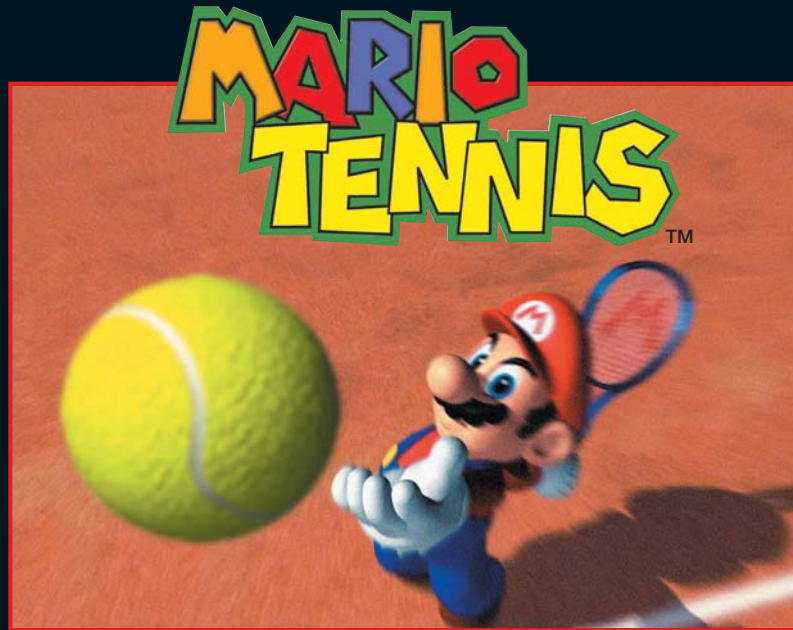


INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING
MANUAL DE INSTRUCCIONES
MANUALE DI ISTRUZIONI



Thank you for selecting the MARIO TENNIS™ Game Pak for the Nintendo®64 System.

Merci d'avoir choisi le jeu MARIO TENNIS™ pour le système de jeu Nintendo®64.

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 SKÖTSELANVISINGAR" INNAN DU ANVÄNDER DITT NINTENDO® TV-SPEL.

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

ADVERTENCIA: POR FAVOR, LEE CUIDADOSAMENTE EL SUPLEMENTO DE INFORMACIÓN AL CONSUMIDOR Y EL MANUAL DE PRECAUCIONES ADJUNTOS, ANTES DE USAR TU CONSOLA NINTENDO O CARTUCHO.

LÆS VENLIGST DEN MEDFØLGENDE FORBRUGERVEJEDNING OG HÆFTET 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: LEGGERE ATTENTAMENTE IL MANUALE DI ISTRUZIONI E LE AVVERTENZE PER L'UTENTE INCLUSI PRIMA DI USARE IL NINTENDO®64, LE CASSETTE DI GIOCO O GLI ACCESSORI. QUESTO MANUALE CONTIENE INFORMAZIONI IMPORTANTI PER LA SICUREZZA.

HUOMIO: LUE MYÖS KULUTTAJILLE TARKOITETTUA TIETO-JA HOITO-OHJEVIHKKO HUOLELLESTI, ENNEN KUIN KÄYTÄT NINTENDO®-KESKUSYKSIKÖÄSI TAI PELIKASSETTEJASI.

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.



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PLEASE READ THIS INSTRUCTION BOOKLET THOROUGHLY TO ENSURE MAXIMUM ENJOYMENT OF YOUR NEW GAME. THEN SAVE THIS BOOK FOR FUTURE REFERENCE.

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

NOUS VOUS CONSEILLONS DE 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 GOED DOOR OM ZOVEEL MOGELIJK PLEZIER VAN DIT SPEL TE HEBBEN EN BEWAAR HEM OOK OM ER LATER IETS IN OP TE ZOEKEN.

POR FAVOR, LEE DETENIDAMENTE ESTE MANUAL DE INSTRUCCIONES PARA DISFRUTAR AL MÁXIMO DE TU NUEVO JUEGO. GUARDA ESTE MANUAL PARA FUTURAS CONSULTAS.

LEGGI ATTENTAMENTE QUESTO MANUALE DI ISTRUZIONI PER POTER TRARRE IL MASSIMO DIVERTIMENTO DAL TUO NUOVO GIOCO. SUCCESSIVAMENTE CONSERVALO PER CONSULTAZIONI FUTURE.

LÄS NOGA IGENOM INSTRUKTIONERNA INNAN DU BÖRJAR SPELA OCH SPARA HÄFTET FÖR FRAMTIDA BRUK.

