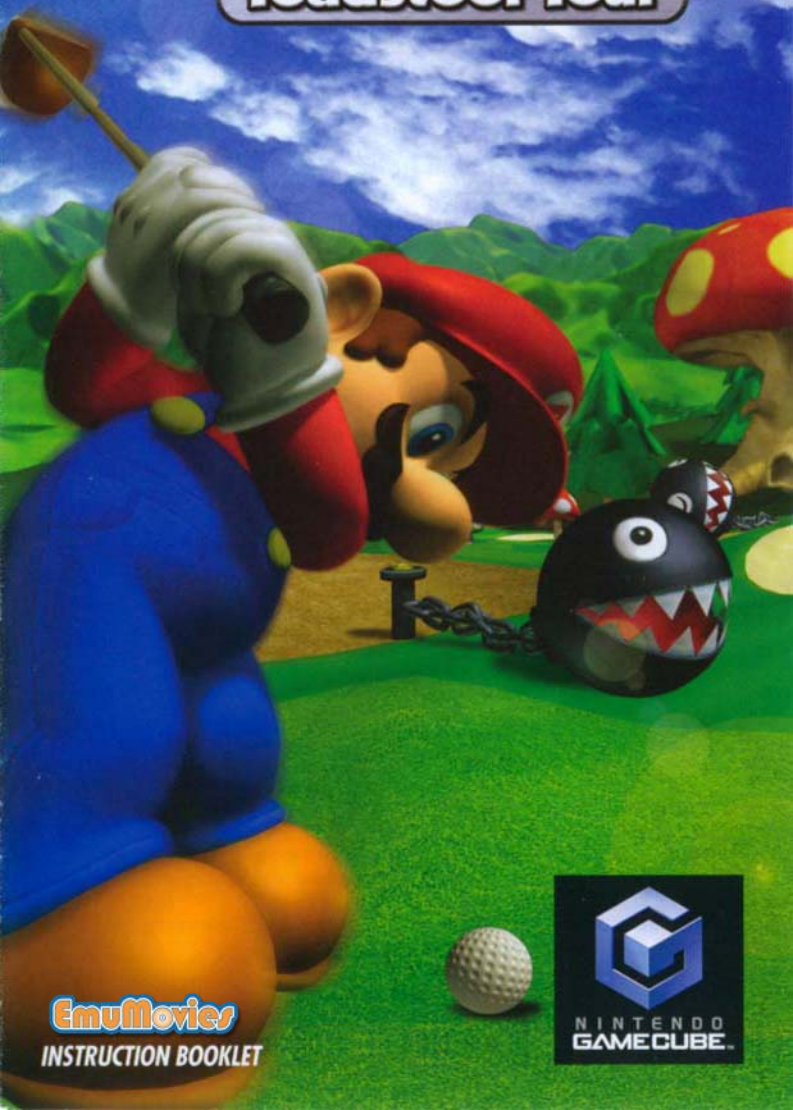




MARIO GOLF™
Toadstool Tour



EmuMovies
INSTRUCTION BOOKLET



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

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1-4 Player
Alternating

THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



Game Boy Advance
Compatible

THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.



Memory
Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



Progressive Scan
compatible

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play assistance. For 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?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



To play games that carry the Dolby Surround Pro Logic II logo in surround sound, you will need a Dolby Surround Pro Logic II or Dolby Surround Pro Logic decoder. These decoders are sold separately.

Nintendo

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Connecting Controllers

Up to four players can play Mario Golf: Toadstool Tour using only one controller. A single player can play by plugging a controller into any of the four controller sockets on the front of the Nintendo GameCube™.



Plug your Controller into any socket!

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Controls

 **Change shot direction**  Pg. 16

Consider the direction carefully!





 **Change clubs**  Pg. 15

Find the right club!

 **Adjust range marker**  Pg. 16

View the desired landing area!



 or  + 
Change impact marker  Pg. 17

Pause game  Pg. 22
Display the pause menu.

Control Camera

 Rotate camera

 Follow ball's projected flight path

 View hole layout


Press **A** to return to the play screen.





The play screen  Pg. 10

Simulation line

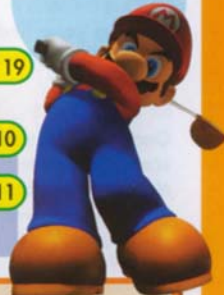
See pages 12-17 for more details on the controls.

B **Change shot type**  Pg. 15, Pg. 19

Y **View hole layout**  Pg. 10

X **View landing point**  Pg. 11

Check everything before you swing!



