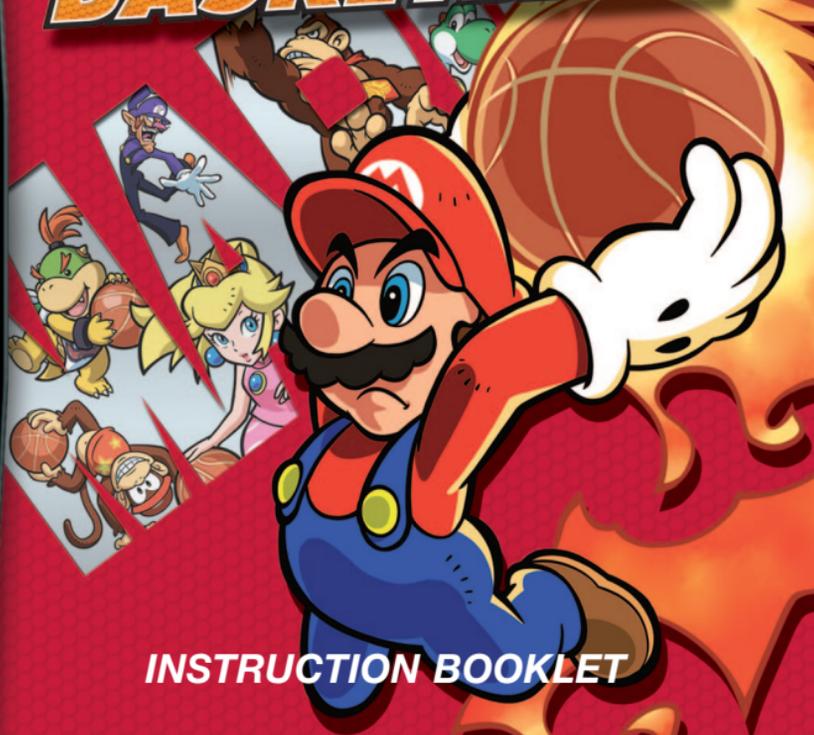


NINTENDO DS™

NTR-AB3P-UKV

MARIO SLAM BASKETBALL



INSTRUCTION BOOKLET

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™ SLAM BASKETBALL Game Card for the Nintendo DS™ systems.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS system, Game Card, Game Pak or accessory. The Booklet contains important health and safety information. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this Booklet for future reference.

This Game Card will work only with the Nintendo DS systems.

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



WIRELESS DS SINGLE-CARD DOWNLOAD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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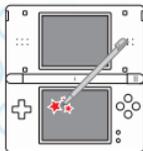
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Unique Controls

MARIO™ SLAM BASKETBALL uses the following controls.

Tapping

Quickly and repeatedly tap the Touch Screen with the stylus.



Stroking

Stroke the stylus in any direction then lift it off the Touch Screen.



In this manual, the “tapping” and “stroking” controls are illustrated as in the above diagrams.

In this manual, a screenshot with a **red** frame indicates the top screen, while one with a **blue** frame shows the Touch Screen.

Getting Started

Make sure that the Nintendo DS™ is turned off. Insert your MARIO SLAM BASKETBALL Game Card into the top slot of your Nintendo DS system until you hear a click.

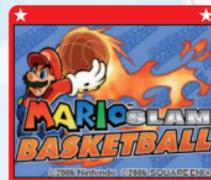
When you turn the power on, the **Health and Safety Screen** appears. Read what it says and tap the Touch Screen once you understand it.

Touch the MARIO SLAM BASKETBALL Panel on the **Nintendo DS Menu Screen**. The game will start.

If your system has been set to AUTO MODE, you can skip this step. See the instruction booklet for your Nintendo DS system for more information.

The **Title Screen** appears. Select a menu item from the **Main Menu** displayed on the Touch Screen.

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 for your Nintendo DS system.



Main Menu

The **Main Menu** displays six menu items. Touch one to continue.

Player Rank

Options



CHALLENGES (p. 15–16)

Practice controls used during games.

EXHIBITION (p. 19–20)

Play a game against the CPU.

Options (p. 25–26)

Change your settings or profile.

TOURNEY (p. 17–18)

Enter a tourney and go for the championship!

MATCHUP (p. 21–24)

Play against other players wirelessly.

Player Rank (p. 27–28)

View how everyone stacks up.

About Saving

Game progress automatically saves after a match, and game settings automatically save when a match begins. You can erase all of your saved data if you hold down the A + B + X + Y + L + R Buttons at the same time when turning on the game.

