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Nintendo

GAME BOY COLOR

U/CGB-AWXE-USA

MARIO GOLF™

ONLY FOR GAME BOY COLOR

INSTRUCTION BOOKLET

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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Thank you for selecting the Mario Golf™ Game Pak for the Nintendo® Game Boy® Color system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

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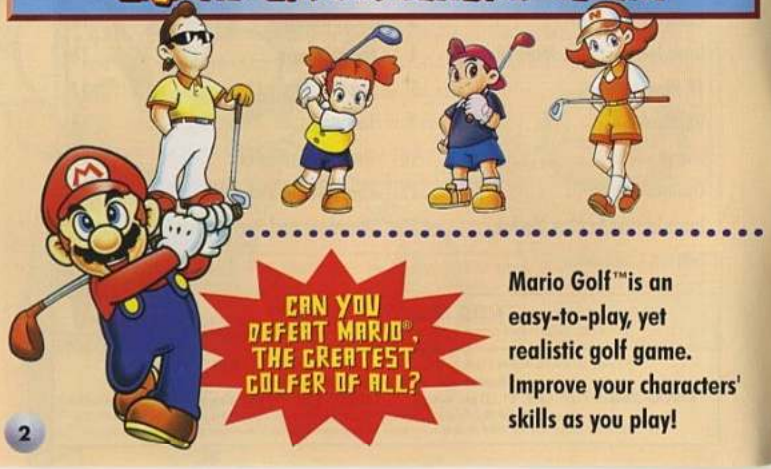
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THE BATTLE FOR GOLF'S GRAND CHAMPIONSHIP IS ON!

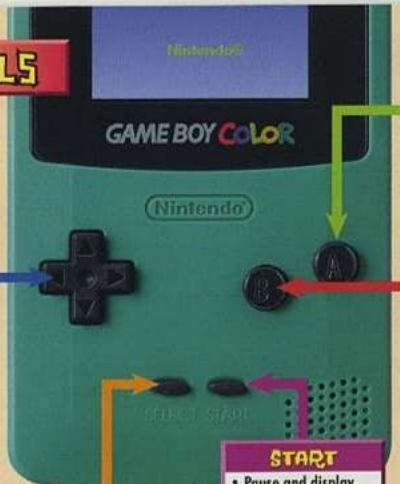


CAN YOU DEFEAT MARIO®, THE GREATEST GOLFER OF ALL?

Mario Golf™ is an easy-to-play, yet realistic golf game. Improve your characters' skills as you play!

CONTROLS

Master these controls to become a golf expert!



+CONTROL PAD

Main Menu
Character Select Screen
Play Modes Screen
- Move cursor

In Clubhouse
On Field Map
- Move character

During a Golf Game
- Change shot and putt direction (← →)
- Select clubs (↑ ↓)
- Scroll (↑ ↓) and change screens (← →) on the Scorecard Screen

SELECT

During a Golf Game
- Zoom in on the green

START

- Pause and display menu screen (See p. 23 for Pause Menu info.)

A BUTTON

- Confirm selection

During a Golf Game
- Set power and timing when shooting or putting

B BUTTON

- Cancel selection

During a Golf Game
- Switch between normal, power, 60Y approach and 30Y approach shots or between short-, medium- and long-range putts
- To replay shots, press the B Button before the ball stops moving

INTRODUCTION TO THE MAIN MENU

This section explains how to start a game and describes the Main Menu.



STARTING A GAME

Properly insert the Game Pak into your Game Boy® Color system. When you turn the power ON, the GAME BOY logo will appear, followed by a demo, then the Title Screen. Press START on the Title Screen, and the Main Menu will appear.



Title Screen

Press START.



Main Menu

1 1P PLAY

To play a single-player game, select 1P Play. The first time you start a game, you may choose to play with Mario or Luigi or create a new character.



Slot for Creating a New Character

CREATING A NEW CHARACTER

On the Character Select Screen, select a slot in which to create a new character and press the A Button. On the Characteristics Screen, choose male or female and right-handed or left-handed. Confirm your selections, then input a name (up to 10 letters) to finish creating your new character. Once your character is created, your game will start from Marion Clubhouse (see p. 13).





