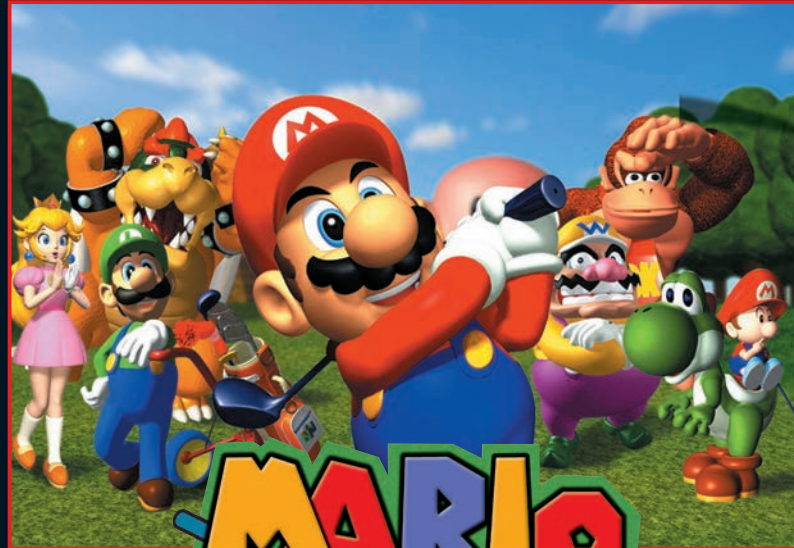


INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING
MANUAL DE INSTRUCCIONES
MANUALE DI ISTRUZIONI



MARIO
GOLF

NINTENDO⁶⁴



Thank you for selecting the MARIO GOLF™ Game Pak for the Nintendo® System.

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

WAARSCHUWING: LEES ALSTUBLIEFT EERST ZORGVULDIG DE BROCHURE MET CONSUMENTENINFORMATIE EN WAARSCHUWINGEN DOOR, DIE BIJ DIT PRODUCT IS MEEVERPAKT, VOORDAT HET NINTENDO-SYSTEEM OF DE SPELCASSETTE GEBRUIKT WORDT.

OBS: LÄS NOGA IGENOM HÄFTET "KONSUMENTINFORMATION OCH SKÖTSELANVISNINGAR" INNAN DU ANVÄNDER DITT NINTENDO® TV-SPEL.

HINWEIS: BITTE LIES DIE VERSCHIEDENEN BEDIENUNGSANLEITUNGEN, DIE SOWOHL DER NINTENDO HARDWARE, WIE AUCH JEDER SPIELCASSETTE BEIGELEGT SIND, SEHR SORGFÄLTIG DURCH!

ADVERTENCIA: POR FAVOR, LEE CUIDADOSAMENTE EL SUPLEMENTO DE INFORMACION AL CONSUMIDOR Y EL MANUAL DE PRECAUCIONES ADJUNTOS, ANTES DE USAR TU EQUIPO NINTENDO® SYSTEM O CARTUCHO DE JUEGO.

LÄS VENLIGST DEN MEDFÖLGENDE FORBRUGERVEJEDNING OG HÆFTEET OM FORHOLDSREGLER, INDEN DU TAGER DIT NINTENDO® SYSTEM, SPILLE-KASSETTE ELLER TILBEHØR I BRUG.

ATTENTION: VEUILLEZ LIRE ATTENTIVEMENT LA NOTICE "INFORMATIONS ET PRÉCAUTIONS D'EMPLOI" QUI ACCOMPAGNE CE JEU AVANT D'UTILISER LA CONSOLE NINTENDO OU LES CARTOUCHES.

ATTENZIONE: PRIMA DI ACCINGERVI ALL'USO DEL SISTEMA HARDWARE NINTENDO®, DEL GAME PAK O DI UN ACCESSORIO, VI PREGHIAMO DI LEGGERE MOLTO ATTENTAMENTE L'OPUSCOLO DI AVVERTENZE E INFORMAZIONI PER L'UTENTE UNITO A QUESTO PRODOTTO.

HUOMIO: LUE MYÖS KULUTTAJILLE TARKOITETTU TIETO-JA HOITO-OHJEVIHKKO HUOLELLESESTI, ENNEN KUIN KÄYTÄT NINTENDO®-KESKUSYKSIKKÖÄSI TAI PELIKASSETTEJÄSI.



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.

PLEASE READ THIS INSTRUCTION BOOKLET THOROUGHLY TO ENSURE PROPER HANDLING OF YOUR NEW GAMES. THEN SAVE THIS BOOKLET FOR FUTURE REFERENCE.

WIR SCHLAGEN VOR, DASS DU DIR DIESE SPIELANLEITUNG GRÜNDLICH DURCHLIEST, DAMIT DU AN DEINEM NEUEN SPIEL VIEL FREUDE HAST. HEBE DIR DIESES HEFT FÜR SPÄTERES NACHSCHLAGEN GUT AUF.

VEUILLEZ LIRE ATTENTIVEMENT LE MODE D'EMPLOI AVANT DE COMMENCER À JOUER AFIN DE PROFITER PLEINEMENT DE VOTRE NOUVEAU JEU! GARDEZ ENSUITE LE MANUEL POUR VOUS Y RÉFÉRER PLUS TARD.

