Mario Golf FAQ/Walkthrough Final

by me frog Updated on Nov 5, 2003

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Toadstool Tour is the second Mario Golf game. The first one, on the Nintendo 64, was great but its courses lacked a Nintendo twist. Here, you'll go golfing through courses with Chain Chomps, warp pipes, Peach's Castle, Thwomps, and more Nintendo things. There are over 10 characters in this game, and that isn't counting the many secret characters that you can unlock. There are lost of different play modes also, which add to the replay value. This guide will tell you many things about the game, and will walk you through (duh) all of the holes and courses. With all that said lets move on!

The characters all have their own way of swinging. Some hit straight, others hit left. Some have good spin others have bad spin. This chapter will list what direction the character hits their ball, the maximum amount of yards they can hit, how high their ball goes when hit, their impact, control, and their spin. I have also listed all of their taunts and cheers. Remember:

CONTROL STICK contains taunts. C-STICK contains cheers.

I also added a little summary of each character, giving you more information about them.

Also...

Press R to switch from a normal character to a star character.

Press L to switch from a right handed golfer to a left handed golfer.

~~~~ MARIO

Shot Path: Straight Max yards: 212 Shot height: High

Impact: 10/20
Control: 5/20
Spin: 14/20

Control Stick up: Miss!!

Control Stick down: \*sneeze\* Excuse me!

Control Stick left: Move it!
Control Stick right: Boo!

C-stick up: Go for it!

C-stick down: You're the best!
C-stick left: You got it!
C-stick right: Let's go!

Mario is a good character to start out with. He has pretty good stats, a straight shot path, and a good max yards number. The drawback is that he hits his shots high, so it is more easily affected by the wind.

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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.
~~~~
LUIGI
~~~~
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

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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.
KOOPA
~~~~
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 guite 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!
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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

~~~~ WARIO ~~~~

Shot Path: Far left Max yards: 210

Shot height: Very low

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

decent stats.

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: Wahahaha!

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.

DAISY

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 tress and getting on ledges, but the wind really whips her ball around. BIRDO

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.

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 ~~~~

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.

PETY PIRHANA (SECRET CHARACTER)

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.

BOO (SECRET CHARACTER)

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 BLEEAAAHH! 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.

SHADOW MARIO (SECRET CHARACTER)

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: ...... 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.

BOWSER JR. (SECRET CHARACTER)

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!

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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

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

X off the green

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.

+====+ | TERRAIN AND HAZARDS | +====+

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.

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.

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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 a 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. They 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.

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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'll 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 patchs 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 tress around rough areas so it is pretty much impossible to make any more progress with the ball.

Heavy rough is the ultamite 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. 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 :) 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. 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. =-=-= HAZARDS =-=-= 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. 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. : ( 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.

| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                                                                                                                           |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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.                                                                                                                                                 |
| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                                                                                                                           |
|                                                                                                                                                                   |
| +====+                                                                                                                                                            |
|                                                                                                                                                                   |
| GAME MODES  <br>+===-+                                                                                                                                            |
| +=========+                                                                                                                                                       |
| There are thirteen modes. I will list them all here, with a description of each one.                                                                              |
| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                                                                                                                           |
| 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.                                                                                                                                                             |
| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                                                                                                                           |
| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                                                                                                                           |
| 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.                                                                                                |
|                                                                                                                                                                   |
| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                                                                                                                           |
| 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!                                                                                                                     |
|                                                                                                                                                                   |
|                                                                                                                                                                   |
| DOUBLES. Here two characters compete against two other characters. Each team                                                                                      |
| 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                                                                                                                                                                                                                                                                                                                                                                                |
| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                                                                                                                                                                                                                                                                                                                                                    |
| 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!                                                                                                     |
| 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.                                                                                                                                                                           |
| 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! |
| 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!                                                                                                                                                                                        |
| 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!                                                                                                                                                                 |
| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                                                                                                                                                                                                                                                                                                                                                    |
| 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.<br>The final is Putting Practice where you can practice putting.                                                                                                                                                                                                                                                     |
| Beating the Birdie Challenge gets you a secret character, while beating the other three side games gets you yet another secret character!                                                                                                                                                                                                                                                  |
|                                                                                                                                                                                                                                                                                                                                                                                            |
| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                                                                                                                                                                                                                                                                                                                                                    |
| 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.

