

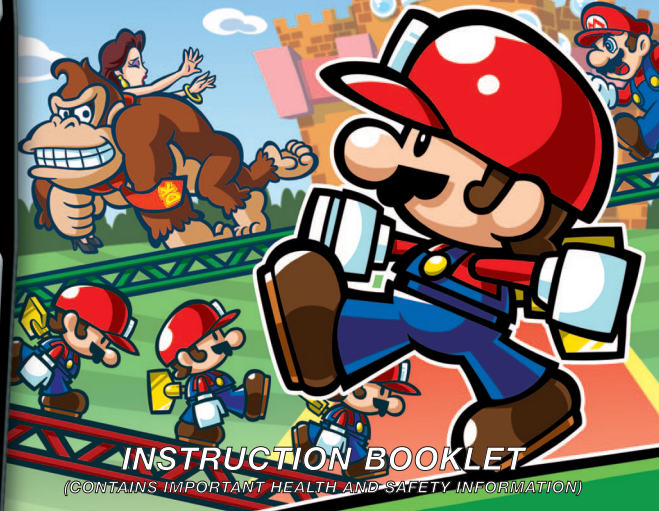


NINTENDO DS™

NTR-AMQP-UKV

MARIO vs. DONKEY KONG 2

MARCH OF THE MINIS



INSTRUCTION BOOKLET

(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the MARIO VS. DONKEY KONG 2™: MARCH OF THE MINIS Game Card for the Nintendo DS™ system.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

This Game Card will work only with Nintendo DS systems.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.



THIS GAME ALLOWS WIRELESS DOWNLOAD OF THE DEMO VERSION



THIS GAME ALLOWS WIRELESS GAME FEATURE SHARING



NINTENDO Wi-Fi CONNECTION
THIS GAME IS DESIGNED TO USE NINTENDO Wi-Fi CONNECTION.

© 2006–2007 NINTENDO.
DEVELOPED BY NINTENDO SOFTWARE TECHNOLOGY CORPORATION. ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO. TM, ® AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO.
© 2007 NINTENDO.



This product uses the LC Font by Sharp Corporation. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.

Contents

- 5 Story
- 6 Characters
- 7 Starting the Game
- 9 Controls
- 12 Game Screen and Rules
- 14 How to Play
- 16 Special Levels
- 18 Items and Mechanisms
- 20 DS Download Play
- 21 Hints
- 22 Construction Zone
- 26 Nintendo Wi-Fi Connection

In this Instruction Booklet, screenshots of the top screen are framed in **blue** and screenshots of the Touch Screen are framed in **green**.

Story

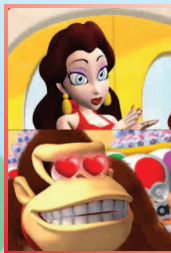
The Mini Mario Toy Company's new toy, the Mini Mario, is a smash hit! The Mini Mario has raked in so much money that the company's superstar president, Mario, has decided to open a toy-filled theme park called Super Mini Mario World. Today is the grand opening of Super Mini Mario World. Lots of people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



Unfortunately...

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

Can President Mario save Pauline and stop the marauding ape?



Characters



Monkey Robots

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

Mini Marios

The Mini Mario Toy Company's best-selling toys.

Mario

The Mini Mario Toy Company's esteemed president.

Pauline

Mario's glamorous friend.

Donkey Kong

The Mini 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™ system is shut off before you insert the MARIO VS. DONKEY KONG 2™: MARCH OF THE MINIS Game Card. Insert the Game Card completely.

Turn the Nintendo DS system on, and you will see the **Health and Safety Screen** pictured on the right. When you have read the message, touch the Touch Screen to proceed.

On the **Nintendo DS Menu Screen**, touch the MARIO VS. DONKEY KONG 2: MARCH OF THE MINIS Panel or press the A Button to start the game.

If your Nintendo DS system is set to **Auto Mode**, you can skip the previous setting process. See the Nintendo DS Instruction Booklet for more details.

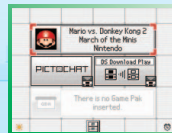
The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the instruction booklet of your Nintendo DS system.

WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthandsafety/

Touch the Touch Screen to continue.



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 14)

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

CONSTRUCTION ZONE (page 22)

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.

SINGLE CARD

Send a demo version to another Nintendo DS system (page 20).

ERASE ALL

Erase saved data.

