Nintendo

GAME BOY COLOR

CGB-BM8E-USA

MARIO TENNIS™

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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

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Thank you for selecting the Mario Tennis™ 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.

EVERYONE ® E CONTENT RATED BY ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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

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NEED HELP WITH A GAME?

For free, automated game play tips and news, call Nintendo's Power Line at:

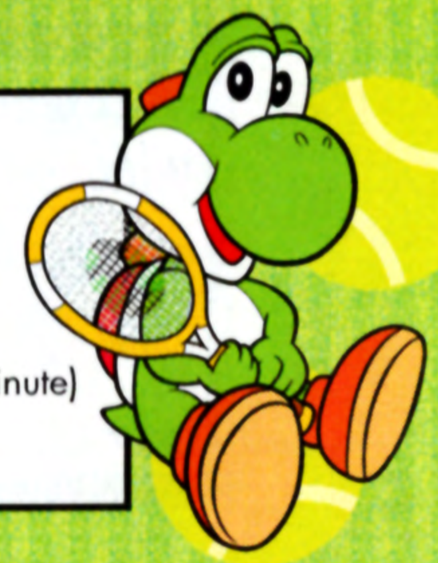
1-425-885-7529

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 (**U.S.** $1.50 per minute) **1-900-451-4400** (**Canada** $2.00 per minute)

6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call (prices subject to change).



CONTROLS

Master these controls to gain the advantage! (See pg. 30.)

+ Control Pad

During Games

- Move
- Aim shot (Press diagonally for a less severe shot angle.)

On World Map

- Walk (Hold the B Button to run.)

On Menu Screens

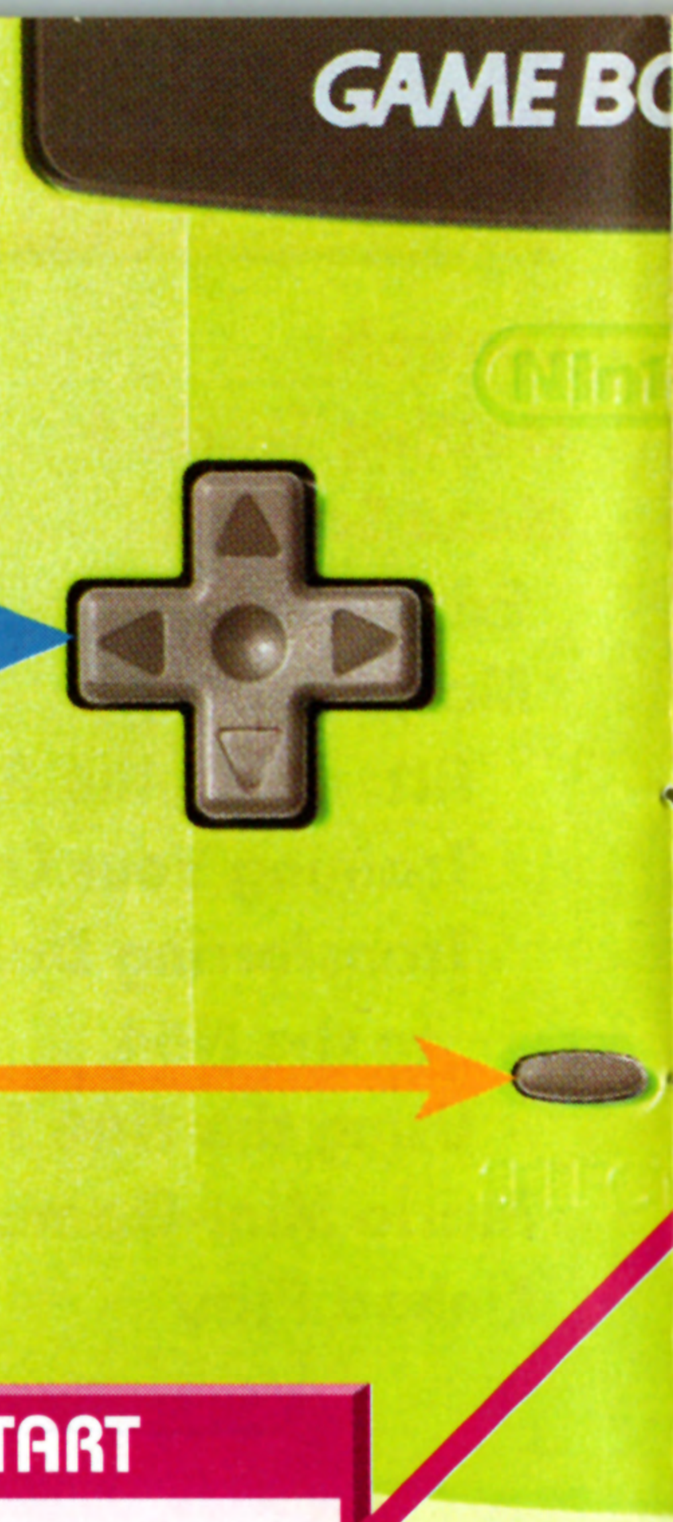
- Move cursor
- Select dictionary terms (↑ and ↓) and pages (← and →)

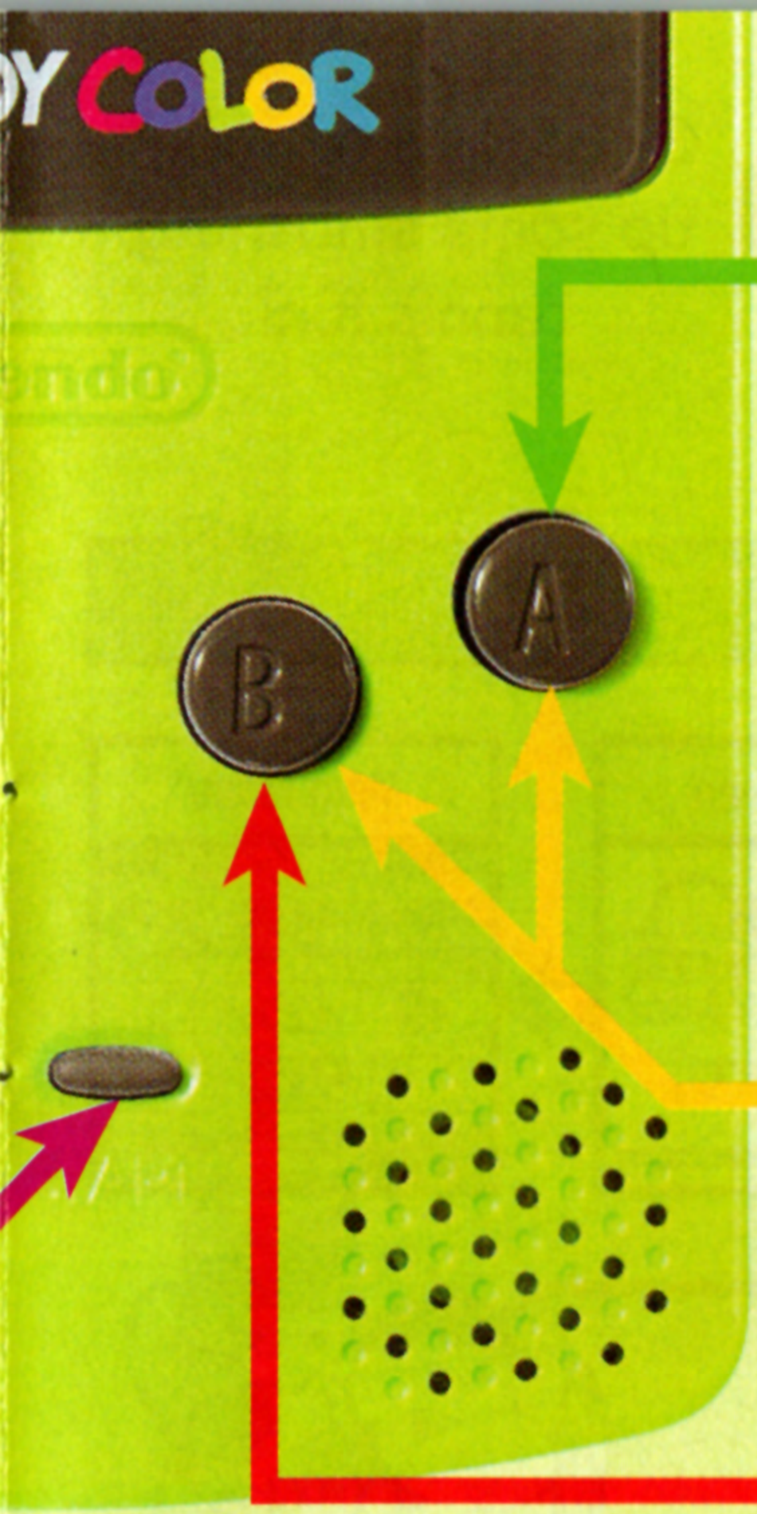
SELECT

- Cancel charge (See pg. 31.)

