



Touch Screen or

A B X Y

Shot

Choose shot



When the shot panels first appear, you'll have the three-panel version shown above. Press **R** before serving to switch between the three-panel, mirrored three-panel and six-panel versions in that order.

Move character

Move



Simple Shot

X

Automatically takes the appropriate shot.

Note: Simple Shot will automatically select the best shot when taking Chance Shots, but the shot will be slightly less powerful than normal.

Topspin

A

High ball with overspin. Fast and has a high bounce.

Flat

Y

Fastest shot, without any spin.

Slice

B

Low shot with backspin. Slower and has a short bounce.

Lob

A → B

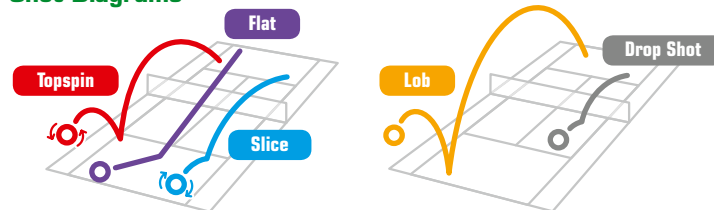
Very high shot aiming for the end of the court.

Drop Shot

B → A

Shot aiming for the inside of the court which has little bounce.

Shot Diagrams



Note: Press **R** to jump for a ball that's out of reach and return it.



Playing a Match

Serving



Note: You only need to touch a panel once to perform serves when using Simple Shot.

Returning the Ball



Chance Shots

Stand on a coloured Chance Area and use a shot of the same colour to increase the effectiveness of your shot.

Press **Y** in a purple Chance Area to perform a powerful smash!



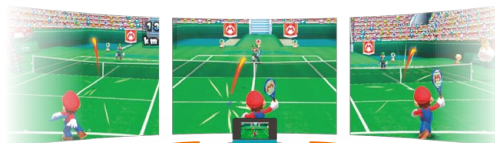
After you've taken position, your character will take the shot automatically when the ball approaches.



Playing in Direct Mode

Hold the Nintendo 3DS™ system up vertically to switch to an on-court view that takes you right to the heart of the action. Your character will automatically move towards the ball, making this mode ideal for beginners. You can still move using **C**.

Note: 3D visuals are not available in Direct Mode.



Move the Nintendo 3DS system left and right to look around the court.



You'll aim shots in the direction you're facing.

Electronic Manual

Select the icon for this software on the HOME Menu and touch **MANUAL** to view the electronic manual. Please read this manual thoroughly to ensure maximum enjoyment of your new software.





Local Multiplayer

Play with other players who are immediately nearby using local wireless.

You Will Need:

Nintendo 3DS system One for each player
MARIO TENNIS™ OPEN Game Card At least one

Note: Players with a MARIO TENNIS OPEN Game Card can play using Local Play, and those without can play using Download Play.



Creating Local Rooms

Player with a Game Card

- 1 Select LOCAL MULTIPLAYER, then CREATE LOCAL ROOM.
- 2 Once the names of the players have appeared on the screen, select READY and follow the instructions on screen.



Communication Modes

You can play MARIO TENNIS OPEN using three communication modes. Expand your game through playing with other people.



Online Multiplayer

Connect to the internet to compete against other people in your region.

Exhibition

Play with friends in groups of up to four people. Follow the instructions on screen to create a room to gather friends, then take part in games with each other.

Use the friend list on the HOME Menu to register and manage friends.
Note: For information about the friend list, refer to the Operations Manual.

Open Match

Test your skill against players across your region in singles matches and see how you rate on the player rating leaderboard. Follow the instructions on screen.



Each player's rating will start with a value of 2000. This value will increase as you score points during matches, and decrease when your opponent scores points.

Note: You can restrict online interaction and/or StreetPass functionality via Parental Controls. For more information, refer to the Nintendo 3DS Operations Manual.

Joining Rooms

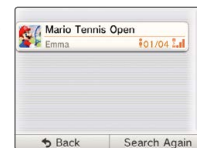
Players with a Game Card

- 1 Select LOCAL MULTIPLAYER, then the room you'd like to join.



Players without a Game Card

- 1 From the HOME Menu, launch Download Play.
- 2 Select the Nintendo 3DS logo, then MARIO TENNIS OPEN.
Note: MARIO TENNIS OPEN will appear in the list whenever a player with a Game Card creates a room.
- 3 Wait for the game to start.
Note: When playing with a player who does not have a Game Card, the selection of characters and courts will be limited.



StreetPass

With StreetPass™ activated, Mii™ information will be exchanged automatically, allowing you to play two different game modes.

StreetPass Match

Play a singles match against a Mii met through StreetPass.

Ring Shot

Play Ring Shot with a Mii met through StreetPass.

You will earn coins when you play using StreetPass. Use coins to buy new clothes and rackets for your Mii in the Item Shop.



Choose an outfit and find your own style!

Activating StreetPass

You'll be asked whether you'd like to use StreetPass when starting the game for the first time. Follow the instructions on screen. If StreetPass communication has taken place, a green circle will appear on the file selection screen.

Note: To change this setting later, select STREETPASS, then STREETPASS SETTING. You will be asked if you want to use StreetPass. Choose YES or NO.



IMPORTANT: Please read the separate Important Information Leaflet.