

PEACH

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Shot Path: Straight

Max yards: 203

Shot height: Medium

Impact: 13/20

Control: 12/20

Spin: 5/20

Control Stick up: This might turn a bit.

Control Stick down: Don't duff it!

Control Stick left: Could you hurry?

Control Stick right: Can you pull this off?

C-Stick up: Hit a pretty one!

C-Stick down: This shot is all you!

C-Stick left: Piece of cake!

C-Stick right: Do your best!

Peach is another good choice to use. She has good impact and control, and her shot height is medium. The problems are that her max yards number is weak and she doesn't have very good spin. If you use auto-swing a lot, use Peach.

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LUIGI

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Shot Path: Left

Max yards: 206

Shot height: Low

Impact: 16/20

Control: 10/20

Spin: 6/20

Control Stick up: Tough shot!

Control Stick down: You look ridiculous!

Control Stick left: Wow! Make or break!

Control Stick right: This is a very tense moment!

C-Stick up: Oh yeah! Looking good!

C-Stick down: Wow, you're the best!

C-Stick left: You're unbelievable!

C-Stick right: You gotta believe!

Luigi is a GREAT character to begin with. His Impact and Control is good, and his shot path is low, so the wind barely affects it. Problems is that a low shot path means trees are more dangerous. His shot is okay though.. Still, that shouldn't be a problem for most beginners.

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YOSHI

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Shot Path: Straight

Max yards: 208

Shot height: Medium

Impact: 13/20

Control: 9/20

Spin: 9/20

Control Stick up: Where's THIS going?  
Control Stick down: You can't reach from here!  
Control Stick left: Do you want some advice?  
Control Stick right: Are you nervous?

C-Stick up: Take a deep breath and swing!  
C-Stick down: Give it all you've got!  
C-Stick left: It's okay. Just be calm.  
C-Stick right: Don't forget to check the wind speed!

Yoshi is my favorite character, and I began with him. He hits straight, his impact, control, AND spin are all decent, and his shot height is medium. His max yards is pretty good also. I suggest starting out with Yoshi.

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KOOPA

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Shot Path: Right  
Max yards: 200  
Shot height: Medium

Impact: 14/20  
Control: 14/20  
Spin: 7/20

Control Stick up: I believe you'll slice it!  
Control Stick down: I've got doubts about this.  
Control Stick left: This shot looks quite difficult!  
Control Stick right: This shot's rather out of your league, isn't it?

C-Stick up: I daresay you're due for a nice shot!  
C-Stick down: Just relax and play your game.  
C-Stick left: Clear your mind and focus!  
C-Stick right: Hit it nice and clean. I know you can!

Koopa isn't that good of a character. He hits to the right, has the lowest max yards number in the game, and has weak spin. His shot height is medium though, and his impact and control are both good. One good thing about having a low max yards amount is that hole-in-ones are easier to get on par 3s.

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DONKEY KONG

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Shot Path: Far left  
Max yards: 215  
Shot height: Low

Impact: 10/20  
Control: 5/20  
Spin: 12/20

Control Stick up: Look out! Banana peel!  
Control Stick down: Jump! Flaming barrel!  
Control Stick left: Better use the hammer!  
Control Stick right: If you hit this, I'll go ape!

C-Stick up: Crush it!  
C-Stick down: It's hammering time!

C-Stick left: You're on fire!

C-Stick right: Go for it!

Donkey Kong has strong impact and spin, but his control is very weak. His shot height is low also, so trees are dangerous. A good thing about DK is that his max yards number is good, so use him if you want a hard hitting character with decent stats.

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WARIO

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Shot Path: Far left

Max yards: 210

Shot height: Very low

Impact: 11/20

Control: 7/20

Spin: 9/20

Control Stick up: \*burp\* Sorry!

Control Stick down: Need a lesson loser?

Control Stick left: Hit it, slowpoke!

Control Stick right: Shank it! Hahahaha!

C-Stick up: Good luck... to ME! Hahahaha!

C-Stick down: Wahahahaha!

C-Stick left: If you can win, I hate you!

C-Stick right: Who do you think you are buster?

Wario is a pretty good character. His max yards amount is good and his stats are okay. He hits to the far left, which is useful on some occasions, but not on all. Also, his shot height is very low, so the wind pretty much won't affect him at all.

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DAISY

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Shot Path: Right

Max yards: 213

Shot height: High

Impact: 10/20

Control: 6/20

Spin: 13/20

Control Stick up: This shot is so easy!

Control Stick down: Can you really make this?

Control Stick left: Are you just gonna let me win?

Control Stick right: Seriously, are you aiming there?

C-Stick up: Let it fly!

C-Stick down: Just hit it!

C-Stick left: Watch where you send it!

C-Stick right: You can do this! I know it!

Daisy hits pretty far and has good control and spin but her positive things stop there. Hitting high is good for avoiding trees and getting on ledges, but the wind really whips her ball around.

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BIRDO

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Shot Path: Left

Max yards: 209

Shot height: High

Impact: 12/20

Control: 8/20

Spin: 11/20

Control Stick up: Oh miss! MISS! Please miss!

Control Stick down: Here's my chance!

Control Stick left: How can you possibly make that shot?

Control Stick right: You're going to lay an egg!

C-Stick up: Oh, splendid!

C-Stick down: I simply can't wait to see your shot!

C-Stick left: Put a little pep into your swing!

C-Stick right: Give it your best shot!

Birdo is probably the closet you can get to an average character. With okay impact, control, and spin, and high shot height, and a max yards number of 209, Birdo can pull off some really nice shots. Other times, like on par 5 holes, you'll be wishing her stats were a bit higher.

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DIDDY KONG

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Shot Path: Right

Max yards: 207

Shot height: High

Impact: 13/20

Control: 9/20

Spin: 7/20

Control Stick up: Quit monkeying around!

Control Stick down: You're gonna hook it!

Control Stick left: Is that the right club?

Control Stick right: This chimp'll be champ!

C-Stick up: Go! Go! Go!

C-Stick down: Put it in!

C-Stick left: You're in the groove!

C-Stick right: Awesome!

Diddy is another character who is around average. High shot height, hits okay, nice impact, and control. With a 7 in spin, you won't be getting very far with top and backspins, but it could be worse.

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WALUIGI

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Shot Path: Right

Max yards: 209

Shot height: Medium

Impact: 13/20

Control: 9/20

Spin: 12/20

Control Stick up: Oh, come on!  
Control Stick down: Are you sweating?  
Control Stick left: Don't wiff!  
Control Stick right: You're cheating!