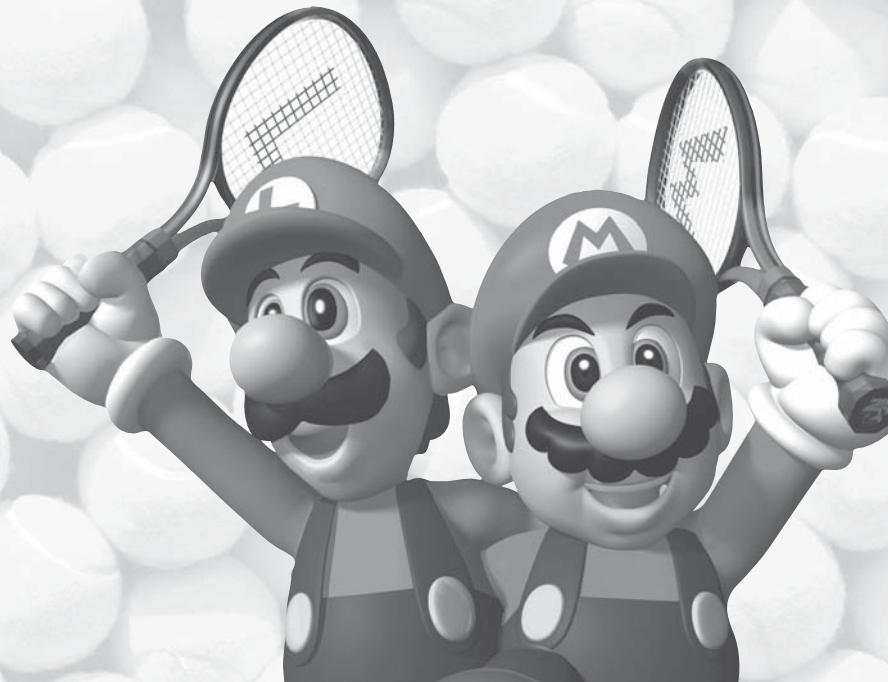
LÆS VENLIGST DEN MEDFØLGENDE FOLDER FOR AT SIKRE DIG, AT DU BEHANDLER DIT NYE SPIL KORREKT. GEM FOLDEREN TIL SENERE BRUG.

LUE NAMA KÄYTTÖOHJEET HUOLELLESTI, NIIN NAUITT PELISTÄSI VARMASTI. SÄÄSTÄ VIHKKONEN VASTAISUUDEN VARALLE.

[0901/EU6/N64]

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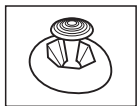
THE NINTENDO[®]64 CONTROLLER

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



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BASIC CONTROLS

Use these controls to make selections on the menu screens.

L Button

Make your character left-handed (on the Player Select Screen only)

R Button

Use an Item on the BOWSER STAGE

Control Stick

Select an option

B Button

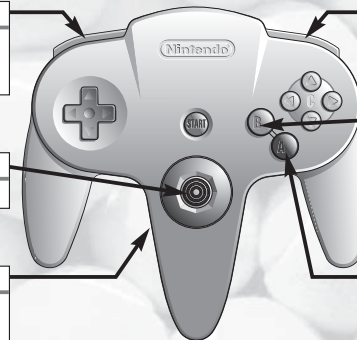
- Cancel a selection
- Return to the previous window

Z Button

Make your character left-handed (on the Player Select Screen only)

A Button

Confirm a selection



Nintendo⁶⁴ Rumble Pak™

This game is compatible with the Rumble Pak accessory. Before using it, please make sure you read the Rumble Pak accessory instruction booklet carefully. Always make sure that the Control Deck is turned OFF before inserting the Rumble Pak accessory.

GET SET TO PLAY TENNIS!

Choose your characters and pick a mode.

First...

Select the Number of Players

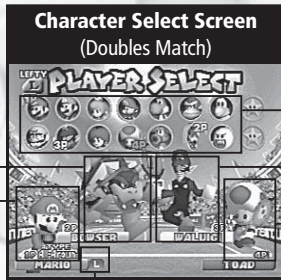
Properly insert your MARIO TENNIS™ Game Pak into the Nintendo⁶⁴ Control Deck, then turn the power ON. When the Title Screen appears, press START to go to the MAIN MENU. Select the number of people who will play, then press the A Button to move on to the Character Select Screen.



Next...

Choose Your Character

When you start the game, you will be able to choose from 14 different characters, each with varying abilities. Use the Control Stick to pick a character, then press the A Button to confirm your selection.



Player 2's Character (human or CPU)

Player 1's Character (human only)

All of the characters are normally right-handed. To make your character a lefty, hold either L or Z Button, then press the A Button.

