Mario Tennis™: Ultra Smash

Tennis Crash Course

Product Information

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Health and Safety

Before use, please read the contents of the ⚠ Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.

You can change the in-game language by changing the language setting of your console. You can change the console language in 🔧 System Settings.

Age Rating Information

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

PEGI (Europe):

www.pegi.info

USK (Germany):

www.usk.de

Classification Operations Branch (Australia):

www.classification.gov.au

OFLC (New Zealand):

www.classificationoffice.govt.nz

Russia:

minsvyaz.ru/ru/documents/

Compatible Controllers

The following controllers can be paired with the console and used with this software.

	Wii U GamePad		Wii U Pro Controller
	Wii Remote™		Wii Remote + Classic Controller Pro

◆ To play multiplayer modes, each player needs a separate controller.

◆ Only one Wii U GamePad can be used with this software at a time.

◆ A Wii Remote Plus can be used instead of a Wii Remote.

◆ A Classic Controller can be used instead of a Classic Controller Pro.
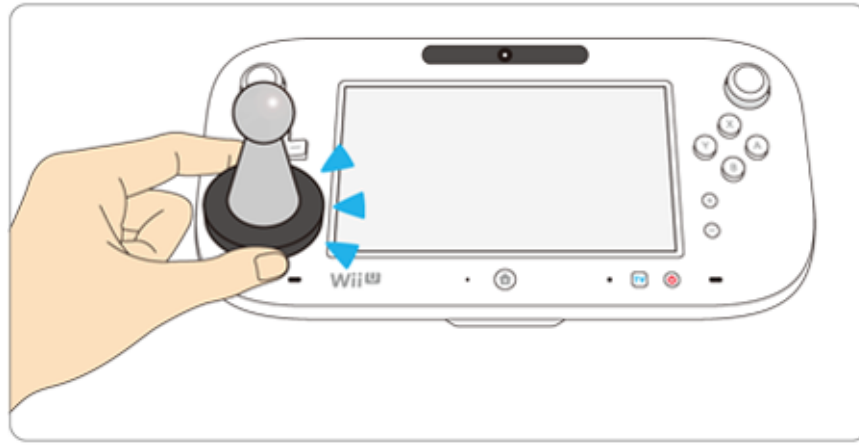
Pairing Controllers

Open the HOME Menu and select "Controller Settings" ⇒ "Pair". Follow the on-screen instructions to pair your controller.

Surround Sound

This software supports Linear PCM surround sound.
To enable surround sound output, select the TV option in the System Settings application, then set the TV Sound Output Type to Surround.

This software supports **:amiibo:** . You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (▭) on the Wii U GamePad.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.
For more information, visit:
- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)

◆ Each amiibo can only hold game data for one software title at a time. In order to create new game data on an amiibo that already has data saved on it from another game, you must first delete the existing game data. You can do this by going to Wii U Menu ⇒ 🔧 System Settings ⇒ amiibo Settings.

◆ An amiibo can be read by multiple compatible software titles.

◆ If the data on your amiibo becomes corrupted and cannot be restored, go to Wii U Menu ⇒ 🔧 System Settings ⇒ amiibo Settings and reset the data.

4 | Online Features

Connect to the internet to enjoy these features:

・Online matches ➡ 7

◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide.

5 | Parental Controls

Parents and guardians can restrict certain features of the Wii U console through Parental Controls on the Wii U Menu.
The following features can be restricted:

Name	Description
Online features	This software's online features (online matches) ➡ 7 can be restricted.

In Mario Tennis™: Ultra Smash, you'll take part in thrilling matches using simple, intuitive controls, as well as experience a different kind of tennis, played out on wacky surfaces with size-boosting mushrooms! You'll also be able to take on players from all over the world in online matches.

Press Ⓐ on the title screen to display the main menu. You'll be able to choose from the following modes.

Play Modes

Mega Battle

Mega Mushrooms ➡ 13 will be a feature of this play mode.

Mega Ball Rally

Hit a giant ball back and forth. The longer the rally, the smaller the ball becomes. You'll earn coins based on your score.