C-Stick up: Today!  
C-Stick down: Not bad... for you!  
C-Stick left: Only cheaters mess up!  
C-Stick right: Waah... this looks too easy!

Waluigi is a pretty good character. Definitely above average, but doesn't meet the "great" standards. Nice impact and spin and also some decent control. 209 yards is good, and a shot height of medium is probably the best one there. Waluigi isn't a bad choice for beginning players.

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BOWSER

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Shot Path: Far right  
Max yards: 217  
Shot height: Medium

Impact: 8/20  
Control: 4/20  
Spin: 15/20

Control Stick up: I rule! Heh heh heh!  
Control Stick down: Bwa ha ha ha!  
Control Stick left: Rwarhhhh!  
Control Stick right: Amateur!

C-Stick up: Gweh heh heh heh...  
C-Stick down: Zzzzzz...  
C-Stick left: Go!  
C-Stick right: Do it!

Bowser hits far and has a good shot height, but his control is very weak. Spin is GREAT so if you are good at manual shots, use him. Impact is okay, and the far right shot path can be useful in some situations.

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PETY PIRHANA (SECRET CHARACTER)

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Shot path: Straight  
Max yards: 220  
Star max yards: 300  
Shot height: Very high

Impact: 9/20  
Star Impact: 4/20  
Control/Star Control: 6/20  
Spin/Star Spin: 9/20

Control Stick up: Uh-oh! This doesn't look good!  
Control Stick down: I will CRUSH you!  
Control Stick left: Get on with it!  
Control Stick right: You make me sick!

C-Stick up: Better pay attention!  
C-Stick down: Don't wiff it, okay?  
C-Stick left: Hack that thing!  
C-Stick right: Timing is everything!

Pety's max yards is EXCELLENT as a star character and it's power shot lets him hit the ball even farther! That's his only good point though. His impact, control, and spin are all pretty bad and with a very high shot height, one mile of wind can really send your ball off course. Also, if you aren't exactly in the sweet spot of the impact zone, the ball will seriously turn left or right. Still, the excellent max yards number can give you some hole in one's on certain par 4 courses.

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BOO (SECRET CHARACTER)
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Max yards: 208  
Star max yards: 253  
Shot path: Far right  
Shot height: Medium

Impact: 12/20  
Star Impact: 7/20  
Control/Star Control: 9/20  
Spin/Star Spin: 7/20

Control Stick up: (BOO! Did I distract you?)  
Control Sitck down: Aren't you afraid of whiffing?  
Control Stick left: This shot should be ghoulish.  
Control Stick right: Just concentrate on the BLEEAAAH! Hee Hee!

C-Stick up: Eee hee hee! You're great!  
C-Stick down: Don't be afraid!  
C-Stick left: Eek! A ghost!  
C-Stick right: Someone's swinging! Be quiet!

Boo is a semi-decent character, with average stats and max yards. His shot path is pretty bad, though hitting medium height helps a bit. His impact, control, a spin all need work on them though. I suggest avoiding Boo.

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SHADOW MARIO (SECRET CHARACTER)
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Max yards: 212  
Star max yards: 275  
Shot path: Left  
Shot height: Low

Impact: 10/20  
Star Impact: 5/20  
Control: 6/20  
Spin: 6/20

Control Stick up: .....  
Control Stick down: .....  
Control Stick left: .....  
Control Stick right: .....

C-Stick up: .....  
C-Stick down: .....



C-Stick left: .....  
C-Stick right: .....

Shadow Mario is another semi-decent character. His shot path is okay, his max yards is okay, and his shot height is okay. His impact, control, and spin really suck though, and they need LOTS of work. Even with Star Shadow Mario, you still have to deal with terrible impact, control, and spin. Avoid this one.

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BOWSER JR. (SECRET CHARACTER)
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Max yards: 211  
Star max yards: 268  
Shot path: Straight  
Shot height: Low (equal to Luigi)

Impact: 11/20  
Star Impact: 6/20  
Control/Star Control: 7/20  
Spin/Star Spin: 9/20

Control Stick up: Baby Shot!  
Control Sitck down: Eh heh heh!  
Control Stick left: Trouble!  
Control Stick right: Ooh...RAH!

C-Stick up: Whack that ball!  
C-Stick down: Get mad!  
C-Stick left: Just like practice!  
C-Stick right: Don't stink!

+====+-----+  
| CONTROLS |  
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CONTROL STICK  
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Left and Right: Change shot direction.  
This is probably the most commonly used thing in the game. If you want to shift your shot to the left or right, use this move.

Up and Down: Change club.  
You'll be changing clubs A LOT during your tours. There are about twenty different clubs in your bag. The most commonly used clubs are the 1W and the short putting club.

L AND R: Adjust the range of your shot.  
You'll have to adjust the range a bunch during the game. If you want a ball to go farther, press L. If you want to reduce the range of your shot, press R.

CONTROL PAD: Adjust impact point on your shot.  
You won't be using this as much, but it is still a pretty important thing. Adjusting the impact point can help you get around obstacles like trees, pillars, and pipes.

START: Display the pause menu.  
There are a bunch of different options at the pause menu and they change

depending on the mode you're in. See the "pause menu" sub-section for more information.

A: Start the shot.

You'll use this to begin your shot.

See the "Shot" sub-section for more information.

A+A: Auto Swing. This is a commonly used swing.

See the "Auto and Manual Swing" sub-section for more information.

A+B: Manual Swing.

This is another commonly used swing. See the "Auto and Manual Swing" sub-section for more information.

B: Switch to a power shot.

You'll be using power shots a bunch during the game. They can hit farther than a regular swing but, unfortunately, you have a limited number. See the "Power Shot" sub-section for more information.

Y: View the whole course from an overhead view.

X: View the green and the landing point.

Z: Get different side-views.

These are the three cameras and you'll be using them a lot. See the "Camera" sub-section for more information.

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AUTO AND MANUAL SWING  
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AUTO SWING: The Auto Swing is the most commonly used swing in the game. To perform it, hit A once, then once the bar reaches the desired power point press A again. The Impact Zone timing will be randomly determined (the Impact Zone is the blue line near the beginning of the meter).

If you only press A once, and don't do anything else, you will not swing.

MANUAL SWING: This swing can get you to hit the ball perfectly straight, but it is risky. If you mess up, you can end up sending the ball all the way to the left or right. To perform the manual swing press A and once the bar reaches the desired power point press B.

The thing that makes the manual swing different from the auto swing is that you control the impact zone timing. The manual swing impact zone is the long red bar, located at the bottom of the meter near the beginning. If you stop in the exact middle of the bar, the ball will go perfectly straight.