PLAY AS A SAVED CHARACTER



If a previously-saved character exists, it will appear on the Character Select Screen. Move the cursor to that character and press the A Button to resume that game. Do the same to play with other characters, including Mario and Luigi. (The modes you can play vary depending on the character selected. See p. 13 for details.)

CONTINUING

You may save and quit in the middle of a game. If you do so, the next time you select that character and choose to continue, "Continue from the previous game?" will appear on the screen. If you select "Yes," the game will resume, but your saved game will be erased. Select "No" if you do not want to continue your previous game; you may then choose to erase your saved game and begin a new one.



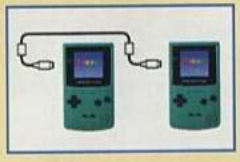
2 VS. MODE

You can play a round of golf with a friend! Connect two Game Boy Color systems using a Game Link® cable and select VS. Mode on the Main Menu. After selecting the characters you will use, select a play mode. For 2P games, you can choose Match Game or Stroke.



CONNECTING GAME BOY SYSTEMS WITH THE GAME LINK CABLE

THE GAME LINK CABLE



To play VS. Mode, connect two Game Boy Color systems, as shown in the picture.

NECESSARY ITEMS

2 Game Boy Color systems
2 Mario Golf Game Boy Game Paks
1 Game Link cable

CONNECTING

1. With the power OFF, properly insert one Mario Golf Game Boy Game Pak into each Game Boy Color system.
2. Firmly insert one end of the Game Link cable into each Game Boy Color system.
3. Turn the Game Boy Color systems ON.
4. Refer to p.7 for further instructions.

PRECAUTIONS REGARDING LINKED PLAY

The following conditions may result in communication failures. Please play only when the two systems are properly connected.

- The Game Link cable is not properly inserted.
- The Game Link cable is removed while playing.
- The Game Link cable being used is not compatible with the Game Boy Color system.



3 STATUS

The Status option offers detailed reports in each of the following menus.



Status

Char. Data displays data for each character. Tournaments tracks data for all completed tournaments. (See p. 11 for descriptions of Tournament data.) Match Game records character VS data, and the Stars option shows Stars received for clearing Mini-Games.



Best Shots

Use this option to view replays of the best birdies, eagles, albatrosses and holes-in-one earned during regular game play. (These are automatically saved.) Move the cursor to the replay you would like to see and press the A Button.

TOURNAMENT DATA DESCRIPTIONS

ROUND
Number of times the tournament was completed.

BEST SCORE
Best score earned.

AVERAGE
Average score for the tournament.

BEST DRIVE
Longest drive.

AVG. DRIVE
Average drive distance.

ON FAIRWAY
Percentage of tee shots that landed on the fairway.

AVG. PUTT
Average number of putts needed to hole-out in that tournament.

PAR SAVES
Number of times a hole was completed with a score of par or better.

PAR ONS
Number of times the ball landed on the green in 2 strokes less than par.

SAND SAVES
Number of times par or better was scored after landing in a bunker.

BIRDIE BADGES
Number of Birdie Badges earned.

TROPHIES
Displays trophies won in that tournament.



NOTE: Tournament data will not be saved unless you complete the tournament.

4 OPTIONS

The following two menus can be accessed via Options.

DICTIONARY

Look up the meanings of different golf terms! They're listed in alphabetical order.



SAVE DATA

Copy Data



Copy saved character data. You can only copy data if there is an empty save slot.

Erase Data



Erase saved character data. Select the character whose data you wish to erase. Be careful because erased data cannot be recovered.

Erase All

Erase all saved character data. Erased data cannot be recovered, so be careful when deciding to erase.

INTRODUCTION TO PLAY MODES

The following section introduces each of the play modes in Mario Golf.



MARION CLUBHOUSE

Get This: EXP Pts!

To Play: Select 1P Game with a character you created.



A world of golf lovers sets the stage for this mode, allowing you the perfect opportunity to improve your character's skills. Challenge and defeat the best golfers in the land – the Club Champions – to build your reputation as you get ever closer to your final competitor…!

With Marion Clubhouse as your home base, pick up tips and advice in a play mode abundant with story elements.