START

- Pause game (See pg. 34.)





A Button

During Games

- Topspin serve
- Topspin shot

On World Map

- Talk

On Menu Screens

- Confirm selections

A or B

- Toss the ball to serve

A + B

- Flat shot
- Smash shot

B Button

During Games

- Slice serve
- Slice shot

On Menu Screens

- Cancel selections



GETTING STARTED

Get ready to serve up some smashing tennis fun!

Getting to the Main Menu

Properly insert your *Mario Tennis* Game Pak into your Game Boy Color system, then turn the power ON. After the opening video sequence, the Title Screen will appear. Press START to go to the Main Menu.

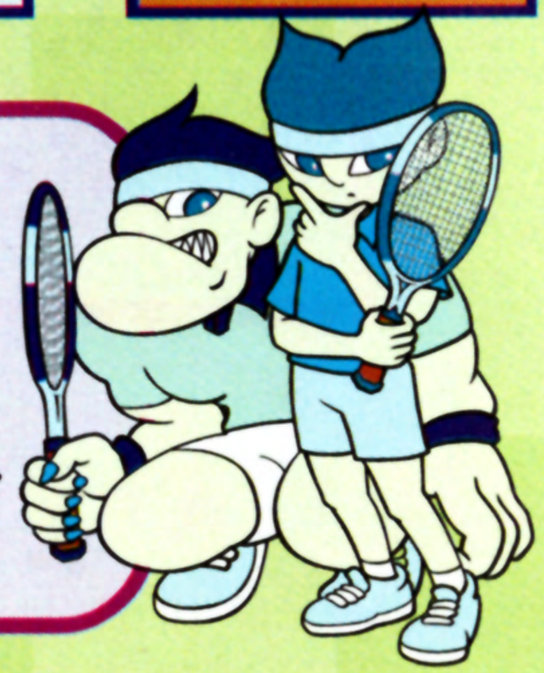


Player Profiles, Part 1

The Costello Brothers

Factory Team

This duo attacks fiercely with earth-shattering shots. Can you match the power of the "Coz" Brothers?





MENU SCREENS

Make it a point to check out all of the modes!



Exhibition

Try out your skills in a practice match. Keep practicing until you've mastered the game!

Beginning an Exhibition Match





Go to pg. 8.

1 Choose Settings

Use the + Control Pad to select the style of match (singles or doubles), the number of games per set (two or six), and the number of sets per match (one, three or five). When you have chosen your settings, press the A Button.

2 Choose Characters

Pick a character you've created yourself or any of the other available characters. (You can create up to six of your own characters.) If you are going to play a doubles match, choose your character (1P), your partner (3C), your opponent (2C), and your opponent's partner (4C).

3 Choose a Court

Select one of the four types of courts. The ball speed and amount of bounce will differ for each type.



Hard Court



Concrete covered with rubber.

Ball speed ----→ Normal
Bounce ----→ Strong

Clay Court



Covered with hard clay.

Ball speed ----→ Slow
Bounce ----→ Weak

Grass Court



Covered with natural grass.

Ball speed ----→ Fast
Bounce ----→ Weak

Composition Court



Covered with artificial turf.

Ball speed ----→ Fastest
Bounce ----→ Normal

Now get ready to play!

Once you've chosen a court, the game will begin. If you play with a character you created, you could earn Experience Points (EXP Pts)—but only if you win! (See pg. 13.)





Mario Tour

You've just been accepted to the Royal Tennis Academy! Talk to the coaches, use the facilities and train your character to be the best around.

Joining the Mario Tour

1 Choose a Save File

Use the + Control Pad to select a save file on the Main Menu, then press the A Button to continue.



2 Choose a Character

Press left and right on the + Control Pad to choose a character. Press START to make him or her right-handed ("R") or left-handed ("L"), then press the A Button to check stats. If you like the looks of your character, select Yes, then press the A Button. If not, choose No to pick another character.





Go to pg. 10.

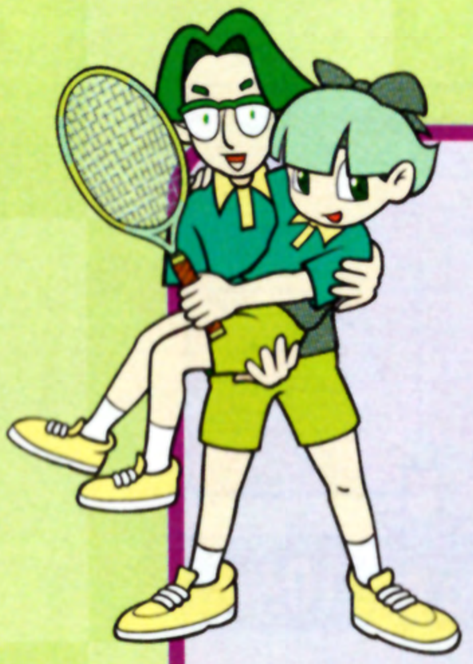
3 Enter a Name

Use the + Control Pad to choose a letter, then press the A Button to enter it. You may enter up to seven letters for your character's name. When you're finished, repeat steps 1, 2 and 3 to choose your partner.

4 Join the Mario Tour!

Once you've entered your partner's name, the Mario Tour will begin. You're just about to enter the Royal Tennis Academy...





Player Profiles, Part 2

Sammi & Sean
Union Academy

The confident Sammi and quiet Sean make the perfect pair. Be careful, or you'll be forced to match their style—and there's no beating them at their own game!



Spike & Elden
Empire Academy

This clever couple calculates all the possibilities before making a move. There are even rumors that Spike can recite pi out to the 10,000th decimal place.

Saving and Continuing

There are two ways to save your game in the Mario Tour. The save method you use will determine how you continue the next time you play.

