

# Mario Power Tennis Mini-Game Guide

by KoopaKid1

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Mario Power Tennis
Mini-Game Guide
Gamecube
Version 1.00
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-----By Enzan-----
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Welcome to my Mario Power Tennis Guide. This small guide will help you conquer
the special mini-games in this addictive tennis game. No need for a whole
intro, just hoping it'll help you. All mini-games are available to 1-4 players
except the ones with asterisks (*) next to them. And Happy New Year!
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+++++++Artist on the Court+++++++
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"Hit paintballs at the wall to paint the picture!"

My Description: Use whichever character you want for this one, although I would go with Koopa Troopa, Yoshi or Diddy Kong for their speed. There are five different pictures. Just remember: Mouths are very hard to paint! You must press A to hit the ball, or A + B for a "Lob", aka a high hit. Only use these two techniques; do not bother with the other techniques. You have 5 minutes per painting.

Mario - Easy one. Just be careful where you hit. His mouth may be tricky.  
Luigi - A tad bit harder. Easy too.  
Diddy Kong - This one has much more to paint, therefore difficulty is higher.  
Bowser & Bowser Jr. - The hardest one, both of their mouths are very hard.  
Yoshi - Hard, but easier than the previous one. Just follow the colors on the floor and hit high or low.

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+++++++Terror Tennis+++++++
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"Slam ghosts as they escape from their portraits!"

My Description: Just as it says. Hit the ghosts with your tennis ball to gain points. If you lost it, a ghost will give it to you. I recommend using Koopa Troopa.

Goofy Ghosts: "Hit ghosts and score 50 points within a minute to clear!"  
Easy. Just keep hitting the ghosts. Aim for whichever one is about to escape to earn more points.  
Time Limit: 1:00

Pesky Poltergeists: "Hit ghosts and score 150 points within 2 minutes to clear!"

Eh, the difficulty HAS increased. It'll be over before you know it. Aim for whichever one is about to escape to earn more points.

Time Limit: 2:00

Phrantic Phantoms: Hit ghosts and score 300 points in 3 minutes to clear!"

Wow. This is very difficult, and may require a try to two extra. It takes a while, but eventually you'll win in no time. Like before, aim for whichever ghosts are trying to escape their portraits.

Time Limit: 3:00

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+++++++Tic-Tac-Glow+++++++  
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"Free the Shine Sprites to earn points.

My Description: All you must do is hit the muck on the floor covering the sprites to earn a shine sprite. Hit whichever puddle is glowing to score multiple points. Remember that you can hit a short slice by tapping A then B. It helps.

Glimmer Shine

"Line up shine sprites and score 50 points in 2 minutes!"

Not very hard. Just remember to hit the puddles in front of you as well as the far ones. Lobs are your friends, too.

Time Limit: 2:00

Sparkle Shine

"Line up Shine Sprites and score 75 points in 2 minutes!"

A bit harder. It took me several tries to win this one!

Time Limit: 2:00

Dazzle Shine

"Line up 75 shine sprites in 90 seconds!"

Wow. This is even harder than the previous one. Just keep your cool and don't go crazy or you'll miss them. Try to hit the glowing spots to rush the meter.

Time Limit: 1:30

Tic-Tac-Glow Challenge

"Line up shine sprites and score! 3 minutes!"

You have 3 minutes to score as many as you possibly can. My High Score, IIRC, is 148. This is challenge optional, for your information.

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+++++++Chain-Chomp Challenge+++++++  
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"Feed the Chain-Chomps tennis balls and don't let it reach!"

My Description: This is one of the more difficult mini-games. You are on a conveyor belt, and a chain chomps at the end in front of you. You must feed it tennis balls to gain points. If you hit it with a bomb, the points will double. If you splash it with a ball of water, it'll sleep until it's awakened by a bomb. You can throw bombs to other people's Chain-Chomps. If it's hit too many times, it'll chase you. Press the A button quickly to diffuse the Chain-Chomp. So, to wrap it all up, let it get mad with a bomb blast, then hit it with Tennis Balls that fall down. If you are unsure, hit it with water again. Check the below chart for more details on the Chain Chomps anger levels.

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|-----+2
|
|+1
|
|-----+0
|_____
Normal  Sleepy  Angry
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Thanks to Thanks to heirware since 230bc for the Chain Chomp chart.