Knockout Challenge

Progress through a series of opponents of increasing strength.
In this mode, progress will be saved each time you defeat an opponent, so you'll restart from the next opponent when you play again.
If you lose, you'll have the chance to use your coins to continue. If you don't, your wins will be reset to zero and you'll have to start again from the beginning.

About amiibo

In Knockout Challenge, you can get help from your amiibo by touching it to the NFC touchpoint at the character select screen. Touch your amiibo to the NFC touchpoint again after the match to gain experience and continue developing.

◆ When you touch an amiibo to the NFC touchpoint, that character will be entered in the game. Players will then be unable to select the same character.

Classic Tennis

Choose settings for your match, such as character, court, and rules, then play. If you select "Standard", you'll be able to use Chance Shots and Jump Shots. If you select "Simple" you'll play without these features.

Online

Play over the internet to challenge players from all over the world.

Rewards

Here, you'll be able to take a look at the rewards you've earned through matches so far, or trade coins for them.

Manual ❓

Open the manual for this software.

Setting Up Your Match

After selecting a play mode
from the main menu, choose
your preferred match type,
character and display style.

◆ The available options will differ depending on the
mode selected.

Match Type

Here, you can choose whether to play a singles or
doubles match. You will be able to specify who to
pair up with in doubles matches after you have
chosen your characters and court, by adjusting
the "Positions" of the characters.

Quick Start

You'll be able to select "Quick Start" from the
character or court selection screens. This will
determine the rules automatically and start the
match.

Online Matches

The system will search for an
opponent after you determine
your preferred settings. When
an opponent is found, select
"YES" to start the match.

◆ In doubles matches, two players will use the same
console. You can also play together with amiibo as a
pair.

Play Style

In Relaxed style, a court will be selected at random. You won't be able to use star characters, but your stats will get a boost when you're in a pinch. Your rating won't be affected, so you'll be able to play without worrying about the outcome. In Serious style, one of the three competition courts will be selected: the hard court, clay court or grass court. You will be able to use star characters, but there won't be any stat boosts so you can put your tennis ability to the test. Your rating will be affected.

Ratings

The rating will determine the level of the player. Starting at 2000, this will go up or down with each point.

◆ If you are disconnected during a match, the point-difference at that point in the match will affect your rating.

Blocking Users

If a user is harassing you, you can block them and add them to your blocked-user list. It will be highly unlikely that you encounter them again in matches.

◆ A maximum of 100 users can be blocked. If the maximum number is exceeded, the blocked users will be overwritten on the list in the same order that they were added.
◆ For more information about topics such as blocking or unblocking users, please refer to the Friend List section of the Wii U Electronic Manual.

Saving Data

Results data will be saved automatically at certain points in the game, such as at the end of matches.

◆ Each user will have their own save data.

Deleting Data

Data can be deleted in Data Management in the Wii U ⚙ System Settings menu.

◆ Please be careful, as deleted data cannot be restored.

This manual will focus primarily on the Wii U GamePad control style.

◆ See the GamePad controls for details on the Wii U Pro Controller and the Classic Controller Pro.

Basic Controls

GamePad Controls

Move cursor	◎ / ✚
Select	Ⓐ
Cancel	Ⓑ

Wii Remote Controls (held sideways)

Move cursor	✚
Select	②
Cancel	①

Game Controls

GamePad Controls

Move	◎ / ✚
Swing racket	Ⓐ / Ⓑ / Ⓧ / Ⓨ / ⒭
Aim left or right	◎ (left or right) / ✚ (left or right) when hitting the ball
Cancel charge	⏊ when charging
Pause menu	⊕ (Before service)

Wii Remote Controls (held sideways)

Move	✚
Swing racket	① / ② / Ⓐ
Aim left or right	✚ (left or right) when hitting the ball
Cancel charge	Ⓑ when charging

Pause menu	⊕ (Before service)

Pause menu   ⊕ (Before service)

How to Serve

1. Move left or right with Ⓛ / ✛ to determine the position you'll make your serve from.

2. Press Ⓐ / Ⓑ / Ⓨ to toss the ball.

3. After tossing the ball, press Ⓐ / Ⓑ / Ⓨ again to indicate the type of shot that you want to serve with.

◆ You can also press Ⓧ to perform a simple, one-press serve.