hole and need to practice it.

MATCH PLAY (2 player only): Here you compete against your friend. Each person has their own ball and they take turns hitting it. There person who makes it in the cup with less strokes than the other wins that hole. A player must win ten holes to win. 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. 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. TOURNAMENT CUPS +====+ Here I will list the cups and how to beat each one. \_\_\_\_\_

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.

DE-DO A HOLE

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

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.

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.

HOLE 2 PAR: 4

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.

HOLE 5 PAR: 5

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 tress 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 role 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

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Yipee! Par 5! On your first shot you MUST not make the ball fall short because it'll hit a tree and fall in a bunker. It is very wise to switch to a power shot AND add super-topspin as you hit the shot (as far as you can, of course). The next shot can be a pain for people who are using characters with low max yards. There is yet another TALL tree and a HUGE bunker in front of the green. You hit the tree, you fall in the bunker.

So make sure you have a clear shot going over the tree and bunker. Aim the shot about five yards in front of the cup and hit the ball. It should roll forward and stop about 10 feet away. You should hear a "GREAT" which means your next putt is an eagle putt. Anyway, hit it in for an easy eagle.

HOLE 15

PAR: 4

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You have two hazards on the first shot to watch out for: A tree and a bunker. Adjust the impact point so that it goes over the tree and hit the ball really far with a super-topspin to avoid the bunker. There is another tree you need to be careful of on the next shot so adjust the impact point so it is at the very bottom of the ball. Aim NEAR the cup and hit. You should land right next to the cup. Hit it in for a birdie.

Like the name suggests, this course has a lot of water hazards. The wind and rain pick up here, so that means a lot more of adjusting your shot. Again, there are woods on each side of the hole, so a hook shot will guarantee you a bogey or worse. There are a couple of bunkers in every course, and you'll see a lot more rough areas. As long as you keep your ball on the main path, you'll do fine.

HOLE 8

PAR: 4

Hit the ball as far as you can with power but you have to make sure your shot is DIRECTLY in the middle of the impact zone. If not your shot could possibly fly into the bunker on the right or the rough area on the left. You'll have to shoot the next shot over a bunker so don't mess up. The next shot should be aimed NEAR the cup. Even if you hit it perfectly, the uneven ground might roll your ball about ten feet away. Your next shot should be aimed straight at the cup. You'll most likely miss and get very close to the cup but if you do, just hit it straight in for a par.

HOLE 9

PAR: 5

Your first shot should be as far as possible with super-topspin and power. You now have a choice for your next shot. You can take a risk and try to make it over the HUGE water-hazard to save TWO shots, or you can play it safe and hit it onto the grass in front of you. If you decide to hit it over the hazard you MUST SWITCH TO POWER !!! It would also help if you are playing with a star character. If you miss,

you'll get a penalty and start in the rough area right in front of the water. You'll most likely get a bogey also.

Anyway, if you want to play it safe just hit the second shot as far as you can onto the grass and then aim the next shot over the water-hazard and hit it as far as you can. Once you are on the other side of the water aim the shot about three yards in front of the cup and shoot. It should roll into the cup. If it doesn't, you should be only a few yards away, so you can still make par.

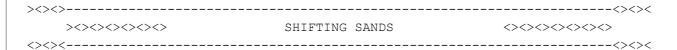
HOLE 13

PAR: 5

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This course has lots of water hazards in it so watch out. Begin by hitting the ball as far as you can with power IF YOU AREN'T A STAR CHARACTER! If you hit it as far as you can with a star character, your ball will fly straight into the water. Reduce your next shot by about 35 yards and shoot with no topspin. If you don't reduce the yards, the ball will fly into another pond of water.