NINTENDOWiFi.COM FEATURES

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

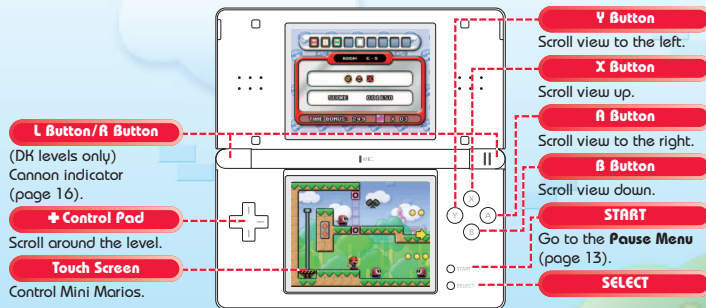


Controls



Basic Controls

In this game, you can control your Mini Marios simply by using your stylus on the Touch Screen (pages 10–11).



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 system into **Sleep Mode** and conserve battery power, simply close it during play. Open it to leave **Sleep Mode**.



Moving Mini Mario

Mini Mario will stay put until you tell him to move.

Once you start him going, Mini Mario will move automatically.

Tap Mini Mario to make him move. Slide your stylus in one direction or another to tell him where to go.

Tap a moving Mini Mario to make him stop.

You can control more than one Mini Mario at the same time.

Mini Mario will change direction to face the direction you slide the stylus.

Mini Mario will change direction automatically when he hits a wall.

When Mini Mario sees danger, he will raise his foot and hesitate. Hurry up and help him!

Mini Mario will jump up one block automatically.

Slide your stylus up on a stopped Mini Mario to make him jump straight up.

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.

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.

Mini Mario can ride on the heads of some enemies.

Slide the stylus straight up to get Mini Mario to use a spring to jump extra high.

Game Screen and Rules

Game Screen

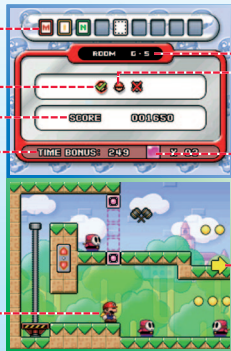
Mini Mario Cards you have found
(page 18)

Mini Marios who have reached the goal

Your Score

Time Remaining

Mini Mario
(pages 10–11)



Current Room Number
(page 14)

Mini Marios in the level

Number of Colour Blocks you own
(page 19)

Arrow
Tap here to scroll the screen.

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 21). 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.

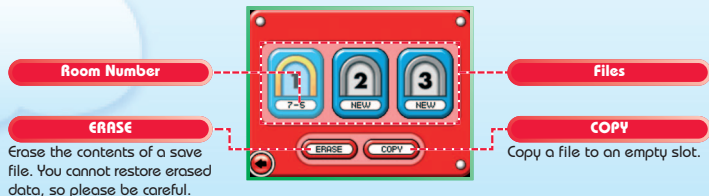
EXIT Stop the game and return to the **Level Selection Screen** (page 15).



How to Play

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 room number displayed to continue a previous game.

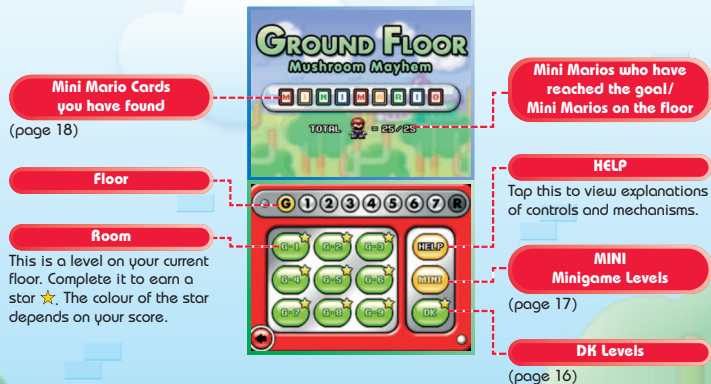


Saving

While playing, any levels cleared or Mini Marios saved will be automatically recorded to the save file you chose on the **File Selection Screen**.

Choose a Floor and Level

Choose a file to advance to the **Level 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. Clear a DK level to open the next floor. You can return to floors and levels you have already cleared as often as you like.



Special Levels

DK Levels

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 level. If time runs out or you lose your remaining Mini Marios, your game will end.

Remaining Mini Marios

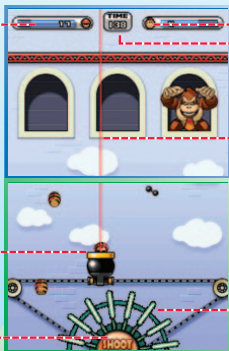
You will start this fight with the number of Mini Marios you saved from each level on this floor (page 15).

Cannon

Mini Marios will be launched from here.

SHOOT Button

Tap this to fire a Mini Mario from the cannon.