LEES DEZE HANDLEIDING EERST GOED DOOR OM DIT SPEL GRONDIG TE LEREN KENNEN EN BEWAAR HEM OOK OM ER LATER IETS IN TE KUNNEN OPZOEKEN.

PARA DISFRUTAR AL MÁXIMO, LEE EL MANUAL DE INSTRUCCIONES CUIDADOSAMENTE ANTES DE EMPEZAR A JUGAR. DESPUÉS GUÁRDALO PARA FUTURAS CONSULTAS.

PER POTERTI ASSICURARE UNA CORRETTA UTILIZZAZIONE DEL TUO NUOVO VIDEOGIOCO, LEGGI ATTENTAMENTE QUESTO MANUALETTO DI ISTRUZIONI, CHE POI CONSERVERAI PER EVENTUALI CONSULTAZIONI FUTURE.

LÄS NOGA IGENOM ANVISNINGARNA INNAN DU BÖRJAR SPELA OCH SPARA HÄFTET FOR FRAMTIDA BRUK.

LÆS VENLIGST DEN MEDFØLGENDE FOLDER FOR AT SIKRE DIG, AT DU BEHANDLER DIT NYE SPIL KORREKT. GEM FOLDEREN TIL SENERE BRUG.

LUE NÄMÄ OHJEET HUOLELLESESTI, NIIN OSAAT KÄSITELLÄ PELIÄSI OIKEIN. SÄÄSTÄ VIHKKONEN TULEVAA KÄYTTÖÄ VARTEN.

[0399/EU6/N64]

CONTENTS

English 4

Deutsch 28

Français 52

Nederlands 76

Español 100

Italiano 122



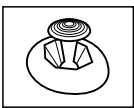
THE NINTENDO⁶⁴ CONTROLLER

The Nintendo⁶⁴ Control Stick uses an analogue system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left), then press START while holding the L- and R-Buttons.

The Control Stick is a precision instrument; do not spill liquids or place any foreign objects into it.

While playing this game, we recommend you use the hand positions shown below.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A-, B- or C-Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z-Button on the back of the controller.

To play this game, connect a controller to socket one located on the front panel of the Control Deck.

If you change the connection during the game, you may need to either press RESET or turn the power OFF to make the new connection active.

You can use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.



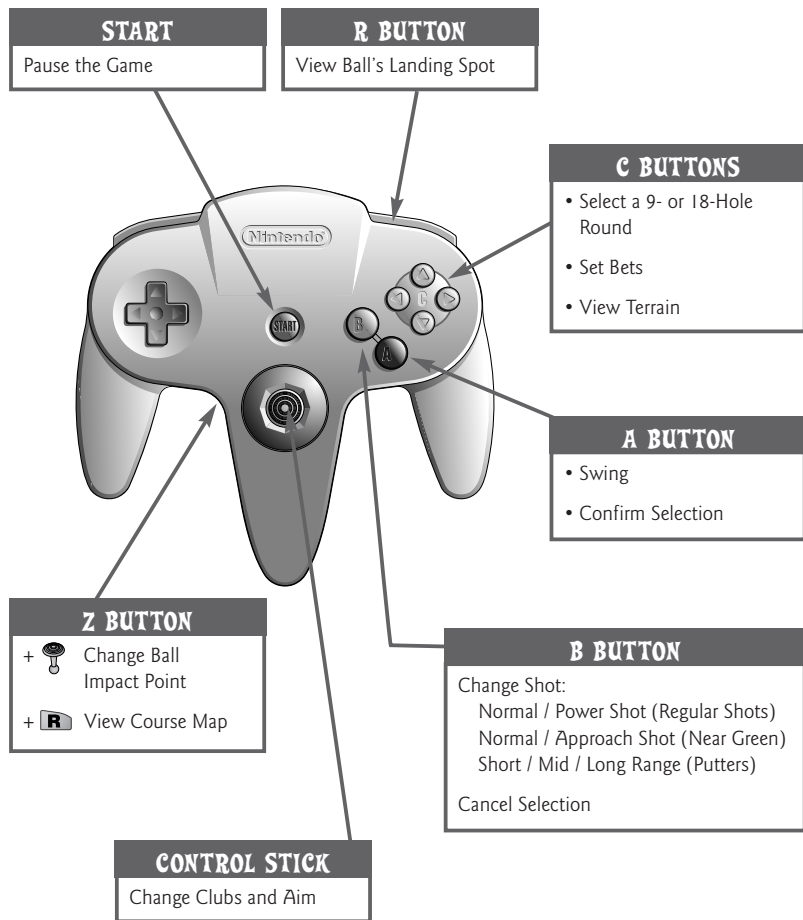
CONTENTS

| | |
|---|----|
| Controls | 6 |
| Starting the Game | 7 |
| Introduction to Play Modes | 8 |
| Viewing the Status and Results Screens | 14 |
| Play a Game of Golf! | 16 |
| Continuing a Game | 19 |
| The Clubhouse | 20 |
| Character Introductions | 22 |
| Mario's Golf Glossary | 23 |



CONTROLS

These are the basic controls for the game. Master them all to improve your game.