Next, aim your ball about five yards away from the cup and shoot. It should end up in the cup. If the ball doesn't land in, it'll probably end up about three feet behind the cup, so you can still get a birdie.



Shifting Sands, also known as Sands Classic, is the third tournament. It is much more difficult than the first two because of all the bunkers and objects in your way. The wind REALLY picks up here, and can sometimes go up to 15 miles per hour on a course! It doesn't rain as much here though, so that's one good thing. Unlike the last two courses, there are no woods surrounding the holes. Instead there are \*no... wait for it!\* more bunkers. I suggest using a star character with a good max yards to play on this course.

This guide was written while using \_Star Mario\_ although all strategies should work for every character.

HOLE 2 PAR: 5

Bleh... this is a very difficult course for beginning players. First off there is a little island surrounded by lake and you have to reach that island on you first shot. After that, there are more little islands, but they are surrounded by sand. Sand means bunkers and bunkers are bad. You really need to pay attention to the wind and weather here. Also, use only manual shots, because autos might make you curve wildly and you'll land in a bunker.

Having said that lets move on. If you are using a character with a nice amount of max yards (around 270 or 280; usually star characters), you can aim for the island on your first shot. If your characters max yards is weak and a power shot still won't get you to the island, then you'll have to hit it on one of the little islands near the lake. They are surrounded by bunkers, not water. You next shot can now be aimed at the water island.

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.

HOLE 4

PAR: 3

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This is difficult. You must shoot your ball over a HUGE bunker and onto the to 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.

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. You 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.

HOLE 18

PAR: 5

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Last hole! Yet! And what better way to end it by giving you a par 5 hole with about 5000 obstacles in your way and lots of bunkers! Begin by switching to power and hitting your ball over the large obstacle in front of you. You should land behind a bunker. Your next shot needs to be NEAR the green. Near enough so you can still putt the ball, but not be on the green. Now just putt it in for an EAGLE!

| ><><>   |              | <><><    |
|---------|--------------|----------|
| ><><><> | BLOOPER OPEN | <><><><> |
| <><><   |              | <><><    |

This is where the sentence, "OH MY \*\*\*\*ING GOD THAT WASN'T \*\*\*\*ING FAIR! I \*\*\*\*ING HATE YOU, YOU STUPID BALL AND I WANT YOU TO DIE!" originated because you will be saying that a lot during this course. If you are a fan of the Mario series, you should know that a Blooper is a sea creature, so it is obvious that there is a lot of water here. Also, fast fairways are introduced. If you land on one, your ball rolls a lot farther than it would do on a regular fairway. Also, take note of the excellent graphics here, because they are some of the best in the game. Because of the FAST wind, your ball can go flying into the water, so really adjust your shot. The beaches are made of bunkers, and they are called "Beach Bunkers." A beach bunker is not as bad as a regular bunker, so don't freak if you land in one. One more thing is that most of the bunkers are in the shapes of dolphins, fishes, etc.:)

This guide was written while using \_Star Yoshi\_ although the strategies should work for any character.

HOLE 8

PAR: 4

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The ocean is on your left for this whole hole (no pun intended) so be careful. You want to hit you ball onto the lower level of this island and you need to hit it about 245 yards for that so switch to power if necessary. The second shot should be hit as close to the front of the green as possible. The green is pretty big so you'll have to putt about 65 feet for it to get into the hole, but unless you seriously mess up, it should be no problem.

HOLE 15

PAR: 4

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Okay this is a little tricky. You want to hit your ball onto the turtle shell (the outline of the turtle is a bunker) but you have to hit it in the right spot because there are four rows of rough areas. Hit it in between two of those rows and aim your next shot about seven yards from the hole. It should bounce near the hole, if not into it, making your final shot easy.

HOLE 18

PAR: 5

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Last hole! Okay the first part of this is really hard because there is a HUGE wall blocking your way so you have to waste a shot going around it. How to avoid that you say? Well, actually, you can't. So you have to hit it in front of the wall and then turn to the right and hit it up onto the higher area. DON'T HIT THE SECOND SHOT TOO FAR! You'll fly into the ocean. Your next shot can't be hit up onto the third floor of

the hole so you just have to hit it across the island. Not all the way across though. Try to aim it in the center of the fast fairway.

