

Mario Tennis: Ultra Smash

1 Important Information

Getting Started

2 Controllers and Accessories

3 amiibo

4 Internet Enhancements

5 Note to Parents and Guardians

The Basics

6 Introduction

7 Main Menu

8 Starting a Match

9 Saving and Erasing Data

How to Play

10 Controls

11 How to Serve

12 Shot Types

13 Mega Mushrooms

A Course in Tennis

14 Rules to Remember

About This Product

15 Legal Notices

Troubleshooting

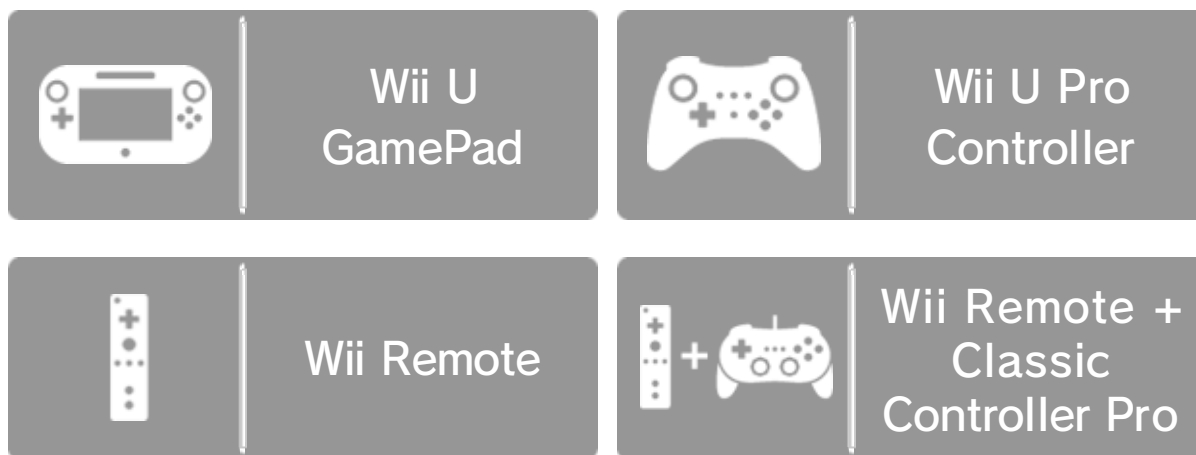
16 Support Information

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

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.



- ◆ Each player must have a controller to play in multiplayer mode. Controllers sold separately.
- ◆ Only one Wii U GamePad™ controller can be used.
- ◆ A Wii Remote™ Plus controller can be used instead of a Wii Remote controller.
- ◆ You can use a Classic Controller™ instead of a Classic Controller Pro™.

Pairing Controllers

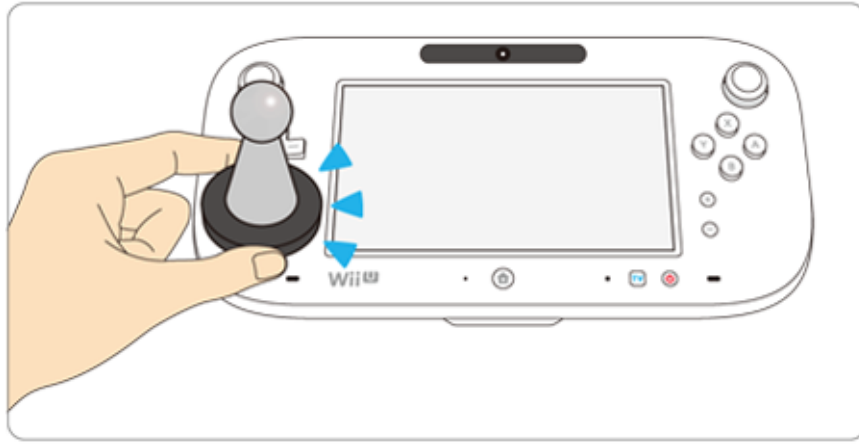
From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.



Information about Audio Output

This software supports linear PCM surround sound. In order to experience surround sound, select  (System Settings) from the Wii U Menu, choose the **TV** item, and then change the audio-output type to **Surround**.

3 amiibo



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

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, visit Nintendo's official amiibo website at www.nintendo.com/amiibo.

- ◆ Only one software's game data can be saved on an amiibo at a time. In order to create new game data on an amiibo that has existing data from another game, you must first delete the existing game data. To delete your game data, go to Wii U Menu → System Settings () and then select amiibo Settings.
- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If you cannot restore corrupted data for the amiibo, go to Wii U Menu → System Settings () → amiibo Settings and reset the data.

Connecting your system to the Internet lets you enjoy the following features:

- Online matches 

- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.