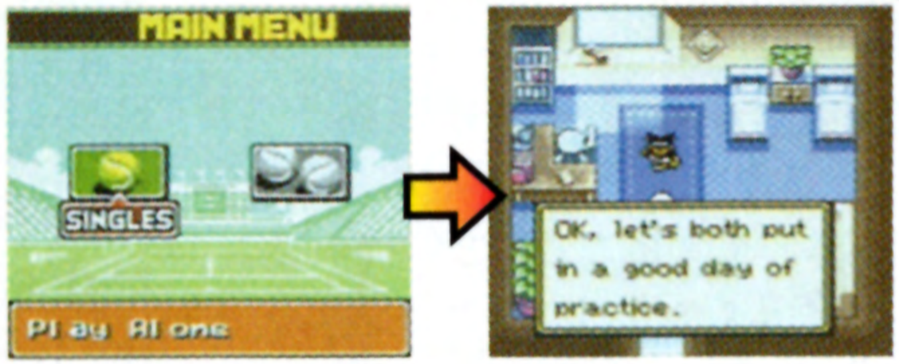
Saving From the Pause Menu

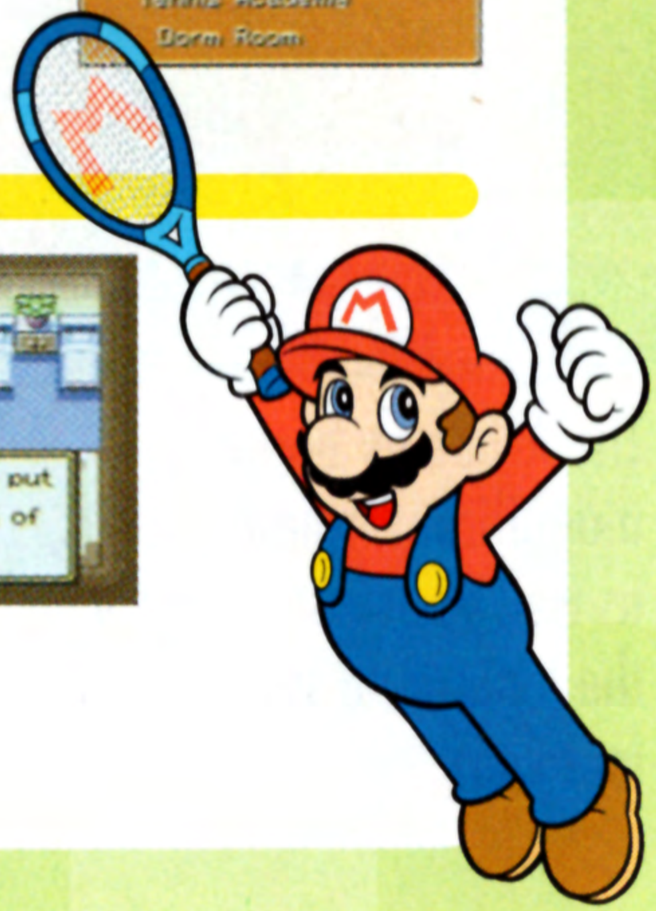
You can pause your game, then choose Save on the Pause Menu. If you save your game this way, a screen like the one on the right will appear the next time you play. To continue from where you left off, choose Yes, then press the A Button. If you choose No, your saved game will be lost.



Going Home for the Day

You can also save your progress by returning to your dorm room and talking to your partner. The next time you play, a screen like the one on the right will appear. Choose singles or doubles, then continue your game from your dorm room.





Attending the Academy

You'll love everything the Royal Tennis Academy has to offer!

Training Center



The Training Center is full of cutting-edge training equipment. Check out the Tennis Machine and the high-tech Wall Practice room.

Tennis Courts



The Academy boasts magnificent training courts, as well as grass courts for the junior and senior class members.

The Service Ace



This campus restaurant is a favorite hangout for the students after a hard day of training. The best item served up here is the advice you'll get from your fellow classmates.

Dormitory



You and your doubles partner share a room in this residence hall. Talk to your roommate when you want to save your game or play a doubles match.

Training Your Character

With a little practice, you'll be an ace in no time!

Move Up in the Rankings

Your character will start out in the Academy's junior class. Challenge your classmates to ranking matches at the junior courts to improve your own ranking. If you beat the class champ in a ranking match, you'll become the new class champ and move up to the senior class!



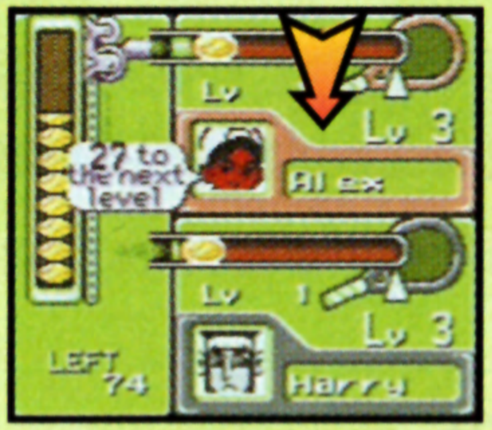
Play Matches to Earn EXP Pts

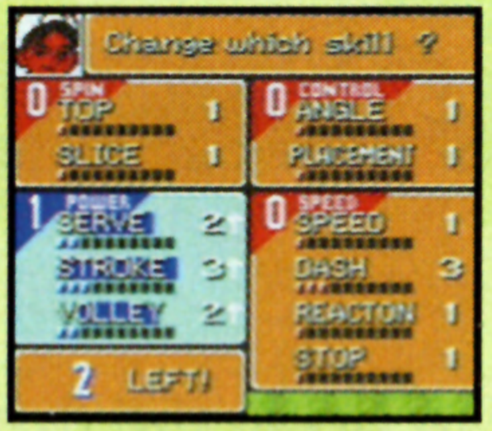
You can earn EXP Pts by practicing at the Training Center or on the training courts. But if you lose a match, you might not earn any EXP Pts at all.



Use EXP Pts to Raise Your Level

When you earn EXP Pts, distribute them between your character and your partner. Once a character earns a certain number of EXP Pts, he or she will move up a level. Each time a character moves up a level, you can improve one of his or her skills: Spin, Power, Agility or Control.





Spin

• Topspin	Degree of topspin
• Slice	Degree of slice

Power

• Serve	Serve strength
• Stroke	Standard shot strength
• Volley	Volley strength

Control

• Angle	Shot angle
• Placement	Shot placement

Agility

• Speed	Top speed
• Dash	Acceleration
• Reaction	Reaction speed
• Stop	Stopping ability (If it's low, your character's more likely to slip.)

