card
Trade levels with your friends or download new levels over Nintendo Wi-Fi Connection.

EDIT LEVEL

Create your own original masterpiece.

Familiarize yourself with the tools.

4. EDITING A LEVEL

You can choose the following commands when placing features, mechanisms, and characters.

Delete from level
Move within the level
End Menu
Return to starting layout
Undo
Redo
Meter

This meter will decrease as you place features, mechanisms, and characters. When the meter runs out, you will not be able to place any more features, mechanisms, or characters.

5. EDIT LEVEL

You can choose the following commands when ending editing and saving your floor:

Delete from level
Move within the level
End Menu
Return to starting layout
Undo the last editing action.
Redo the last undone action.
Meter

This meter will decrease as you place features, mechanisms, and characters. When the meter runs out, you will not be able to place any more features, mechanisms, or characters.

6. EDIT LEVEL

Slide this to change the size of the level.

7. EDIT LEVEL

Name your level and save.

8. EDIT LEVEL

Choose the level you would like to play. Simply tap a level to choose it.

Your Levels
These are levels that you have created.

Received Levels
These are levels you have received from your friends.

You can’t recover erased data!

9. EDIT LEVEL

Tap a construction kit you would like to use on the list. Once you have beaten that floor in the main game, features from a different floor and will be available.

10. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

11. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

12. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

13. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

14. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

15. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

16. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

17. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

18. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

19. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

20. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

21. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

22. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

23. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

24. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

25. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

26. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

27. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

28. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

29. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

30. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

31. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

32. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

33. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

34. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

35. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

36. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

37. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

38. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.

39. EDIT LEVEL

Select this option to send a level to Nintendo Wi-Fi Connection. Tap Synchronize and then the level you want to send. You can only receive one level at a time. Go to the Construction Zone to play the levels you have received.

40. EDIT LEVEL

When you create a new level, you must first choose a construction kit. Each construction kit contains features from a different floor and will be available once you have beaten that floor in the main game. Tap a construction kit you would like to use on the list. Select an optional template, and then select to confirm.
**Receive**

This option allows you to receive levels created by another player. Once you choose this, a list will appear with all the levels from the other player. Select the level you want to download. To receive levels:

1. Choose the game you want to receive levels from.
2. Tap the **Receive** button.
3. Select the level you want to download.
4. Tap the **Download** button to download the level.

**NINTENDO WFC FRIENDS**

From your WFC Friends, you can view your own friend code or register a friend code you have received. If you need help with this, please refer to the instruction booklet or visit www.nintendowifi.com/terms.

- To view your friend code, tap **ADD** in the Nintendo WFC instruction booklet or online at www.nintendowifi.com/terms.
- To receive a friend code from a friend, you will need to have their friend code registered.

**NFC Friends**

This is a list of all the friend codes you have received. Each friend you add will be added until one is removed. If you tap a name after selecting it from your FC friends, that friend code will be erased. Erased data is gone forever, so please be careful.

**Registering a Friend Code**

To register a friend code, tap **ADD** from WFC Friends and enter the name and friend code of the person you want to register. You can also view your own friend code by tapping **ADD**.

Your friend’s status may display the message “This friend has not yet connected to Nintendo Wi-Fi Connection and received a friend code.” When, in fact, they have.

This message will continue to be displayed until they have connected to Nintendo Wi-Fi Connection and you have received their friend code. When the message is removed, your friend’s status will change to “This friend has connected to Nintendo Wi-Fi Connection and received a friend code.” When, in fact, they have.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.

**Important Wireless Communication Guidelines**

Please read the following for important wireless play information:

- The DS WFC icon indicates compatibility with Nintendo DS PlayStations. This icon appears on the DS Menu Screen, game menu, and other places. Selecting any menu item that has this icon will turn on the wireless functionality of your device. It may be used by other players to check if a device is compatible. The icon appears in the Nintendo DS instruction booklet for more information.

- Wi-Fi Connection game play uses more battery power than other game play. You may want to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.

- You can also play Nintendo WFC compatible games at selected internet hotspots using additional accessories. For more information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA), www.nintendowifi.ca (Canada), or call 1-800-265-3700 (Canada).

**Copy Protection**

This video game is not designed for use with unauthorized copying devices or any unauthorized software. Use of any device to modify your Nintendo product warranty. Nintendo (and/or any third party distributors) is not responsible for any damage or loss caused by the use of any such device. If you no longer wish to use the wireless feature on your device, you can turn it off by selecting the **Local** setting in the Nintendo Wi-Fi Connection menu. This will turn off the wireless communication system.

**Important Legal Information**

**Warranty & Service Information**

You may need only simple instructions to correct problem with your product. For help with the Nintendo DS, you can call your Nintendo Consumer Service (see below). For further information or assistance, please contact Nintendo Consumer Service (see below).

**HARDWARE WARRANTY**

The stronger the signal, the smoother game play will be. Avoid interference from other devices. If communication seems to be affected by other devices in locations such as airports, hospitals, and aircraft, etc.

**SERVICE AFTER EXPIRATION OF WARRANTY**

This warranty gives you specific legal rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact Nintendo Consumer Service

- e-mail: nintendo@service.nintendo.com
- Web site: www.nintendo.com
- Phone: 1-800-255-3700 (U.S. and Canada)

**Warranty Limitations**

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If your game ceases to operate and you have no device attached to it, please contact Nintendo Consumer Service. If you are a U.S. or Canadian resident, you may contact us at 1-800-255-3700. If you have any device attached, remove the device and contact Nintendo Consumer Service. If you are an international resident, contact your local Nintendo service representative.