Available Characters

Player 3's Character (human or CPU)

Player 4's Character (human or CPU)

In a DOUBLES match, the positions of characters 2, 3 and 4 may be different, depending on the pairings.

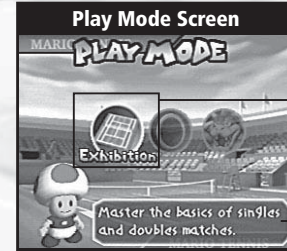


Finally...

Pick a PLAY MODE

On the Play Mode Screen, use the Control Stick to select a mode. Then press the A Button to move on to the Set Up Screen where you can choose the PLAY MODE settings. (See the chapter "Introduction to Play Modes" for more info on setting up the available modes will differ depending on the number of players that have been selected.

This Play Mode Screen will appear when four players have been selected.



Currently Selected Mode

Explanation of the Selected Mode

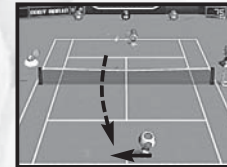
HOW TO HIT THE BALL

Learn to use power and finesse.

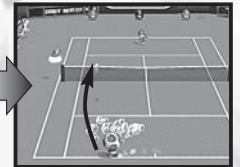


Hitting Is Easy – Just Press **A** or **B** !

In tennis, hitting the ball is called making a "shot". In MARIO TENNIS, all you need to do to make a shot is press the A or B Button. Press these buttons in different combinations to make various types of shots.



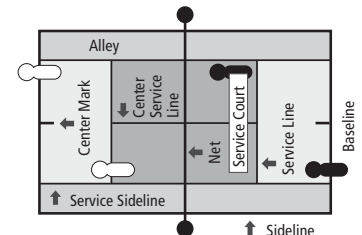
When the ball is coming toward you, move to where you can hit it.



Time your shot right to hit the ball back over the net.

How is the Court Set Up?

The diagram on the right shows how a tennis court is set up. The court is divided in half by a net, and the players on either side hit the ball back and forth over it.



Viewing the Game Screen

The game will begin when you serve. When the service changes, you and your opponent will switch places.

Each time you hit a SERVICE ACE or DOUBLE FAULT (see the chapter "Introduction to Play Modes"), the total number you have hit during that game will be displayed here.

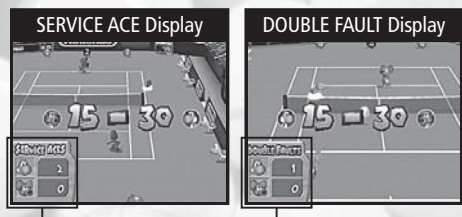
Score Display

This shows the points scored by each player.

Opponent's Character

Your Character

Start Screen for a Singles Match

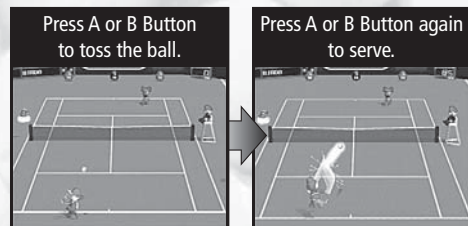


SERVICE ACE Display / DOUBLE FAULT Display (These appear only when a service ace or double fault occurs.)

Making a Shot

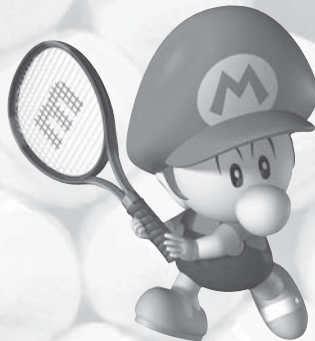
Step 1 Toss the Ball and Serve!

When it is your turn to serve, press either the A or B Button to toss the ball lightly into the air. Press A or B Button again while the ball is over your character's head to serve the ball. If your serve lands in the correct area on your opponent's court, the game will continue.



Use either button to toss the ball into the air.

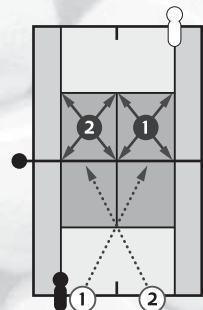
Use either button to serve.



Step 1 Toss the Ball and Serve... continued!

WHERE DO I SERVE?

When you serve, you must hit the ball into the opposite half of the service court on your opponent's side of the net. For example, when serving from ① (or ②) in the diagram on the right, the ball must land within area ① (or ②) on the opposite side of the net. If your serve lands outside of that area – or if it doesn't make it over the net at all – it is called a FAULT. If you fault twice in a row, it is called a DOUBLE FAULT, and your opponent scores a point.