5 Note to Parents and Guardians

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	Restricts online features and exchange of content through games.

- ◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.



The Mario Tennis™: Ultra Smash game will put your tennis skills to the test! You can choose from a wide variety of characters and courts to compete in some pretty unique matches, made all the more unpredictable by Mega Mushrooms. You can also compete with players across the world using the online mode when connected to the Internet!

On the title screen, press **(A)** to display the main menu and choose from the game modes listed below.



Game Modes

Mega Battle

Mega Mushrooms will be thrown onto the court as you play this mode. Grab one to boost your size and take the advantage!

Mega Ball Rally

Put your rally skills to the test as you see how many consecutive hits you can land. The longer the rally goes on, the smaller the ball gets, so you'll need to pull out all your moves! One miss and it's game over, and then you'll earn coins based on your results.

Knockout Challenge

Rack up consecutive victories as you compete in matches against the entire cast of game characters, one after the other. The opponents will get tougher as you progress through the matches.

amiibo

While choosing your character for the Knockout Challenge, touch your amiibo to the NFC touchpoint on the Wii U GamePad to have that character join your team for a 2-on-1 match. After each match ends, you'll have the chance to touch the amiibo to the NFC touchpoint again so it can collect its experience to increase its rank and stats!

- ◆ You cannot select the same character as your amiibo.

Classic Tennis

This mode will allow you to play a match of tennis without Mega Mushrooms. You'll select a character, a court, and the rules, and then it's just you and your opponent!

Online

Connect to the Internet, and challenge players around the world.

Rewards

Here you can see the rewards you'll earn by fulfilling certain conditions. You can also use the coins you've earned to unlock the rewards early!

Manual

This option opens this electronic manual.

Starting a Match

After choosing the mode you want to play, choose the type of match, a character, and the camera mode.



- ◆ The amount of match options you can choose changes depending on the game mode you select.

Types of Matches

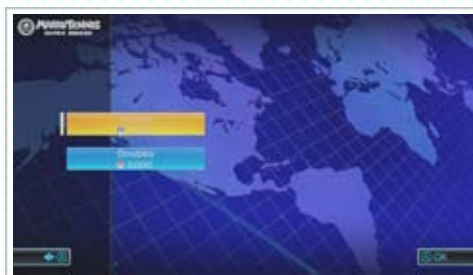
You can play a 1-on-1 Singles match or a 2-on-2 Doubles match. You can change your doubles partner via the Positions option after selecting the court.

Quick Start

In all modes except Knockout Challenge, you can select Quick Start on the character- or court-selection screens. This will randomly select expert-level characters and the court for you so you can jump right into a 2-game, 1-set match!

Setting Up an Online Match

Choose the game mode, type of match, and camera mode. The game will then search for an opponent. Once a worthy adversary is located, select Yes to begin the match.



- ◆ In a doubles match, two players can play on the same console or you can play with a trained amiibo.

Game Types and Ratings

In Play for Fun mode, a court will be randomly selected from the available courts. Star characters cannot be used, but the stats of characters will automatically increase when in a pinch. Your rating is not affected in this mode, so you can play without worrying about your skill level compared to your opponent's.

In Play a Serious Match mode, a court will be randomly selected from the Hard Court, Clay Court, or Grass Court. Star characters can be used and there is no handicap, so you can put your true abilities to the test against your opponent. A match in this mode will affect your rating.

The Rise and Fall of Ratings

Your rating indicates your strength as a tennis player. This number starts at 2,000 and goes up when you score a point and down when your opponent scores a point.

- ◆ If the Internet connection is lost during a match, your rating will be decided according to the difference in points when the connection was lost.

Block List

If you encounter a player that's only causing trouble for you, select Block to add him or her to your block list. Players on your block list will no longer be chosen for you to play with.

- ◆ You can have up to 100 people on your block list per console. If the number of people on your block list exceeds 100, the first person added to the list will be the first removed to make room for the new addition.
- ◆ For details on removing people from your block list, see Friend List in the Wii U Operations Manual.

Saving Data

Data, such as match results, will automatically be saved at certain points, like whenever a match ends.

- ◆ Each user on the console will have his or her own save data.

Deleting Data

From the Wii U Menu, select  System Settings and then Data Management to delete your data.

Deleted data cannot be recovered, so please be careful.

This e-manual focuses on controls for the Wii U GamePad.

- ◆ Please refer to the Wii U GamePad controls for Wii U Pro Controller and Classic Controller Pro controls.

