```
                    ;                                  =               .
              +#########x-;x#      -;        #########+##   #xx#xx+#
            .;##xXX########    ,####+;;  x#x#######X.,##X#x###        #
            ;=#+---=+----#x#   ##,+######+# ,,....=###-#   ##+  #########.
           ,x#-=+====+=;### ##.   #+==# =,x,.;;, ### . ##-X##XxxX+##x#x
         .,##-=+====++=;#X+X#- . .. x#;=# =.##x--= ### . x#X#=-===--;+####
          ;=#+-++++++++-=#,#= , #= . #x=#.=,###=-- ##= . ;##,-+; .,-=- #=#
          ,X#-=+.==+.,-==;##+ ,. ## . ;#+#.=-=... .X##, . ##;=+.###+== #-#
         ,;##-++;#, x#=-==-x .; ###x , ##x.=.-,--##= # . ##;=+-####=+ #-#
         ,=#==++.####+#=-==#,., ..-#;; #x,= #+..-## # . ##.-=-----==- #=#
         ,X#-==+.#-x--+#=+++# = .. +X.; ##X +## . #-#x;--; ,+##x# ##
        ,;##=+++.#,=++;#-; + -###x #++X=#x#x##X# x#- #X###=-X#######=
        ;=#.    #-+++;#;+###+#+,######x+++===+++x#####=#;; .######=
        ,#########=+++-##+,;-#+++===xXx+x##X#X- ##. # = ##.
       +############xxx+++##X=+x#######. ## #x # -##,## ####x#
              .x###+-;=x##+    # ## # #, X+X-#; #x#=+#
               ,# #- ### ## # ##+ #-+####xx#
              .=# ###+ # ##+= ## ## +#x########X ###
              ,#+ +## ..+###########x== ##
              # ,####x-=#######,                . X#,
     ,;=;-------- =# ##X+##x++,;--;=+XX+-. ...; #x..-------;;;#
      -###################################################+;#-++,#xX#############
      ;## ###- # X ,### -### ### #XX
     .;#; # # ## ## +# .##
     .-####, #### -######## ,#### #. ####= # ## ###########
      ###+=# #;#. =#####x-# ##=+# # #==## ;# # #########;Xx
        ,## ,#;# # #==#X +# #--# ## #+ ###
        ;#. ##+# ; ## #--# #+ X#--# #; ####. ##x
       ;x# #=## ########; ##-=# # #==x# # ########## ##=
       ,## #;+# # #+=## .# #-=#, ## # ###
       .;# +#+x## =# #--# ## #-,# # ;# ###-
      ,=######## ###########X##x####--#X##X######x--#x####X##X##x#############;
       #########x +######################################################=
```

This ASCII art is ♫ 2005 WishingTikal
===
Mario Power Tennis
FAQ and Walkthrough Version 1.1
By Axel_KH
===

===
Introduction
===
Hello, this is Axel_KH or Steve. Basically since this game is the greatest
tennis game ever made I will be writing an FAQ for it. It will tell you the
basics of each character and what you need to know to master this game. If
you have any questions, comments or suggestions you can email them to me at
steve_o_7586@hotmail.com or my AIM SN is steve o 7586.

===
Version History
===

Version 1.0: Put in some of the character info and court info. Will be
updating frequently.

Version 1.1: Finished all of the courts. Added the Tips for All players
section. Also added the ASCII art (thank you WishingTikal) and I added Peach
to the character section.

Version 1.2: Finished characters up to Koopa Troopa. Added the secrets section.

==
Table of Contents
==

```
===============================================================================
I. Mario Power Tennis Basics
===============================================================================
```

```
-------------------------------------------------------------------------------
        A. Controls
-------------------------------------------------------------------------------
```
Menu Screen Controls
Analog Stick - Scroll through menu items
Start/Pause - Return to game
A Button - Select menu items
B Button - Cancel
Y Button - No use
X Button - No use
L Button - No use
R Button - No use
Z Button - No use

In Game Controls
Analog Stick - Move character.
Start/Pause - Pause game (may only pause when ball is not active)
A Button - Topspin Shot
B Button - Slice Shot
Y Button - Same function as B button (or R+B)
X Button - Same function as A button (or R+A)
L Button - Cancel charge shot (L+A or L+B to jump toward ball)
R Button - Power Shot (R+A or R+B see section I.B. for more info.)
Z Button - Change camera angle (only in 1 player game)

Advanced In Game Controls
A->A or B->B - Strong shot
A->B - Lob shot
B->A - Drop shot
A+B - Smash or flat shot
Hold A or Hold B - Charge up shot

```
-------------------------------------------------------------------------------
        B. Mario Power Tennis Basic Information
-------------------------------------------------------------------------------
```
Well you can play this game in 1 player mode but you can also play with up to
4 people (it gets pretty intense). It requires 3 blocks of space to save
(if you want to really play this game you need a memory card). This game also
has progressive scan compatibilty. This game is rated E for Mild Cartoon

Violence.