This warranty is only valid in the United States and Canada. This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

LUCKY STARS

Receive

Important Legal Information

Warranty & Service Information

Please use the following for important wireless-play information:

• The DS Wireless logo indicates compatibility with DS Wireless Play. This icon appears on the DS Menu Screen, in-game menus, and other places. Selecting any menu item that has this icon will turn on the wireless communications system, so be aware of and comply with rules and regulations regarding the use of wireless devices in locations such as hospitals, airports, and aircraft.

• Bringing wireless game play on a plane is not allowed. Please turn off the wireless function when using the Nintendo Wi-Fi Connection.

• For optimum wireless communications, please follow these guidelines:
  
  • Begin with the distance between systems at about 30 feet or less and move to another location or turn off the interfering device.
  
  • Please respect the privacy of others.
  
  • Avoid interference from other devices. If communications seem to be affected by other devices (bluetooth, microwaves, cordless devices, computers), move to another location or turn off the interfering device.

• This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or third parties) will be entitled to legal remedies available under the copyright laws and other applicable laws. Nintendo (and/or third parties) will be entitled to legal remedies available under the copyright laws and other applicable laws.

• This video game is not designed for use on a PC that has a wireless network card. For further information, please contact Nintendo Consumer Service.

• Use of any such device will invalidate your Nintendo product warranty. Please do not send any products to Nintendo without contacting us first.

•核心内务政策

仅适用于日本

- 在日本您可以使用“我的朋友代码”功能来邀请朋友到您的游戏。

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**RECEIVE**

This option allows you to receive levels created by another player. Once you choose a place to save the levels, tap Connect to connect to Nintendo Wi-Fi Connection. Choose the page you want to see and then choose a level to download from the list. You can view the level you have received from the Connection Zone (page 32). To receive a level from a friend, you will need to have their friend code registered (page 31).

**NINTENDO WFC FRIENDS**

From your WFC Friends, you can view your own friend code or register a friend code you have received. Your friend code is a twelve-digit number that is automatically generated when you first connect to Nintendo Wi-Fi Connection. Once you have registered another player’s friend code, you can download levels they have created on their registered list.

**MUTE FIRENDS**

• This is a list of all the friend codes you have registered.
• Once 60 friends are stored, no additional friends may be added until one is removed.

**ADD**

If you tap a name after selecting it from your WFC Friends, that friend code will be erased. Erased data is gone forever, so be careful.

**SYNC**

Update your WFC friend roster with those on the server.

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**Important Legal Information**

**Warranty & Service Information**

You may need only simple instructions to correct problems with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer.

**GAME & ACCESSORY WARRANTY**

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace without charge any defective product or part of a defective product.

**HARDWARE WARRANTY**

Nintendo warrants the hardware portion of the Nintendo system to the original purchaser that the hardware portion shall be free from defects in material and workmanship for a period of thirty (30) days from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace without charge any defective hardware portion or part of a defective hardware portion. If a defect covered by this warranty occurs during the remainder of the warranty period, Nintendo will repair or replace the defective hardware portion or part of the defective hardware portion.

**SERVICE AFTER EXPIRATION OF WARRANTY**

If a defect covered by this warranty occurs after the expiration of the warranty period, you may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer.

**VARIETY OF USE AGREEMENT**

Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

**WARRANTY LIMITATIONS**

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NINTENDO GAMES FOR NINTENDO DS THAT ARE NOT LICENSED BY NINTENDO); (b) IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES NOT CAUSED BY NINTENDO; (d) IS NOT MAINTAINED IN ACCORDANCE WITH THE NINTENDO’S INSTRUCTIONAL MATERIALS IRRESPECTIVE OF WHETHER SUCH FAULTS OR DEFECTS ARE COVERED BY THE WARRANTY; OR (e) IS DAMAGED IN ANY WAY WHICH IS NOT COVERED UNDER THE WARRANTY. THIS WARRANTY SHALL NOT APPLY IF YOU DO NOT PROVIDE YOUR ENTIRE NAME AND ADDRESS FOR THE PURPOSE OF legitimate USE OF THE PRODUCT AND TO ENSURE THAT NINTENDO CAN COMPLY WITH ITS OBLIGATIONS UNDER THE WARRANTY. THIS WARRANTY SHALL NOT APPLY TO THE USE OF A PRODUCT THAT HAS BEEN DAMAGED OR DEFECTIVE DUE TO ANY CAUSE OTHER THAN THE USE OF DEFECTIVE MATERIALS OR DEFECTIVE WORKMANSHIP.

**TERMS OF USE AGREEMENT**

Please read the following for important wireless play information.

• The DS Wireless Device **indicates compatibility with DS Wireless Play.** A video game icon appears on the DS Menu Screen, in-game menus, and other places. Selecting any menu item that has this icon will turn on the wireless communications system, so be aware of and comply with rules and regulations regarding the use of wireless devices in locations such as hospitals, airports, and aircraft.

• Be aware of wireless game play on DS. **Appears on-screen highlighting the strength of the wireless signal.** The icon displays four bars of signal strength. The stronger the signal, the smoother game play will be.

• The power light blinks when the wireless function is working.

• For optimum wireless communications, please follow these guidelines:
  - Begin with the distance between systems at about 30 feet or less and avoid obstacles or other objects that may interfere with the signal.
  - The signal strength at two or more bars is best for game play.

• The systems should face each other as directly as possible without having a direct view of each other. This will help to avoid interference.

**IMPORTANT WIRELESS COMMUNICATION GUIDELINES**

**When you connect to the server, the name you have entered with a friend code will be automatically changed to the nickname that person has entered on the server.**