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CAUTION: If you land too close to the ledge on your third shot, you might not be able to make it up. DON'T TRY even if your shot path line says you can, because wind and weather will change the results. Instead, turn 180 degrees and hit the ball about ten yards. You'll waste a shot doing this, but you'll waste a lot more trying to get up on the ledge.

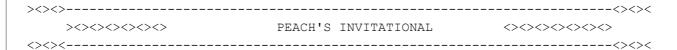
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If you can't hit the next shot up onto the third floor, switch to a 9I club. Now aim near the front of the green and shoot. It'll bounce near the hole. Now just hit in that last shot to make par.

GREAT JOB! YOU BEAT HOLE 18!

Sorry it's just really hard so that deserves a separate congratulations.

GREAT JOB! YOU BEAT BLOOPER OPEN!



Peach's Invitational introduces warp pipes and Chain Chomps. Sometimes, a pipe can take you all the way to the green, or it can sometimes simply cross a gap. In the front nine, chain chomps only appear in certain holes, but later they will begin to appear at each hole. You can avoid Chain Chomps only by not landing in their pit. For smaller chomps, there are smaller pits. The wind is heavy, usually at 10-15 miles per hour. Rain appears every once and a while also. You'll usually want to aim at the warp pipes, because they can take you really far. Remember to watch the wind while aiming for them! Water-hazards appear every once and a while, but they are usually pretty big, so it is easy for you to fall in. Try your best to avoid them. One more thing: When you land in flower patches, Pikmin fly out. Just a little cool touch.

The guide for this cup was written while using \_Star Mario\_ though the strategies should work for any character.

HOLE 2 PAR: 4

There are Chain Chomps all over this level, a water-hazard, and a bunch of rough areas. Those three things will make this a challenging hole for beginning players. You'll want to start by hitting the ball over the rough area and over the chain chomp. You'll skip a good hunk of the hole. If you did the last shot right, your next shot should be an approach. Aim near the front of the cup and shoot (take note of the wind!). Your ball should land within ten feet of the cup, giving you another birdie.

HOLE 7

\_\_\_\_\_

This is one of the more difficult par 4s. You'll want to add power and topspin as you hit your first shot as far as you can. Don't let it curve to the right because it will then land in a flower patch or worse, a rough area. You'll then want to aim for the green, though be careful. Water is surrounding it so if you mess up or overshoot, you'll fall in. It is a pretty big green (about 45 feet)

so you might land over 30 feet away, resulting in switching to a middle putting club. If so, just try your best (remember you can still make par).

HOLE 8

PAR 5

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Note king Bob-omb sitting at the top... that's right! This is part of the first level of Super Mario 64! Cool. Okay first hit your ball 214 yards to the right of the fast fairway in front of you. That should put enough distance between you and the high ledge so that you can make it up. Do that and then aim for the green. Try to hit it as close as you can to the cup as possible. You'll hear that wonderful two words (NICE ON) signaling a birdie putt. If you miss though, you can still make par.

HOLE 12

PAR: 5

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There are 12 Chain Chomps in this level, making it challenging. Try to hit your first shot in between the fourth and fifth chomp. Your next shot just needs to go as far as possible while avoiding chomps. Your third shot should be approach. Aim it as close to the cup as you can. The green REALLY slopes here so it might not go in, but it'll still get close enough for you to easily make a birdie.

HOLE 18

PAR: 5

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This is a \_VERY\_ nice level with fireworks and beautiful graphics etc. Aim for the yellow warp pipe in the bunker (watch the wind!) and shoot. It should fly right in and pop out near the green. Hit it over the tree and it should land near the cup. You'll hear the oh so nice GREAT sound signaling an eagle putt. Hit it in for a good eagle.