Each character of the game has a power shot. The characters racket has to be
glowing in order for you to perform one. Each character has an offensive and
defensive power shot. See that character for more information on there power
shot.

==
II. Character Information
==
In here you will learn all you need to know about the characters of the game.
Each character will have a word next to them that describes them. The
description of the styles was taken directly from the MPT instruction book.
The names of the special attacks for all non secret characters were taken
from the MPT instruction book as well.

All Around - Well balanced athletes who are great for rookie tennis players.
They're proficient in both offensive and defensive play.
Power - Dynamos whose physical strength is key to their games as they look to
overpower their opponents.
Defense - Patient players whose goal is to return everything and let their
opponents make mistakes.
Speed - Fleet of foot athletes who can cover every corner of the court in the
blink of an eye.
Technique - Skilled tacticians who look to hit the ball to the farthest
corners of the court and win with pinpoint accuracy.
Tricky - Cunning specialists whose confusing shot curve left and right, making
their final destinations difficult to determine.

        A. Mario ***All-Around***

Mario is a very basic character. He has decent stats in all areas.

Power Shots
Offensive Iron Hammer - Mario pulls out this big black hammer and he
just rock the ball with it. This makes it hard to see the ball cuz it has a
huge streak behind it. Unless you counter this with a power shot of your own
your character will get knocked back far so you'll have to recover. Just make
sure your don't lob this back or your in trouble
Defensive Spin Jump Return - Mario starts to spin around really fast and hits
the ball with his racket.

Rating
Beginner Rating 7/10 - Since he is a very basic character he's a good person to
get started with on the game. He will make it easy for you to learn the basics.
Expert Rating 5/10 - If your an expert then there is really no point in using
Mario since he is so basic. Unless you like his huge hammer don't use him.

        B. Luigi ***All-Around***

Luigi is basically exactly like Mario. Actually the only thing different about
them is there defensive power shot.

Power Shots
Offensive Squeaky Mallet - Luigi pulls out a big hammer that looks like one
of those squeaky hammers you played with as a kid. Just like Mario he will
rocket the ball at the opponent and knocke them backwards unless they counter
it with a special shot.
Defensive Poletergust Return - For those who played Luigi's mansion they will

recognize what he pulls out. The trusty Poltergiest 3000. So Luigi throws his
racket towards the ball then pulls it in and hits the ball.

Rating
Beginner Rating 7/10 - Pick between him or Mario to learn the basics of this
game.
Expert Rating 5/10 - Just like Mario. Wow these brothers really are the same.

        C. Peach ***Technique***

Peach is a good character for beginners. She also has one of the best
offensive power shots in the game.

Power Shots
Offensive Super Peach Spin - Peach spins around very fast and will hit the
ballto the other side. If the opponent returns it then they will be stunned for
a little. It also hooks a little.
Defensive Sweet Kiss Return - Well basically Peach blows a kiss at the ball
whichcauses the ball to be lobbed to the other side. Don't question why she
just does it.

Rating
Beginner Rating 7.5/10 - Since she is good defensive then it will be an easy
character for most people to use.
Expert Rating 8/10 - If you can use her power shots wisely you will be a true
threat to the opponent.

        D. Daisy ***Technique***

Daisy is bsaically identically to Peach. She however doesn't have as good of
power shots as Peach. Daisy is much better for beginners though.

Power Shots
Offensive Wonder Flower - Daisy's racket sprouts little petals like a flower.
She then hits the ball to the other side and if the opponent returns it with
a regular hit they will be knocked back.
Defensive Flowerbed Return - A field of flowers sprouts up on the court and
Daisy runs over to the ball and lobs it over.