Auto-swing  Pg. 12

A Start swing → **A** Set power → **Auto-swing!**

Manual Swing  Pg. 13

Use this shot if you want to add spin!

A → **B** →
Start swing Set power

Set the impact point, and...

Press **A** or **B** for natural spin.

Spin Shots

A	A	Topspin
B	B	Backspin

Make your selection quickly!



Starting the Game

Put the game disc into the Nintendo GameCube™ and insert a Memory Card into Slot A. Close the cover, and press POWER to turn the system on. Once the title screen appears, press START/PAUSE to get to the Main Menu.



Title Screen

■ First-time?


If this is your first time playing, follow the instructions on page 9.

■ Continuing? Pg. 20

Once you have started a game, various scores and statistics will be saved to the Memory Card automatically. In some game modes, you can save in the middle of a game. When you want to continue one of these saved games, select Continue from the Main Menu.



Main Menu

Main Menu  Pg. 20

Memory Card




After turning the system on and reaching the title screen, you must have a Memory Card inserted in Slot A, or you will not be able to save your progress at any time. Insert a Memory Card and follow any on-screen instructions.

- The Memory Card in Slot A must have at least 13 free blocks to save your game.
- Once you save a game, you can continue playing it at any time. Please confirm that the Memory Card in Slot A has a Mario Golf: Toadstool Tour game file saved on it.

• Please refer to the Nintendo GameCube™ instruction booklet for directions on how to format the Memory Card and delete files.





Play a Game

-  Select Item
-  Cancel/Back
-  Confirm

1 Select the Number of Players

Choose the number of players from the choices on the Main Menu.

2 Select Your Character

Choose your character from those available on this screen. Press  to make your character a left-handed golfer. Press  once more to make your character right-handed again.




All the available characters appear here.

Character Info  Pg. 31

Select Character screen

3 Select a Play Mode

The available modes will differ depending on the number of players.

 Pg. 22

Play Mode screen



4 Select a Course


The available courses differ depending on the play mode you select. More courses will become available once you meet certain conditions in the game.

Set game conditions, such as the number of holes and tee boxes.



Select Course screen

5 Setting Handicaps

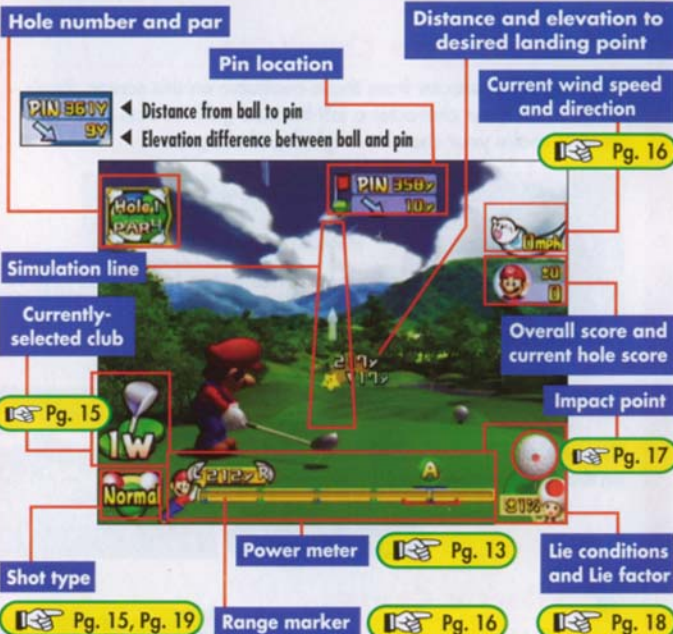
 Pg. 29

This is not available in all modes. See pg. 29 for more details.



Before You Play

The Play Screen



Pg. 15

Pg. 16

Pg. 17

Pg. 13

Pg. 15, Pg. 19

Pg. 16

Pg. 18

Pre-swing Checklist

Before hitting your shot, gather all the information you can!



Press **Y** to view the hole from above.

Tilt **← C →** to change your view.

Press **Y**, **A**, or **X** to go back to the play screen.



Viewing the Terrain

Before hitting your shot, check the flight path and projected landing point using the simulation line. Keep in mind that the better you time your shot, the more closely the ball will follow the simulation line.