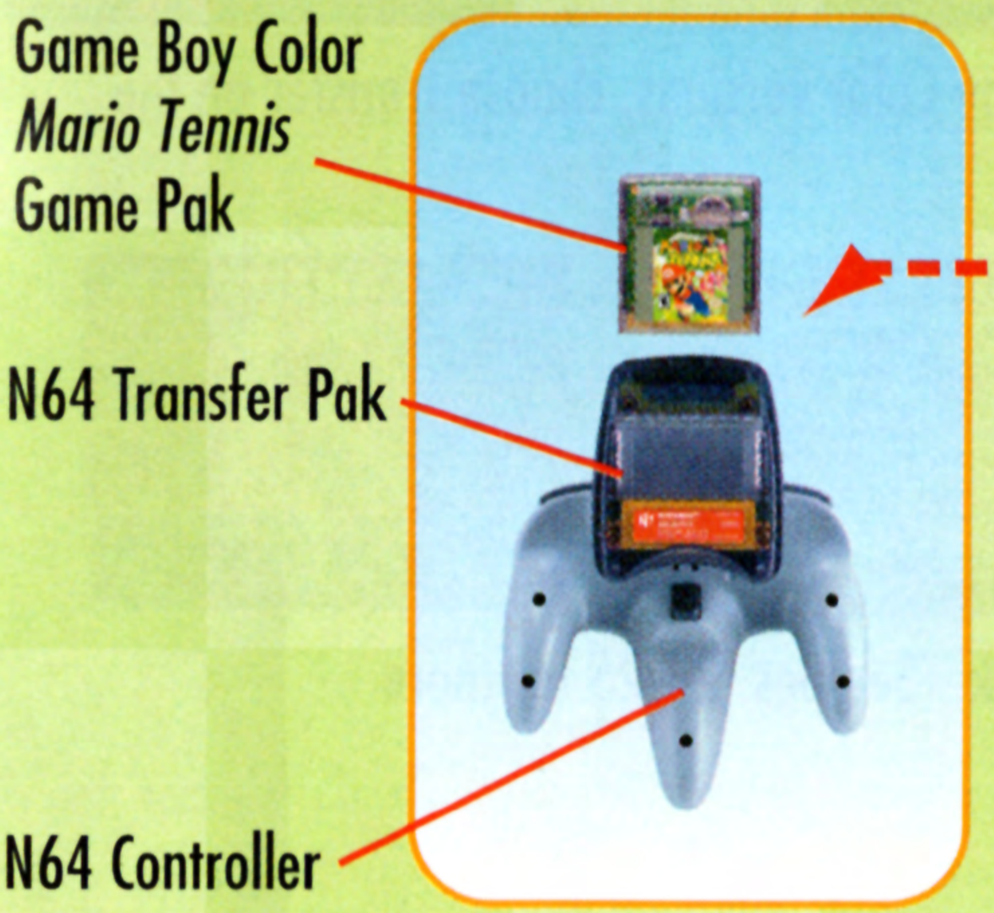
Transferring Data to the N64®

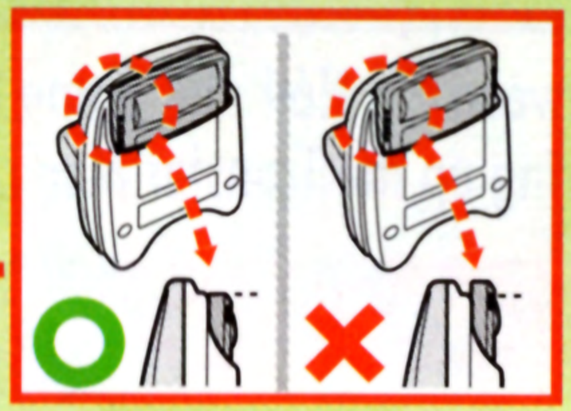


N64 Transfer Pak™

Use the N64 Transfer Pak™ (sold separately) to transfer characters you've trained in *Mario Tennis* for the Game Boy Color system to and from *Mario Tennis* for the N64 system. To do so, you need an N64 Control Deck, *Mario Tennis* for the N64 and an N64 Transfer Pak. Please read the N64 Transfer Pak Instruction Booklet for more information about connecting and using the Transfer Pak.

Be sure to insert your Game Boy Color Game Pak firmly into the N64 Transfer Pak.





Do not shake or otherwise apply any shock to the Transfer Pak while playing. If you do, your game may function improperly.

Insert and remove the Game Pak and Transfer Pak only when the power is turned OFF. If you remove the Game Pak or Transfer Pak while the power is ON, your saved data could become corrupted or deleted.

Troubleshooting When Transferring

Before you transfer any data, please make sure that:

1. The N64 *Mario Tennis* Game Pak is properly inserted into the N64 Control Deck
2. The Game Boy Color *Mario Tennis* Game Pak is properly inserted into the N64 Transfer Pak
3. The N64 Transfer Pak is properly inserted into the N64 Controller

Using the N64 Transfer Menu

When you want to transfer data between the N64 and Game Boy Color versions, choose Transfer on the Main Menu of the N64 version to bring up the Transfer Menu.

Refresh Data





Send any EXP Pts your Game Boy character has earned in the N64 version back to the Game Boy Color Game Pak. Also update the N64 Status with any new information saved on your Game Boy Color Game Pak. (See pgs. 24-25 for more information about N64 data.)

N64 Characters

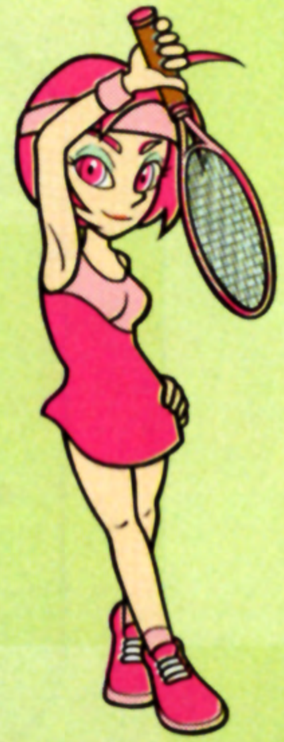
Send characters that appear in the N64 version to your Game Boy Color Game Pak.



Game Boy Characters

Send your Game Boy Color characters to the N64 Game Pak.





Game Pak Check

Check the current status of your Game Boy Color Game Pak. When the check is complete, the characters that are currently saved on your Game Boy Color Game Pak will appear along the right-hand side of the screen.





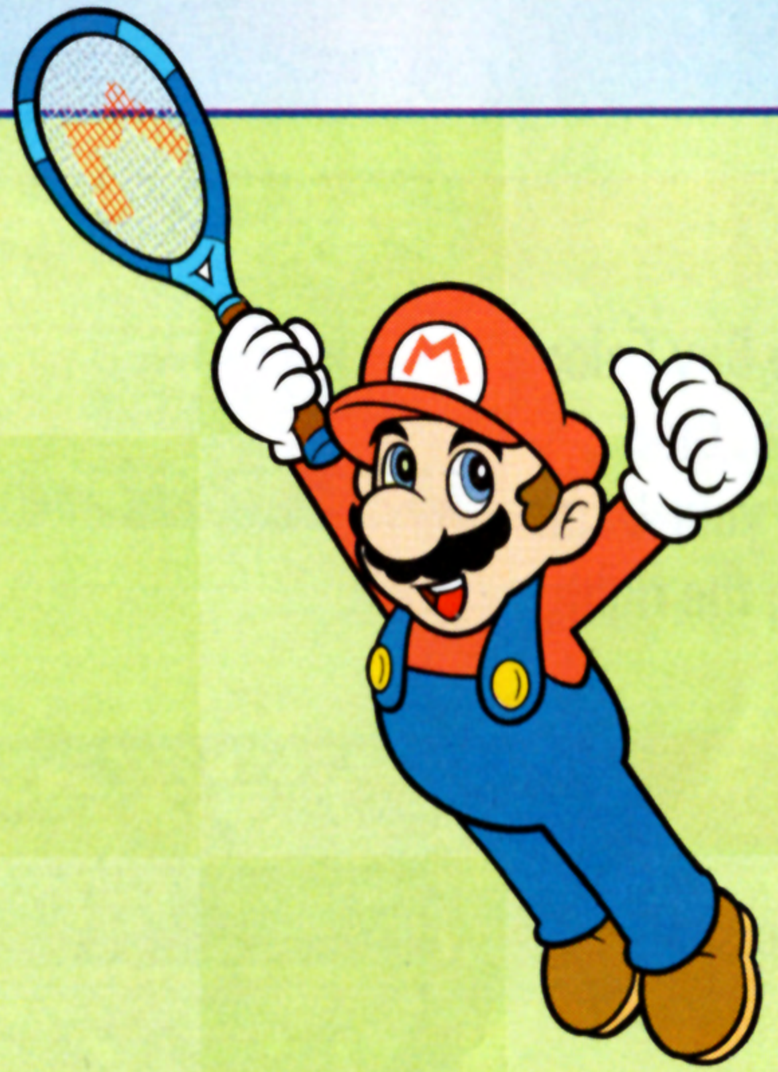
Back to Main Menu

Return to the Main Menu of the N64 version.



- When you use your Game Boy Color character in the N64 version, that character's Exhibition, Tournament and Ring Shot data will not be saved.

- The Iron Racket and Iron Shoes are practice items only, and you cannot send them to the N64 version.



Mario Mini-Games

With all of the mini-games *Mario Tennis* has to offer, you're sure to return again and again!

Playing a Mini-Game

1 Choose a Mini-Game

Use the + Control Pad to select one of the three available mini-games, then press the A Button.



If you use the N64 Transfer Pak to bring characters from the N64 version of *Mario Tennis* to the Game Boy Color version, you'll net even more mini-games! (See pg. 17 for details on transferring data.)

2 Choose a Level

Select a difficulty level for the mini-game. Only Level 1 will be available at first—you'll have to clear that one to open up the next.



Go to pg. 20.

3 Check Game Rules

Be sure to read the rules carefully. When you're finished reading, press the A Button to continue.

4 Give It a Shot!

Now you're ready to play! The conditions for clearing the mini-game will depend on the difficulty level you've chosen. Good luck!