◆ If you hit the ball at its highest point of the toss, you'll perform a faster serve, and "Nice!" will be displayed.

Where to Serve

Serves should hit the service box diagonally opposite the player (the ▮ coloured area). When serving from position ①, aim for ❶.
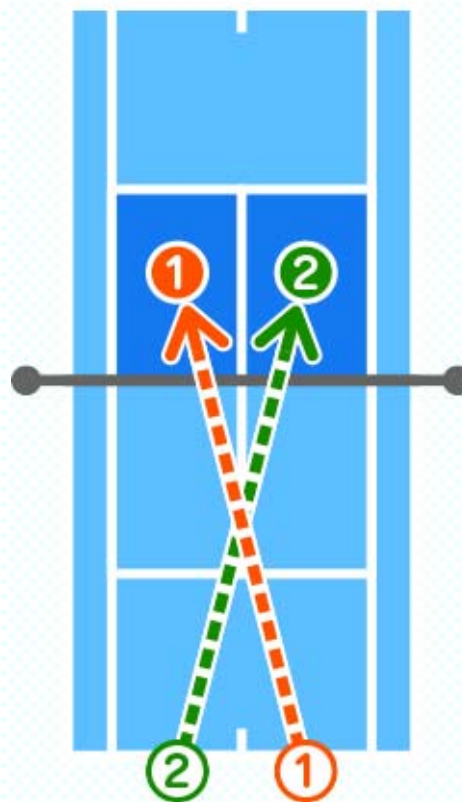
Faults and Lets

If the ball misses the service box, then it'll be a fault. If it misses again, it'll be a double fault, and the opposing player will win the point. If the serve hits the net but still lands in the opponent's service box, it'll be a let, so you can try again.

Returning a Serve

When returning serves, you must allow the ball to bounce once. If you return it before the bounce, it'll be a foul, and your opponent will win the point.

Hitting the Ball Out and Court Area

If your returned ball's first bounce is outside the court, it will be out, and the opponent will win the point. The area of the court used changes depending on whether it's a singles or doubles game. The ■ coloured area will be used only in doubles games, whereas in a singles game, the ball will be out if it bounces here.
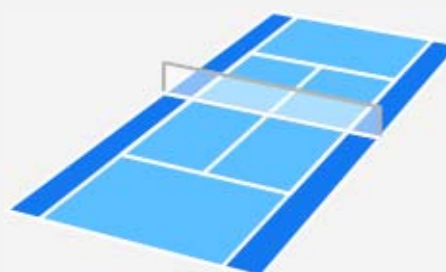
Standard Shot

Topspin Ⓐ

A high ball with forward spin. It's a fast, high-bouncing shot, which traces a red path.

Slice Ⓑ

A low ball with backspin. It's a slow shot with low bounce that traces a blue path.

Flat Ⓨ

The fastest shot, with no spin. It traces a purple path.

Jump Shot

If you execute a topspin, slice or flat with a double-tap, you'll jump and strike the ball. Balls hit from a higher altitude will bounce higher than normal.
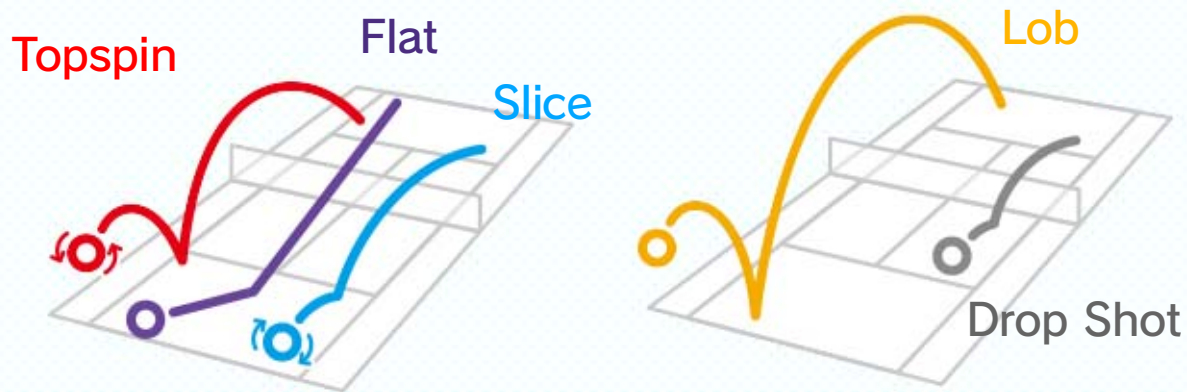