The simulation line does not account for wind speed or direction. Pg. 16

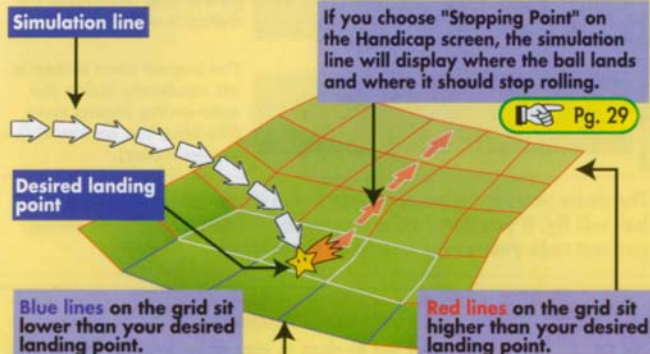
X View landing point



★ shows where the ball will land. **← C →** controls the camera. Press **X** to view the lay of the green. Press **A** or **X** to return to the play screen.

The Grid

The grid surrounding your desired landing point can help you read the surface slope and differences in elevation.



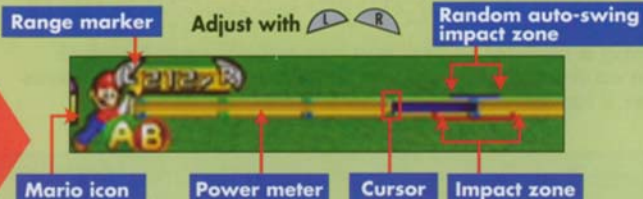
Pg. 29



Hitting the Ball

There are two different types of swings you can use to make your shots: an auto-swing and a manual swing. Both swings use the power meter shown to the right, but the auto-swing is easier to use. Until you get more comfortable making shots, it's probably best to start with the auto-swing.

Reading the Power Meter



The Auto-swing

Two Easy Steps!

A Start backswing → **A** Set power

The Mario Icon shows the maximum distance of the current shot based on your club and ball lie.

Step One



Press **A** to start the swing.

Step Two



Press **A** again to set the power and determine the distance of the shot.

Step Three



The impact-zone timing is set randomly inside the auto-swing impact zone (the blue line on top of the power meter).

•The closer you set the power meter to the Mario icon, the farther your ball will fly. If you don't press any buttons after starting your swing, you can redo your swing after the cursor resets.

How do I hit good shots?

Using the auto-swing

- 1 Get as close to your desired power as you can!
- 2 Hope that the power meter stops exactly on the sweet spot. (It's random!)

The Manual Swing

You have control over more aspects of your swing with the manual swing.

More Steps to Think About

A Start backswing → **B** Set power → **A** or **B** Set impact timing

Step One



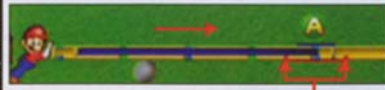
Press **A** to start the swing.

Step Two



Press **B** to set the power and determine the distance of the shot.

Step Three



As the cursor returns to the impact zone, press **A** or **B** to determine the timing.

If you stop the cursor outside the impact zone, you will miss-hit the ball.

•If you don't set the timing, the meter continues all the way to the right, resulting in a terrible miss-hit.

Using the manual swing

•You control the impact timing giving you the chance to make better shots.

- 1 Get as close to your desired power as you can!
- 2 Set the impact-zone timing perfectly on the sweet spot!

Adding Spin to Manual Shots

During a manual swing, you can put different types of spin on the ball, letting you affect the way the ball moves after it lands!

Spin Types



Important!

Enter the spin commands quickly!

Spin Commands

A A Topspin

B B Backspin

How Spin Affects a Shot



Step One



Press **A** to start the swing.

Step Two



Press **B** again to set the power and determine the distance of the shot.

Step Three



As the power meter returns to the sweet spot, quickly enter a button combination such as **A A**.

For best results, enter the spin command within this range.

•The **first button** of the spin command sets the impact-zone timing.

Before You Swing!

Selecting a Club

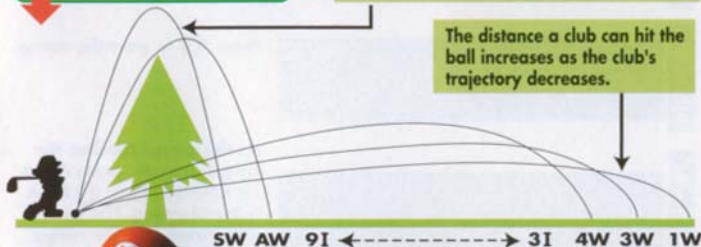
Choose your club based on the distance you want the shot to go. Select a wood (1W, 3W, or 4W) if you want to hit a longer shot. Select an iron (3I through 9I) for both short and long shots. For shorter shots, shots around the green, and bunker shots, select a wedge (AW or SW).

