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PRINTED IN USA



NINTENDODS™

MARIO vs. DONKEY KONG 2

MARCH OF THE MINIS



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS Single-Card Download Play *Demo Version



Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

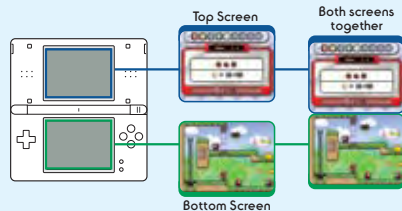
For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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- 28 NINTENDO Wi-Fi CONNECTION

In this instruction booklet, you will see the top screen and bottom screen (Touch Screen) displayed as shown on the right.



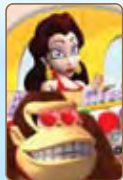
STORY AND CHARACTERS



The 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...



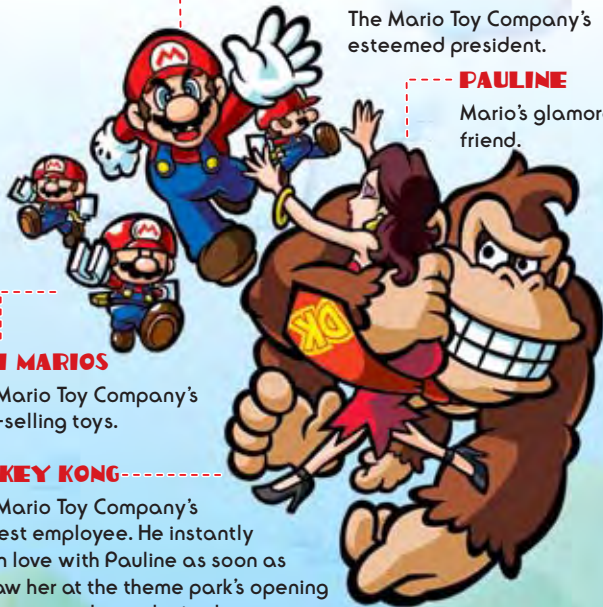
Donkey Kong has kidnapped the gorgeous guest of honor, Pauline, and locked himself on the roof of the building with her!

Can President Mario save Pauline and stop the marauding ape?



MONKEY ROBOTS

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



MARIO

The Mario Toy Company's esteemed president.

PAULINE

Mario's glamorous friend.

MINI MARIOS

The Mario Toy Company's best-selling toys.

DONKEY KONG

The 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

STARTING THE GAME

- 1 Make sure your Nintendo DS is shut off before you insert the Mario vs. DK 2 Game Card. Insert the card completely.
- 2 Turn on the power and read the displayed information on the screen shown on the right. When you're done, tap the Touch Screen.
- 3 Tap the Mario vs. DK 2 panel to start the game.

**You will not need to do this if you have set your Nintendo DS to start software automatically. Please see your Nintendo DS instruction booklet for more information.*



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 16)

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

Construction Zone (page 24)

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.

Erase All

Erase saved data.

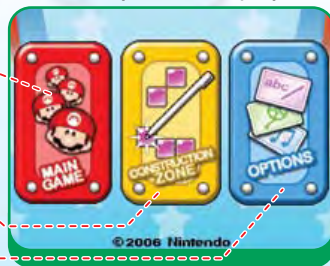
Single Card

Send a demo version to another Nintendo DS (page 22).

NintendoWiFi.com

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

Features



CONTROLS

BASIC CONTROLS

In this game, you can control your Mini Marios simply by using your stylus on the Touch Screen. See pages 12-13 for more information.

L Button/R Button

(DK stages only) Boss cannon indicator (page 18).

+ Control Pad

Scroll around the level.