Nice Serve!

When serving, try to hit the ball when it is at the highest point above your character's head. If you do, the word NICE! will appear, and the speed of your serve will be a little faster than normal.



Step 2 Let it Bounce, then Return the Serve!

When receiving your opponent's serve, you must wait until the ball bounces once in your service court. If you hit the ball before it bounces, it's called a "foul". A Warning Screen will appear, and your opponent will score a point.

Step 3 Make a Strong Return Shot!

When your opponent's serve comes over the net, use the Control Stick to move your character into position. When you get close to the ball, press either the A or B Button to hit it back into your opponent's court. Just before you hit the ball, you can use the Control Stick to control the direction of your shot.

Shot Strength Depends on Timing and Technique!

Hit the ball when it's at just the right height for a powerful shot. Hitting it when it is too low will result in a weak shot. The "right height" differs slightly for each character, so try hitting a few shots to figure out where that height is for the character you're using. Remember that your shot will also be more powerful if you move forward as you hit the ball.

Step 4 Try Different Shots!

Press the A and B Button in different combinations for different types of shots!

You can make a lot of different shots by pressing the A and B Button a certain number of times or in a specific order. Also, pressing the same button may result in a different shot depending on where your character is on the court and how high the ball is when you hit it.

Press Twice for More Power!

Pressing the A or B Button twice will result in a more powerful shot than just pressing it once.

	Top Spin
	Slice
→	Lob
→	Drop Shot
+	Smash Shot

Press the A Button twice...



...for a ball with lots of top spin and a high trajectory.

Press the B Button twice...



...for a ball with a strong slice and a low trajectory.

Press A and B Button together...



...for the strongest shot available, the flat smash shot.

Why Do the Shots Change Colors?

Each time you make a shot, the color of the ball's trajectory will indicate the type of shot that was made. An orange trajectory indicates top spin, blue means slice, and pink signifies a smash.

Charge up your shots for even more power!

Just before the ball reaches you, press the A or B Button to begin charging up energy to hit the ball. (You'll see some electrical effects around your character.) Then, if you time your shot well, you'll hit a charge shot that is more powerful and easier to control than a normal shot. Once your character starts charging, though, he or she won't be able to move very easily. If you want to move your character, press the Z Button to cancel charging.

Rally or smash for a great play at the net!

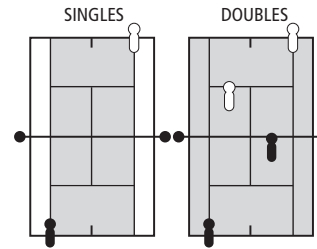
If you return your opponent's ball from close to the net, the speed of your shot will give you an edge. When you see your chance, move to the net and get ready to hit the ball. Another way to make a great play is to look for the smash point. When the smash point appears (indicated by a star), move there quickly, then press the A and B Button to start charging your energy. If you're in the right spot when the ball comes, you'll be able to hit a smash!

A Mario Tennis Mini-Lesson

SCORING IN TENNIS

SINGLES vs. DOUBLES

There are two types of tennis games – SINGLES (two players playing one-on-one) and DOUBLES (four players playing two-on-two). The parts of the court that you will use will differ depending on which type of game you're playing. In the diagrams below, the colored areas indicate where you can hit the ball.



DEUCE and ADVANTAGE

You must be at least two points ahead of your opponent to win a game. Therefore, if you and your opponent have three points each (40 – 40), neither of you can win on the next shot. When the score is 40 – 40 (or 40 All), this is called DEUCE. The player who scores next will have only one more point than his opponent instead, he will have the ADVANTAGE. To win the game one of the players must score two points in a row.

Games and Sets

Scoring in tennis is divided into three parts: point, game, and set. You must score four points to win a game, and you must win six games to win a set. (MARIO TENNIS also features two-game sets.)

To win a 1-set, 2-game match, you must win by two games. You can win the match by getting three games to one, or if the score is tied at two games each, you must win a TIEBREAKER. In a three-set match, you must win two sets, while in a five-set match, you must win three sets.

Scoring Points

Points in a game are scored like this:

No points	= 0 ("Love")
1 point	= 15
2 points	= 30
3 points	= 40
4 points	= Win or DEUCE

TIEBREAKER

In a 1-set, 2-game match, a TIEBREAKER will occur when each player has won two games. When this happens, the players will play until one of them scores seven points. The first player to score seven points will win the TIEBREAKER as well as the set. The winner, however, must win by at least two points.