You can not restore data once it is erased, so please be careful.

Controls



Most of the controls in MARIO SLAM BASKETBALL are on the Touch Screen, although you will also use the **+** Control Pad and the L Button. In this manual, a green heading means controls on offence and a yellow heading indicates controls on defence.

Top screen

L Button (p. 11)

Switch teammates

+ Control Pad

Move players

Touch Screen



Y Button

X Button

R Button

A Button

B Button

START

Open **Pause Menu** (p. 14)

SELECT

Turn marker on/off (p. 13)

Pressing the L Button, R Button, START, and SELECT at the same time resets the game and returns to the **Title Screen**.

Close the Nintendo DS to activate **Sleep Mode**. This will reduce battery consumption. **Sleep Mode** will be deactivated when you open the Nintendo DS. You may not activate **Sleep Mode** while playing in **Wireless Mode**.

This section explains controls for right-handed players – you can select right-handed controls by going to **OPTIONS** then **HAND SELECTION** and picking **RIGHT** (p. 25). There are many other moves besides those described here. Go to **CHALLENGES** and select **PRACTICE** to work on your game skills (p. 15).

Moving

Press the **+** Control Pad in the direction you want the character to go.

If they do not move even if you press **+** Control Pad, check **HAND SELECTION** under **OPTIONS**. Your player will not move with **+** Control Pad if **LEFT** is selected.



Dribble

Tap

Tap the Touch Screen while your player is holding the ball to dribble.

If you stop dribbling and your player holds the ball, you cannot dribble again. You must shoot the ball or pass it to a teammate.



Get coins with ? Panels (p. 14)!



Tap in the direction you want to move to pick up speed!



Pass

Stroke left or right

If you stroke either to the left or right when you have the ball, you will pass it to a teammate in that direction.



Shoot

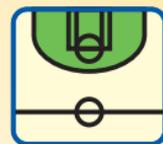
Stroke from bottom to top

If you stroke up when you have the ball, you will shoot it. You score if the ball goes in the basket.



About Scoring

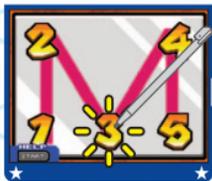
How many points you get when you score depends on from where you shoot the ball. You score 20 points if you make the basket from the green-shaded zone in the diagram. You get 30 points if you make the basket from anywhere outside it. Special shots are worth 40 points regardless of where you shoot them from. Coins that you had before making the basket are worth one point each – they are added to the score (p. 14). If you set the ? Panels to **OFF**, the number of points you score will change (p. 20).



Special Shots

Enter command twice

Each character has his or her own command. When you enter the same command twice (and if it is successful), you will shoot a special shot. Select CHALLENGES then SPECIAL SHOT (p. 15) and check the commands and their effects.



Mario's Example



When you enter the command twice...

Steal

Stroke from top to bottom

Stroke from top to bottom when you do not have the ball and you will try to steal the opponent's ball.



Jump

Stroke from bottom to top

Stroke from bottom to top when you do not have the ball and you will jump to try to block the opponent's shot attempt.



Using Items

Stroke towards opponent

An item will appear when you touch a ? Panel. Once you get an item, stroke to throw it. Some items become effective the instant you grab them.



Switching Characters

Stroke while holding down the L Button/L Button

If you briefly press the L Button when you do not have the ball, you will switch to a teammate near the ball. If you stroke while holding down the L Button, you will switch to a teammate in the direction that you stroked.



Briefly press the L Button



While holding down the L Button



Help Buttons

While MARIO SLAM BASKETBALL is mainly controlled on the Touch Screen during matches, if you turn on HELP BUTTON in the OPTIONS (p. 25) or **Pause Menu** (p. 14), you can also control the game with buttons.



Controls when playing offence (when you have the ball)

X Button	Shoot
Y Button	Pass left
A Button	Pass right
B Button	Dribble
While running the X Button	Dunk shot
Hold down the B and X Button	Charge shot

Controls when playing defence (when you do not have the ball)

X Button	Jump
Y Button	Sidestep left
A Button	Sidestep right
B Button	Steal/Throw
Hold down the B Button	Block
X Button → X Button	Jump Steal

The above shows controls for right-handed players (select RIGHT from HAND SELECTION under OPTIONS). If you set the game to left-handed controls, the A, B, X, and Y Button controls change to the **+** Control Pad **▶▶▲▲** and the L Button control switches to the R Button (p. 25).