Inside Marion Clubhouse

Many golfers hang out in Marion Clubhouse. Use the + Control Pad to approach them and press the A Button to speak to them. Someone always has a story around here!

CADDIE MASTER'S OFFICE



If you leave the clubhouse through the top-center exit, you will arrive at the Caddie Master's Office. If you speak to the Caddie Master, you can take part in the Club Tournament or play a practice round. You can also speak to the people along the path; they'll have plenty of advice for you. Farther down the path you'll find a Driving Range, a Putting Range and an Approach Practice Range. Be sure to check out all that Marion Club has to offer!



GET EXP PTS TO RAISE YOUR LEVEL!

Challenge yourself with practice shots at driving and other practice ranges. If you do well, you'll earn EXP Pts. Once you receive a certain number of EXP Pts, your character's level will go up. On the level-up screen, select the skill area you would like to raise and press the A Button.



FIELD MAP

If you exit the clubhouse via the bottom-center exit, you will be just outside Marion Clubhouse on the Field Map. By using the Field Map, you can visit other golf courses. Play Mini-Games or encounter story events at spots on the map marked with a . Press the A Button at locations where there are no signs to call up the navigation window. If you select the place you'd like to go to in the navigation window, arrows will point the way to that location. To cancel the navigation feature, select Quit in the navigation window.



REQUIREMENTS TO ENTER CLUB TOURNAMENTS!

If you place in the Marion Club Tournament, you'll earn the right to appear in the next club's tournament. If you don't meet this requirement, you can't move on to the next tournament.





TOURNAMENT

Get This: EXP Pts! Birdie Badges! Trophies!

To Play: Select 1P Game with a character you created.

Compete in a Club Tournament. If you place, you'll earn the right to compete in the next club's tournament. Once you've dominated at all four Club Tournaments, what could possibly await you...? There's only one way to find out!



MATCH GAME

Get This: EXP Pts!

To Play: Select 1P Game with a character you created or select VS. Mode.

Compete for holes in an 18-hole round on any course you like. In 1P Game mode, compete against the Club Champions! (You can also compete against characters other than Club Champs, too.) If you defeat a Club Champ, the next time you play, you can play as that Club Champ! In VS. Mode, you can use any character to play this mode.

VS. BOARD

In Match Games, the VS. Board will be displayed, and holes you have won will be marked with a medal.





STROKE

Get This: EXP Pts!

To Play: Select either 1P Game or VS. Mode.

Choose any of the four available courses and play an 18-hole round of golf. Stroke mode offers more practice at a full round of golf than the Training mode.



TRAINING

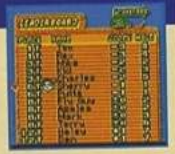
Get This: Practice!

To Play: Select 1P Game.

Select any hole on any course and practice it as much as you like. In this mode, use the + Control Pad to adjust wind speed and direction (when wind speed is zero, wind direction cannot be adjusted).

VIEWING THE SCORECARD

In Stroke and Training modes, the scorecard displays the following information, from left to right: hole number, par, score, number of putts and number of strokes over par. In Tournament mode, the leader board appears first. Access the scorecard by pressing → on the + Control Pad.





GAME PLAY BASICS

This section explains the flow of an actual game.



1ST STROKE THE TEE SHOT

After confirming all of the relevant on-screen information, determine the direction, power and timing of your tee shot.



CHECK WIND CONDITIONS!



The arrow indicates the direction of the wind, and wind speed is displayed beneath the arrow. A tailwind will carry the ball farther, while a headwind will cut drive distance short. 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. Take wind conditions into account when planning your shot and adjust your power and direction accordingly.

POWER SHOTS!



Press the B Button to hit the ball farther with a Power Shot. You only have a limited number of Power Shots. However, if you perfectly line up points 1 and 2 on the power gauge (see next page) when you take a Power Shot, your number of remaining Power Shots will not decrease!

USING THE POWER GAUGE!

When you're ready to take your shot, watch the power gauge. Press the A Button once to make the cursor blink. Press it again to start the cursor moving from point 1 to point 2. For maximum power, press the A Button when the cursor reaches point 2. Press it once more when it returns to point 1 to set your timing. Full power and perfect timing will result in a "Nice Shot" ("Nice Shot" may not appear on screen depending on shot direction, power rate, etc.). Stop the cursor within the meet area around point 3 (the size of this changes depending on your club and lie) for a decent shot.