EXHIBITION

Number of Players: 1 to 4

EXHIBITION MODE lets you practice the basic controls in a realistic tennis game. Try out all 14 of the available characters to discover their individual abilities and techniques. You should be able to find a character that's just right for you.



Before Beginning an EXHIBITION Match

Choose a SINGLES (one-on-one) or DOUBLES (two-on-two) match. The PLAY MODES that will be available will differ depending on the number of players who are participating.

When setting up PLAY MODES, use the Control Stick to make a selection, then press the A Button to confirm your choice. Press the B Button to cancel a selection and return to the previous screen.

1 SELECT A PLAY MODE

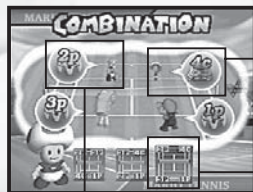
Select either SINGLES or DOUBLES.

2 CHOOSE THE NUMBER OF SETS

Choose how many games and sets you want to play. You can choose to play one, three or five sets with either two games or six games per set.

3 PICK PARTNERS FOR DOUBLES

Decide who will be partners in a DOUBLES match. (This screen will not appear when a single player chooses to play DOUBLES.)



A "C" indicates that the character is controlled by a computer player.

The current DOUBLES pairing will be displayed here.

A "P" indicates that the character is controlled by a human player.

4 5 SET THE DIFFICULTY FOR COMPUTER CHARACTERS

Choose which characters will be controlled by the computer and set the difficulty level for each. Tilt the Control Stick left and right to choose one of the four difficulty levels, then press the A Button to confirm your selection. (This screen will not appear when two players are playing SINGLES or when four players are playing DOUBLES.)

6 CHOOSE A COURT

Finally, select one of the four types of courts to play on, then press the A Button to begin your EXHIBITION game!

What's the Difference Between the Courts?

The ball speed and amount of bounce will differ on each type of court.

HARD COURT

Covered with concrete covered with rubber. A standard composite court.
BALL SPEED: NORMAL
BOUNCE: STRONG



GRASS COURT

Covered with natural grass. A court with fast ball speed.
BALL SPEED: FAST
BOUNCE: WEAK



CLAY COURT

Covered with hard clay. A court with slow ball speed.
BALL SPEED: SLOW
BOUNCE: WEAK



COMPOSITION COURT

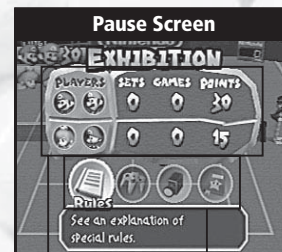
Covered with artificial turf. A court with very fast ball speed.
BALL SPEED: FASTEST
BOUNCE: NORMAL



• There are other, hidden courts, too!

Pausing in EXHIBITION MODE

The following menus, along with current game data, will be displayed when you pause the game. (The Camera Options menu will be displayed only during SINGLES play or when choosing characters for a DOUBLES match. See the next page for more information.)



Menus Available on Pause Screen

Current Characters and Scoring Info

RULES



View the RULES for the current PLAY MODE.

CONTROLS



See explanations of the controller functions.

CAMERA OPTIONS

Switch between three different camera angles: STATIONARY CAM (standard camera viewpoint), PLAYER CAM (view from behind your character), or DYNAMIC CAM (close to the action). (This menu will be available only during SINGLES play or when choosing pairs for DOUBLES play.)

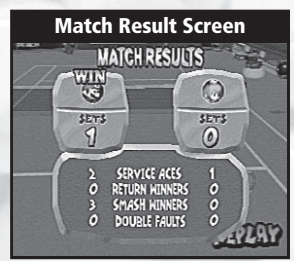
SAVE

There are three save files. Select END GAME at the bottom of the menu to return to the MAIN MENU.

Let's see that again...
 During a replay, press the B Button to start the replay again from the beginning. Press the A Button to stop the replay.

After the Match

The Match Results Screen (shown below) displays statistics for SETS, SERVICE ACES, RETURN WINNERS, SMASH WINNERS, and DOUBLE FAULTS. On this screen you can choose to play a rematch or return to the MAIN MENU.



To score a SERVICE ACE, RETURN WINNER, or SMASH WINNER, you must score a point without your opponent even being able to touch the ball.

SERVICE ACE: A serve that your opponent cannot return. You will score a point for each one.

RETURN WINNER: A service return that your opponent cannot return. You will score a point for each one.

SMASH WINNER: The number of times you scored using a smash shot.

DOUBLE FAULT: Two consecutive missed serves. Your opponent will score a point for each double fault.