Touch Screen

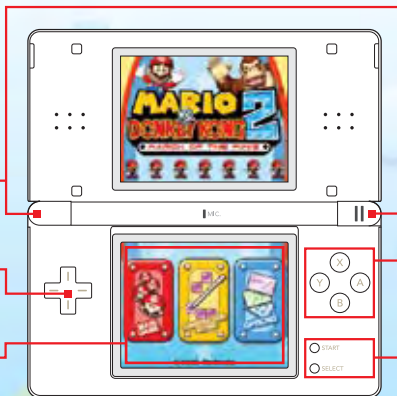
Control Mini Marios (page 12).

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



A Button

Scroll view to the right.

B Button

Scroll view down.

X Button

Scroll view up.

Y Button

Scroll view to the left.

START

Go to the pause menu (page 15).

SELECT



MOVING MINI MARIO

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

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

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

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.

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

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

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

Slide the stylus upward on a moving Mini Mario to make him jump across one block.

Mini Mario will jump up one block automatically.

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

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.

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.

Blue springs will make Mini Mario jump in the direction he was moving.

GAME SCREEN AND RULES



GAME SCREEN

Mini Mario Cards you have found (page 20)

Mini Marios who have reached the goal

Your Score

Time Remaining

Mini Mario (page 12)



Current Room Number (page 16)

Mini Marios in the level

Number of Color Blocks you own (page 21)

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 23). If all of your Mini Marios break, your game will end.



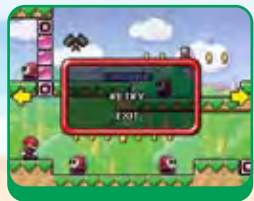
PAUSE MENU

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 17).



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 level number displayed to continue a previous game.

Room Number

Erase File

Erase the contents of a save file. You cannot restore erased data, so please be careful.

Copy

Copy a file to another slot.



File



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 floor-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. Beat a DK level to open the next floor. You can return to floors and levels you have already cleared as often as you like.

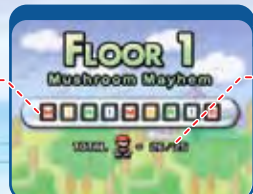
Mini Mario Cards you have found (page 20)

Floor

Room

★ This is a room on your current floor. Complete it to earn a star. The color of star depends on your score.

Minigame Stages (page 19)



Mini Marios who have reached the goal/ Mini Marios in the level



Help

Tap this to view explanations of controls and mechanisms.

DK Stages (page 18)

SPECIAL STAGES

DK STAGES

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 stage. 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 17).

Cannon

Mario will launch from here.

Attack Button

Tap this to fire a Mini Mario from the cannon.

DK's Health

Time Remaining

Boss Cannon Indicator

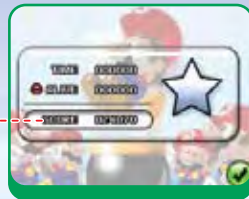
Press the L or R Button to bring up a guide line for a short time that will indicate where your Mini Mario will fire.

Handle

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

CLEARING THE DK STAGE

Clear a DK stage to advance to the next floor. Check the score screen to see your score and which star you earned. The color of your star depends on your score.



Score

MINIGAME STAGES

If you collect all of the Mini Mario Cards on a floor, you can play a minigame stage. 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 19).

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 23).

COLOR 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 14).

METAL BARS



If you make Mini Mario jump toward a metal bar, he will grab on to 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 33, 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. Choose Yes 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 DS 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 Color 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 COLOR 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 21) 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 17).



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
(page 25)
Play a level designed by you or one of your friends.

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



Edit Level
(page 26)
Create your own original masterpiece.

Multi-Card
(page 25)
Trade levels with nearby friends over local wireless.

PLAY LEVEL

1 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.

2 Tap a level to play it.

Switch Screens


Tap the arrows on either side to change screens.



MULTI-CARD PLAY

Use two Nintendo DS systems and two Mario vs. DK 2 Game Cards to trade original levels. Just 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 and then choose a place to save this level. When you see the message asking if you want to receive the level, 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.