Before each shot, the most conventional club is selected automatically. You can use to select a different club.

Change Clubs

High trajectories are very useful for hitting shots over trees or other obstacles.

The distance a club can hit the ball increases as the club's trajectory decreases.



The irons in your bag range from a three-iron (3I) to a nine-iron (9I). The lower the number, the lower the trajectory.

Need More Power?

Press **B** to switch from a regular shot to a **power shot**. (The power meter will turn red.) Power shots increase the distance the club can hit the ball! You have a limited number of power shots per round, but if you time both the max power and the sweet spot accurately, **the number of power shots will not decrease!**

Press B to switch to a power shot!

•Press **B** again to switch back to a normal shot.

Using the Range Marker

If you can't find a club in your bag with the exact distance you want, use to adjust the range marker () above the power meter. Use this as a target to time your swing for shorter distances.

Adjust Range Marker

Press to shift the marker to the right.

Step One



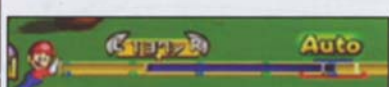
For example, if you want to hit the ball 137 yards, you can shift the range marker to the right.

Step Two



Press to start the swing.

Step Three



As the cursor reaches the range marker, press for an auto-swing or for a manual swing. The cursor will travel past the range marker if you don't press .

Factor the Wind Speed and Direction into Your Shot!

Wind can drastically change the flight of your shots! Check the wind speed and direction in the upper-right corner of the play screen before each shot. The arrow indicates the wind direction (and which way it will blow your ball)!



Change Shot Direction



Wind Direction The wind blows in the direction of the arrow.

Wind Speed The higher the number, the stronger the wind!

The simulation line and star icon do not account for the wind. It's up to you to alter your shots based on the wind. Use to move the range marker to the desired distance and tilt left or right to adjust the shot direction.

Adjusting the Impact Point

Use prior to your shot to adjust the impact marker, and check the simulation line to see how the different impact points affect the flight of the ball. Don't forget! Even though you can adjust the impact marker before your shot, the actual impact point is determined once you set the impact-zone timing (see below).

Change Impact Marker or +

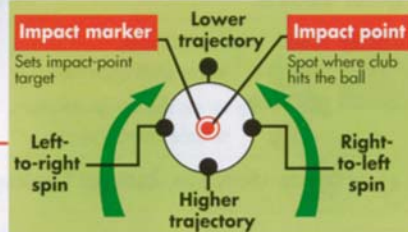
Step One



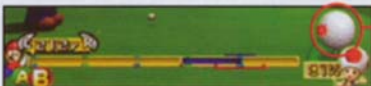
Use to change the impact marker and view simulation lines for different impact points. When you find the landing point you want, you're ready to go!

Step Two

Press to start the swing.



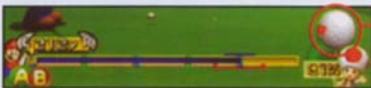
Step Three



Adjust the impact point

While the cursor is in motion, use to adjust the impact point. Move the impact point to match it up with the impact marker you set in step one.

Step Four



Impact point on top of impact marker

Tilt to line up the impact point with the impact marker. Finish your swing with as you would normally do.

• If you release before pressing to set the impact-zone timing, the impact point will return to the center of the ball.

• For auto-swing shots, once you start the swing, you can adjust the impact point using until the white auto-swing marker on the right side of the impact zone is set.



Tee Time!

1 The First Stroke: Tee-Off

It's a good idea to think about where your second stroke will be while you're making your first stroke. Check the following things before your tee shot—or any other shot, for that matter!

Press **Y** to view the hole from above.



Check wind conditions.

← → to set shot direction.

L R to set the range marker.

B to select shot type.

X or **C** to view the desired landing point.



2 The Second Stroke: Aim for the Green!

On middle and long holes, you should try to get onto the green—or as close as possible—on your second shot. Tilt **C** to select a club that best matches the distance to the green.

Lie-Factor Percentage

The percentage displayed in the bottom-right corner is the lie-factor percentage. It's based on your lie, and it shows the distance that may be added to or deducted from your shot. The worse your lie, the higher your percentage is.



The lie-factor percentage also changes depending on the club.