Screens and Rules

In MARIO SLAM BASKETBALL, you collect coins from the ? Panels, make shots, and vie for a better score than your opponents. Go for your opponent's basket while you pass the ball among your teammates.

Game Screens

Players appear as red icons on the Touch Screen, while P2 or CPU players appear as blue icons. indicates where the ball is and show where ? Panels are.

Your team's coin count

Opponent's coin count

Marker

P1 is red and P2 or the CPU player is blue. You can switch it on or off with SELECT.

Icon

This indicates off-screen characters and where the ball is.

Time

Your team's score

Opponent's score

Current period

Call-outs icon (p. 23)



Basic Rules

Split into two teams of 3 players and compete for points by making baskets in your opponent's hoop. Matches are split into two periods (initially). The team that has a higher total score at the end of the second period wins.

More Coins Mean Higher Scores!

Dribble the ball over the ? Panels to get coins. Coins are added to the score when you make a shot, after which they reset to zero. For example, if you collect 30 coins and make a 20-point shot, you get 50 points. Sometimes you get coins by simply bouncing the ball on a ? Panel, and sometimes you pick up coins that you or your opponents dropped.

Pause Menu

Press START during a match to display the **Pause Menu**. Different menus appear depending on which mode you are in.

CONTINUE Return to the **Match Screen**

CALL-OUTS Turn call-outs ON/OFF (p. 23)

QUIT Quit the match

HELP BUTTON Turn Help Buttons ON/OFF



Challenges

In this mode, you can practice game controls. Select a menu item on the Touch Screen then touch OK. You might want to practice a bit when you first play the game. You can also practice advanced skills.

Practice

Learn the MARIO SLAM BASKETBALL rules and practice the controls you use during games. Select a menu item with the Touch Screen and follow the on-screen instructions to practice it. Press START while HELP START appears on the Touch Screen to read the instructions.

Clear practice goals to unlock new menu items!



Scroll Bar

Touch   to scroll up and down. Slide  to scroll freely.

Back

Special Shots

Check special shot commands and their effects. Slide the character to the basket and tap OK? to go to the **Practice Screen**.

Basket



Dribble Race

Dribble Race Time Trial unlocks when you clear Practice. Collect 100 coins and try to cross the finish line in the shortest time. Select your player and stage then tap OK.

★ Race Screen

Dribble on the ? Panels and collect coins then dash for the goal. Avoid bumping into obstacles or you will drop the coins.

Controls while playing (for right-handed players)

+ Control Pad	Move
Tap (on Touch Screen)	Dribble
R Button	Zoom screen in/out

Coins collected



Goal

Current time

? Panel positions

The ? Panels can appear anywhere. Some even move!



Player positions

Start



Tourney

Select your favourite players for your team and enter a tourney. Select a tourney and characters to start the game. You clear the tourney when you finish it in first place.

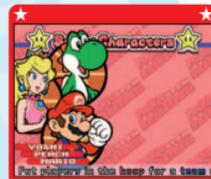
Select Tourney

Select an icon like  and tap OK to confirm. When you have suspended Tourney data, the game will ask you CONTINUE FROM WHERE YOU LEFT OFF? If you select NO, the game will ask you DELETE TOURNAMENT DATA? If you select YES, the previous data will be erased forever.



Select Characters

Slide characters to the basket and put them in the hoop. Select three characters and tap OK to confirm. You can still switch characters if you put a fourth player through the hoop after deciding player positions.



★ Random Play

Press SELECT to automatically select players for the remaining unassigned positions. If you already selected three players, they will all be switched.

Character Types

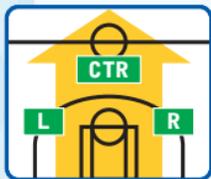
Tap a character to reveal their profile.

ALL-AROUND	Well-balanced
SPEEDY	Quick on the court
TECHNICAL	Good at shooting
POWERFUL	Great at stealing
TRICKY	Full of trick moves



Positions

In the order you select your team members, they will play the centre (CTR), left (L), and right (R) positions. You will start the game with the player who is playing centre.

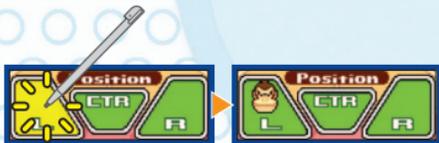


Switching and Assigning Positions

When switching positions, slide a player to the new position.