If you want the ball to go to the left, stop near the right of the impact zone. The farther the bar is to the middle of the zone when you stop it, the farther left the ball goes. If you press A and B and then don't do anything the ball will hit the very end of the meter, and your ball will turn terribly to the left, messing up your shot.

If you want the ball to go the right, stop near the left of the impact zone. Like before, the farther the bar is to the middle of the zone when you stop it, the farther right the ball goes.

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## SPIN THE BALL DURING MANUAL SHOTS

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You can add topspin or backspin during a manual shot. If you add topspin to the shot, the ball will roll forward for a long time, resulting in yard gain. If you add backspin to the shot, the ball will roll backward for a long time, resulting in yard loss.

I will describe how to add spin in steps.

1. Press A and then B (when the bar reaches the desired power point) to begin the manual shot.

2. When the bar reaches the desired impact zone point, press AA quickly to add topspin. If you want to add backspin, press BB quickly instead.

IF YOU WANT TO DO A SUPER SPIN....

Do step one as usual but during step two, instead of pressing AA for a topspin, press AB and you'll do a super topspin, which rolls farther. If you want to add a super backspin, press BA instead of BB.

## ----- POWER SHOTS -----

If you want to switch to a power shot, press B.

You begin with six power shots. When you do one, the shot number decreases by one. However, if you do a perfect power shot (center of the impact zone AND max yards) your shots won't decrease! If you do all power shots correctly, you can have an unlimited amount!

## ----- PAUSE MENU -----

These are the items found in the pause menu:

Scorecard: View the current scores and placements you have.

Give up: You can skip a hole after the first shot, but you'll take a HUGE penalty.

Save: You can save or end your game here. This can only be done in certain modes.

Continue:

## ----- CAMERA -----

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X off the green
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The X button is the most commonly used camera. Off the green, you can do two things:

Zoom up to shot endpoint. You can skip to where the shot is going to end by pressing X once. There, you can hold Z and move the control stick left, right, up, or down to get a side-view or upper/lower view of the shot.

Zoom up to the green. You can skip to the green by press X twice. There, you can zoom up to the pin by pressing UP on the C-Stick. You can zoom away from the pin by pressing DOWN on the C-Stick. You can circle around the pin to the left by pressing LEFT on the C-Stick. You can circle around the pin to the right by pressing RIGHT on the C-Stick.

Pressing X a third time will return you to the default camera.

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X on the green
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View the hole from behind. By pressing X once you can get a view of the hole from behind it. You can still adjust your shot in this mode.

Pressing X a second time will return you to the default camera.

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Y-CAMERA
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By pressing Y once you can get an overhead view of the hole. This shows the whole hole (no pun intended) and can be very useful. You can still adjust your shot in this mode.

Pressing Y a second time will return you to the default camera.

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| TERRAIN AND HAZARDS |  
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This chapter will take a more in-depth look at all the terrain and hazards

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TERRAIN  
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ELEVATION: The elevation is how high or how low a patch of the fairway/green is. You'll notice a grid surrounding the landing point of a ball whenever you aim. That grid is made up of red, white, and blue lines, and arrows pointing up or down. Red areas mean a higher elevation than the point where your ball will land. Blue areas mean a lower elevation than the point where your ball will land. White areas are the same elevation as the point where you ball will land. The arrows are also important. If an arrow slopes down, it is a hill going down. If an arrow slopes up, it is a hill going up. The shorter the arrows are, the steeper the hill is. If there are no arrows, then the ground is perfectly flat. Also, if you land on a hill, it can affect your ball lie.
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FAIRWAY: The fairway is easily the most common terrain in the game. The fairway is pretty much the whole course, excluding the bunkers and roughs and all the other hazards. It does not affect you ball lie at all, nor does it put you in

any difficult positions where it is hard to shoot. The fairway is pretty much always located in the middle of the course. You ball rolls fine here, and unless it rains, won't be affected either.

FAST FAIRWAY: The fast fairways aren't introduced until Blooper Open but when they do appear, you'll be seeing a lot of them. Fast fairways are light green, and they don't look like grass at all. They can be very short, but then again they can be very long. When your ball lands on a fast fairway, it rolls a lot farther than it would on the regular fairway. When you add super-topspin, they ball will go VERY FAR. They can be good and they can be bad. By that I mean that sometimes a fast fairway is located right in front of a wall, making your next shot close to impossible, while sometimes they are in a big, open place and can get you closer to the green.

GREEN: The green is where the pin is located. Always. The green is made up of very, very short grass, shorter than anywhere else in the hole. It is usually about 100 feet in diameter, and can be anywhere from 30-80 feet in length. If you hit your ball onto the green two strokes under par you'll hear, NICE ON signaling a birdie. Three strokes under par means GREAT signaling an eagle.

THE THREE BUNKERS: Bunkers should be avoided as much as possible, because they can easily mess up your shot. When you land in a bunker, your lie will get harmed. If your ball lands in a bad position in the bunker, you might be able to only hit the ball about five yards (maximum)! If you land in a bunker, I strongly suggest that you use a sand wedge to get your ball out. It won't get you very far (only about 60 yards), but it'll pretty much guarantee that you'll make it out. Beach bunkers aren't as bad, and are only found in Blooper Open. They are found right next to the ocean, and only affect your lie a little bit. They can still mess up your shot though, so don't make it a habit of hitting your ball into them.

Grass bunkers are rare, but they are easily the BIGGEST PAIN IN THE ASS EVER! They REALLY, REALLY affect your ball lie, and can easily cost you a couple of shots. The only place I have found them in is the Bowser Badlands, which is natural because it is the hardest cup. You can recognize them because they are tall, tall patches of grass. Taller than any rough even! Again, the sand wedge is your way out.

THE THREE ROUGHS: There are three different rough areas: Semi-rough, rough, and heavy rough. You don't need to worry that much about semi-rough, because it barely hurts your lie. You can usually find semi-rough areas right on the edge of regular rough. Rough areas aren't as bad as bunkers, but, like with bunkers, you can sometimes land in a position where you can only hit your ball a couple of yards. What's even worse than the rough is its surroundings; there are usually many, many trees around rough areas so it is pretty much impossible to make any more progress with the ball.

Heavy rough is the ultimate pain. It affects your ball lie A TON. More than any other rough, and easily more than a beach bunker or regular bunker. They are located past roughs usually. You'll almost never find heavy-roughs alone. It is

usually behind rough areas, or just not there. Another bad part about heavy rough is getting out with a bunch of tress in your way; you'll have to shoot past them if you want to make any ball progress. The sand wedge is, again, a good escape from roughs.