Lie-factor percentage



Lie Condition

3 Nearing the Pin: Approach

When the ball is within 60 yards of the pin, select an approach shot by pressing **B**. The power meter turns blue, and no matter which club you choose, the maximum distance is sixty yards. Press **B** to return to a normal shot.



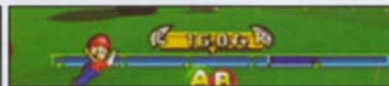
4 Eye on the Cup:

From the green, if you tilt **C** up slightly, you can use the grid to read the surface of the green. Then, use **C** to adjust the direction of your putt based on the slope of the green.

Step One

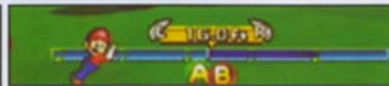
- On the green, you can only use a putter.
- You can choose between three putting distances. Select the one that best matches the distance to the cup.

Step Two



Press **A** to start the swing.

Step Three



Press either **A** or **B** to finish!

X Cup Camera



Press **X** when you're on the green to view your line from behind the cup. Use **C** to view the cup from different angles.

• You don't have to set the power during your backswing! You can set the power when the cursor returns towards the impact point. This is useful with short putts!

• You can change the range marker using **L** or **R** on putts, too! If the hole is uphill from your ball, you should probably set the range marker past the hole to compensate for the slope.





Main Menu



Lessons

The lessons explain things like the controls and different shot techniques. There's a lot of useful information here, so check it out.



Continue

You can save any competition mid-game except for the tutorial and the time- and ring-attack modes!

Press START/PAUSE during play to access the pause menu. Move the cursor to Save and press **A** to confirm your selection.



Pause Menu

Use **B** to select from the available save files and press **A** to save.

To continue a saved game, select Continue from the Main Menu.

- You can save up to three separate games.
- If at anytime you choose "continue without saving," the continue option from the Main Menu will be removed.



Save Menu



- Do not touch the Memory Card or the Nintendo GameCube during the saving process. Doing so could damage both items.



Options

Here you can view all kinds of scores and records or make changes to play conditions and other settings!

Records

Select Records to view the stats for every mode in the game. The records are saved automatically, and there's a lot to look at.



Records screen



Select Highlights to watch video replays for holes with a score of birdie or better! This section automatically updates to the eighteen most recent holes in each play mode.

Music

Turn the background music on or off.

Sound

Select from stereo, mono, or surround sound.

Rumble

Turn the Rumble Feature on or off.

Data

Access data options.



If you delete any data, it cannot be restored. Be sure you really want to delete the data before doing so!



Play Modes



Unique and Challenging Golf!

Explore more than 10 different play modes. Challenge characters head-to-head, take them all on in a tournament, shoot through rings, collect coins, and even complete a round against the clock! Try all of the different modes to discover all that this game has to offer!



Pause Menu

Move Cursor (D-pad) Select (A) Exit (B)

Press START/PAUSE to bring up the pause menu and put the game on hold temporarily.

The pause menu options differ depending on which mode you are playing.



Scorecard	View the current score and leaderboard. Pg. 30
Rules	View the rules for the mode you are playing.
Controls	View the controller configuration.
Give Up	Quit the current hole. Giving up will result in a total score of three times par for that hole.
Save	Save the current game or quit playing. Pg. 20
Start Hole Over	Restart the current hole from the tee box.
Next Hole	Stop playing the current hole and go to the next.
End Game	Quit current game and return to the title screen.
Return to Menu	Quit playing the current mode and return to the Main Menu.
Change Weather	Change the wind and weather conditions. Pg. 27

In the manual, an **H** next to a play mode means you can set player handicaps on the Handicap screen.

Handicap Explanation Pg. 29

Number of Golfers
The number of golfers that can play that mode.



Tournaments

One Two
Three Four

Compete against other characters and earn best badges. If you save mid-tournament, your save file will be deleted once you finish the 18th hole.



Best Badges

If you Collect a lot of these, you might get something cool!

Rank	Name	Score	Time
1	Wendy	13	3
2	Lyle	10	3
3	Lyle	10	4
4	Baroness	10	4
5	Patrick	11	4
6	Wendy	12	4
7	Wendy	12	5
8	Wendy	12	5
9	Chandler	13	5
10	Patrick	13	5

Unlock New Courses!

Win a tournament in order to participate in the next one. Winning tournaments also increases the number of courses you can access in the other modes!



Doubles



One Two
Three Four

Two players form one team, and the players take turns hitting the same ball. Select a stroke-play (pg. 26), match-play (pg. 28), club-slot (pg. 25), or skins-match (pg. 28) competition!