The Bowser Championship is easily the hardest cup in the game. Much MUCH harder than even Peach's Invitational! The winds are SUPER-strong here and there are TONS of rough areas, bunkers, and water-hazards. It introduces a couple of things also. Thowmps, Bob-ombs, and lava-hazards. It misses warp pipes though. That sucks doesn't it? You always need to pay attention to the wind when you aim. You'll be adjusting the impact point a LOT to get out of the way of the many obstacles. You'll be hating this cup the moment you set foot in it. Remember the hole cheat; it'll come in some MAJOR use here. On the positive side (and unfotunately, it isn't that much), it has EXCELLENT graphics and lots of cool things in the background. Don't let them distract you though!

This guide was written using \_Star Mario\_ although the strategies should work for any character.

HOLE 3

PAR: 5

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There are many chain chomps to your left, an island surrounded by lave in front of you, and a bunch of land to your right. Aim for the right, past the chunk of brick, and shoot. Your next shot should be aimed past the island and onto the chunk of land high above the lava (switch to power if nescessary). Your next shot should be aimed near the cup. Hit it and it should roll near the cup, so you can get a birdie.

HOLE 13 PAR: 5

Your first shot needs to be aimed over the blue fence and close to the fast fairway. The second shot should be aimed THROUGH the fence and near the green. If you need to, switch to power. Your ball should land REALLY close to the cup, so you can get a good eagle.

HOLE 16 PAR: 5

This hole has over six pirhana plants and one block thwomp so be careful. Hit the first shot as far as you can with power and topspin but try to avoid the thwomp. Your next shot should be hit onto the fast fairway. It should roll near the thowmp and he should smash you. Don't know what it does but anyway, he'll dissapear, giving you a shot at an easy approach. Your final shot should be less than ten feet away, giving you a simple birdie.

CONGRAGULATIONS! Once you have beaten hole 18, you have completed all of the tournaments! Now go for the star tournaments!

+====+ | RING ATTACK | +====+

This guide will tell you how to beat all the ring attack courses. So far I have completed a total of \_12\_ courses. More to come in later updates.

You must pass through ALL the rings in a level before getting the ball in the hole. You must also complete the course under par. If you fail to get all the rings or go one over par, you will instantly fail.

The impact marker becomes your friend in this level. Adjust it so that the ball can go through the ring as perfectly as possible.

The ring courses are separated into courses. Six holes are in one course. The holes are taken from cups. So the Lakitu Course holes are taken from the Lakitu Cup and the holes in the Cheep Cheep Course are taken from the Cheep Cheep Tournament and so on.

HOLE 1: RING NEAR TROUBLED WATER

PAR: 4 RINGS: 1

CHARACTER: Yoshi

Super easy. Shift your aim through the left to have your shot path go through the ring. Now hit the ball as hard as you can with no topspin. You should pass through the ring and land next to a bunker. Now aim your shot near the cup and shoot but don't add any topspin. You should land about three feet away from the cup. Just hit it in to beat the course.

HOLE 2: NO EASY ENTRANCE

PAR: 4 RINGS: 1

CHARACTER: Yoshi

Another easy course. First adjust the ball path so that it is just in front of the ring and add topspin so it'll roll through the ring and

onto the green. Now just aim at the cup and hit it in to complete it.

HOLE 3: LONG RING RUN

PAR: 5 RINGS: 3

CHARACTER: Yoshi

Somewhat difficult course. Aim your first shot to the right so that when you shoot it, it rolls through the first ring easily. The next shot is really easy. Just aim the shot directly at the ring and when you shoot it it'll go straight through the middle. You might have to adjust the impact maker so the ball will go through the third ring. Once you have it positioned well aim it so that it lands next to the cup. Shoot it and it'll land about three feet away. Hit the ball into the hole to complete the course.

HOLE 4: RING HERE, ARCH THERE

PAR: 4
RINGS: 2

CHARACTER: Yoshi

The first ring is way up high, so you might have to adjust the impact marker a bit. Anyway, once you have the shot aimed through the ring, hit it as far as you can with NO TOPSPIN! You don't want to fly past the second ring. You will have to lower the next shot so it goes through the ring arch. Once it is positioned correctly, aim it so it goes in front of the cup. Now shoot it and add topspin. It should land right behind the cup so hit it in to beat the course.