START
Pause the Game

R BUTTON
View Ball's Landing Spot

C BUTTONS

- Select a 9- or 18-Hole Round
- Set Bets
- View Terrain

A BUTTON



- Swing
- Confirm Selection

B BUTTON

Change Shot:
Normal / Power Shot (Regular Shots)
Normal / Approach Shot (Near Green)
Short / Mid / Long Range (Putters)

Cancel Selection

Z BUTTON

- +  Change Ball Impact Point
- +  View Course Map

CONTROL STICK
Change Clubs and Aim

STARTING THE GAME

This game has many different modes of play. You can play any one of them by following the steps below.

I. SELECT THE NUMBER OF PLAYERS

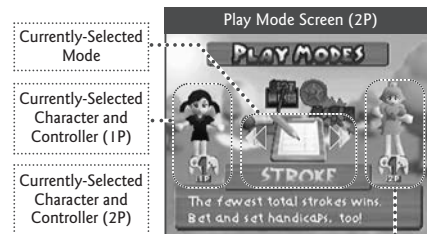
Properly insert the Game Pak and turn the Nintendo⁶⁴ Control Deck ON. (Do not touch the Control Stick at this time.) When START is pressed on the opening screen, the Title Screen appears. Press START again to enter the Main Menu. On the Main Menu Screen, choose the number of characters you would like to play with and press the A Button to enter the Character Select Screen.

2. SELECT YOUR CHARACTERS

Select the characters you would like to play with. For 1-player games, you can choose from four characters at first. For 2- to 4-player games, you can choose from ten characters. Other characters will become available once you meet certain conditions in the game. More than one player can use the same character. Press the A Button while holding the R Button to select computer-controlled characters.

3. SELECT THE PLAY MODE

Once characters are selected, the Play Mode Screen appears. Select the mode you'd like to play. Be aware that the modes you can choose change depending on the number of players (see below). Tilt the Control Stick left or right to select the mode you'd like to play and press the A Button to confirm.



Play Mode Screen (2P)

Currently-Selected Mode

Currently-Selected Character and Controller (1P)

Currently-Selected Character and Controller (2P)

The fewest total strokes wins. Bet and set handicaps, too!

MODE DIFFERENCES


| | |
|------------------------------|---|
| 1-Player Modes | Tournament • Get Character • Ring Shot • Speed Golf • Stroke • Mini-Golf • Training |
| 2-Player Modes | Stroke • Match Game • Skins Match • Club Slots • Mini-Golf |
| 3- and 4-Player Modes | Stroke • Skins Match • Club Slots • Mini-Golf |

4. SELECT A COURSE

Once you have selected a mode, you may choose the course you wish to play. In some modes, you may only be able to choose some courses. Once you meet certain conditions in the game, the closed courses will become available. Also, depending on the mode selected, you can set bets and handicaps by using the C Buttons.

INTRODUCTION TO PLAY MODES

Each of the different play modes is introduced here. Before playing, be sure to take a look at each mode's features.

| | | |
|--|-------------------|---|
|  | TOURNAMENT | Players -----▶ 1 |
| | | Get This! ▶ COURSE Pts ▶ Birdie Badges |

Compete in a Tournament against many players. If you score a birdie or better on any hole, you'll receive a Birdie Badge. Also, if you finish the Tournament with a good score, you'll receive COURSE Pts. Once you have saved up enough points, you'll be able to play the next course.




HERE'S THE DIFFERENCE! TOURNAMENT

When you shoot a good round in a Tournament, you can collect more COURSE Pts than in other modes. You can't open new courses without COURSE Pts, so collect as many as you can. Good luck!

THINGS TO DO ON THE PAUSE SCREEN

If you press START during game play, the Pause Screen will appear, and several menu options will be displayed. The menu displayed differs depending on the play mode.

| | | |
|--|--|--|
| <ul style="list-style-type: none"> ● Course View View the course map. ● Score Card Display the scorecard. ● Grid Color Change the color of the 3-D grid. ● Controls Display Controller information. ● Give Up Quit playing that hole. 2 times par will be added to your score. | <ul style="list-style-type: none"> ● Save and Quit Save your game and quit. Choose "Continue" to continue from the start of that hole. ● Start Over Start again from the beginning of that hole. ● Hole Out Quit that hole. ● End Game End the game. ● Return to Menu Return to the Main Menu. | <p>These appear in the Training Mode:</p> <ul style="list-style-type: none"> ● Change Wind Direction Change the wind direction. ● Change Wind Speed Change the wind speed. ● Change Weather Change the weather. ● Change Terrain Change the lie of your ball (in the driving range only). |
|--|--|--|

| | | |
|--|----------------------|--|
|  | GET CHARACTER | Players -----▶ 1 |
| | | Get This! ▶ Characters ▶ COURSE Pts |

Compete against the character shown in silhouette on the course selected and compete in a Match Game. (You can also compete against characters that aren't shown in silhouette.) If you can beat that character, you can use it the next time you play.




HERE'S THE DIFFERENCE! GET CHARACTER



Increase the number of characters you can use in 1-player modes by getting new characters in Get Character!




| | | |
|--|------------------|-----------------------------|
|  | RING SHOT | Players -----▶ 1 |
| | | Get This! ▶ Stars |

Shoot your ball through the rings hovering above the course. When you clear a Ring Shot, a save menu will appear. You can save up to five Ring Shots, so save them wherever you like. Once you get several Stars on one course, you can open the next Ring Shot course.