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FLOWER PATCHS: Flower patchs is uncommon terrain. They aren't as big a threat as bunkers and rough areas. Sure they affect your ball lie, but only by a little. More than semi-rough, but less than a regular bunker. You'll usually find these around the out edges of the holes. You can easily recognize them; they are bunches of different colored flowers. One cool thing about the flower patches is that when your ball lands in them, Pikmin fly out :)

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ROCK: Rock is another one of those uncommon terrains. You can see them A LOT in the Shifting Sands, but they don't appear as much anywhere else. It is hard to land on rock, because your ball usually bounces about five-hundred times before it lands, so you'll most likely bounce onto some other terrain. Rock does indeed hurt your ball lie, but not as bad as heavy rough or grass bunkers. Rock can be disguised as anything; it can be stairs, it can be bridges, it can be some flat area, a pillar, you name it.

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WASTE AREA: I have only seen waste areas in the Shifting Sands. They do, of course, affect your ball lie, but not as bad as rock. Your ball doesn't bounce in waster areas; it just falls and stops. It is a little hard to recognize though its color is darker than rock, but lighter than a regular bunker. Waste areas are usually big, open spaces off to the sides of the holes, but there can be small patchs in the middle.

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HAZARDS
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WATER-HAZARD/LAVA-HAZARD: The water and lava hazards are the same. If you fall in one, it is considered an O.B. shot. You'll have to re-do your stroke, and you'll also get a one-stroke penalty, making them a pain. The most common area for water-hazards is Blooer Open (no, really) and the only area with lava is the Bowser Badlands. The hazards are mostly on the sides of the hole, but you can find little ponds on the main roads.

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TREE-HAZARD: This happens when your ball gets stuck in a tree. It rarely happens, but it can be a pain. Again, you'll have to re-do the shot and you'll end up with a one shot penalty. On rare occasions, your ball will appear near the tree, but that can sometimes be even worse. :(

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THWOMPS: A thwomp can be found only in the Bowser Badlands. If you land under them, they'll come slamming down and hurt your ball lie by about four to five percent.

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BOB-OMB: A Bob-omb is a big bomb that sleeps and explodes when your ball touches it. It'll send your ball back a few feet when it explodes. This can sometimes be good and it can sometimes be bad. By that I mean that sometimes a Bob-omb can blast your ball back near the green and sometimes it'll blast your ball into a differnet hazard.  
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+=====+
| GAME MODES |
+=====+

There are thirteen modes. I will list them all here, with a description of each one.

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TOURNAMENT MODE: This is the biggest mode in the game. There are over five different tournaments, and there are also many unlockable ones. You can compete for trophies, play all 18 holes just for fun, or play from the front tees.  
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CHARACTER MATCH: This is also a big mode. Here you can play other characters for fun. But if you see an envelope next to a character, that means you have been challenge by that character. If you accept the challenge and beat them, you get the star player of that character, which is a better version of the character! This is the order in which the characters challenge you:

- Koopa
- Peach
- Luigi
- Diddy
- Yoshi
- Birdo
- Wario
- Waluigi
- Daisy
- Mario
- DK
- Bowser

You already have the stars of secret characters when you get them.  
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STROKE PLAY: Here you must try to complete the hole in as few strokes as possible. You select a cup and you play all 18 courses of that cup. See if you can get the lowest possible score by the end!  
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DOUBLES: Here, two characters compete against two other characters. Each team hits one ball. So for example, character one on the first team will hit the first stroke, then character two will hit the second stroke, etc. There are many different modes to play this in. You can do the following:

Stroke Play  
Match Play  
Four Slots  
Three Slots  
Skins Match

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RING ATTACK: This is yet another big mode. You do one course at a time, and you have to get through all the rings in that course AND make par or lower. If you miss a ring or get over par, you have to start over. If you complete ring attack totally you unlock a secret character!
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CLUB SLOTS: Here, you compete with a limited amount of clubs. Your clubs are determined by slots. You can do Four Slots, which determine clubs and items, or you can do three slots, which determine only clubs.
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COIN ATTACK: Here you play all 18 courses of a cup. But now you have to collect coins. You'll find hundreds of coins on a course. There are two different Coin Attack modes. The first is quick cash, where you get extra coins in when you make it in two shots below par and the second mode is Cash Cup where you compete for coins and make par. See if you can get a good coin score!
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SPEED GOLF: Here you try to complete a cup of 18 courses in the fastest time possible. Besides that, it is the same as regular golf. You can't save in speed golf. See if you can get a short time!
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NEAR-PIN: In this game, you go through an 18 course cup but this time you only get one stroke. You must try to get as close to the pin as possible in that stroke. You cannot save in Near-Pin. See how close you can get!
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SIDE GAMES: There are four different side games here. The first is Birdie Challenge. Here, you go through an 18 course cup and try to get as many birdies in a row as you can.
Next is Shot Practice. Here you can improve your shot skills by practicing.
Next is Approach Practice. You can practice your approach shots here.
The final is Putting Practice where you can practice putting.
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Beating the Birdie Challenge gets you a secret character, while beating the other three side games gets you yet another secret character!
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TRAINING: Training allows you to practice individual holes. You can do all the holes you've unlocked. This is great if you really stink on a certain hole and need to practice it.
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MATCH PLAY (2 player only): Here you compete against your friend. Each person has their own ball and they take turns hitting it. The person who makes it in the cup with less strokes than the other wins that hole. A player must win ten holes to win.
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SKINS MATCH (2, 3, and 4 player only): Here, up to four players can compete in an 18 course cup by winning each hole. Ties carry over here.
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STAR TOURNAMENTS (must be unlocked): The star tournaments is unlocked after beating the first six tournaments. In the star tournaments, you play the back tees of all the holes.
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| TOURNAMENT CUPS |  
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Here I will list the cups and how to beat each one.

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TOURNAMENT TIPS  
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You can give up after the first stroke but you'll take a MAJOR penalty. We're talking +6, +8, or +10!!! DON'T SKIP unless you have a bogey over 10!

Check the wind. If it is moving against you, hit a couple yards more than you want. If it is moving in the same direction as you hit the ball a couple yards back than you want. Remember to turn a little to the left or right if the wind is blowing to the left or right.

Use spins. If you need to go a bit over the cup, do a backspin, while if you think you aren't going to reach the cup, do a topspin. Super spins are usually the way to go, but you can sometimes overshoot what you're aiming at, so be careful.

NEVER USE AUTO SWING! Practice manual swing A LOT before you start tournaments, until you are very good. Auto swing can really mess up your shot and the rest of the strategy won't work! If you are a little off the center of the impact zone, that's okay but if you do a huge hookshot, THAT'S bad.