HOLE 5: TWO-RING BUNKER BALL

PAR: 4 RINGS: 2

CHARACTER: Mario

The first shot should already be aimed through the ring so just hit it as hard as you can with no topspin. You should land already lined up with ring number two. Aim it so it lands in front of the cup and add topspin when you shoot. It shouldn't go into the hole but it should land directly in front of it, giving you an easy shot and another completion.

HOLE 6: TIMES TWO

PAR: 4 RINGS: 2

CHARACTER: Star Yoshi

This is an extremely difficult course for a beginner. Shift to the left at the start to line up with the ring and hit it as far as you can with NO TOPSPIN. It should go through the ring. Now turn all the way to the right and you'll spot the second ring right at the beginning of a bunker. Hit the ball so that it lands right in front of the ring (you'll have to bring down the yard count on this by about 150 or so). Your next shot should be through the ring. You'll most likely end up in a heavy rough area when your ball lands. Now you \_HAVE\_ to make this next shot or you fail! Aim the ball so it lands about a yard in front of the cup and shoot. It should land and roll into the cup. This also involves a bit of luck so keep trying.

END LAKITU COURSE

 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 you 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

behind the hole. Your final shot is very simple but remember the sloping ground.

FLOWERING ARCHES

PAR: 4 RINGS: 2

CHARACTER: Star Yoshi

Hit your first shot about 210 yards straight. Your next shot needs to be greatly reduced. Shrink the yard amount until around 100. It should be able to go through the two rings and land on the other side without a problem. Your ball will land in rough but don't worry. Hit your next shot onto the edge of the green (the edge nearest you). It'll bounce a little and stop about 5-10 feet away from the cup. Just hit that easy shot in for completion.

GOOD JOB! YOU BEAT THE CHEEP CHEEP COURSES!

PHUNKY PHARAOH

PAR: 4 RINGS: 1

CHARACTER: Star Mario

You will have to aim your shot so that it bounces off the nose of the guy in front of you, ends up going through the ring, and bounces back onto the fairway. If you don't do that, this hole might become quite difficult to complete. So after that first shot, just aim past the pillars (switch to power if needed) and shoot. It should land near the cup. You have one more shot before you fail, so aim carefully before you shoot.

ROCKY REBOUND

PAR: 4 RINGS: 1

CHARACTER: Star Mario

This is a little like the last. You have to hit the ring and ricochet off the wall onto the fairway. For your first shot, make sure you have a 1W club, switch to power, and shoot. It should fly past the bunker and onto the fairway close to the ring. You next shot should be aimed through the ring. Hit it and if all goes well, it should go through, bounce off the wall, and land back on the fairway. You third shot should be an approach. Aim near the cup as usual and shoot. If it doesn't go in, you should still be close enough to easily make par and get a completion.

PYRAMID PINNACLE

PAR: 4 RINGS: 1

CHARACTER: Star Mario

This is hard. You need to aim your shot onto the third little "island" but not too near the back. Aim it close to the very front, so that it is ALMOST touching the bunker. You should now be back far enough to shoot your ball through the ring atop the pyramid. Your next shot needs to be aimed through the ring. Hit it. You'll land in the bunker near the green, but there is no avoiding that. Your third shot should be approach. Aim, as usual, near the front of the cup. Your final shot should be easy, as you should be very close to the cup.

COLUMNS ON HIGH

PAR: 4 RINGS: 3 CHARACTER: Star Mario

This is a difficult hole. Your first shot should be aimed though the first ring atop the column. Position it so that it lands on the fairway and not the bunker. Your next shot should be aimed through the second ring. It will land in the waste area, but it is IMPOSSIBLE to avoid that and still be able to get to the third ring. Make sure your shot goes through the ring, but far enough so that it lines up with the third ring. Hit it through the third ring and it will land about twenty feet away from the cup. This last shot might be a bit challenging. Make sure it is positioned so the slopes don't affect it, and shoot. It should go in giving you another completion.