If you only have one human player, you choose the other three characters, and the computer controls them. Use **A** to confirm character selections. Select the characters' skill levels with **D** and press **A** to confirm.



When playing with two or more players, you can set up teams on the screen shown at the right. Use **D** to select teams and then press **A** to enter your selection.





Character Match

One Two
Three Four

Compete one-on-one against a computer-controlled character using match-play rules. (See page 28 for more details about the rules.)



You can view the current score on the scorecard.



Ring Shot

H One Two
Three Four

Compete by hitting your shots through rings placed around the course. If you have more than one player, you can select a Challenge or Face-Off competition.

• Challenge mode is the only mode available during a one-player game.

Face-Off

Play six holes against another player and compete to see who can complete the most holes!

Challenge

Pass through the rings and complete the hole by scoring par or better!

• Earn a certain number of stars on each course to unlock other ring-attack courses!



To complete the holes, you've got to score par or better.



Club Slots

H One Two
Three Four

Club Slots uses point-tournament scoring (see below). Your clubs are selected at the beginning of each hole by a slot machine (you always have a putter). After selecting Club Slots, choose either Four or Three Slots.

Using the Club Slots



Press **A** to stop the wheels in order from left to right. The first wheel sets your driver, the second wheel sets your medium-range iron, and the third wheel sets your short-range iron.

• Line up three stars to use all of the clubs in your bag! But if you don't get three stars, each star on the wheel means you don't get a club for that wheel!



If you chose to play Four Slots, the fourth wheel sets special conditions that are only available on that hole—and others that carry over!

Point Tournament

In this mode, your result for each hole determines your points. The table on the right explains how many points you receive for each result.

Double Bogey	0
Bogey	1
Par	2
Birdie	3
Eagle	4
Hole In One	4
Albatross	5





Coin Shoot



One Two
Three Four

Hit your ball near coins to collect them and compete to get the highest number of coins. The ball doesn't have to hit each coin individually—just get within a certain range to collect all the coins in that area. After selecting Coin Shoot, select either Quick Cash or Cash Cup.



Quick Cash

Collect as many coins as possible within a given number of shots. Shots landing in water or O.B. will not add any penalty strokes to your score. Also, you don't have to finish the hole. Just focus on the coins!

Cash Cup

Collect as many coins as possible and score par or better. If you score worse than par, you will lose all the coins you collected. Shots landing in water or O.B. will add penalty strokes to your score.



Speed Golf



One Two
Three Four

Complete your round as fast as possible! The timer starts when you start your round, and it keeps track of the total amount of time it takes you to finish! The three fastest times under 60 minutes for each course will be saved to the Memory Card.



Stroke Play



One Two
Three Four

Compete for the fewest total strokes on the course of your choice. The player with lowest score wins! (You can unlock additional courses for Stroke Play by winning matches in the Tournament mode.)



Side Games



One Two
Three Four

Side Games are fun challenges that test your golfing abilities! You can even set handicaps when playing with two or more players to level the playing field! What are you waiting for?

Birdie Challenge

Complete on a par-3 course to see how many consecutive birdies you can get!



Practice Games

Practice your drives, approaches, and putts! There are novice, intermediate, and expert levels that include chip shots, long putts, and even shots to help you recover from a bad stroke!



Training



One Two
Three Four

This single-player mode is perfect for practicing your game. Choose the course and hole, and play as many times as you want. You can also change the wind and weather conditions. Training is available on any course you have unlocked, so practice the holes that give you the most problems!

Select Option

Adjust Settings



Changing the Weather Conditions

Select Change Weather from the pause menu to view the screen on the left. Here, you can change the wind and weather conditions.

• Press **A** or **B** to return to the pause menu.



Match Play

HOne Two
Three Four

In this two-player mode, the player with the lowest score on each hole receives a medal. The game is over at the end of the round, or when it's impossible for one player to catch up to the other based on the number of remaining holes.



Skins Match

HOne Two
Three Four

In this mode for two to four players, the player who finishes with the lowest score on each hole wins a point. If two or more players earn the same score, the point for that hole carries over to the next hole. Whoever scores the most points at the end of the round wins.



Near-Pin

HOne Two
Three Four

Compete for the shortest total distance from the pin. Players have one stroke per hole, and the distance from each pin adds to your total distance. If your shot doesn't land on the green, your total distance for that hole is 100 feet. Go for the shortest total distance!