Lob Ⓐ → Ⓑ

A very high shot, aimed at the back of the court. It traces a yellow path.

Drop Shot Ⓑ → Ⓐ

A shot with low bounce, aimed at the front of the court. It traces a white path.

Topspin Flat Slice Lob

Drop Shot

Techniques

Charge

Press a shot button before the ball arrives to charge up power. Movement is slower while charging, but the power of the shot will increase the longer the charge, so you can return a really powerful shot aiming for the corners.

◆ Press ⬜ to cancel a charge.

Leap Shot ⓡ

Lunge for a ball in a more distant place by pressing ⓡ. If a ball looks tricky to return normally, try using a Leap Shot and you might be successful!

◆ Balls returned with the Leap Shot will always give the opponent a Chance Shot.

Chance Shot

Sometimes, a coloured Chance Area will appear on the surface of the court. If you return a shot of the same colour from this area, you'll execute a Chance Shot with one of the following effects:

Red: Topspin (Ⓐ)	Pushes the opponent back.
Blue: Slice (Ⓑ)	Curves the shot deeply.
Purple: Flat (Ⓨ)	Gives a high-speed smash.

Yellow: Lob (Ⓐ → Ⓑ)	Makes the lob even higher.
White: Drop Shot (Ⓑ → Ⓐ)	Returns a non-bouncing shot.

Ultra Smash

At certain points, for example, when your opponent uses a Leap Shot and the ball is high and slow, an extra-shiny Chance Area will appear. Return the shot from the area with Ⓨ → Ⓨ to perform a super-powerful Ultra Smash shot.

Simple Shot Ⓧ

This shot will automatically return the appropriate shot. If you're in a Chance Area, then you'll automatically return the corresponding shot, however, it will take longer to charge.

◆ Simple Shots cannot be used on a Wii Remote.

Using Mega Mushrooms

In Mega Battle, Toads will throw Mega Mushrooms on to the play area. If you touch one, your character's size will be boosted for a limited time.

Effects of the Size Boost

While you're in a size-boosted state, you'll get the following effects:

- ・Shot power will increase, so returning opponents will be pushed back.
- ・Balls will bounce higher.
- ・The zone that the racket can reach will increase, making it easier to return shots.

Tennis scores are made up of games, sets, and points.

Games and Sets

Win four points to win one game, and six games to win one set. In a one-set match, the first player to achieve the set wins. In a three-set match, the first player to win two sets is the winner.

◆ In order to win a set, you need to have won two games more than your opponent.
◆ You can determine the number of sets or games in a match before the match starts. ← 8

Points

Points in tennis have a special naming system:

Zero points: 0 ("Love")
One point: 15
Two points: 30
Three points: 40

Even Scores

Deuce and Advantage

When each player has three points (40 - 40), the first player to take a two-point lead will win the game. This score has a special name ("Deuce") and when a player takes a one-point lead, it's called "Advantage" ("Adv.").

Tiebreak

When the number of games won is tied, then victory is determined with a tiebreak. The first player to seven points will win the set.

◆ If scores are at 6 – 6, then it's necessary to take two points consecutively to win, the same as deuce.

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The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.
A system update may be required to play.
For use with the European/Australian version of the Wii U console only.

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Support Information

For product information, please visit the Nintendo website at:

www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Wii U console or visit:

support.nintendo.com