HERE'S THE DIFFERENCE! RING SHOT

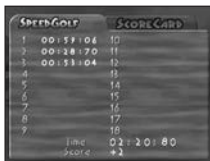
Even if you shoot your ball through the rings, if you don't sink it within par, you won't clear the hole. Keep good control over your ball.



SPEED GOLF

Players ----- ▶ 1
Get This! ----- ▶ COURSE Pts


Try to finish the course as quickly as you can. The timer starts as soon as the game starts and stops once you have finished the 18th hole. Compete for the best course time and overall score. If you get a good score (in less than 60 minutes), it will be recorded under Status in the Clubhouse.



HERE'S THE DIFFERENCE! SPEED GOLF // //



If you just go for speed, you won't shoot a good round. However, if you are too focused on score, you'll take too much time. Give it some thought before playing.



STROKE

Players ----- ▶ 1 to 4
Get This! ----- ▶ COURSE Pts


Play the course you've selected and compete based on final score. Up to four players can play. Increase the number of courses you can play by collecting COURSE Pts in Tournaments and other modes.



HERE'S THE DIFFERENCE! STROKE // //



Gather two or three friends together for a heated competition. Set bets to make it even more exciting!

MINI-GOLF


Players ----- ▶ 1 to 4
Get This! ----- ▶ COURSE Pts



Play on special Mini-Golf courses in this putting game. On the Course Select Screen, tilt the Control Stick left and right to select the course, and up and down to select the course type (FAST = Ball rolls quickly; GREEN = Normal; SLOW = Slow). Aim for the cup on this par 3 course. If you can't sink it in 9 strokes, you're out.

HERE'S THE DIFFERENCE! MINI-GOLF // //

Each hole is surrounded by short walls. Use the walls to bounce your ball into the cup.

TRAINING

Players ----- ▶ 1
Get This! ----- ▶ Practice!

This mode is for single-player training. Play the courses and holes you like as much as you want. It includes a driving range for practice, as well as all the holes on all the courses you've opened. Choose the toughest holes and master them.



HERE'S THE DIFFERENCE! TRAINING // //



You can change the weather and rehit single strokes. Take time to check how the wind affects the ball's flight.

MATCH GAME

Players ▶ 2

Get This! ▶ COURSE Pts

In this game the player with the fewest strokes gets a point, just like in a Skins Match. However, in this mode, if the losing player cannot win, even by winning all of the remaining holes, the game will end.



HERE'S THE DIFFERENCE! MATCH GAME

The round may end in lopsided games – even in the middle of the course! It could be said that in this mode, victory is determined more quickly than in other modes.

SKINS MATCH

Players ▶ 2 to 4

Get This! ▶ COURSE Pts

On each hole, the player who sinks his ball in the fewest strokes wins that hole and receives a skin. In this mode you will compete for those skins. If two or more players tie for the fewest strokes on a hole, the skins for that hole are carried over to the next one.



HERE'S THE DIFFERENCE! SKINS MATCH

Suppose there are three players, and your stroke count is higher than the other two. As long as the remaining two players tie on that hole, the skin for that hole will be carried over to the next one, and you'll have another chance to win it!

HANDICAPS



Along with bets (see the next page), you can also set handicaps. For example, if you set a handicap of 36 and play all 18 holes, 2 strokes will be subtracted from your score on each hole (2 strokes x 18 holes = 36). As in the screen on the left, holes for which a handicap is applied have a white dash in the score column on the scorecard. Holes for which a double handicap is applied have two dashes.

CLUB SLOTS

Players ▶ 2 to 4

Get This! ▶ COURSE Pts

Compete in Skins Match style in this VS. Mode. A slot machine determines which clubs you may use on each hole (you may use a putter any time). Press the A Button to stop the slots. When you play with your friends, this mode guarantees fun and excitement!



HERE'S THE DIFFERENCE! CLUB SLOTS

The left drum on the slot machine determines your woods, the center drum your long irons, and the right drum your short irons. If you match up stars on all 3, you can use any of your clubs!

ABOUT BETS

The bets you can place differ depending on the mode you are playing and the number of players. (You cannot place bets in some modes.) The player with the best score wins the bet. For instance, if four players set the Driving Contest bet to 1, the player who drives his ball the farthest wins the bet with the other three players. In this case, the winner receives 3 (bet of 1 x 3 players = 3). The other players lose only the amount they bet (in this case, 1). (Refer to the screen on the left.)



DRIVING CONTEST

The player with the longest drive from the tee on the specified long hole wins the bet. The ball must land on the fairway.

NASSAU

The players with the best scores on the front 9, the back 9 and on all 18 holes win this three-part bet.

CLOSEST TO PIN

Get on the green in one stroke on specified short holes. The player closest to the pin wins the bet.

SKINS MATCH

On each hole, the player with the best score wins the bet. When there is a tie, the bet carries over to the next hole.

SCORE

On each hole, the player with the best score wins the amount bet times the difference in scores.

DOUBLES

When four people play, Players 1 and 2 play against Players 3 and 4. On each hole, the team with the best total score wins the bet.

VIEWING THE STATUS AND RESULTS SCREENS

This section explains the screen that displays your status during the game and the screen that shows the results.