-----  
RE-DO A HOLE  
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This is a great thing. If you don't think you are going to make par or under on a hole, then save and quit. When you start, you'll be at the beginning of the hole you saved on! This becomes very useful in the later tournaments like Peach's Invitational and Bowser Championship!

With all that said, let's move on to the first tournament!

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NOTE

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Due to the similarities of all the holes, I will write a short summary of the course, telling you what to expect. However, I shall write a strategy specifically for some of the harder holes.

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><><><><><> LAKITU CUP <><><><><><>  
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The Lakitu Cup is the first and easiest of the tournaments. There are almost no bunkers, which is a good thing. There is also almost NO wind and it doesn't rain a lot either. Watch out on some of the later holes though, because they contain the evil water-hazards. Watch out for bunches of trees on the sides, because they can REALLY mess up your shot. For the front nine holes, the green is pretty flat, although it can get a little bumpy during the back nine holes.

The guide for this tournament was written while using \_Star Yoshi\_. However, the strategies given should work for any character.

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HOLE 2

PAR: 4

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Before I start, I'd like to point out that there are a lot of bunkers here, so be careful.

Your shot position should be going over some trees at the start so shift it to the left if your character's max yards is low. Also, you can switch to a power shot and it'll fly over the trees and bunker. Anyway, once you hit that first shot as far as you can, you should land less than 130 yards away from the hole. The green is slanted here so hitting the ball in front of the hole won't work. Instead, try to aim it a little to the left. It probably won't roll in but it'll land less than 20 feet away. Aim the shot at the hole, but remember the ground slopes to the left AND right. If you miss, it'll land about three feet away, so you can make par.

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HOLE 5

PAR: 5

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Your first par five hole. Joy! Par fives are great because you can almost always get an eagle or better yet, an albatross! Anyway, begin by shifting your shot to the left so it doesn't land so close to the batch of trees near the hill. Switch to a power shot, and hit the ball as far as you can. Adding super-topspin won't hurt either.

This next shot is tricky. Aim to the right of the trees, but not super-right because your ball will land in a rough area or worse, a bunker. Switch to a 1W club and reduce your shot so it doesn't land near the bunker. DON'T switch to power. Hit the shot and if everything went well, you should land in a perfect position.

You should have automatically switch to an approach wedge so aim it right in front of the hole and shoot. It'll roll in and give you a nice little eagle. Should it miss, it'll end up right next to the cup, so you can still get a birdie.

-----  
HOLE 9

PAR: 5





Once you are on the island, switch to a power shot and aim toward the center of the fairway that's right in front of the green. If you can reach the green, that's good also although I don't recommend it because your shots usually fall short. Your next shot should be an approach so aim right in front of the hole and hit. If you don't make it in, you should land near the hole. Take note of the slope here when you aim, but it shouldn't be a problem since you should be so near the hole.

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HOLE 4

PAR: 3

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This is difficult. You must shoot your ball over a HUGE bunker and onto the top of a broken pyramid. If the ball falls short and lands in the bunker, you're pretty much guaranteed a bogey. If you overshoot, you'll get an O.B. and have to redo the shot.

Anyway, first switch to a 7I or 8I club, reduce your yard count by about five yards and aim TO THE RIGHT of the hole, over the bunker, and shoot. Your ball might land in the bunker or a rough area but (you'll almost never hear me say this) that's perfectly fine because you can approach from a short distance and you'll almost always get a birdie. It is easier to just land on the green and putt, but do whatever way you choose.

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HOLE 14

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PAR: 5

Hit your first shot as far as you can with power. You will most likely end up to the left of a river. There is a super-cool shortcut here that allows you to skip 2 or maybe even 3 shots! The problem is, the shortcut is over the river, so if it falls short, PENALTY! If you make it, you'll land on the green. Wait there while I describe the other route.

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CAUTION: If you land in the waste area or rough area near the shortcut DO NOT TAKE IT! Even if your character can hit 350 yards, you won't make it past 100 yards! You'll end up in the rough again and you STILL won't be able to make it! Not to mention you'll have to waste about three shots trying to get back on the regular path! Ignoring this warning get you up to a +10 bogey!

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If you choose NOT to take the shortcut (and trust me that is a WISE decision for characters with low max yards) you'll have to go from small fairways surrounded by waste areas and bunkers. Waste areas SERIOUSLY reduce your shot so be careful. Your first shot should be as far as possible, and your next shot should be near or on the green (depending on how far you can hit). If it is near the green, knock it in with an approach shot.

Okay we're back at the green for all routes. There are slopes so watch out as you hit it in for an eagle or a birdie or a par.

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HOLE 18

PAR: 5

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#### WATERFALL ARCH

PAR: 4

RINGS: 1

CHARACTER: Star Mario

When you start, go all the way left and position your shot so it lands to the left of the tree by the ring. Hit the ball. Your next shot should be going right through the ring. Hit it about 90 yards. Next, aim your shot about four yards away from the green and shoot. Your final shot should be simple because you should be less than five feet away. Hit it in to complete the hole.

SKID, SKI, SKIP

PAR: 4

RINGS: 1

CHARACTER: Yoshi

This is a bit hard. You'll want to aim your ball to the right of the ring, and into (yes, into) the rough area. Now just lower your shot until it goes through the ring, aim it about five yards away from the hole, and shoot. It should land about 10-15 yards away from the hole. Note the slope as you aim. If you miss the third shot you still have one more chance, so don't worry.

DONUTS! NO PONDS!

PAR: 5

RINGS: 1

CHARACTER: Star Yoshi

Mmmmm... donuts... anyway, hit your first shot as far as you can with power and super-topspin. Now this is the ring shot. The hard part isn't going through the ring; it's landing on the ground below it. Try to position your shot so it is at the very edge of the ring (the edge closest to you) and shoot. It will hit the tree and fall down. Now switch to a 9I club, aim near the hole, and shoot. Since you were in a rough area the ball shouldn't bounce that far and you should end up about 10 feet away from the hole. If you miss, you still have one more shot so don't worry.

HUNKERING BUNKERS

PAR: 4

RINGS: 3

CHARACTER: Star Mario

This is hard. Your first shot has to go through the first ring because it is close to impossible to hit all three rings in one stroke. Try to position the shot so that it goes through the first ring and lands on the fairway between the first and second bunker. Once you have that done, it gets a lot easier. Position your shot so that it goes through the second and third rings and lands on the green. It doesn't matter where it lands on the green just GET IT ON THERE!!!

You now have two shots left. Aim from whatever position you're in (the ground slopes toward the hole on each side) and shoot. You still have one shot left if you miss so don't freak out.