Tap a position and then select a player to assign the player to that position.



Exhibition

Select your team members, a court to play on and the game rules, then play against the CPU. You can also set how long you want to play the match and how many periods to play. Customise the game to your liking!

Select Characters

Select the team members of both teams and tap OK?. Put the characters through the P1 hoop to form your team and put the characters through the CPU hoop to form the CPU player team. Press SELECT to automatically decide the remaining players. If you already have three players selected, they will all be replaced.



Select a Court

Select a court to play on. Tap 🏀, 🏊, or 🍑 to switch court types. Tap a court name to select it and tap OK to continue. When you advance through the tournaments, you will unlock more courts to play on.

Set rules (p. 20)

Change rule settings.



Set Rules

Tap each item to set and select  to return to the previous screen. Your rule settings will be saved once the match begins.

Current rules

Shows what you set on the Touch Screen.

SET TIME

Set the length of each period.

SET PERIODS

Set how many periods to play.

SET CPU LV.

Set how well the CPU plays from Amateur (1) to Brutal (5).



Currently selected court

? PANELS

Set to turn ? Panels ON or OFF. When you set it to OFF, you will score as shown below:



2 points

3 points

Special shots are worth 4 points.

That's the game!

When the match ends, options appear on the Touch Screen. To start another game with the same settings, tap ONCE MORE. Tap QUIT to quit the match.



Matchup

Select either DS WIRELESS PLAY or DS DOWNLOAD PLAY and begin a wireless game. Read pages 36–38 before you begin.

DS Wireless Play

Select a Game

Choose your opponent for EXHIBITION, DRIBBLE RACE or COIN HUNTER (p. 23–24).

You will not find anyone to play against unless they choose the same game as you do.

Host a Game

Select HOST GAME and tap START when you have someone to play against.

Join a Game

Select JOIN A GAME and tap OK when you find someone wanting to host a game.

Select Character

Select your team members. Both host and guest players touch OK? to continue.

Select a Court / Stage

Choose a court or stage. Only P1 can choose one.

Matchup Screen

Play in a match you selected on the **Select a Game Screen**.

End of Game

When the match is over, select one from the following options: ONCE MORE, SELECT CHARACTERS or QUIT. Either you or your opponent can choose the options in EXHIBITION, while only P1 gets to choose one when playing DRIBBLE RACE and COIN HUNTER.

DS Download Play

You can play DRIBBLE RACE and COIN HUNTER in this mode. Read pages 36 – 38 to get the game ready. The steps are the same as DS WIRELESS PLAY from the **Select Characters Screen** on.

P1–P4

The host becomes P1 and the guests become P2, P3, and P4 in the order they download the game.



- Guests start the game with the Help Buttons turned on (p. 25).
- Guests press the L or R Button to select which hand selection they want.

EXHIBITION (DS Wireless Play only)

For 2 players

Play a match with a 3-player team. While the controls are the same as the **Single-Player Mode** during a match, only the player who presses START may pause the game.



Letting Challengers Cut In

When players, whose call-outs are turned on in the **Pause** or **Options Menu**, (p. 25) are nearby each other, challengers cut in – and you cannot refuse them. Follow the same steps for DS WIRELESS PLAY to start a match. Challengers can cut in when both players are playing a single-player match in EXHIBITION or TOURNEY.

DRIBBLE RACE

For 2 to 4 players

Collect 100 coins and be the first to cross the finish line to win. Read page 16 for the controls during the race. The Touch Screen displays the position of each player, ? Panels, and the number of coins during the race. Only P1 is able to display the **Pause Menu** with START.



COIN HUNTER

For 2 to 4 players

Each player begins the game with 50 coins. Throw items at your opponents and reduce their coins. You win when everyone else has no coins left. When the time runs out, the player with the most coins left wins. While you lose if your coin count goes down to zero, you can stay in the game to annoy other players in a three- or four-player game. Only P1 can display the **Pause Menu** with START.

Coin Hunter controls (for right-handed players)

- + Control Pad** Move
- Stroke up*** Jump
- Stroke in any direction** Use items
- L Button** Face camera forward
- R Button** Zoom camera in/out

* When you have no items

Current coin count

Time remaining

Item your character has

Direction character is facing



Coin Hunter Screen



Options

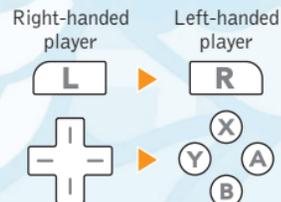
Touch  on the **Main Menu** to display the **Options Screen**. You can edit your profile and choose which hand to play the game with. After changing your settings, return to the **Main Menu** to save what you changed.