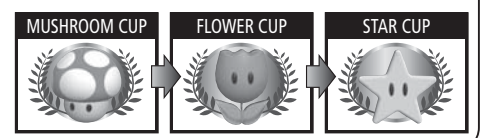
TOURNAMENT
 Number of Players: 1

Like EXHIBITION MODE, TOURNAMENT MODE lets you experience realistic tennis action. This time, characters will compete in two different tournaments to try to advance to the STAR CUP. Win this third and final tournament with all characters to move on to a whole new level of tournaments!



What are the Tournaments?

You'll compete in the MUSHROOM CUP first. Win here, and you'll move on to the FLOWER CUP. Your opponents will become stronger as you progress.



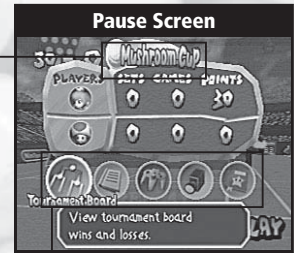
Before Beginning a TOURNAMENT

There is no setup necessary to start TOURNAMENT MODE. Just set the number of players to one, then you're ready to go. You can play either SINGLES or DOUBLES. If you choose to play DOUBLES, the computer will automatically choose a partner for you.

Pausing in TOURNAMENT MODE

The following menus, along with current game data, will be displayed when you pause the game.

- TOURNAMENT BOARD**
View tournament wins and losses.
- START OVER**
Replay the match. (This option will appear if you lose a match.)
- RULES**
- CONTROLS**
- CAMERA OPTIONS**
- SAVE**



Name of Current TOURNAMENT

Menu Available on Pause Screen

Except for START OVER, these menus are the same as the ones in EXHIBITION MODE.

After the Match

Match results will be displayed after each match. You can also save your progress on the Tournament Board Screen that appears after you win. If you win the tournament, the results will be saved automatically. If you want to continue playing with the same character, you will be able to start over from the beginning of the first tournament or continue on to the next level.

RING SHOT

Number of Players: 1 to 4

In this mode, you must hit the ball through the rings that appear above the court. The number of rings that are cleared will be added together. The person who wins the point in the tennis game will also win points for the rings that were cleared, regardless of who cleared them. You can play either SINGLES or DOUBLES in this mode.



Before Beginning RING SHOT

In this mode, the conditions for winning will change depending on the number of players. A lot of setup will be required to play RING SHOT with two or more players.

1 SELECT A PLAY MODE

Select either SINGLES or DOUBLES. (You can only select DOUBLES when playing with two, three or four players.)

2 TEAMMATES OR OPPONENTS?

When playing DOUBLES with two, three, or four players, you can either play cooperatively (clearing rings together as a team) or in a BATTLE ROYALE (clearing rings individually).

3 MANY WAYS TO WIN

Single-Player Options

When playing a single-player game, you can choose from four types of RING SHOT games. The rules for each are listed below...

GAME

Clear the specified number of rings before time runs out.

POINTS

Score points for the rings you clear before time runs out. There are five different sizes of rings – the smaller the ring, the more points it's worth.

TIME

Clear the specified number of rings before time runs out.



BALLS

Clear the specified number of rings using a limited number of balls.

Multiplayer Options

In a game with two to four players, you must collect a specified number of points to win. You can set the number of necessary points to 50, 100, or 200. In TEAM and BATTLE ROYALE games, the player(s) who win(s) the point will receive the points for all the cleared rings during that rally, regardless of who cleared them. In TEAM play, the scores for each team member will be added together, and a team will be declared the winner. In BATTLE ROYALE, however, points are counted separately for each player, and an individual player will win.



4 COLLECT THE FLAGS

This is a single-player mode where you try to clear levels, which are represented by flags. Select one of the menus as described in Section 3 on the previous page, then select a level to play. You must clear the levels in order, starting with the one on the far-left. Once you have cleared a level, you will be able to move on to the next one – however you can only continue onto the next level using the character you used to clear the previous one.

Flag Selection Screen

Currently Selected Mode

Previously Cleared Levels

Your Character (on left) and Opponent (on right)



Selected Level and Number of Rings to Clear It

5 SELECT DOUBLES PAIRINGS



6 7 CHOOSE OPPONENT AND DIFFICULTY



8 PICK A COURT

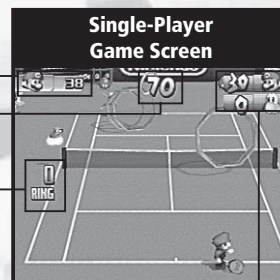


Viewing the Ring Shot Screen

Number of Ring Points Collected

Ring Points Needed to Clear Level

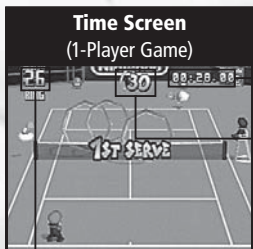
Rings Cleared So Far (You score these points if you win the rally.)