Setting Handicaps

Some of the play modes described in pages 23 through 28 have an **H** next to their names. In these modes, it's possible to set player handicaps. By setting handicaps, players with different skill levels can compete more evenly!



Handicap Screen

Press **X** from the Select Course screen to view the Handicap screen.



Press **B** to return to the play screen or press **A** to start the round.

Handicap screen

Simulation Line

Set this to Landing Point to make the simulation line stop where the ball lands. Set this to Stopping Point to make the simulation line indicate where the ball will roll after it lands.

Pg. 11



Mulligans

Set the number of mulligans. A mulligan allows a player to rehit any shot without taking a penalty stroke.



Tee Box

Set the tee box for each player. The back tee box is farther away from the pin than the front tee box is.



Leaderboard and Scorecard

The leaderboard is used during tournaments, and the scorecard is used in a number of different play modes. Both the leaderboard and the scorecard are displayed when all players have finished a hole. You can also check scores on the scoreboard or leaderboard during a game from the pause menu.

Move to switch between the leaderboard and the scorecard. Press **A** or **B** to return to the pause menu.

Reading the Leaderboard

The statistics for all players participating in a tournament are displayed here.

Character

Look for your character's icon on the leaderboard to find your current ranking in the tournament.

Rank	Character	Score	Hole
1	Mario	2	6
2	Luigi	10	5
3	Wario	10	5
3	Wendy	10	5
3	Yoshi	10	5
3	King Dedede	10	6
3	Paratroopa	10	6
3	Shy Guy	10	6

Hole

The last hole completed displays here.

Reading the Scorecard

During a tournament, the hole number, par, score, number of putts, and other statistics are tracked on the scorecard.

Best Badges

If you earned any Best Badges during the tournament, they appear here.

Hole	1	2	3	4	5	6	7	8	9	Front
Par	4	4	3	4	5	4	3	4	5	36
Score	5	5	3	3	5	5	3	3	5	40
Putts	1	1	1	1	1	1	1	1	1	10
Result	1	1	0	0	0	0	0	0	0	0
Badges										

The screen differs depending on the number of players and the play mode.

Hole	10	11	12	13	14	15	16	17	18	Back	Total
Par	4	4	3	5	4	4	3	5	4	36	72
Score	5	5	3	5	5	3	3	5	5	40	80
Putts	1	1	1	1	1	1	1	1	1	10	20
Result	1	1	0	0	0	0	0	0	0	0	0
Badges											

Front and Back Nine

Statistics from both the front and back nines are displayed in this column.

Character Introductions

Reading Character Data

Each player's impact, control, and spin abilities are listed in order from the top.

Max distance of shot using the 1W.



Shot Path Tendency (right and left). This setting switches if you choose to play as a lefty.

Shot Trajectory

Mario



It's-a-me! I've been on fire lately, but I hope you'll challenge me!



203Y



Peach

Hey! I adore golf! It seems you do, too! Want to play a round of 18?





Luigi

Oh dear... I've practiced, but no one will play me. Will you play against me?



Yoshi

Golf is perfect for me, 'cause I love to roam! Why don't we square off?



Koopa

Hi! I might be small, but I'm a huge fan of golf! Care to match skills?



Donkey Kong

Smacking the ball a mile is great. Now let me show you what I mean!



Wario

Challenge me? You? I'm the best golfer in the world. I'm not scared!



Daisy

What's up? I'm new, but golf is my thing! And I'll go toe-to-toe to prove it!



Birdo



I love to golf,
and now I
want to play
other golfers!
Are you in?

Diddy Kong



It's me, Diddy! I'm hooked on this game,
and I wanna show you my skills! Ready?

Waluigi



You might be gettin' better,
but nobody cheats better
than me! You got that?!



Bowser



Bwaaahhh ha HA! I'm so good, golfing
is starting to get boring! BORING!!



Other Challengers?

There are even more golfers waiting for the chance to
hit the green. Do you have what it takes to add them
to your roster?

Coming Soon!

Mario Golf Advance Tour

Get connected, and hit
the links! Develop
your characters in
Mario Golf: Advance
Tour and transfer
them to Mario Golf:
Toadstool Tour!

Connect and play!

Develop
your character!



Mario's Golf Glossary

Albatross

A score of three strokes under par on a single hole. It's also called a double eagle.

Approach

A short-range shot played to the green.

Approach Wedge (AW)

A club with a distance and trajectory between that of a sand wedge and a pitching wedge. It's used to hit the ball onto the green from short distances.