Give It Another Go!



Press START during a mini-game to bring up the Pause Menu. Choose Try Again to restart the mini-game from the beginning. You can also select a different difficulty level. (See pgs. 34-35 for more information about the various Pause Menus.)





Linked Play

You and a friend can link up to play a two-player game!

Using the Game Link® Cable

Connect a Game Link cable (sold separately) to the Game Boy Color systems as shown in the picture on the right.



Items Needed

Game Boy Color systems	2
Game Boy Color *Mario Tennis* Game Paks	2
Game Link cables	1

Connecting the Cable

1. Make sure that the power on each system is OFF, then insert a *Mario Tennis* Game Pak into each system.
2. Firmly insert one end of the Game Link cable into the EXT. Connector on each system.
3. Turn the power on each system ON.
4. See pg. 22 for instructions on how to begin a two-player game.

Troubleshooting When Linking

The game may not function if:

1. The Game Link cable is not properly inserted
2. The cable becomes disconnected while you're playing
3. You're not using the proper cable

Playing a Two-Player Game

To start a two-player game, follow the same basic steps as in Exhibition Mode. (See pg. 7.)

1 Choose Settings

Connect two Game Boy Color systems as explained on pg. 21, then select Linked Play from the Main Menu on both systems. Use the + Control Pad to select singles or doubles, the number of games per set, and the number of sets. Then press the A Button to continue.



2 Choose Characters

Pick a character you've created or any of the other available characters. If you are going to play a doubles match, choose your character (1P), your partner (3C), your opponent (2P), and your opponent's partner (4C).



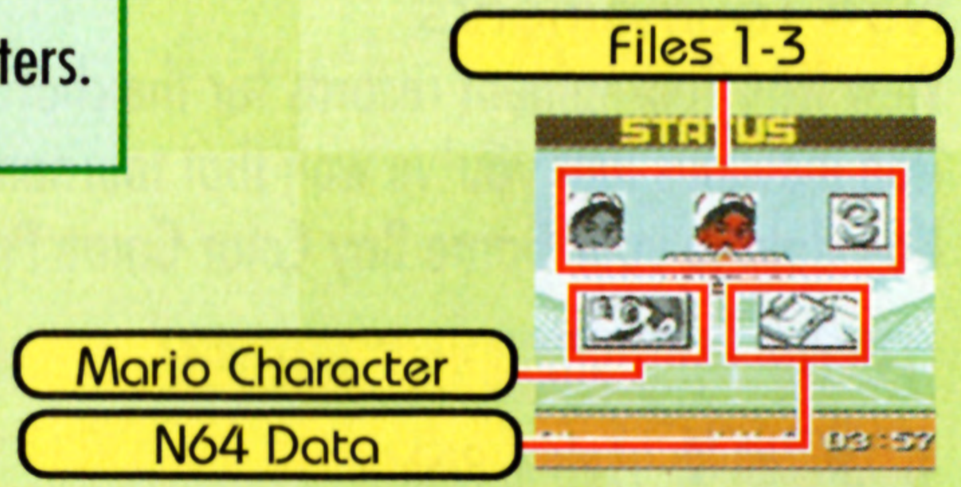
3 Choose a Court

Select one of the available courts, then press the A Button to begin the match.



Status

Review information on your saved characters.



Choose File 1, File 2 or File 3 to view data for the characters saved to that file. Choose Mario Characters to view saved data for Mario™, Luigi and other characters. Choose N64 Data to check the latest data transferred from the N64 version of *Mario Tennis*.

Checking Saved Data

Character Data

Check data for the character you're training. The numbers to the right of Spin, Power, and other skill areas show the number of times you've raised the ratings for those areas. (See pg. 14 for information on each skill.) Press left on the + Control Pad to see details about your character, and press right to see details about your partner.

Clear Status

See how much of the Mario Tour you've cleared. Icons on the right-hand side of the screen indicate which challenges have been cleared.





N64 Tournaments

View N64 Tournament records for the characters saved to the file you selected. A trophy icon indicates that you've won that tournament. (See pg. 17 for details on transferring N64 data to your Game Boy Color Game Pak.)



Tournament Cups



(Left to Right)
Mushroom Cup
Flower Cup
Star Cup

Star Tournament Cups



(Left to Right)
Rainbow Cup
Moonlight Cup
Planet Cup

Item Settings

Look at the items you've earned on the Mario Tour and change the item settings. An "E" indicates that your character is currently equipped with that item. To equip your character with a different item, use the + Control Pad to select the item you want, then press the A Button.



Checking Mario Character Data



Exhibition

Check the chart to see how your characters (down the left-hand side of the screen) performed against their opponents (across the top). If you see an arrow at the edge of the screen, press that direction on the + Control Pad to see more of the chart.

Mario Mini-Games



View the results of Mario Mini-Games you've played. A mushroom indicates that you have cleared that level. If you see an arrow at the edge of the screen, press that direction on the + Control Pad to see more of the chart.

Checking N64 Data

See the results from matches you played on the N64 version of *Mario Tennis*. (See pg. 17 for details on transferring N64 data to your Game Boy Color Game Pak.)

Tournaments



Check results for both singles and doubles tournaments. Press up and down on the + Control Pad to see more of the chart.

Exhibition



Look at the chart to see how your characters (down the left-hand side of the screen) did against their opponents (across the top). The triangles, circles and other symbols indicate the opponents' difficulty settings. If you see an arrow at the edge of the screen, press that direction on the + Control Pad to see more of the chart.

Ring Shot



View results for each character for the Ring Shot modes. Press left and right on the + Control Pad to switch between the different Ring Shot modes. A circle indicates that you've cleared that flag. The number on the right is your high score for the final flag.



Dictionary

Use the dictionary to look up tennis terms.





First, use the + Control Pad to select the tab for the first letter of the word you want to look up, then press the A Button. Next, choose the term and press the A Button to see its definition. You can also skip pages by pressing left and right on the + Control Pad.



Saved Data

You can erase the data you have saved on your Game Pak. Once you've erased it, though, you can never get it back.

Erase File

Choose the file you want to erase. If you're sure you want to erase it, choose Yes, then press the A Button. If not, choose No to return to the previous screen.

Erase N64 Data

To erase data you have transferred from the N64 version, choose Yes, then press the A Button. Otherwise, choose No to return to the previous screen.

Erase All

To erase all of the data on your Game Pak, choose Yes, then press the A Button. Otherwise, choose No to return to the previous screen.