Current Game Score

The information on the screen will differ slightly depending on how the game has been set up. This next section will explain the various screens.

Looking at the Ring Shot Screen ...continued!

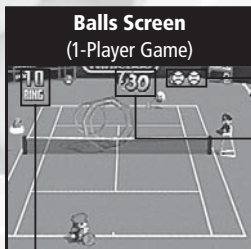


Time Screen
(1-Player Game)

Time Remaining
(The game ends
when time runs
out.)

Ring Points
Needed to Clear
Level

Rings Cleared
So Far

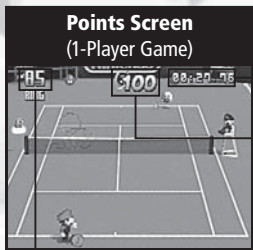


Balls Screen
(1-Player Game)

Balls Remaining
(The game ends
when you run out
of balls.)

Ring Points
Needed to Clear
Level

Rings Cleared
So Far

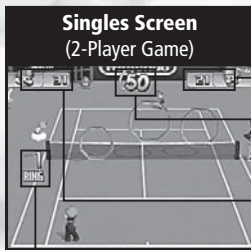


Points Screen
(1-Player Game)

Time Remaining
(The game ends
when time runs
out.)

Ring Points
Needed to Clear
Level

Rings Cleared
So Far



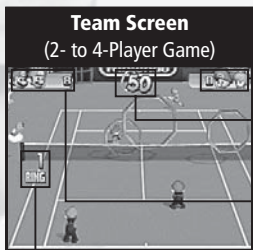
Singles Screen
(2-Player Game)

Player 2's Rings

Rings Needed
to Clear Level

Player 1's Rings

Rings Cleared
So Far



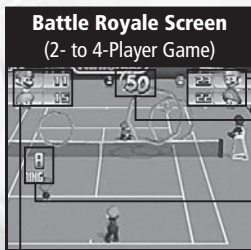
Team Screen
(2- to 4-Player Game)

Opposing Team's
Rings

Rings Needed
to Clear Level

Your Team's Rings

Rings Cleared
So Far



Battle Royale Screen
(2- to 4-Player Game)

Each Player's Rings

Rings Needed
to Clear Level

Rings Cleared
So Far

Each Player's Rings

RING SHOT Features

You play a RING SHOT game just like you would an EXHIBITION or TOURNAMENT game. As soon as you clear the specified number of rings, however, the game will end automatically.

Pausing in RING SHOT MODE

Because there are so many different ways to play in RING SHOT MODE, there are lots of options on the Pause Screen. You can view data from the current game and choose from the following menus.



START OVER

Restart the current RING SHOT match.



BACK TO MAIN MENU

Return to the MAIN MENU.



RULES

The Rules Menus are the same as in EXHIBITION MODE.



FLAG SELECTION

Return to the Flag Selection Screen. (This option will appear only in a single-player game.)



END GAME

Quit the current RING SHOT match and return to the MAIN MENU. (This option will appear only in a multiplayer game.)



CONTROLS

The Controls Menus are the same as in EXHIBITION MODE.

After the Match

When a multiplayer match ends, the Match Results Screen will appear – choose TRY AGAIN or BACK TO MAIN MENU. If you lose a single-player match, select START OVER, FLAG SELECTION or BACK TO MAIN MENU.

BOWSER STAGE

Number of Players: 1 to 4

Have some unusual tennis fun by using six oddly familiar items on this topsy-turvy court!

Before Beginning the BOWSER STAGE

The setup for the BOWSER STAGE is almost the same as for EXHIBITION. A special court has already been prepared for you!



1 SELECT A PLAY MODE

Select either SINGLES or DOUBLES.



3 PICK PARTNERS FOR DOUBLES

Decide who will be partners in a DOUBLES match.



2 CHOOSE THE NUMBER OF SETS

Choose how many games and sets you want to play. You can choose to play one, three or five sets with either two games or six games per set.



5 SET DIFFICULTY FOR COMPUTER CHARACTERS

Choose which characters will be controlled by the computer and set the difficulty level for each.

Press the R Button to Use Items

Item Box

There are six different types of items that you can use in the BOWSER STAGE. Hit a pale rainbow-colored box to collect an item, then press the R Button to use it. You can have only one item at a time – you must use the item you have before you can collect another one.

Red Shell

This shell will home in on your opponent. When it hits, your opponent will be temporarily unable to move.