Back

The last 9 holes of an 18-hole course.

Birdie

A score of one stroke under par on a hole.

Bogey

A score of one stroke over par on a hole. A score of two strokes over par is a double bogey, and three strokes over par is a triple bogey.

Bunker

A sand trap. It's an obstacle in the course that can be difficult to escape from.

Chip-in

A shot hit from off the green that goes into the cup.

Club

An implement used to hit a ball, such as a wood, an iron, or a putter.

Cup

A hole in the green that players hit the ball into.

Dormie

A term describing when a player has won by, or is up by, as many holes as there are left to play. A dormie hole is a hole in which the leading player needs only a tie to win the round.

Draw

A shot in which the ball flies to the right after being hit and then curves to the left before landing (for right-handed golfers).

Drive

A term referring to the first shot of a par-4 or par-5 hole (usually struck with the driver or 1W). Best Drive refers to the longest drive on a hole.

Duff

A term used to describe when a player miss-hits the ball by hitting the ground with the club before striking the ball.

Eagle

A score of two strokes under par on a single hole.

Even

A term used to describe a tie score.

Fade

A shot in which the ball flies to the left after being struck and curves to the right before landing (for right-handed golfers).

Fairway

The groomed lawn that makes up the largest portion of a hole.

Feet

A unit of measurement that's one-third of a yard and equal to 30.48 centimeters.

Front

The first 9 holes of an 18-hole course.

Green

A designated area with very short grass located around the cup. The fringe is the ring with slightly longer grass that surrounds the green.

Handicap

In real golf, the average number of shots over par that it takes a player to complete a round of golf. A higher handicap indicates a novice player. In this game, there are a number of ways to take a player's handicap into account.

Headwind

A wind that travels against the direction you want to hit your ball.

Hole In One

Getting the ball into the cup in one stroke.

Iron

A club with a metal head and thin spine. High irons travel short distances and low irons travel long distances.



Lie

The position of a ball on the ground.

Line

The path that the ball will travel from its lie to the hole.

Long Hole

A term used to describe par-5 holes.

Middle Hole

A term used to describe par-4 holes.

Mulligan

A second attempt at a shot when the player doesn't like the results of the first.

O.B.

Short for "out-of-bounds" and used when the ball lands outside of the course. A one-stroke penalty is assessed for each O.B. shot. The next shot is hit from the same spot the O.B. shot was hit from.

On

A term used when the player's ball has landed on the green.

Par

The standard number of strokes for a hole.

Pick Up

When a player quits playing the current hole and goes to the next hole. The player is usually charged a penalty.

Pin

Another term for the flagstick that marks a hole. A Pin Shot is a shot in which the ball directly hits the pin.

Pitching Wedge (PW)

A club used to hit the ball onto the green from short distances.

Putt (or Putting)

Using a putter on the green to roll the ball towards the cup.

Putter

A club used to roll the ball across the green.

Rough

The areas of long grass surrounding the fairway.

Run

The distance traveled from the moment a ball hits the ground until it comes to rest.

Sand Wedge (SW)

A club with a high loft, useful for hitting balls out of bunkers.

Semi-rough

The area along the fairway with slightly longer grass than the fairway, yet slightly shorter than the rough.

Short Hole

A term used to describe a par-3 hole.

Shot

A term used to describe hitting the ball with a club.

Tailwind

A wind that travels in the direction you want to hit your ball.

Tee Box

The place from which you first hit your ball on a hole. There are both front tee boxes and back tee boxes. The front tee boxes are closer to the green than the back tee boxes are.



Tee Shot

The first shot on each hole, hit from tee box.

Water Hazard

Any shot that drops into a body of water. A one-stroke penalty is assessed for each of these shots. The next shot is hit from the area where the ball traveled into the water hazard.

Wood

A club with an oversized head used for long-range shots. The heads for these clubs were traditionally made from wood, and the name remains the same today.



Yard

A unit of measurement that's equivalent to 0.9144 meters (m).

Mario Madness!

Mario Golf: Toadstool Tour has some special elements that you'll never see on a normal golf course!



• Fast Fairways

If you land your ball on these fairways, your ball will roll much farther than if it lands on a normal fairway!



• Pipes

If you shoot your ball into a pipe, it will exit from the same colored pipe in a different area!



• Chain Chomp

If you land in an area with a Chain Chomp, it will chase after your ball, and the shot will be treated like an O.B. shot.

NOTES



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NOTES



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Important

REV-C

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REV-M

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