RING IN RUIN

PAR: 3 RINGS: 1

CHARACTER: Star Mario

This can be quite difficult. Aim your shot so that it goes through the ring, bounces off the rock, and lands on the waste on the above ledge. To do that, make sure your shot is positioned near the middle of the ring. Your second shot should be approach. Aim near the cup and shoot. Your final shot should be simple, because you are so close to the cup. Hit it in for a seventeenth completion.

RUINS, RINGS, RIGHT ON!

PAR: 5 RINGS: 3

CHARACTER: LEFT handed Bowser

This is a HARD course. This was actually the last one I completed, because it was so difficult. I finally discovered a good strategy using left handed Bowser. Aim your first shot to the right of the first ring, about 165 yards, and shoot. You should end up right in front of the first ring. This is where Bowser's left handiness comes in. When you hit it, it should curve to the left, ending up back on the fairway. If you can't do that, then you hit the first shot too far. Your next shot should be going through the last two rings. It should also be positioned so that it lands on \_ANY TERRAIN OTHER THAN AN O.B. AREA\_! Really, it doesn't matter. Your fourth shot needs to be an approach, aimed near the front of the cup. Your final shot should be aimed at the cup. Hit it in to complete the Shifting Sands ring attack holes.

DOLPHIN DREAMS

RINGS: 3
PAR: 5

CHARACTER: Star Yoshi

Aim your first shot near the left end of the first ring and reduce it until it shows the shot landing right in front of the ring. It should land and go through. You might land in semi-rough, but that's not a problem. Your next shots needs to be positioned so that the ball goes through the next ring, but doesn't hit the bunker. If that is not possible, then it's alright, but it'd be better. Position the third shot so that it goes through the side of the ring (switch to power if needed if you landed in the bunker). From there, you'll just need to do an approach onto the green, and then putt it in.

ROCKY RINGS RINGS: 3 PAR: 4

CHARACTER: Star Yoshi

Your first shot MUST go through all three rings. If not, it will be impossible

to get it into the hole. Position your shot (power if needed) so that it goes through the center and shoot. It should go through the three rings, hit the rock, and bounce onto the beach bunker. From here, it is quite a simple matter of aiming near the hole and shooting. You'll have two tries to putt it in, making it easy for completion.

WACKY WEATHER

RINGS: 3 PAR: 4

CHARACTER: Star Yoshi

Your first shot wants to go into the bunker and land right in front of the first ring (and in the middle). This can be difficult because of the trees, but try all different clubs and angles to make it. Once you succeed, your going to have to aim your shot through the first ring and onto the little island in the distance. This island is surrounded by rough edges and it will be very hard to make it up to the green if you land in the rough, so aim your shot so that it lands on the very front of the island. It should roll a little and stop in the center. If your ball landed in the rough, don't reset, but switch to power. Your next shot needs to go through the ring and front of you, and fall through the ring right next to the hole. If it lands in the bunker below the final ring, don't worry. Here, you have one shot to put it into the hole for completion.

SNARKY SHARKY

RINGS: 1 PAR: 4

CHARACTER: Star Yoshi

You'll want to hit your first shot 206 yards, onto the beginning of the fast fairway at the upper level of the course. If it goes over the fairway and onto the lower level, you can try, but it is unlikely you'll make it through the ring. From the fast fairway, aim your shot so that it goes through the ring below the shark's mouth. You may have to switch to some different clubs and you may have to switch to power. Your third shot should be approach and it should land near the hole, so your next shot gets you a completion.

FLOATING HUTS AND HOOPS

RINGS: 1 PAR: 4

CHARACTER: Stary Yoshi

Haha. I laugh at your face's expression when you see this hole. It seems like the ring is nowhere to be found, but if you look all the way to your right, you'll see it over the hut. Problem is, you can't hit it though without landing in the water. You'll have to take a risk by adjusting the place where you hit the ball all the way to the left, and reduce some yards so that it lands in the rough at the edge of the island. Your next shot should be hit all the way across the water, onto the green. You now have two shots to putt the ball in for a completion.