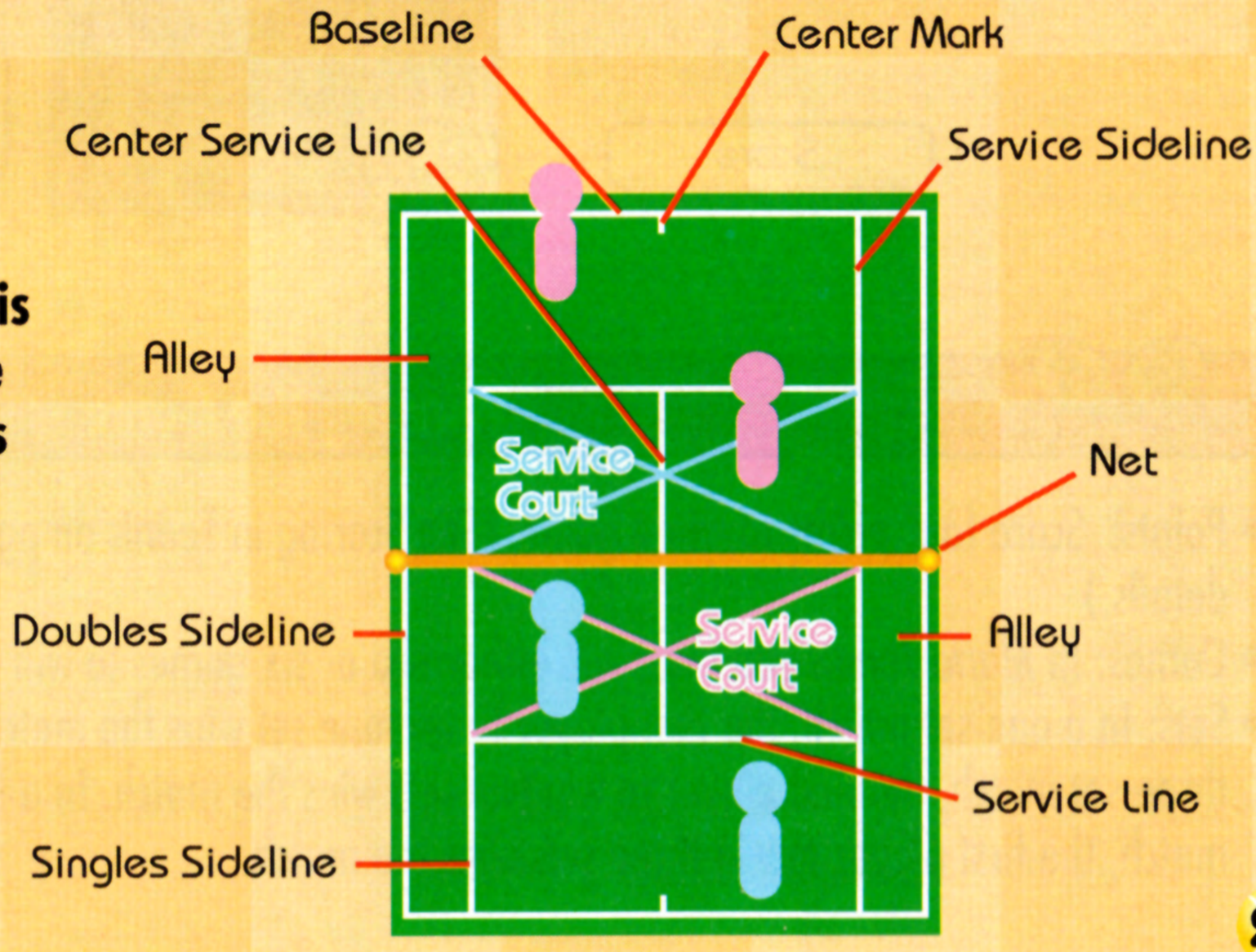


TENNIS BASICS

Learn the basics of tennis, then hone your skills to become the king or queen of the court!

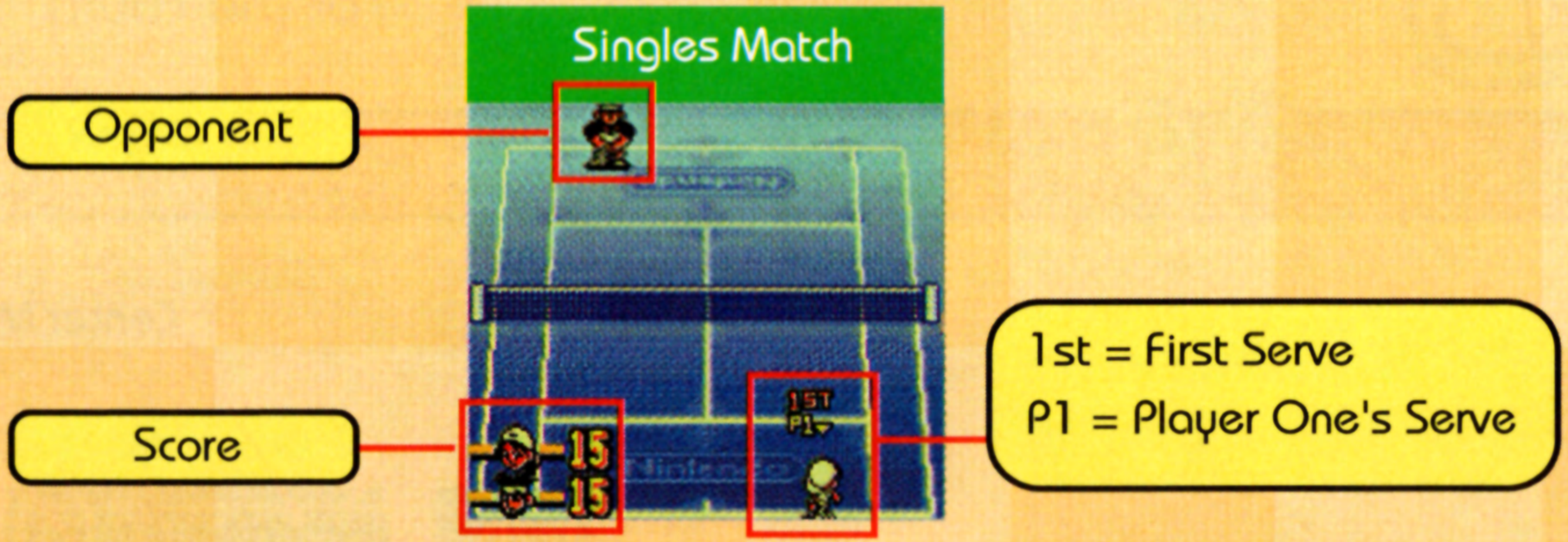
Looking at the Court

This diagram shows how a tennis court is set up. The sidelines are different for singles and doubles matches.



Viewing the Game Screen

Know how to read the icons on the screen before you begin playing.



Winning the Game

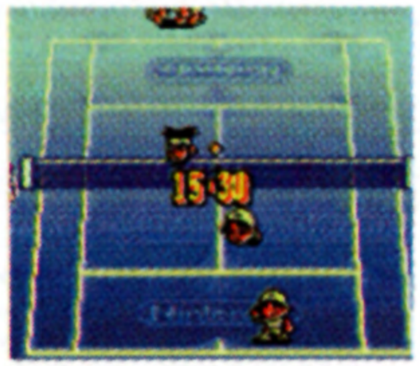
- Points: Score four points to win a game. (See Scoring in Tennis on pg. 29 for details.)
- Games: In *Mario Tennis* you must win either two or six games to win a set.
- Sets: In a one-set match, the first player to win one set wins the match. In a three-set match, the first player to win two sets wins the match. In a five-set match, the first player to win three sets wins the match.



Scoring in Tennis

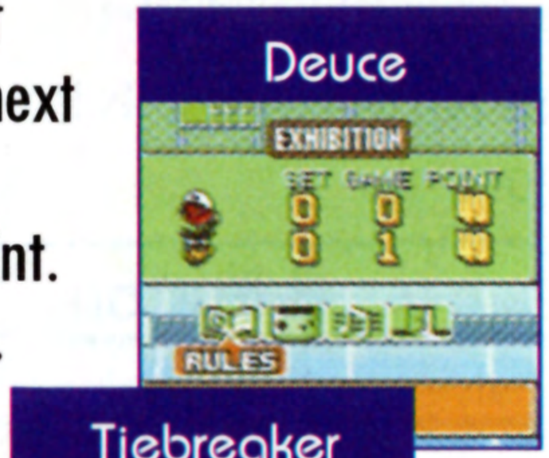
Scoring Points

Tennis has a unique way of scoring points. No points is called "Love" and is shown as 0 Points. One point is "fifteen," two points is "thirty," and three points is "forty." If you win four points, you win the game.



Deuce

You must be at least two points ahead of your opponent to win the game. So if both players have scored three points (40-40), neither player can win on the next shot. A 40-40 tie is called "deuce." When a player scores the next point, this is called "advantage," and that player can win the game by scoring one more point. After reaching deuce, a player must score two points in a row to win the game.



Additionally, if a two-game set is tied 2-2, or a six-game set is tied 6-6, you must play a tiebreaker to win the set. Check the Dictionary for more information about a tiebreaker.