1 CHOOSE A PLACE TO SAVE YOUR LEVEL

Tap the file where you want to save the level you are about to create. To create a new level, tap an empty file. If you choose a file with a name, you will edit the level that is saved there. Tap Erase File to erase a level that has been saved. Just remember, you can't recover erased data!



2 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 beaten 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

3 EDITING A LEVEL

On the editing screen, you can place features, mechanisms, and characters. When you are done, 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 and saving your floor:

SAVE LEVEL Name your level and save.

PLAY TEST Play 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.

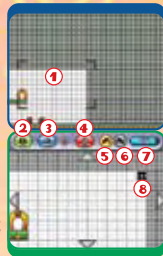
EXIT End editing without saving the level.

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

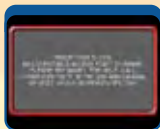
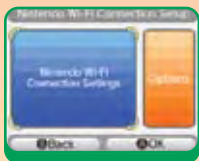
You can trade your levels with your friends over Nintendo Wi-Fi Connection!

The Nintendo Wi-Fi Connection is an online game play system provided by Nintendo for people to connect and play games worldwide. You can use compatible hotspots all over the world or your own wireless LAN connection.

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 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 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.

Nintendo WFC Config

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




Receive

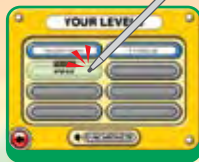
Tap here to receive a level from another player.

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 Synchronize and then the level you want to send. 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 place to save the levels, tap Connect 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 25). To receive a level from a friend, you will need to have their friend code registered (page 31).

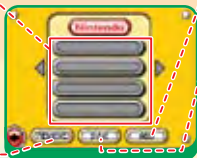


NINTENDO WFC FRIENDS

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 31)

SYNC

Update your WFC Friend roster with those on the server.

REMOVE

If you tap a name after selecting it from your WFC Friends, that friend code will be erased. Erased data is gone forever, so please be careful.

REGISTERING A FRIEND CODE

To register a friend code, tap ADD from WFC Friends and enter the name and friend code of the person you want to register. You can also view your own friend code by tapping ADD.

Your friend's status may display the message "This friend has not yet connected to Nintendo WFC and received a friend code," when, in fact, they have. This message will continue to be displayed until there has been a two-way relationship established. Due to the nature of Nintendo WFC, each friend may need to connect to Nintendo WFC several times before this message is removed. Until then, your friend will not be able to view your levels from Nintendo WFC, and you may not be able to view theirs. When the message switches to "You did not enter a friend code for this player," then your friend will be able to view your levels on Nintendo WFC.

Your Friend Code



The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.



*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 local wireless will automatically 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.



Nintendo Wi-Fi Connection allows multiple Mario vs Donkey Kong 2: March of the Minis owners to play together 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.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC 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 AC Adapter 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 Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America.) or call 1-800-895-1672 (USA/Canada only).

IMPORTANT WIRELESS COMMUNICATION GUIDELINES

Please read the following for important wireless play information.

- The DS Wireless icon  indicates compatibility with DS Wireless play. This icon appears on the DS Menu Screen, in-game menus, and other places. Selecting any menu items that have this icon will turn on the wireless communication system, so be aware of and comply with rules and regulations regarding the use of wireless devices in locations such as hospitals, airports, and aircraft, etc.
- During wireless game play, an icon  appears on-screen showing the strength of the wireless signal. The icon displays four levels of signal strength. The stronger the signal, the smoother game play will be.

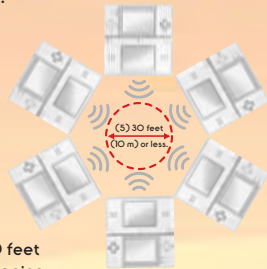
				
Number of bars	0	1	2	3
Signal Strength	Weak ←————→ Strong			

- The power light blinks when the wireless function is working.
- For optimum wireless communications, please follow these guidelines:

Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.

The systems should face each other as directly as possible without having people or other obstructions between them.

Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering devices.



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REV-D

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REV-P

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