DK's Health

Time Remaining

Cannon Indicator

Press the L or R Button to bring up a guide line for a short time that will indicate where your Mini Mario will fire.

Handle

Slide the stylus here to angle the cannon left or right.

Clearing the DK Level

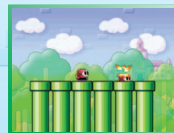
Clear a DK level to advance to the next floor. Check the **Score Screen** to see your score and which star you earned. The colour of your star depends on your score.



SCORE

Minigame Levels

If you collect all of the Mini Mario Cards on a floor, you can play a minigame level. 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...



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.



Mini Mario Cards

There are nine cards on each floor. Collect them all to spell out the words "Mini Mario" and unlock a minigame (page 17).



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 21).



Colour 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 12).



Swing Bars

If you make Mini Mario jump towards a swing bar, he will grab onto 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.



Handle



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.



Control panel

📌 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 32, then follow the directions below.

Player sending the demo (requires one Game Card):

Choose **SINGLE CARD** from the **Options Menu** to advance to the **Confirmation Screen**. Tap 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 Nintendo DS system even if you put it into **Sleep Mode**, but 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 Colour 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 Colour 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 19) 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 also earn a star (page 15).

Stars come in bronze ★, silver ☆ and gold ☆.



Construction Zone



Construction Zone Menu

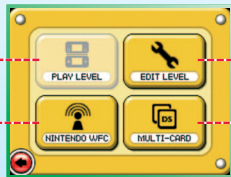
Select CONSTRUCTION ZONE from the **Title Screen** to enter the Construction Zone. Then, simply choose an item from the menu below.

PLAY LEVEL

Play a level designed by you or one of your friends (page 23).

NINTENDO WFC

Trade levels with your friends or download new levels over Nintendo Wi-Fi Connection (page 28).



EDIT LEVEL

Create your own original masterpiece (page 24).

MULTI-CARD

Trade levels with nearby friends over DS Wireless Communications (page 23).

PLAY 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.

- Tap a level to play it.

Switch Screens

Tap the arrows on either side to change screens.



MULTI-CARD

Use two Nintendo DS systems and two MARIO VS. DONKEY KONG 2: MARCH OF THE MINIS Game Cards to trade original levels. Please read the info on page 33, then follow the steps below.

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, choose a slot to save the level and then tap RECEIVE. When you see the message asking if you want to receive levels, tap 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.

EDIT LEVEL


Tap EDIT LEVEL to create your own level. Just follow the steps listed below.

Choose a Slot to Save your Level

Tap the slot where you want to save the level you are about to create. To create a new level, tap an empty slot. If you choose a slot with a name, you will edit the level that is saved there. Tap ERASE LEVEL 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 cleared 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.

Kit List


Template








Editing a Level


On the **Editing Screen**, you can place features, mechanisms and characters. When you are finished, tap the red button  or press START to stop editing.




1 Full View

2  Confirmation Menu: Choose features, mechanisms and characters.


3  Edit Menu: You can choose the following commands when placing features, mechanisms and characters:


-  Delete from level.
-  Move within the level.
-  Change character direction.
-  Return to starting layout.


4  End Menu: You can choose the following commands when ending editing your level:

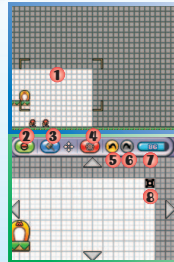
-  **SAVE LEVEL** Name your level and save it.
-  **PLAY TEST** Test the current level. You can't share or play a level unless you can clear it in PLAY TEST, so don't forget to choose this.
-  **EXIT** End editing without saving the level.

5  Undo: Undo the last editing action.

6  Redo: Restore the last undone action.

7  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.

8  Size: Slide this to change the size of the level.



Nintendo Wi-Fi Connection



Nintendo Wi-Fi Connection allows multiple MARIO VS. DONKEY KONG 2: MARCH OF THE MINIS owners to share game features over the internet – even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS system.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network connection (such as a wireless router) and an active broadband internet account.
- If you do not have a wireless network device installed on your PC, you need a Nintendo Wi-Fi USB Connector (sold separately). See the separate Nintendo Wi-Fi Connection Instruction Booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the Power Supply 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 without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the separate Nintendo Wi-Fi Connection Instruction Booklet or online at support.nintendo.com

Please note that the Nintendo DS system will shut down and must be restarted when making any Nintendo Wi-Fi Connection changes.

For additional information on the Nintendo WFC, setting up your Nintendo DS system or a list of available internet hotspots, visit support.nintendo.com

Setting up Nintendo Wi-Fi Connection

You will need to establish a wireless internet connection to use Nintendo Wi-Fi Connection. From the **Nintendo WFC Menu**, select **NINTENDO WFC CONFIG** to access the Nintendo Wi-Fi Connection Configuration. For more information about the Nintendo Wi-Fi Connection, please see the separate Nintendo Wi-Fi Connection Instruction Booklet.