Mushroom

This item will speed up your player for a short amount of time.



Green Shell

Three shells will shoot out in straight lines in three different directions. When one hits, your opponent will be temporarily unable to move.



Star

The star will make your character more powerful for as long as your character is glowing.



Banana

The banana peel will stay on the spot where the ball bounces. Your opponent will slip if he steps on it.



Lightning

Lightning will temporarily lower the abilities of all the other players, making their shots weaker.



Looking at the Bowser Stage Screen

You'll see the information shown below on the screen when playing in the BOWSER STAGE.

Singles Screen

Doubles Screen

Pausing in the BOWSER STAGE

RULES

CAMERA OPTIONS

CONTROLS

SAVE

These menus are the same as the Pause Menus you've seen in other modes.

Pause Screen



After the Match

When the match is over, the Match Results Screen will appear. Select TRY AGAIN or BACK TO MAIN MENU.

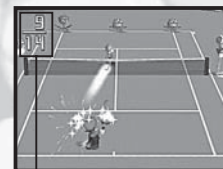
Match Results Screen



PIRANHA CHALLENGE

Number of Players: 1

Your goal in this mode is to return all 50 of the balls that the Piranha Plants will shoot at you. Sounds easy enough, right? The problem is, there will be an opponent on the opposite court who will try to hit your balls back. You will not score points for balls that fail to land in the opposite court or that are hit back by your opponent.



The top number shows how many balls you have successfully returned. The bottom number shows the total number of balls the Piranha Plants have shot.

Before Beginning the PIRANHA CHALLENGE

The PIRANHA CHALLENGE is available as a single-player game only. After selecting 1 PLAYER, select PIRANHA CHALLENGE. Finally, select a court to begin playing.

Pausing in PIRANHA CHALLENGE

In addition to the menus shown on the right, the total number of balls shot by the Piranha Plants and the number of successful returns will be displayed.

BACK TO MAIN MENU
Return to the MAIN MENU.

START OVER

RULES

CONTROLS

After the Challenge

When the challenge is over, a screen like the one on the right will appear. Your results will be displayed both graphically and as a number. Select START OVER at the bottom of the screen to try the challenge again.



Here are a few more details about the options on the MAIN MENU.

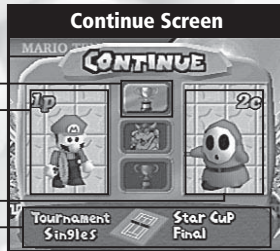
CONTINUE

Currently Selected File

Character Used in This File

Opponent in This File

Play Mode in This File



Select CONTINUE to return to a saved game. Use the Control Stick to select a file, then press the A Button to confirm your choice.



Save Your Game

These modes allow you to save your current game data.

EXHIBITION – TOURNAMENT – BOWSER STAGE

Game data from the RING SHOT and PIRANHA CHALLENGE MODES cannot be saved.

HOW TO SAVE AND WHAT TO WATCH OUT FOR

Press START during a game to bring up the Pause Screen, then choose the SAVE option. Use the Control Stick to select the file you want to save to, then press the A Button to confirm your choice. Be careful! If you select a file that already contains saved data, the previous data will be erased!



When saving, do not reset the game or turn the power OFF until the Pause Screen appears again. If you do, your saved data may be erased!

Points that have been earned in your current game will not be saved. Data for SERVICE ACES, RETURN WINNERS, SMASH WINNERS, and DOUBLE FAULTS for that game will not be saved either.

SPECIAL GAMES

You can also choose one of these special modes...



SHORT GAME

Play a game to five points using special rules.



TIEBREAKER

Play a TIEBREAKER to seven points.



DEMO MODE

Watch computer-controlled characters play a game.

OPTIONS

Use this mode to check records and adjust game settings.



STATUS



View records for single-player EXHIBITION, TOURNAMENT, and RING SHOT games.



EXHIBITION



Look at the chart to see how your characters (down the left-hand side of the screen) fared against their opponents (across the top). The symbols on the chart indicate the opponents' difficulty settings:

☆ = INTENSE ◎ = HARD
○ = NORMAL △ = EASY



TOURNAMENT



See which trophies have been won by the different characters in both SINGLES and DOUBLES matches.



RING SHOT



See results for each character in the four different RING SHOT MODES.



DATA

Select DELETE SAVED DATA to erase all of your game data. Be careful! Once it has been deleted, game data cannot be restored.



MUSIC

Turn the background music that is played during the games ON or OFF.



SOUND

Select either STEREO or MONO sound output. If you select STEREO, be sure that your Nintendo64 is plugged into both the left and right audio ports on your television.