TREETOP TARGET

PAR: 3

RINGS: 1

CHARACTER: Star Yoshi

Okay the par is what makes this hard. Position your shot so that it goes through the ring and on the land on the other side. It'll land in a rough area but you can't avoid that. Your next shot is an approach shot. Aim just in front of the hole and shoot. It'll bounce a little







#### WARP-PIPE HYPE

RINGS: 1

PAR: 4

CHARACTER: Star Yoshi

The ring is not in plain sight at all. If you look to your right, you'll see a long blue pipe that is like a downhill tunnel. The ring is inside there. Hit it in and you'll make it through the ring. Adjust your shot so that it hits 190 yards and it is aimed at the center of the pipe. There is a good chance your ball will land in the rough area. Your next shot needs to be near the green pipe, and your third shot should be an approach near the cup. You should be ten feet away, so you can hit it in for a good completion.

#### CAHIN-CHOMP CAUTION

RINGS: 4

PAR: 4

CHARACTER: Star Yoshi

Your first shot needs to hit 120 yards, through the first ring and onto the fast fairway. Your next shot needs to go through the next two rings. It is hard to aim the shot so that it lands on the fairway, so aim it onto the rough, and not on the heavy rough. The final ring is at the very end of the green, and you'll need to aim it at the very front of it to avoid going into the Chomp's pit. The last shot can be difficult, since you have to putt all the way into the cup.

#### BIG BOB-OMB

RINGS: 1

PAR: 5

CHARACTER: Star Yoshi

Your first shot should be aimed at 195 yards, to the right of the fast fairway in front of you. The next shot should be aimed at the second level, past the rough area and onto the fairway. This puts you in a good position for the ball to go through the ring. The fourth shot should approach toward the cup, and the final shot should be hit into the cup.

#### RING AROUND THE KOOPA

RINGS: 2

PAR: 3

CHARACTER: Star Yoshi

This is difficult. Your first shot wants to be aimed through the smaller ring, so that it goes through, bounces off the rock, and goes through the big ring. Do that and pray that the wind is on your side so that your ball doesn't land in the bunker. If it does, good luck. Anyway, your second shot needs to be aimed onto the island with the green. Your final shot should be hit into the cup.

#### MUSHROOM DOOM

RINGS: 2

PAR: 4

CHARACTER: Star Yoshi

AUGHHHH! HARD! Okay shot number one needs to be hit so that it doesn't go THROUGH the rings, but lands on the top of the mushroom. If it does that then it'll bounce really high and go through the two rings. This is harder than it sounds. It'll bounce onto the fairway and you can aim your second shot onto the green. You now have two shots to putt the ball into the cup for completion.

#### STAR LIGHT, STAR BRIGHT

RINGS: 15

PAR: 5

CHARACTER: Star Yoshi

Big ring course. Okay, here, you REALLY want the wind to be less than five miles per hour and you want it to be blowing north. By doing that, it greatly

increases your chances of success. Your first shot should be aimed to the right. Switch to a 3W club, and switch to power, and hit the ball about 230 yards. It should go through all three rings, down the pipe, and pop out on the other side. When it pops out, it'll go through another three rings. You need to swerve your aim all the way around now so that you are aiming at the pipe in the bunker. Aim your shot so that it goes directly in the middle of the pipe. It should go through and pop out on the other side, giving you six more rings. The final three rings are on the top of the tree. This is a hard shot to make. Try to aim it so that it goes through the trees and lands in a nice position on the green. If you do that, the last shot should be no problem.

MUSHROOM KINGDOM COPMLETE! GOOD JOB!

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      ><><><><><><>          BOWSER BADLANDS          <><><><><><><>
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BEWTICH BRIDGE

RINGS: 2

PAR: 4

CHARACTER: Star Yoshi

Your first shot needs to be aimed right at the edge of the river, but in a position so that you can go through the two rings. The next shot should be aimed through the rings, over the gate, and onto the green. You now have two shots to hit the ball into the cup for completion.

BOWSER JR.'S BREATH

RINGS: 4

PAR: 3

CHARACTER: Star Yoshi

AUGH! HARD! AGAIN! The first shot needs to be aimed onto the island to the right of the Bowser Jr. statue. Your shot needs to land near the front of the island, but NOT ON THE ROUGH, to be able to hit it through all four rings. On your second shot aim through the four rings and near the green and shoot. Your final shot should be hit into the cup. This one can be a bit difficult if you overshot the last one, so don't because you have only one chance to hit it in.

SORRY, BOB-OMB

RINGS: 1

PAR: 4

CHARACTER: Star Yoshi

Shot number one needs to be aimed right in front of the broken bridge. Past the bridge is a bob-omb, and you need to blow it up to see the ring. Aim your second shot in the center of the bob-omb, near the bottom of it. It should hit, and the bomb should blow up. This'll probably send you way back onto the bridge, but you should roll back down. The next shot is easy since the ring is right in front of you. Aim it near the cup and shoot. You'll be right next to the hole, so you can get a nice completion.

THWOMP ROMP

RINGS: 3

PAR: 4

CHARACTER: Star Yoshi

Your firsst shot wants to be hit 270 yards onto the fairway past the fast fairway. You second shot must go through the three rings. Aim it at the spot where the three rings are directly across from each other and make sure you are going to land in a nice spot on the other side. Your third shot should be hit onto the green, and your ball should land right next to the hole.

NEEDLE MOUNTAIN MADNESS



RINGS: 2

PAR: 4

CHARACTER: Star Yoshi

Shot number one needs to be hit through the center of the first ring. Watch the wind on this. The next ring is right in front of you, so hit it about 83 yards to go through. Switch to an 81 for shot number three. It should be aimed right in front of the cup, so you land near it for your final shot.

THAT'S A VOLCANO!

RINGS: 3

PAR: 5

CHARACTER: Star Pety Pirhana

Star Pety is the only character I've completed this course with. Switch to a 4W and aim your first shot onto the path of land that the Bowser head is connected to. The next shot should be aimed onto the island at the top of the volcano, and the third shot should be hit through the rings and onto the green, so you have two shots to make it into the cup.

RING SHOT COMPLETE! GOOD JOB!

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|                                     |
|                               SIDE GAMES                               |
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This guide will just tell you some tips on how to beat each side game.