- If you are unable to connect to Nintendo Wi-Fi Connection, you will see an error code and message. If this happens, please refer to the separate Nintendo Wi-Fi Connection Instruction Booklet.



Nintendo WFC Menu

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

- Once you have connected to Nintendo Wi-Fi Connection with a Nintendo DS system and a Game Card, they will be considered a set. For more information about the Nintendo Wi-Fi Connection, please see the separate Nintendo Wi-Fi Connection Instruction Booklet.

SYNCHRONIZE

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

RECEIVE

Tap here to receive a level from another player.

NINTENDO WFC CONFIG

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


WFC FRIENDS

View your friend code or enter a new friend code.



SYNCHRONIZE

Select this option to send a level to Nintendo Wi-Fi Connection. Tap the levels you want to send and then SYNCHRONIZE.

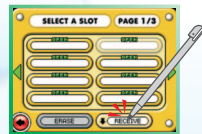
Tap  to confirm your choice and make your level available to your friends.

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



RECEIVE

This option allows you to receive levels created by another player. Once you choose a slot to save the levels, tap RECEIVE to connect to Nintendo Wi-Fi Connection. Choose the player's page you want to see and then choose a level to download from the list. You can play the level you have received from the Construction Zone (page 22). To receive a level from a friend, you will need to have their friend code registered (page 30).



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.

WFC Friends

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

(page 30)

SYNC

Update your WFC friend roster with those on the server.

REMOVE

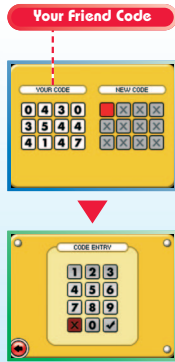
Tap this option and then select a name from your WFC Friends to erase a friend code. Erased data is gone forever, so please be careful.



Registering a Friend Code

To manually register a friend code, enter the **WFC Friends Menu** and tap the **ADD** button. You can then enter the name and friend code of the person you want to register. Your friend code is displayed on the top screen in the **WFC Friends Menu**.

In order for your new friends to gain access to your uploaded levels and to update each others' friend information, both you and your friend will need to connect to Nintendo WFC and synchronize your levels. If your friend's status on the top screen displays the message **THIS FRIEND HAS NOT YET CONNECTED TO NINTENDO WFC AND RECEIVED A FRIEND CODE**, you will need to wait for them to synchronize their levels. You must then connect to Nintendo WFC and synchronize your levels so that their status can be updated. It may take a few connections before both players become confirmed, but don't give up! After synchronizing your levels, and when your friend's status displays the message **YOU DID NOT ENTER A FRIEND CODE FOR THIS PLAYER** or displays a 12-digit friend code, you should both be able to access each other's synchronized levels.



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

Make Friends

Trading levels over DS Wireless Communications will add someone to your WFC friend roster. Even if you engage in wireless play when you don't have a friend code, you will still be able to save your friend's information.



DS Wireless Communications (Single-Card Play)



Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

- Nintendo DS system One for each player
- MARIO VS. DONKEY KONG 2: MARCH OF THE MINIS Game Card One

Connection Procedures

Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the MARIO VS. DONKEY KONG 2: MARCH OF THE MINIS Panel.
4. Now, follow the instructions on page 20.

Client System:

1. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.
NOTE: Make sure the **Start-up Mode** of your system is set to MANUAL MODE.
For further details on how to set up the **Start-up Mode**, please refer to the Nintendo DS Instruction Booklet.
2. Touch DS DOWNLOAD PLAY. The **Game List Screen** will appear.
3. Touch the MARIO VS. DONKEY KONG 2: MARCH OF THE MINIS Panel.
4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.
5. Now, follow the instructions on page 20.

DS Wireless Communications (Multi-Card Play)



Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need


- Nintendo DS system One for each player
- MARIO VS. DONKEY KONG 2: MARCH OF THE MINIS Game Card One for each player

Connection Procedures

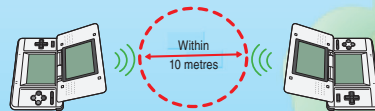
1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the MARIO VS. DONKEY KONG 2: MARCH OF THE MINIS Panel.
4. Now, follow the instructions on page 23.


Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate [Health and Safety Precautions Booklet](#) included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.

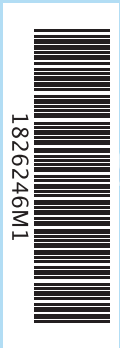


When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.





Nintendo®