Serving the Ball

To serve the ball, first press either the A or B Button to toss the ball into the air. While the ball is in the air, press either the A or B Button (or both) to serve the ball. When you serve, you must hit the ball into the opposite half of the service court on your opponent's side of the net. (See the diagram below.) Use different buttons for different types of serves.



A Button

Topspin

This serve has a high trajectory and lots of bounce. Its trajectory is orange.

A + B

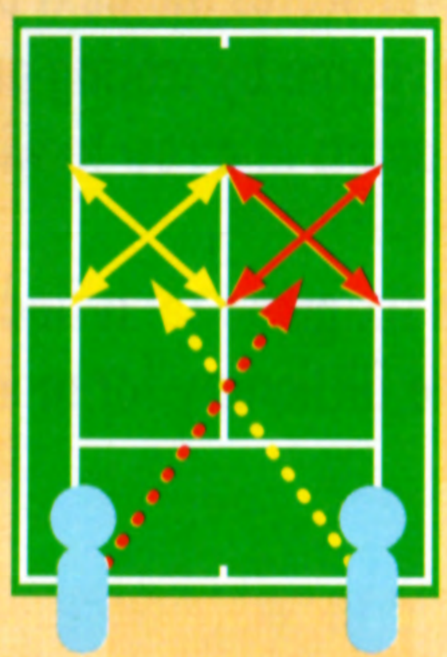
Flat Shot

This serve is very fast. Its trajectory is pink.

B Button

Slice

This serve has a low trajectory with little bounce. Its trajectory is blue.



Serve the ball to the opposite side of the service court on your opponent's side of the net.

Nice Shot!

Try to hit the ball when it's at its highest point above your character's head for a serve that's a little faster. If you do, the word "Nice!" will appear on the screen.

Returning the Ball

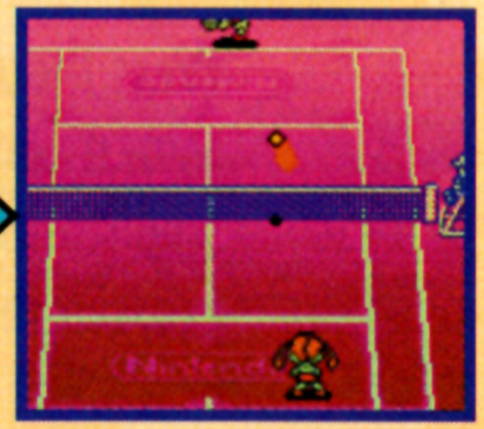
When your opponent hits the ball into your side of the court, move your character into position. When the ball gets close enough, press the A or B Button (or both) to hit it back into your opponent's court. Press the + Control Pad just as you press the button to control the direction of your shot.



Move right using the + Control Pad.



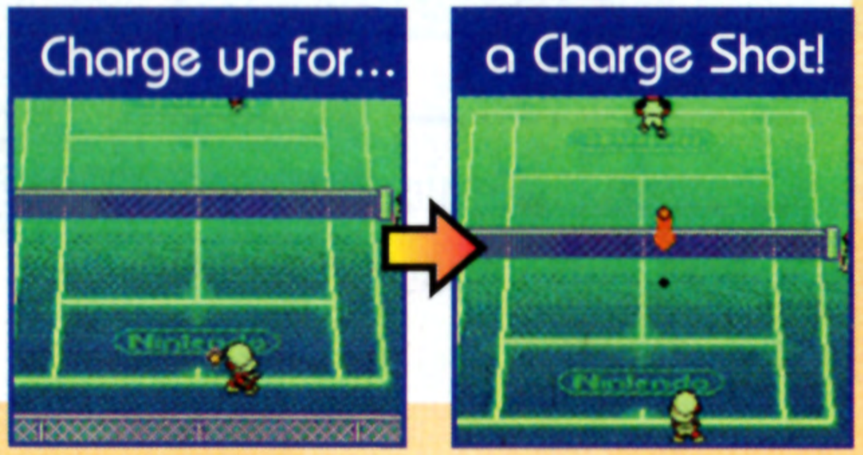
While holding left on the + Control Pad...



press the A Button for a topspin shot!

Charge Up Your Shot!

If you press the A or B Button (or both) before the ball reaches you, your character will charge up for a more powerful shot. Your character will start blinking to show that it's charging up. If you time your shot well, you'll hit a charge shot that's more powerful and easier to control. It will be hard for your character to move after he or she starts charging, though, so if you want to move your character, press SELECT to cancel charging.



Press Twice for More Power!



Press the A or B Button twice in a row for a shot that's more powerful than it would be if you pressed the button only once. The colored trajectories for topspin and slice shots will appear only when you have pressed the button twice.

Topspin

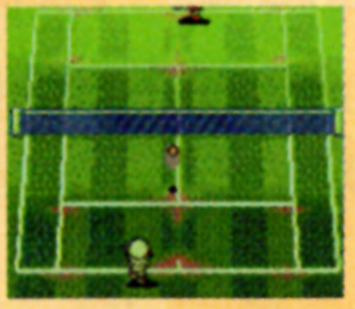
A Button



This shot flies on a high trajectory, landing in your opponent's court with lots of bounce. Its trajectory is orange.

Flat Shot

A + B



This fast shot flies in a straight line. Its trajectory is pink.

Slice

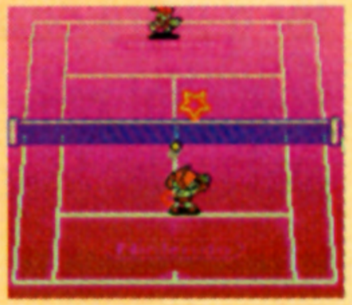
B Button



This shot has a low trajectory, landing with little bounce. Its trajectory is blue.

Lob

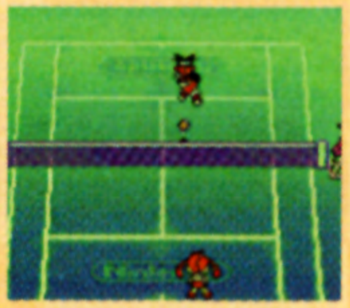
A → B



This shot flies on a very high trajectory toward the rear of your opponent's court. Its trajectory has no color.

Drop Shot

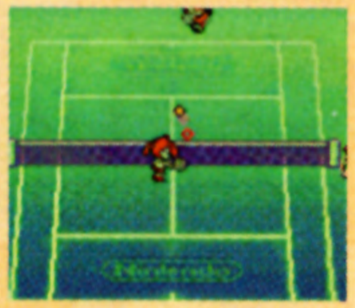
B → A



This weak shot barely clears the net before dropping into your opponent's court. Its trajectory has no color.

Volley

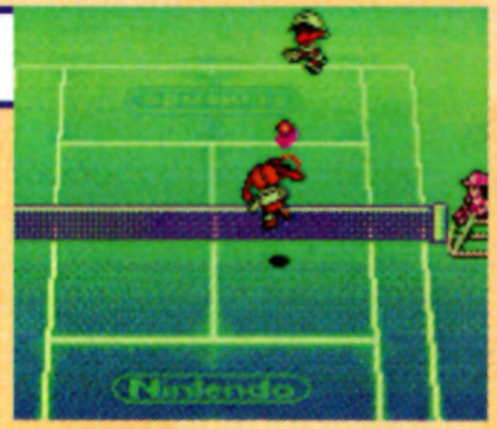
A or B (when near the net)



This will immediately return your opponent's shot from near the net. Its trajectory has no color.

Smash Shot

A + B



This is the fastest, most powerful shot, but several conditions must be met in order to pull it off. First, you must press both the A and B Buttons simultaneously just before you hit the ball. Also, if the ball isn't high enough when you hit it, it will end up being a flat shot. The smash shot's trajectory is pink.

What's That ★ ?