Options Screen

Tap the green items to set up your profile. The current settings appear brightly. Tap  to quit.

HAND SELECTION

Select which hand to play with.



Current profile

The player profile edited on page 26 appears here.

PROFILE (p. 26)

Edit your name and comments.

HELP BUTTON (p. 12)

Turn Help Buttons ON or OFF.

CALL-OUTS (p. 23)

Turn call-outs ON or OFF. It goes back to the OFF position when you turn the power off or reset the game.

★ Edit Profile

Tap EDIT under PROFILE to display the **Edit Profile Screen**. Tap the green items to edit details on the subsequent screens. Your profile will appear on the **Player Rank Screen**.

RANK and POINTS

You earn points if you have good results in TOURNEY and EXHIBITION. Your rank goes up when you accumulate a certain number of points. Sometimes points go down when you lose a game.



YOUR WIN RATE

BALL

Select a ball type to play in matches.

NAME

Enter your name.



Player icon

Select one from the character list.

COMMENTS

Type in your personal comments here.

CAREER STATS

Your win/loss records appear here.

- The WIN RATE and career WINS/LOSSES are matchup results in EXHIBITION.
- After editing, return to the **Main Menu** and turn the power off to save what you edited.
- Comments and names are sent wirelessly. Do not enter anything personal or important information.



Player Rank

Exhibition results in wireless matches display by rank. The ranking is automatically updated at the end of each match. The screens display a variety of player information.

Player Rank Screen

The blue boards are those players you have not played against. The green ones show the players you have already played against. The red one is you.

Name board

Player names, his/her matchup records, and player icons.



Set faves

The settings that you made on the **Player Data Screen**.

FRIENDS

The ranks of players you have played against in order of match results.

Call-outs setting (p. 28)

The settings that you made on the **Player Data Screen**.

ALL

The ranks of everyone in order of match results.

FAVES

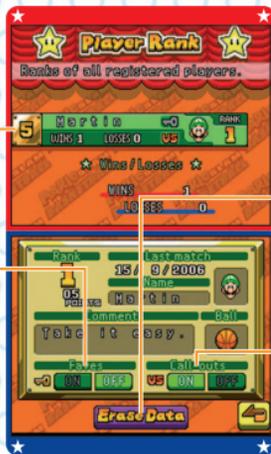
The ranks of the players whose Favourites setting is set to ON.

View Player Data

Tap the name board to view individual player information and adjust the settings.

Player info

The player's ranking and WINS/LOSSES appear here. Your career stats appear when you want to view your own data.



FAVES

Turn it on to keep players from disappearing from your ranking even if your **Player Rank Screen** fills up to maximum.

ERASE DATA

Erase player data from the ranking.

CALL-OUTS

Turn it off to disallow players cutting in.

Player Data Screen

- Up to 99 player rankings can be saved. Be sure to set important players as FAVES. If you already have 99 players, additional player data will erase lowest-ranked player records.
- When you play against an opponent in an EXHIBITION match, your and your opponent's ranking data will be wirelessly swapped and the game will reflect them in the player ranking.
- Never enter important data such as personal information in the profile.



Characters

Let's meet the players! Maybe you will unlock other players if you keep winning tourney games...

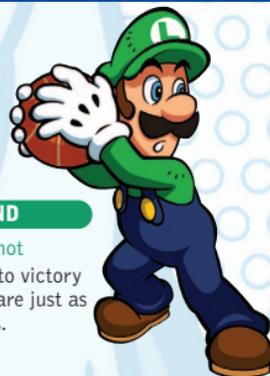


Mario

ALL-AROUND

Fire Shot

A versatile player. Mario's steady performance lets him handle anything.



Luigi

ALL-AROUND

Green Fire Shot

Luigi leads the team to victory with solid plays that are just as sharp as his brother's.



Peach

TECHNICAL

Heart Shot

Peach goes right after that hoop! She never misses a shot that she goes after.