LEADER BOARD SCREEN

This is displayed during Tournaments. A "T" to the right of a player's ranking indicates a tie. "Hole" indicates which hole each player has just completed.

| LEADER BOARD | SCORE CARD | | |
|--------------|------------|-------|------|
| PLACE | NAME | SCORE | HOLE |
| 1 | Peach | -3 | 18 |
| 2 | Ken | ±0 | 18 |
| 3 | Toad | +1 | 18 |
| 4 | Kobe | +3 | 18 |
| 5 | Mike | +4 | 18 |
| 6 | Luigi | +5 | 18 |
| 7 | Bomb | +6 | 18 |
| 8 | Gail | +7 | 18 |
| 9 T | Bill | +8 | 18 |
| 9 T | Christian | +8 | 18 |

SCORECARD SCREEN, PART 1

This is displayed in the Tournament, Mini-Golf, Stroke and Speed Golf modes. The top half covers scores on the front 9, and the bottom half covers the back 9. Starting from the top row, the scorecard records hole number, par, actual strokes, putts, and score for the hole. In Tournaments, if you have earned a Birdie Badge, it will be marked in the Birdie Badge row.

| LEADER BOARD | SCORE CARD | | | | | | | | | |
|--------------|------------|----|----|----|----|----|----|----|----|-------|
| NO. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | TOTAL |
| PAR | 4 | 3 | 4 | 5 | 4 | 3 | 4 | 5 | 4 | 34 |
| STROKES | 5 | 3 | 5 | 4 | 5 | 5 | 5 | 5 | 5 | 37 |
| PUTTS | 3 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 24 |
| OVER | 1 | 0 | 1 | 0 | 1 | 2 | 1 | 0 | 1 | 9 |
| BADGE | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 34 |
| NO. | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | TOTAL |
| PAR | 4 | 3 | 4 | 5 | 4 | 3 | 4 | 5 | 4 | 34 |
| STROKES | 5 | 3 | 5 | 4 | 5 | 5 | 5 | 5 | 5 | 37 |
| PUTTS | 3 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 24 |
| OVER | 1 | 0 | 1 | 0 | 1 | 2 | 1 | 0 | 1 | 9 |
| BADGE | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 34 |



SCORECARD SCREEN, PART 2

In the Get Character and Match Game modes, a circle marks the winner for each hole. The total column shows which player has the lead. In the Club Slots and Skins Match modes, the points earned for each hole are shown, and the total column shows the total points earned so far.

| VS BOARD | SCORE CARD | | | | | | | | | |
|----------|------------|----|----|----|----|----|----|----|----|-------|
| NO. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | TOTAL |
| PAR | 4 | 3 | 4 | 5 | 4 | 3 | 4 | 5 | 4 | 34 |
| STROKES | 5 | 3 | 5 | 4 | 5 | 5 | 5 | 5 | 5 | 37 |
| PUTTS | 3 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 24 |
| OVER | 1 | 0 | 1 | 0 | 1 | 2 | 1 | 0 | 1 | 9 |
| BADGE | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 34 |
| NO. | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | TOTAL |
| PAR | 4 | 3 | 4 | 5 | 4 | 3 | 4 | 5 | 4 | 34 |
| STROKES | 5 | 3 | 5 | 4 | 5 | 5 | 5 | 5 | 5 | 37 |
| PUTTS | 3 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 24 |
| OVER | 1 | 0 | 1 | 0 | 1 | 2 | 1 | 0 | 1 | 9 |
| BADGE | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 34 |
| TUP | | | | | | | | | | |
| TDOWN | | | | | | | | | | |

| VS BOARD | SCORE CARD | | | | | | | | | |
|----------|------------|----|----|----|----|----|----|----|----|-------|
| NO. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | TOTAL |
| PAR | 4 | 3 | 4 | 5 | 4 | 3 | 4 | 5 | 4 | 34 |
| STROKES | 5 | 3 | 5 | 4 | 5 | 5 | 5 | 5 | 5 | 37 |
| PUTTS | 3 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 24 |
| OVER | 1 | 0 | 1 | 0 | 1 | 2 | 1 | 0 | 1 | 9 |
| BADGE | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 34 |
| NO. | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | TOTAL |
| PAR | 4 | 3 | 4 | 5 | 4 | 3 | 4 | 5 | 4 | 34 |
| STROKES | 5 | 3 | 5 | 4 | 5 | 5 | 5 | 5 | 5 | 37 |
| PUTTS | 3 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 24 |
| OVER | 1 | 0 | 1 | 0 | 1 | 2 | 1 | 0 | 1 | 9 |
| BADGE | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 4 | 3 | 34 |
| 3P | | | | | | | | | | |
| 4P | | | | | | | | | | |

SPEED GOLF SCREEN

This screen is displayed in the Speed Golf mode. It displays time taken for each hole and total play time.

| SPEEDGOLF | SCORE CARD | | |
|-----------|------------|----|----------|
| 1 | 01:12:16 | 10 | 00:46:17 |
| 2 | 00:18:27 | 11 | 00:52:18 |
| 3 | 00:39:07 | 10 | |
| 4 | 01:04:18 | 18 | |
| 5 | 00:35:17 | 14 | |
| 6 | 00:24:57 | 15 | |
| 7 | 01:01:10 | 16 | |
| 8 | 00:57:20 | 17 | |
| 9 | 00:43:16 | 18 | |
| time | 08:37:66 | | |
| score | +1 | | |

SAVE MENU SCREEN

In the Ring Shot mode, this menu is shown each time you successfully complete a Ring Shot. Use the Control Stick to select a file in which to save your play data and press the A Button to save.