#### Peckish Chomp

"Hit tennis balls into the Chain-Chomps mouth to score. Highest score wins!"

This one is simple and easy. Keep whacking the tennis balls.

Time Limit: 2:00

#### Hungry Chomp

"Score the most points to clear! Rivals have 10-point advantages."

This is very difficult. Try to toss bombs at the other players.

Time Limit: 2:00

#### Famished Chomp

"Score the most points to clear! Rivals have a 30-point advantage."

Oh, boy, this is quite a challenge. >\_< Like I said before, whack bombs at your opponents. Waterballs if they are normal Chain-Chomps. Remember, keep your cool and concentrate on YOUR belt.

Time Limit: 2:00

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+++++++Gooper Blooper Volley+++++++ *
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"Rally with Glooper Bloopers for as long as you can!"

My Description: Not as easy as you may think...If he hits the ball on a blue panel, any blue panel next to you is the next destination of the tennis ball. Avoid the crossed-out panel at all costs. It's easy if you just keep Lobbing.

#### Buddy Blooper

"Avoid the crosses-out panels and return the ball 20 times!"

You heard the description. Not very difficult. Lob the furthest panels.

#### Rival Blooper

"Avoid the crossed-out panel and return the ball 50 times!"

This is very difficult. I tried lobbing, and I learned that once he reached 41, TWO panels are crossed-out. Yes, you hear me, two panels to avoid. This increases the difficulty alot. They're only four panels for Pete's Sake.

#### Master Blooper

"Avoid the crossed-out panel and return the ball 100 times!"

Same as before, just ten-times harder. As usual, Koopa is almost a must-have here. It'll be over quick for you if you can return to quick enough. Remember to use the L+A or L+R buttons if the ball is passing you fast. It'll give you a chance to hit it.

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++++++Balloon Panic++++++

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"Protect balloons from hungray Klaptraps!"

My Description: Simple, yet slightly challenging. You must hit a panel to change the direction of the Klaptrap to wherever there are no balloons. Look at the electric charge to see where they are going.

Panic

"Protect 2 balloons from 10 Klaptraps"

Easy. Just be careful where they go.

Super Panic

"Protect 3 balloons from 20 klaptraps."

Not as difficult as you may think. A push-over, just pay attention to the currents.

Ultra-Hyper Panic

"Protect 4 balloons from 30 klaptraps."

This is what difficulty is all about. Just keep a keen eye on things and smash the panel to re-direct their routes.

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++++++Mecha-Bowser Mayhem++++++ \*

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"Hit shots into Mecha-Bowser and take it out!"

My Description: My personal favorite. Mecha-Bowser is from Super Mario Sunshine, for your information. Anyway, he spits out Bullet Bills and Bob-Ombs often, so press A to shoot your "energy ball" thingy at him. You can also fire them by hitting them close-up. Mecha-Bowser's health will increase for each frame. He also shoots fire, which is very painful...

Aluminum Frame

"Defeat Mecha-Bowser to win! Difficulty: Beginner"

Simple. His health is the same as yours. No problem here.

Iron Frame

"Defeat Mecha-Bowser to win! Difficulty: Intermediate"

This is very difficult. Avoid the fire by staying at one side, then rushing to the other. Remember to grab the Mushrooms/Stars.

Titanium Frame

"Defeat Mecha-Bowser to win! Difficulty: Advanced"

Wow. This is very hard. His health bar is at the maximum. The the above technique and hit the bob-ombs and bullet bills at him for more damage. I, personally would not bother charging up, since it takes more time to do that than tap A. You can do either, they're pretty much both the same. The irony of it all is that I beat him on my first try. o\_O

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++++++Coin Collectors++++++

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"Collect all the coins that shoot out of the pipes."

In Coin Collectors, you must collect as many coins as you possibly can before the timer runs out. This takes place on the classic Mario Bros. secret court, which is unlockable if you can beat the Fire Cup in Doubles. This is just a "collect the coins" mini-game, therefore no real strategy is necessary.

Fever

"Gather coins for 1 minute. Get 1,000 points to clear!"

Jackpot

"Gather coins for 2 minutes. Get 4,000 points to clear!"

Gold Rush"

"Gather coins for 3 minutes. Get 10,000 points to clear!"

Coin Challenge

"Gather as many coins as you can without getting burned!"

Thanks to xkirby and lukeskywalker66 for the descriptions, since I have not yet bothered to unlock this mini-game yet...

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