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BIRDIE CHALLENGE
~~~~~

Easily the hardest side-game they have included. This guide will tell you a couple of tips on how to beat the challenge.

TO UNLOCK BOWSER JR., BEAT THE FRONT NINE, THEN THE BACK NINE, THEN ALL 18 HOLES OF THE CHALLENGE!

- USE NON-STAR KOOPA! His max yards are the lowest and you want a character with low max yards; they'll always end up closer to the pin

- DON'T hit the ball RIGHT in front of the pin! It'll just bounce past it about twenty feet and you'll have a hard time getting a birdie.

- If you mess up, like you overshoot or end up in a position where you KNOW you won't make it, don't even try. Just start over.

- Remember to ALWAYS CHECK THE WIND! While the wind usually never exceeds 3 miles per hour, those 3 miles can still make a difference!

- Check the elevation and slopes. You never want to hit a ball straight when it really will end up rolling five feet away from your desired finish point

- Don't get lazy. You'll probably never do this. By lazy I mean doing terrible hook shots or overshooting by about twenty feet. Just... don't.

- Don't overshoot. You will usually land over twenty feet away, and the farther you are from the cup, the more rough the green is usually so you'll have a hard time making it to the cup.

- Don't fall short. The majority of the holes have bottomless pits before

the green. Falling short instantly means failing. That's a bad thing.

That about wraps up the birdie tips. Now on to some shooting tips.

~~~~~  
SHOOTING TIPS
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These tips cover the beginner, intermediate, and expert shooting levels.

The goal is to get eight or more of ten shots into the red circle. That is pretty easy on beginner, a bit more difficult on intermediate, and hard on well... expert.

- Use a star character. They can hit far, and you want a character like that.
- Don't overshoot one little bit. Two or three yards off and you'll roll right out of that circle.
- Try to aim near the front of the circle. Then, you'll land near the front and roll, ending up near the middle of the circle.
- Check the wind. You don't want to fly ten yards off your target because of some stupid wind.
- Don't fall short even a yard. Don't even aim a yard in front of the circle unless you're adding some topspin because sometimes, your ball just bounces straight up into the air, and doesn't go one yard further.
- NEVER hit the ball right in front of the pin! You'll usually bounce past it and land outside the circle.
- NEVER add super-topspin. Ever. Even if you KNOW you'll land at the front you'll still bounce forward ten feet, then roll another ten-fifteen and usually end up outside of the circle. However, regular topspin is fine as long as you don't overshoot.
- NEVER add backspin. Any type. You shouldn't be overshooting anyways, so why do you need to have backspin? YOU DON'T. You'll usually roll right out of the circle, and that WILL piss you off I guarantee.

That wraps up the shooting tips. Now on to approach shots!

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APPROACH TIPS
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These tips cover all three difficulties: Novice, intermediate, and expert.

- Use NON STAR Koopa! His approach shots don't hit as far, and you don't want a character that overshoots.
- When in rough areas or bunkers, don't think about adding an extra yard or two. You don't need them because you'll usually just end up right in the middle of the circle, if not in the front
- If you accidentally overshoot, remember to just hold down on the control stick as your character gets ready to shoot. Your ball won't fly as far as it should've, so you can still get in the circle
- Don't add any type of topspin. Ever. You don't need them AT ALL for

approach shots. You'll just roll right past the pin, out of the circle and you don't want that.

- Don't add any type of backspin. Your ball shouldn't exceed the pin by more than three feet, so why are you adding backspin? You could end up outside the circle.

- Always aim near the FRONT of the circle. You'll land and bounce a little, and end up near the middle of it.

- Don't aim past the pin. You'll bounce right out of the circle, and it'll piss you off.

- Don't aim in front of the circle. AT ALL. Always aim AT the front, not IN front. You might not make it in.