Basic Controls

GamePad Controls

Navigate menus	⌚/⊕
Confirm selection	Ⓐ
Cancel	Ⓑ

Wii Remote Controls (Held Horizontally)

Navigate menus	⊕
Confirm selection	②
Cancel	①

Match Controls

GamePad Controls

Move character	⌚/⊕
Take a shot	Ⓐ/Ⓑ/ⓧ/Ⓨ/Ⓡ
Shoot left or right	⌚↔/⊕ while taking a shot
Cancel charge	Ⓛ while charging
Pause/resume game	⊕ (before serving)

Wii Remote Controls (Held Horizontally)

Move character	⊕
Take a shot	①/②/Ⓐ

Shoot left or right	⬅➡ while taking a shot
Cancel charge	⏏ while charging
Pause/resume game	⏸ (before serving)

11 How to Serve

Serving

1. Use  to position yourself before you serve.
2. Press , , or  to toss the ball.



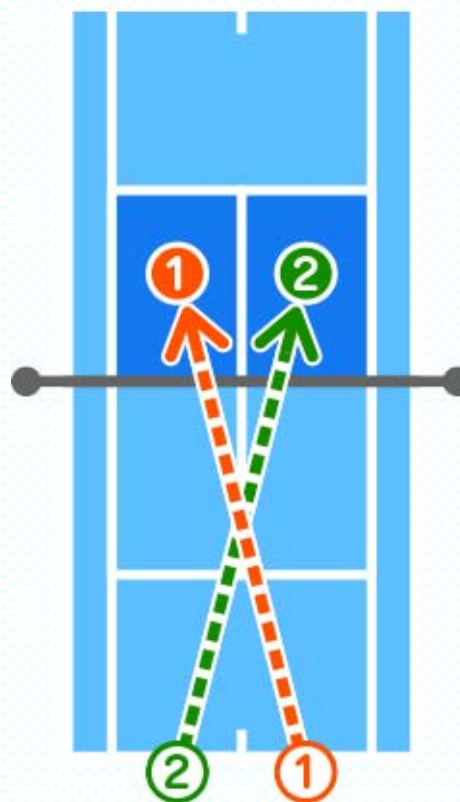
3. Press , , or  again to serve.



- ◆ Press  to perform a serve with just a single button press. You will toss the ball and hit it automatically.
- ◆ If you hit the ball at the highest point of the toss, you will perform a fast serve, rated Nice!

Where to Serve

When serving, you want to aim for the space diagonal from your position (the  space in the diagram shown). This is called the "service court." If you are serving from ①, you want to aim for ①.



Faults and Lets

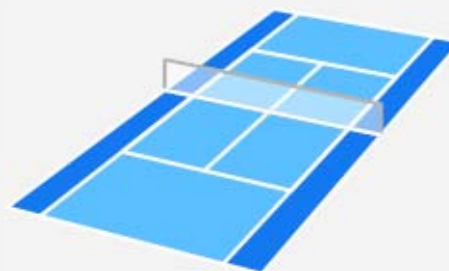
If the ball doesn't enter the service court, it is a fault. If you fault two serves in a row, your opponent will receive a point. However, if the ball hits the net but still enters the service court, this is called a "let" and you will be able to retry that serve.

Returning a Serve

When receiving, let the ball bounce once in the service court before hitting it back to your opponent. If you hit the ball before it hits the service court, your opponent will receive a point.

In and Out of Bounds

If you hit a ball outside of the court bounds, the ball will be out and your opponent will receive a point.



The court size of a Singles match is different than that of a Doubles match. In the diagram shown, the ■ area is in bounds in a Doubles match but out of bounds in a Singles match.

Standard Shots

Topspin: Ⓐ

A high-trajectory shot with topspin. It has a high bounce and a fast speed. The trail on the ball is red.

Slice: Ⓑ

A low-trajectory shot with side spin. It has a low bounce and a slow speed. The trail on the ball is blue.

Flat: Ⓨ

It has no spin but is the fastest shot. The trail on the ball is purple.

Jump Shot

If you push the button for a topspin, slice, or flat shot twice, you will jump up and take the shot. The ball will be hit downward from up high and will bounce higher than a normal shot.