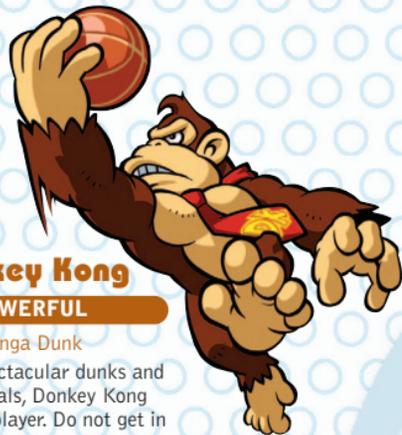


Daisy

TECHNICAL

Flower Shot

Daisy is a bit of a tomboy, and her shooting is first class. She is always full of energy.



Donkey Kong

POWERFUL

Konga Dunk

With his spectacular dunks and powerful steals, Donkey Kong is a mighty player. Do not get in his way!

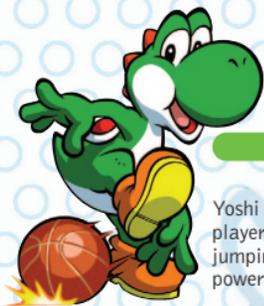


Diddy Kong

SPEEDY

Jet Shot

With speedy plays and a tiny stature, opposing teams are at the mercy of Diddy Kong!



Yoshi

ALL-AROUND

Flutter Dunk

Yoshi is a steady all-around player. He has got robust jumping skills, so he is pretty powerful.

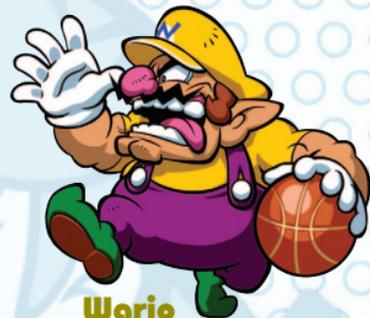


Waluigi

TECHNICAL

Twist Dunk

Taking advantage of his lengthy limbs, long shots are a piece of cake for Waluigi.



Wario

POWERFUL

Move-it Dunk

Wario drives out opponents with his power plays!



Bowser Jr.

SPEEDY

Graffiti Dunk

He zigs and he zags! He is powerful like his dad! Better not underestimate Bowser Jr.!

Items



Let's check out the items that you use during matches. There are items that commonly appear on any court and there are some that only show up on certain courts. Change your game strategy depending on which court you play on.

About the Items

When you throw an offensive item at other characters, they fall and drop the ball, coins, or the item that they have. The items in red in the table indicate those items that appear when you have the ball. The ones in blue show the items that appear when the opponent has the ball and the ones in green are the items that both you and your opponent can use.

Items for All Courts

	Single Coin Score goes up by a point when a shot is made.
	10 Coins Score goes up by 10 points when a shot is made.
	Mushroom Boosts your speed for a while.
	Poison Mushroom Slows you down for a while.
	Star Makes you invincible for a while and boosts speed.



Lightning

Causes everyone else to fall.



Fake ? Panel

Flies in the direction you stroke to trip anyone who steps on it.



Banana

Flies in the direction you stroke to trip anyone who steps on it.



Bomb

Flies in the direction you stroke and trips everyone around it when it blows up.



Green Shell

Flies straight in the direction you stroke, tripping anyone who touches it.



Red Shell

Automatically goes after the ball when you stroke to throw it.



Spiny Shell

A more powerful version of the Red Shell. It even chases the ball in the air.

Items for Specific Courts



Slot Coin (Jr. Street only)

If you make a shot after getting a slot coin, the slot will start spinning. You get bonus points or lose points depending on how the pictures line up.



Mimic (Bloocheep Sea only)

Stroke to activate it. It goes after the ball or might even cough up coins.



Freezy (Sherbet Land only)

Throw in the direction of an opposing player and freeze him or her for a while.

Courts

This section introduces you to some of the courts. There are other courts besides these and each is packed with fun features. Try them all and play on your favourite!



Koopa Beach (Mushroom Tourney)

You move slower near the water's edge. More over, the longer you play, the more pirate ships will show up to pound the court with their cannons.



Peach Field (Mushroom Tourney)

Cheep Cheeps come flying from both sides of the court. Hit one and it will turn into a coin.



DK Cruiser (Flower Tourney)

Barrels come rolling into your way when you pass by the waterfall. And watch it – sometimes bananas get thrown in from the jungle.



Luigi Mansion (Flower Tourney)

Do not let the ball hit the ghosts or they will catch it. Get Lightning to make the ghosts disappear for a while.



Jr. Street (Star Tourney)

Taking the purple slot coins makes the slots spin when you make a shot. Your score goes up and down depending on how the pictures line up.



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