That wraps up the approach tips. Now onto our favorite: PUTTING!

~~~~~  
PUTTING TIPS
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These tips cover all three difficulties: Novice, intermediate, and expert.

- Don't spend five hours deciding what character. You probably will never do this, but I know there are some people out in the world who do... really their putting clubs are all the same!

- Watch the slopes on some of those greens! They can have your ball rolling down the hill past the circle.

- Be careful on some of those middle and long putts. It is easy to overshoot with them.

- Unlike shooting and approach, aim towards the middle of the circle. It might be good if you even aim AT the cup itself. Chances are it'll either go in, or end up near the front of the circle.

- Don't fall short at all. If you mess up just a little bit, you could end up five feet away from the circle.

- Watch the elevations! If you need to go up a hill, overshoot by TWO TO FOUR FEET. If your going down a hill, fall short by TWO TO THREE FEET.

- Don't aim to the left or right of the circle. Slopes can have you rolling away from the circle.

+=====+  
| SECRETS |  
+=====+

There are many secrets in Mario Golf from characters, to tournaments. I have not found out all of the secrets yet but as I do, I will post them!

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UNLOCKABLE CHARACTERS
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UNLOCK BOO: To unlock Boo, get 50 Best Badges.

UNLOCK BABY BOWSER: To unlock Baby Bowser, totally complete the Birdie Challenge mini-game. First do the front nine holes, then the back nine holes, and then all eighteen holes. Good luck!

UNLOCK SHADOW MARIO: To unlock Shadow Mario, totally complete the ring challenge.

UNLOCK PETY PIRHANA: To unlock Pety Pirhana from Super Mario Sunshine, complete all of the beginner, intermediate, and expert side games (NOT including Birdie Challenge). Pety can shoot the ball VERY far, but his stats are super-weak.

UNLOCK STAR CHARACTERS: To unlock a star character, play them in a character match when they have an envelope next to them. Beat them and you'll unlock the star character, which has different stats and can shoot farther!

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UNLOCKABLE TOURNAMENTS

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To unlock any tournament you must go to the "Special Contests" screen on the main menu. To do that hold Z and press START and the special contests option will appear.

UNLOCK TARGET TOUR: Go to the password tournament and enter CEUFPXJ1. The Target Tournament takes place in the Shifting Sands.

UNLOCK HOLLYWOOD TOUR: Go to the password tournament and enter BJGQBULZ. The Hollywood Tour takes place in the Cheep Cheep Tournament.

UNLOCK CAMP HYRULE TOURNAMENT: Go to the password tournament and enter 0EKW5670. However, unless you are at Camp Hyrule (a Nintendo internet camp), you cannot submit your score. The Camp Hyrule Tournament takes place at Peach's Invitational.

UNLOCK MARIO OPEN TOURNAMENT: Go to the password tournament and enter GGAA241H.

UNLOCK STAR TOURNAMENTS: Beat all six tournaments in tournament mode to unlock star tournaments.

+=====+  
| GOLF DEFINITIONS |  
+=====+

There are many different golf terms used in this game and this little guide will help you understand them all! They are listed in alphabetical order.

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BASIC DEFINITIONS  
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ALBATROSS: Getting the ball into the cup three strokes under par. (See Double Eagle)

BIRDIE: Getting the ball into the cup one stroke under par.

BOGEY: Getting the ball into the cup one stroke over par.

CLUB: The object used to hit the ball. You will see wood, iron, and putting clubs in this game.

DOUBLE BOGEY: Getting the ball into the cup two strokes over par.

TRIPLE BOGEY: Getting the ball into the cup three strokes over par.

BUNKER: A sand trap. You'll see many of these in the later levels and they greatly reduce the number of yards you can hit the ball.

CHIP-IN: Getting the ball into the cup using a stroke off the green.

CUP: The hole that you must hit the ball into.

DOUBLE EAGLE: Getting the ball into the cup three strokes under par.  
(See Albatross)

EAGLE: Getting the ball into the cup two strokes under par.

FAIRWAY: The groomed lawn making up a larger portion of the hole than the green.

FLAG SHOT: A shot where the ball bounces off the flag of the pin.

GREEN: The ring around the cup with shorter grass than the rest of the course.

HEADWIND: Wind traveling in the opposite direction that you want to hit the ball.

HOLE IN ONE: Getting the ball into the cup on your first stroke.

LIE: Location of a ball lying on the ground.

LONG HOLE: A hole with a par of 5.

MIDDLE HOLE: A hole with a par of 4.

MULLIGAN: Re-doing a stroke if the person does not like how the results of the first.

O.B.: Out-of-bounds. When aiming your ball, if you see it heading in a direction marked out-of-bounds, shift it away. There is a one stroke penalty for hitting the ball out-of-bounds and you must re-do the shot.

ON: The term for when a person's ball lands on the green.

PAR: Average number of strokes for a hole.

PICK UP: When a player skips the hole they are on and moves to the next hole. There is a penalty for this.

PIN: The flagstick that sticks out of the hole.

PIN SHOT: A shot where the ball bounces off the pin.

ROUGH: The long grass surrounding the fairway and is usually difficult to escape.

SEMI-ROUGH: Shorter grass than the rough, but longer grass than the fairway. It is sometimes a bit difficult to escape.

SHORT HOLE: A hole with a par of 3.

SHOT: The term for hitting the ball with a club.

TAILWIND: Wind that travels in the same direction that you want to hit your ball.

WATER-HAZARD: You'll see many of these in the later courses. They are considered and O.B. shot. A one-stroke penalty is given for hitting the ball into a water-hazard and you must then re-do the shot.

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CLUB DEFINITIONS  
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%%%%%%%%%%  
BASIC CLUBS  
%%%%%%%%%%

IRON: A club with a metal head. An iron with a high number (9 Iron) travel a short distance while an iron with a low number (1 Iron) travel a long distance.

PUTTER: A club used to hit the ball very short distances while you are on the green.

WOOD: The most commonly used club. You'll use this to hit the ball long distances.

#####  
SPECIAL CLUBS  
#####

APPROACH WEDGE (AW): A club used to reach the green from short distances away. Hit farther than the Pitching Wedge. (See Pitching Wedge)

PITCHING WEDGE (PW): A club used to reach the green from short distances away. Doesn't hit as far as the Approach Wedge. (See Approach Wedge)

SAND WEDGE (SW): A club that is used for easily escaping bunkers. The drawback is it doesn't hit very far.

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TOADSTOOL TOUR EXCLUSIVES  
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CHAIN CHOMPS: If you land your ball near a Chain Chomp, it will chase after your ball and you'll get a one-shot penalty. You'll also have to re-do the stroke.

FAST FAIRWAYS: Land your ball on a fast fairway and the ball will roll a lot farther than it would if it landed on a normal fairway.

PIPES: If your ball lands in a pipe it will pop out in a pipe of the same color, but in a different area.

THWOMPS: I have not seem to have found a reason for thwomps although I \_THINK\_ that if they slam down on you, you cannot hit as far on your next shot.

PIRHANAS: If you land in a warp pipe with a Pirhana, it'll spit your ball back out of the pipe.

BOB-OMBS: Hitting a bob-omb will make it explode, and it'll send your ball back by about ten yards.

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|                               FAQ   |
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Holy midgets and pineapples! A FAQ! Yeah! All of those Mario Golf questions answered. You ready for this! Hold on. Tight man!

Q: Can I print out this FAQ for my use?  
A: Sure! Just don't sell it to anyone, K?

Q: When you say to beat the side games excluding birdie challenge does it all have to be with the same person? My friend beat it using Koopa and Star Peach and he didn't get Pety.  
A: Yes, you have to beat it all with the same person.

Q: Could you tell me when I would be able to access the mushroom kingdom tour?? I really want to have chomp-chomps, pipes and thwomps on the course... Do I really have to beat Blooper?? =)  
And yes the Blooper Tournament sux....  
And is Shy-Guy and unlockable??? I say him at the award ceremony so I was curious...

A: Yes you do have to beat the Blooper Tournament to access the Kingdom. And no, Shy-Guy is not unlockable.

Q: How many secret characters are there? I'd really like to know...  
A: This is in the FAQ about a bazillion million times, but I'll just answer anyway. Four.

Q: Are there any other secret tournaments?  
A: Probably, but the codes haven't been released yet.

Q: Can you unlock clubs? I'd really like to know, thanks!  
A: No, clubs are not unlockable.

Q: When does this come out in Europe?  
A: As of right now, I haven't the foggiest.

Q: Can four people play with one controller?  
A: Yes that is possible.

Those are all the questions I have right now. E-mail me with some and I'll post them!

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|                                     |
|                               FAQ   |
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sucks!" That is just plain rude and annoying. If you don't like my FAQ, tell me things to make it better!

The things that you CAN'T e-mail me about are...

Spam. This is the NUMBER ONE thing that you must not send. I get at least twenty spam e-mails a day and I don't need yours it doesn't help. Please don't send any.

Praise/Hate mail. Yes I appreciate it if you praise my FAQ. No I don't appreciate it if you send me an e-mail saying, "Your FAQ is the biggest piece of \*\*\*\* ever created! It sucks!" Those two things just fill up my inbox and it really annoys me.

Spelling/Grammar mistakes. I used to get about ten e-mails a day saying, "You spelled these two words wrong." or something like, "You used inappropriate grammar in this chapter." Please people! I can find those on my own!

And that wraps up the contact. Once again my e-mail is:  
cskull@frogdesign.com

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CREDITS  
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Nintendo and Camelot for making such a great golf game!  
scurty for the ASCII art.  
CJayC, for hosting this on his site.  
Bardok2756 ---  
outback ----- All three helped me with some info for the play modes  
Hero Fly Chao-

Um.... besides that there is nothing else. If you think of something that you know would help me improve this FAQ, please e-mail me.

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LEGAL  
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