2ND STROKE THE SECOND SHOT



Press ↑ or ↓ on the + Control Pad to select an appropriate club based on the remaining distance to the pin. After the cursor has begun moving across the power gauge, press the + Control Pad in any direction to adjust the ball impact point. By raising the impact point, the ball will have a lower trajectory, while lowering the impact point will raise the ball's trajectory.

3RD STROKE THE APPROACH



If you are within 60 yards of the pin, press the B Button to select an approach shot. With an approach shot, you can set your maximum drive distance to 60 or 30 yards. Press the B Button to select a drive distance that matches the distance to the green.

THE PAUSE MENU



CAMERA MODE..... Use the + Control Pad to view any area of the course.

COURSE MAP..... See a map of the entire course.

SCORECARD..... View the scorecard and leader board.

SETTINGS..... Set the music and 3-D shot screen to ON or OFF.

GIVE UP..... Quit trying to sink the ball on that hole. Your score for the hole will be 3 times par.

SAVE & QUIT... Save your progress and quit playing. The game can be restarted later.

TRAINING MODE OPTIONS

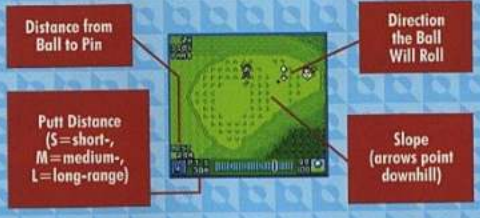
CHANGE WIND DIRECTION
Change the direction of the wind.

CHANGE WIND SPEED
Change the wind's speed.



4TH STROKE PUTTING

When putting, read the slope of the green before determining power and direction. Arrows on the green point in the direction of downward slopes. The bigger the arrow, the steeper the slope. When putting on a flat green, the three putt distances are 30 feet (short-), 100 feet (medium-) or 200 feet (long-range).



CONCENTRATE ON THE PUTT!

Press the A Button once, and the cursor begins to blink. Press it again to start the cursor moving from point 1 to point 2. If you choose a short-distance putt on a flat green, pressing the A Button a third time just as the cursor reaches point 2 will make the ball roll 30 feet.

CHARACTER INTRODUCTIONS



KID

A vibrant, active young boy. Kid's been playing golf since he could walk, resulting in an impressive golf technique for someone his age.

Age: 10
Initial Drive: 202 yards
Initial Shot: Draw



SHERRY

Sherry's mother got her started playing golf, but her talent makes it clear that she's not just appeasing her mother.

Age: 12
Initial Drive: 200 yards
Initial Shot: Straight



JOE

King of the dance floor, Joe brings the rhythm and stamina he's gained as a dancer and applies it to his golf game!

Age: 18
Initial Drive: 205 yards
Initial Shot: Draw



AZALEA

A former track star, Azalea's competitive spirit has put her at the top of her class!

Age: 17
Initial Drive: 204 yards
Initial Shot: Fade



MARIO

Mario reigns as the most famous and skilled golfer of all time, but a day of reckoning is fast approaching – for both him and you!

Age: ???
Drive: 270 yards
Shot: Draw



LUIGI

Luigi makes an appearance along side his older brother, Mario. What's the key to Luigi's ability?

Age: ???
Drive: 220 yards
Shot: Fade



???

There's something vaguely familiar about this powerful-looking silhouette.

Age: ???
Drive: ???
Shot: ???

THE CLUB CHAMPIONS!

Keep practicing until you can take the titles from these Club Champs!



PUTTS — Marion Club Champ

Putts always had an eye on the future, but since becoming Club Champ, he seems to have lost his focus...



GRACE — Palm Club Champ

Called the "Queen of the Course" by many, Grace was trained as a child at the School for Gifted Golfers.



TINY — Dune Club Champ

A simple, yet driven muscle-man, Tiny loses to no one when it comes to drive distance!



GENE YUSS — Links Club Champ

Oddly calling himself the "Greatest of the Great," Gene Yuss is, both in truth and in name, among the most elite golfers ever.

IMPORTANT!

REV. B

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REV. K

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