VS. BOARD SCREEN

In the Get Character, Club Slots, Skins Match, Match Play, Stroke and multi-player Mini-Golf modes, the VS. Board is displayed. There are two types – those in which medals collected for winning holes are displayed and those in which competing players' places are shown.



Scroll between Progress Status Screens with the Control Stick. On the screen on the right, tilting the Control Stick right will scroll to the scorecard, and tilting to the left will scroll to the Bet Screen.

BET SCREEN

The Bet Screen is shown in the Club Slots, Skins Match, Match Game, Stroke and Mini-Golf modes. The results of the bets wagered at the start of the game are displayed. Carry Over indicates a bet in which there was no winner. The next time the bet is won, the winner wins the bet that was carried over as well.

| VS BOARD | SCORE CARD | BET |
|------------|------------|-----|
| CARRY OVER | 0 | 0 |
| 0 | 3 | 4 |
| 0 | -2 | -4 |

FINAL RESULTS SCREEN

This screen is displayed in all modes except the Training and Ring Shot modes. Final scores and EXP Pts received are displayed. When EXP Pts are collected, the number of "points to the next course" in the bottom part of the screen will decrease. If you collect more points than required, you'll open the next course.

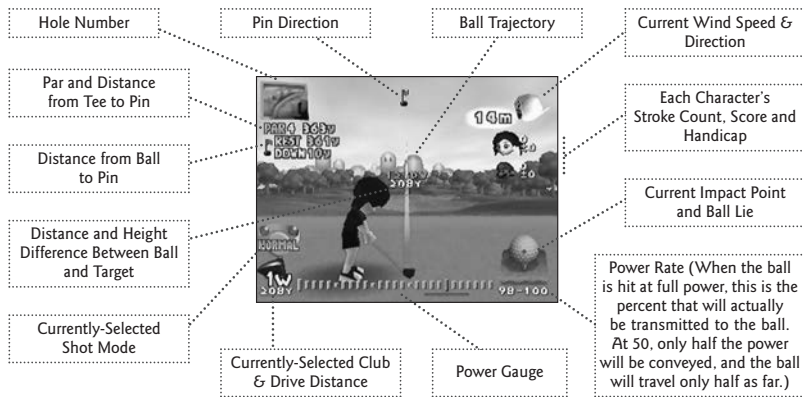


PLAY A GAME OF GOLF!

This section explains the steps in playing a game, using a 2-player Stroke game as an example.

THE FIRST STROKE: THE TEE-OFF

It is best to make your first stroke with the positioning of your second stroke in mind. First, memorize the information displayed on-screen.



CHECK OUT THIS DATA, TOO!



Drive distance will be shown beside the faces of each character on the right side of the screen in a driving contest, and distance to the pin will be shown in a contest for accuracy.

STEP 1: CONFIRM TERRAIN **R** / **Z** + **R**

Before swinging, press the R Button to check to see where the ball will land. If you press the Z Button while holding the R Button, the Course View Screen can be viewed.



STEP 2: CHECK WIND CONDITIONS



Boo, in the upper-right corner of the screen, acts as a wind meter. The wind blows in the direction Boo is facing at the speed displayed. Wind conditions will affect the ball's flight. A headwind will reduce driving distance, while a tailwind will carry your ball farther. Likewise, wind blowing from the left will carry the ball to the right, and a breeze blowing from the right will carry it to the left. When the wind is strong, adjust your direction and power accordingly.



In this screen, the wind is blowing from right to left at a speed of 14 miles per hour.

STEP 3: DETERMINE YOUR POWER **B**

You can switch between Normal Mode and Power Mode by pressing the B Button.



Normal Shot



Power Shot

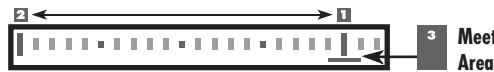
STEP 4: SHOT DIRECTION **L**

Lightly tilt the Control Stick left or right to adjust your aim.



STEP 5: THE SWING **A**

Swing your club as you watch the Power Gauge at the bottom of the screen. Time your A Button pressing well and aim for a Nice Shot!



When you press the A Button, the cursor starts moving from point 1 to point 2. If you press the A Button again when the cursor reaches point 2, and a third time precisely as it reaches point 1, you'll make a Nice Shot. Stop the cursor in the point 3 meet area (the size of this changes depending on your club and the lie of your ball) for a good shot.



THE SECOND SHOT: AIM FOR THE GREEN

On middle and long holes, it is necessary to get your ball closer to or onto the green.