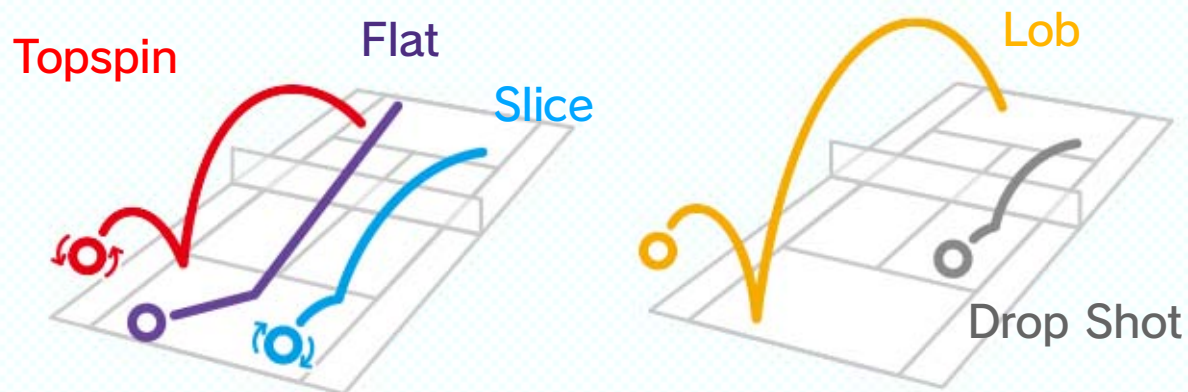


Lob: Ⓐ→Ⓑ

A shot with an extremely high trajectory that aims for the back of the court. The trail on the ball is yellow.

Drop Shot: (B)→(A)

A shot with minimal bounce that aims for the front of the court. The trail on the ball is white.



Special Shots

Charge

If you press and hold a shot button while the ball is coming toward you, you can charge up the power of your next shot. Your movement will be limited while charging, but the longer you charge a shot, the easier it is to aim for the corners of the court.



◆ You can cancel a charge by pressing (L).

Leap: (R)

When the ball is out of reach, press (R) to leap for it. Depending on how far from the ball you are, you will either return the ball like normal or you may make a dramatic leap to return it!

◆ Be careful! Leaping to hit the ball will give your opponent an opportunity for a chance shot.

Chance Shot

During a match, colored chance areas may appear on the court. If you enter the colored area and use the corresponding shot, the chance-shot effects listed below will be triggered.



Red: Topspin (A)	Knocks your opponent back when he or she returns your shot.
Blue: Slice (B)	Creates a stronger curve effect.
Purple: Flat (Y)	Becomes a high-speed smash.
Yellow: Lob (A→B)	A lob with a higher trajectory.
White: Drop Shot (B→A)	A shot with almost no bounce.

Ultra Smash

Under certain circumstances, such as when your opponent leaps to return the ball, the ball will be high in the air and traveling slow. A large chance-shot area may appear at this time. If you stand in it and press Y→Y, you can perform an Ultra Smash.



Simple Shot (X)

This will choose an appropriate shot for you. If you use it in a chance area, you will successfully hit the chance shot, but it will be weaker than if you had pressed the correct buttons yourself.

- ◆ You cannot perform a Simple Shot when using a Wii Remote.

13 Mega Mushrooms

How to Use

In Mega Battle mode, Mega Mushrooms will be thrown in from the side of the court. If you grab one, your size will be boosted for a limited amount of time.



Mega Mushroom Effects

When your size is boosted, the following effects will be triggered:



- Your shot power will increase, and your opponent will be pushed back when returning the ball.
- The ball will have more bounce.
- The reach of your racket will increase, making it easier to return your opponent's shots.

14 Rules to Remember

In tennis, there are games, sets, and points.

Games, Sets, and Matches

A game is won by scoring four points, while a set is won by winning six games. A "1-set match" is over when a player wins one set, and a "3-set match" is over when a player wins two sets.



- ◆ You must have won two games more than your opponent to win a set.
- ◆ You can choose the number of sets and games before you start the match  .

Points

These are the names for points in tennis:

- 0 points: Love
- 1 point: 15 (fifteen)
- 2 points: 30 (thirty)
- 3 points: 40 (forty)

When the Score Is Tied

Deuces and Advantages

When each player has three points (40-40), the first player to have two more points than his or her opponent will win the game.

When the score is even (deuce) and a player scores one point to take the lead, it is called an "advantage" for that player.

Tiebreaker

When the score of a set is even and the winner of the set cannot be decided, the players will enter into a tiebreaker. The first player to seven points will win.

- ◆ When the tiebreak score is 6-6, you can only win by scoring two points more than your opponent.

IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

Unauthorized copying or distribution is prohibited. This product contains technical protection measures. Your Wii U system and this software are not designed for use with any unauthorized device or any non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the End User License Agreement. Further, use of an unauthorized device or software, will render this game or your Wii U system permanently unplayable and result in removal of unauthorized content. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or non-licensed accessory. A system update may be required to play this game.

Autodesk®
GAMEWARE 

This software product includes Autodesk® Beast™ software, © 2012 Autodesk, Inc. All rights reserved.

Autodesk and Beast are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries.

©2015 Nintendo/CAMELOT

Trademarks are property of their respective owners. Wii U is a trademark of Nintendo.

16 Support Information

Nintendo Customer Service
[SUPPORT.NINTENDO.COM](https://support.nintendo.com)

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078