HEARTBURN

RINGS: 3
PAR: 4

CHARACTER: Star Yoshi

Very simple. Just aim shot number one through the center of all three rings. It'll go through and you'll end up ten feet away from the cup, and you have two chances to putt it in for completion.

BLOOPER OPEN COMPLETE! GOOD JOB!

 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!

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 fisrst 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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|   |      |   |      |      | S | 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

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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.

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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 accidentaly 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!

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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.

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|---|---------|-----|
|   | SECRETS |     |
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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!

UNLOCKABLE CHARACTERS

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!

#### UNLOCKABLE TOURNAMENTS

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 an 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 then 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 then 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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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.

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SPECIAL CLUBS

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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 then 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. +====+ FAO +====+ 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 acess 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 ceramony 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! +====+ VERSION HISTORY

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08/01/03 This is a VERY early version of the guide. I completed two tournaments, the character, controls, and game modes chapters, and got some of the ring attack levels done. I also added some secrets, although there are a lot more than that. The next update should be very, very soon.

08/12/03 LOTS of information added. I have two new tournaments fully completed (The Shifting Sands and Blooper Open), totally changed the guide for the Lakitu Cup, edited a bit of the Cheep Cheep Tournament, and added six new ring courses. I also added some secrets to the codes and secrets section. Added one new character to the Characters chapter, a new game mode description, and did some little tweaks to the controls and introduction chapters. I also reorganized some of the chapters. Finally, I added and revised some golf definitions. I can safely say that the guide is about halfway complete.

08/20/03 Not a lot of stuff added actually. Removed the super in-depth tournament walkthroughs because they were all pretty much the same. I left a few in though, but just for the harder holes. Also added some new instructions for the controls section.

8/21/03 Minor update. Added line breaks and fixed some spelling mistakes.

8/22/03 MEGA update. Added Peach's Invitational and Bowser Championship, got six new ring courses in, added a secret, and added Shadow Mario and Boo to the character list. Also added a new chapter! It's the side-games chapter! A couple more updates and this FAQ is done...

8/30/03 Added two new chapters, but aside from that, nothing.

09/21/03 Finished the FAQ. Sorry to say, but this game is starting to get old, so there probably won't be that many more updates

11/04/03 Yeah. Version FINAL here. This game is officially VERY boring. All I did was change the layout so it looks better. One more time, it's FINAL so I am NOT going to be adding stuff in so please, don't send in new things. I will still answer questions about the game though. It's been great writing this FAQ! See ya!

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|   | CONTACT | ١   |
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My e-mail address is cskull@frogdesign.com. There are a few things that you can e-mail me about, and few things that you can't. First the things that are okay.

Information on the game. No this does NOT mean full tournament guides, or ring attack levels because if it isn't there I haven't gotten to them yet but I will. It means additional ways of beating a level or correcting information that I messed up. Secrets are \_TOTALLY\_ accepted because I do not have that much at the moment.

Asking permission to use this FAQ. You can see full details on this in Chapter 11.

Suggestions for the FAQ. Something like, "Why don't you add such and such in your FAQ. NOT "Why don't you totally re-do your FAQ because it

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/LEGAL |   |
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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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Some of you people have no idea how annoying it is to see your FAQ on someone else's site. But some of you post FAQs on your site anyways without even asking the author (coughcough... ahh forget it...) DON'T put this on your site or in your book or magazine. Don't take any PARTS of this guide without my permission. I will find out somehow by someone who e-mails me and I will get very mad at them. You can, however, print this guide out for your own use.

The big sin: DON'T GIVE YOURSELF CREDIT FOR THIS FAQ!

Ever, ever, ever! Plagiarism is the number one thing that pisses me off. If I find this FAQ on someone's site without my permission AND without my name on it, I'm not even going to send a nice little e-mail telling you to remove it. I'll get serious FAST! Using this guide as your own is against the law, and can result in severe punishments. Altering this section is also against U.S. law and can result in severe punishments.

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Thanks a bunch for reading this FAQ! I hope it helps you!

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