SELECT CLUBS AND SET IMPACT POINT

Check the remaining distance to the pin and select an appropriate club. Select a club by tilting the Control Stick up and down. On a long hole, check the distance as well as the ball's landing spot. Also, when swinging your club, hold the Z Button and tilt the Control Stick to change the impact point. If you hold the Z Button and move the impact point up with the Control Stick, the ball's trajectory will shift lower; if you move the impact point lower, the ball's trajectory will shift higher. Once you have adjusted the impact point with this method, you must take your shot while holding the Z Button and Control Stick in the selected position, or the impact point will return to the center. You may also change the impact point by moving the Control Stick once the Power Gauge has begun moving.



In this shot, club selection is very important.

NEARING THE PIN: THE APPROACH

When the ball is within 60 yards of the pin, select the Approach Mode by pressing the B Button.



SELECTING APPROACH

If you press the B Button before your shot, you can switch between a Normal Shot and an Approach Shot. If you select an Approach Shot, the shot's maximum distance is set at 60 yards, and a 3-D grid extending to the pin is displayed.

EYE ON THE CUP: PUTTING

Once your ball is on the green, it's finally time to focus on putting. Aim for the cup!

Distance to Cup:
Height Difference
Between Ball and Cup



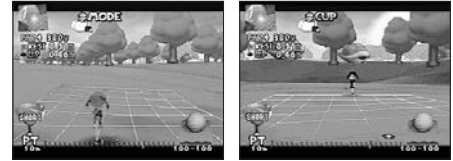
Cup

Red Grid Lines:
Uphill Slope
Blue Grid Lines:
Downhill Slope

Putt Distance

STEP 1: A SLOPED GREEN?

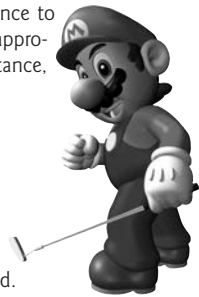
Check the slope from the ball to the cup. Use the C Buttons and the R Button to get the lay of the land.



STEP 2: SET POWER AND PUTT!



Once you check the grid lines for the distance to the cup, press the B Button to select the appropriate putt distance. Once you select distance, press the A Button to hit the ball.



The cursor starts moving from point 1 when the A Button is pressed. Press the A Button again to set your power and swing your putter. For instance, suppose you chose a short putt, and there is no slope. If you press the A Button again at point 2, the ball will roll 10 meters. Match your power to the distance and slope, and press the A Button at just the right moment!

CONTINUING A GAME

You can save your game data and finish playing later. Save up to three games.

SAVE AND QUIT

While playing any mode other than the Training, Speed Golf and Ring Shot modes, press START to view the Pause Screen. On the Pause Screen menu, select "Save and Quit" and press the A Button to confirm. If you choose "CONTINUE" on the Main Menu, you will continue your saved game, restarting from the tee of the hole on which you saved the game. Be aware that once you restart a game, that data will be erased from the save file.

THE CLUBHOUSE

This section explains the “STATUS,” “HOW TO PLAY” and “OPTIONS” menu selections found in the Clubhouse.

TOURNAMENT



Under Tournament, you can view data for Tournaments you have finished, including data for each Tournament and overall data. Tilt the Control Stick left or right to select a Tournament and up or down to scroll through data. Refer to the box below for explanations of the different data.

TOURNAMENT DATA

| ROUNDS | AVERAGE DRIVE | PAR SAVES |
|---|---|--|
| Number of times you completed the Tournament. | Your average drive distance in that Tournament. | Percentage of holes completed within par. |
| BEST SCORE | ON FAIRWAY | PAR ONS |
| Your best score recorded for that Tournament. | Number of times the ball was kept on the fairway after tee-off. | Percentage of holes on which your ball was on-green within 2 strokes of par. |
| AVERAGE | AVERAGE PUTTS | SAND SAVES |
| Your average score for that Tournament. | Average number of putts on holes in that Tournament. | Percentage of times in which you made par after landing in a bunker. |
| BEST DRIVE | NOTE: Other than Birdie Badges, your Tournament data will not be recorded if you do not complete the Tournament. | |
| Your longest drive in that Tournament. | | |

VS. RECORDS (GET CHARACTER ONLY)

The characters along the left-hand side of the screen represent human players. The characters across the top represent computer opponents. A circle or star in your character's row indicates that you have won a match against the computer opponent using that character. An "X" shows that you have played against that computer opponent but have not won. Dashes indicate that no match has been played between the two characters. The smaller board displays the wins and losses for the two characters chosen.

SPEED GOLF



When you complete a round of Speed Golf, if your total time qualifies as one of the top three for the course you played, that data will be recorded here. Tilt the Control Stick left or right to select a course. The data displayed is (in order from left to right) time, score and character used.

RING SHOT



You can confirm which characters have cleared which Ring Shot courses. Tilt the Control Stick left or right to select a course, and up or down to scroll through the character list. Select the camera in the top-right corner of the screen to view replays of successful Ring Shots.

BEST SHOTS



You can view replays of birdies, eagles, albatrosses and holes-in-one recorded during play. Up to five replays of each type can be saved (they are saved automatically). If you move the cursor to a character's face, the course and hole for which the replay was saved will be displayed at the bottom of the screen.

VIEW EXPLANATIONS OF EACH MODE



Select this option to view basic explanations of each play mode. Tilt the Control Stick up or down to scroll through the list and press the A Button to view the description.