A ★ indicates a smash point. If a ★ appears in your court, it means that you have the chance to hit a smash shot! Immediately move to the ★ , then press the A and B Buttons to charge up. If the ball comes in at just the right height, you'll hit a powerful smash!





PAUSE MENUS

Press START during the game to open the Pause Menu.

The Pause Menu that appears will be different depending on your play mode. It will also depend on whether you are in a match or walking around.





Rules

Check the rules for the current game or match.



Clear Status

See how many of the Mario Tour challenges you've completed.



Controls

Confirm what each button does.



Save

Save or quit your current game.



Save

Save your data until the next time you play the game.



Main Menu

Quit and return to the Main Menu without saving.



Quit Match

Quit the current match.



Cancel

Cancel the save and return to the Pause Menu.

Status

Check your character's data and items.

Char. Data

View data for your character and your partner.

Items

See which racket and shoes your character is currently using.

Options

Turn the music ON or OFF and change the camera.

Camera Mode

Normal
Use the standard camera angle.

Player
Always view the court from behind your character.

Music

ON
Listen to music during the game.

OFF
Do not listen to music during the game.

Messages

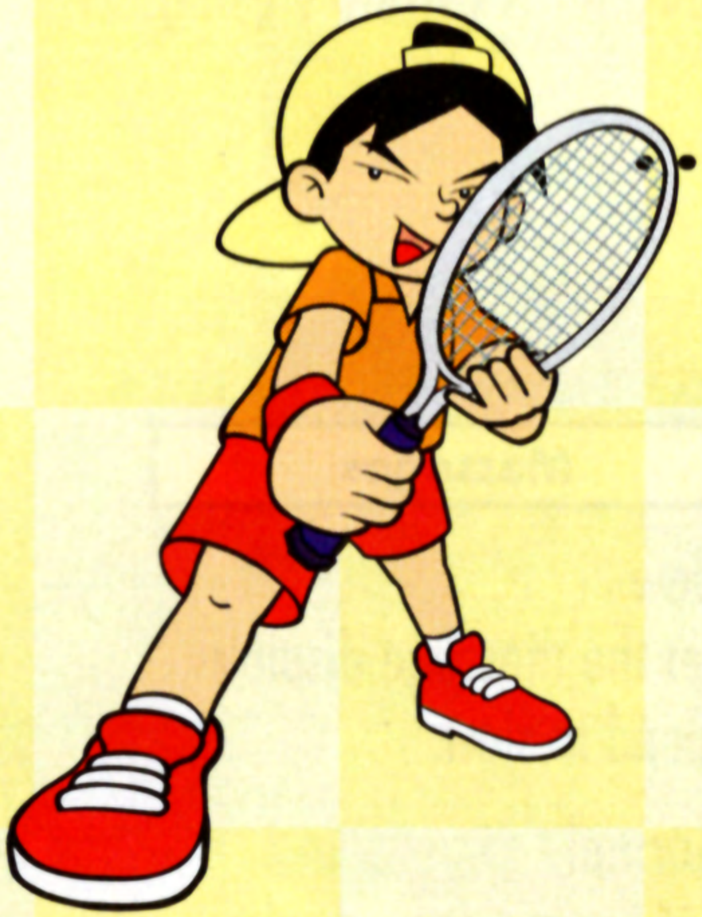
Slow
Set the message display speed to slow.

Normal
Set the message display speed to normal.

Fast
Set the message display speed to fast.

TENNIS CHAMPS!

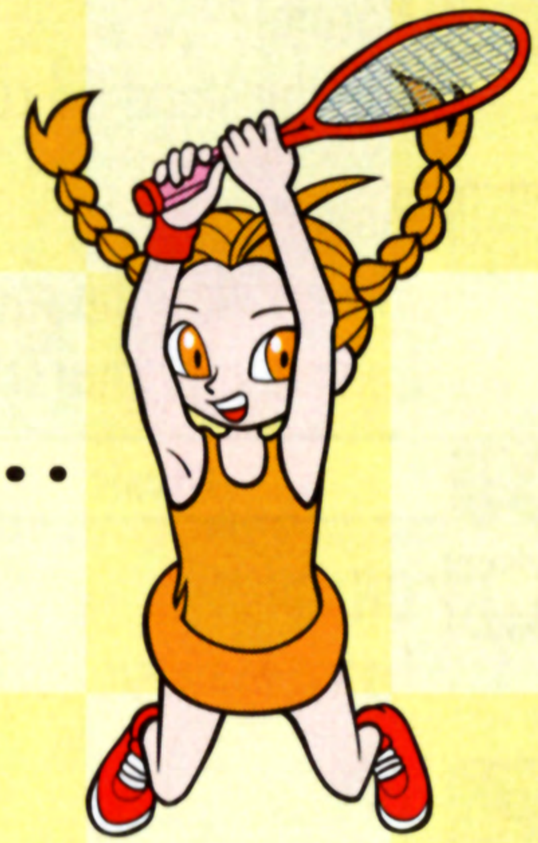
These are some of the friends and foes you'll bump into at the Royal Tennis Academy. Someday you may even have to face them on the court...



Alex

A promising new student who's just arrived at the Royal Tennis Academy, Alex can be quite mischievous when he puts his mind to it. On the court he's incredibly speedy, and once he starts running, there's no stopping him!

Nina



An energetic tomboy who enjoys practical jokes, Nina also entered the Academy only recently. Her goal is to be the world's greatest tennis player...period!



Harry

Harry is Alex's roommate and doubles partner. A macho attitude and piercing gaze are his trademarks. With Alex's speed and Harry's power, they make a formidable team on the doubles courts.

Kate



Kate is Nina's roommate and doubles partner. She dances beautifully across the court—like a butterfly in the breeze—hypnotizing any opponent.

Emily

Mark

Kevin



Royal Tennis Academy Representatives Kevin and Emily form one of the Academy's top doubles teams, and Mark is one of its top—and most confident—players. All three are both varsity team members and coaches for some of the new students.

Perhaps one day you'll even get the chance to play against some of your favorite Nintendo characters!

Mario™



Mario can easily deal with any style of play—even Bowser's!

Type: All-Around

Peach



Peach is proud of her ball control—and for good reason!

Type: Technique

Baby Mario



Despite his short legs, Baby Mario can dash up, down, and across the court in the blink of an eye.

Type: Speed

Luigi



Luigi has a good balance of skills that is on par with his older brother's.

Type: All-Around

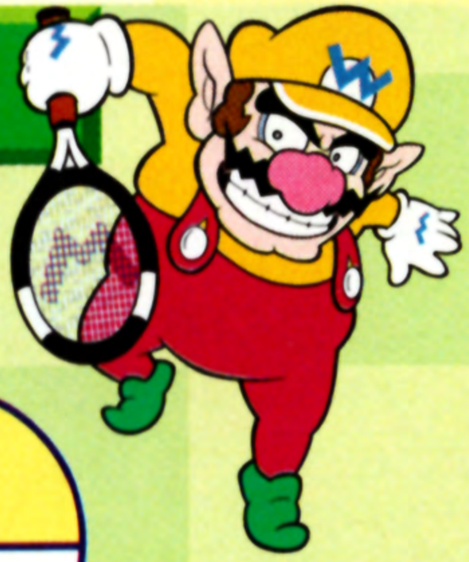
Donkey Kong®



This big ape packs a powerful punch... err... shot.

Type: Power

Wario™



Wario overwhelms opponents with his mighty serve.

Type: Power

Bowser

As is his nature, Bowser throws his might around at every chance– especially on the court.



Type: Power

Yoshi®

Yoshi can reach almost any ball with his super-quick reaction time.



Type: Speed

Waluigi



With his long, spaghetti-like limbs, he can return even the most difficult-to-reach shots!

Type: Technique

Transfer characters on this page from the N64 version of Mario Tennis to your Game Boy Color Game Pak. (See pg. 17.)

SI NO

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REV-B

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REV-L

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