ADJUST PLAY SETTINGS



You can set the music to ON or OFF, the sound to STEREO or MONO, and the camera to DYNAMIC or SIMPLE. When selecting STEREO, be certain that both the left and right audio output plugs are connected to your television. When you select ERASE DATA, all of your saved data will be erased. Be careful because you cannot recover data once it has been erased.

CHARACTER INTRODUCTIONS

This section introduces the many unique characters that appear in MARIO GOLF. Which character will you choose?

GETTING CHARACTERS

Characters who are listed as "Playable at Start" in the Get Character section can be played in I-player games the first time you play MARIO GOLF. Certain conditions must be met to get other characters...

| Name | Character | Drive | Shot | Get Character |
|--------------------|---|-----------|-------------------|--------------------|
| PLUM | For a beginner. Plum has a good shot, but she could use a little more power. | 208 yards | Low and Straight | Playable at Start |
| CHARLIE | Charlie started playing golf just to be cool, but now he's hooked. His ability, however, is the real question... | 210 yards | Low Fade | Playable at Start |
| PEACH | Peach is an easy-to-play character. She lacks power but shoots straight. | 212 yards | High and Straight | Playable at Start |
| BABY MARIO | Baby Mario has a powerful swing for someone who's shorter than most clubs! | 215 yards | High Draw | Playable at Start |
| LUIGI | Always in Mario's shadow, Luigi's fade ball forms the core of his attack. | 220 yards | Low Fade | Get Character Mode |
| YOSHI | Yoshi handles his clubs skillfully for nice, straight shots. | 230 yards | Standard Straight | Get Character Mode |
| SONNY | A bright and happy golfer, Sonny is very talented and sticks to a traditional play style. | 240 yards | High Draw | Get Character Mode |
| MAPLE | This energetic gal is the best female player on the circuit. | 245 yards | High and Straight | ??? |
| WARIO | Wario's distinct club-wiggling play is backed by a smooth and powerful swing. | 250 yards | Low Fade | Get Character Mode |
| HARRY | Totally confident in his play, Harry's philosophy is "If I play my best game, I'll win!" | 260 yards | High Draw | Get Character Mode |
| MARIO | Mario is a popular character who boasts a highly-refined technique. He's always anxious to get out on the course! | 270 yards | High Draw | Get Character Mode |
| DONKEY KONG | With strength on his side, DK only needs one hand to swing his club around like a twig! | 275 yards | Low Fade | ??? |
| BOWSER | Bowser can boast the most power on the course. Just looking at his massive girth is enough to blow you away! | 280 yards | High Draw | ??? |

MARIOS GOLF GLOSSARY

This is Mario's list of the golf vocabulary used in the game and in this instruction booklet. How many can you remember?

- ❖ **Albatross**
Term for scoring three strokes under par on a single hole. Also called a double eagle.
- ❖ **Approach**
A short-range shot played to the green.
- ❖ **Back**
The last 9 holes on an 18-hole course.
- ❖ **Birdie**
Term for scoring one stroke under par on a hole.
- ❖ **Bogey**
Term for scoring one stroke over par on a hole.
- ❖ **Bunker**
A sand trap. An obstacle in the course that can be difficult to escape from.
- ❖ **Cup**
The hole on the putting green that you must sink the ball into.
- ❖ **Dog Leg**
A hole in which the fairway turns and is bent "like a dog's leg."
- ❖ **Dormie**
Dormie refers to the instance in which a player has won or is up as many holes as there are left to play. A Dormie Hole is a hole in which the leading player needs only a tie to win the round.
- ❖ **Draw**
A shot in which the ball flies to the right after being hit and curves to the left before landing.
- ❖ **Eagle**
Term for scoring two strokes under par on a single hole.
- ❖ **Even**
A tie.
- ❖ **Fade**
A shot in which the ball flies to the left after being struck and curves to the right before landing.
- ❖ **Fairway**
The groomed lawn that makes up the largest portion of a hole.
- ❖ **Front**
The first 9 holes of an 18-hole course.
- ❖ **Green**
The area of short, cut grass surrounding the cup. The green edge is the line between the green and the fairway.
- ❖ **Hole-in-One**
To get the ball into the cup in one stroke.
- ❖ **Hole Out**
To finish a hole.
- ❖ **Iron (Short, Long)**
A club with a metal head (the part that strikes the ball). A short iron is for shorter distances, while a long iron is for longer distances.
- ❖ **Nassau**
A three-part bet covering scores on the front 9, the back 9 and all 18 holes.
- ❖ **O.B.**
Short for out-of-bounds. Used when the ball lands outside of the course. A one-stroke penalty is assessed for each of these shots.
- ❖ **Par**
The standard number of strokes for a hole.
- ❖ **Pin**
Another term for the flagstick that marks a hole. A Pin Shot is a shot in which the ball directly hits the pin.
- ❖ **Putt**
To use a putter on the green and roll the ball towards the cup.
- ❖ **Putter**
A club used to roll the ball across the green.
- ❖ **Rough**
The area of long grass surrounding the fairway.
- ❖ **Skin**
The point received for the best score on a hole in a Skins Match.
- ❖ **Tee Ground**
The place from which you first hit your ball on a hole. The tee shot is the first shot on a hole and is taken from the tee ground.
- ❖ **Wood**
A club with a wooden head. Also used to refer to long-range clubs.





PRINTED IN GERMANY