Rating
Beginner Rating 8/10 - She is so easy to use and she is actually somewhat
fast.
Expert Rating - 6.5/10 - She just doesn't have as good of power shots to
stand up against the other players.

        E. Wario ***Power***

Personally I can not stand Wario at all. He is just so slow and he is probally
the weakest of the power characters. Plus his power shots are just plain bad.

Power Shots
Offensive Thunder Cast Shot - Wow, Wario is definitly an idiot. He sorta
straps a hammer onto his back and well um, hits himself in the head with it.
For some odd reasons this makes your racket all electrified and it will stun
the opponent.
Defensive Ultra Hand Return - Wario attaches this object to the racket which
allows it to stretch out fairly far.

```
***Rating***
Beginner Rating 3/10 - Beginner's will feel like they are awful at this game
if they play as Wario.
Expert Rating 2.5/10 - Just stay away.

--------------------------------------------------------------------------------
       F. Waluigi ***Defense***
--------------------------------------------------------------------------------
Just like the Mario Bros, the Wario Bros share the simmilarity of there
awfulness. Waluigi could possibly be slightly slower, plus he runs very
odd. Also he has no net game at all due to his height..

***Power Shots***
Offensive Whirluigi - Waluigi does a little upside down L pose (like Wario
does the W) then he spins around really fast. He then hits the ball over and
will cause the opponenet to spin around in a tornado.
Defensive Swimming Return - Waluigi pits in some ear plugs and the court is
suddenly filled with water (don't ask why). He then swims over to the ball
and hits it.

***Rating***
Beginner Rating 3/10 - Just don't be a character that starts with WA.
Expert Rating 2/10 - Do I need to say anything?

--------------------------------------------------------------------------------
       G. Yoshi ***Speed***
--------------------------------------------------------------------------------
Yoshi is probally the slowest of the speed characters but is still one of
the fastest in the game. Yoshi is actually sort of a mixture of a speed
and defensive character. Good for beginners.

***Power Shots***
Offensive Rainbow Flutter - Yoshi does his little flutter kick and then he
hits the ball. It will stun the opponent.
Defensive Rolling Egg Return - This is one of my favorite specials in the game
once you get the enhanced version (see section VI). Yoshi goes into an egg
and then rolls over to the ball and hits it. Depending on the color of the
egg Yoshi will change to a matching color.

***Rating***
Beginner Rating 8/10 - Good character for beginners. With a decent speed and
nice defensive attributes he is one of the best characters for a new player.
Expert Rating 5/10 - He's good but there are much better characters that you
can use.

--------------------------------------------------------------------------------
       H. Koopa Troopa ***Speed***
--------------------------------------------------------------------------------
One of the fastest characters in the game and one of my favorite characters.
He is one of the best for both beginners and for experts. Great character.
He also has some really good power shots.

***Power Shots***
Offensive Water Bomb - This can be a deadly power shot. If you notice that your
opponent is playing very deep now is your change to do this. Basically Koopa
Troopa surrounds the ball with a very heavy bubble then hits it. This causes
the ball to move very slowly and bounce very little. This will stun the
opponent.
Defensive Water Shell Dash - Similar to Rolling Egg Return Koopa Troopa goes
```

into his shell and rolls over to the ball and hits it over.

Rating
Beginner Rating 8.5/10 - With his great speed he is a great choice for a
beginner to use.
Expert Rating 9.5/10 - Once you master Koopa's offensive shot you can crush
just about anyone. With deadly speed and power shots (not to mention he's
good in other stats) Koopa can beat basically all the other characters.
===
III. Court Information
===

In here it will give you a brief description of the court. Some of the courts
descriptions will be very short since there isn't much to describe.

        A. Peach Dome Court

Ball Speed - Normal
Bounce - Strong

This court is the average court. It is the court you play the Mushroom Cup on
and is a good court for beginners.

Difficulty
0/10

        B. Peach Dome Clay Court

Ball Speed - Slow
Bounce - Weak

You play the Flower Cup on this court. It will slow the ball down and drop
shots can be deadly on this court.

Difficulty
1/10

        C. Peach Dome Grass Court

Ball Speed - Fast
Bounce - Weak

My favorite court. You play the Star Cup on this court. It makes the ball fast
and it looks the most realistic if you are an actually tennis player.

Difficulty
1/10

        D. Luigi's Mansion Court

Ball Speed - Fast
Bounce - Weak

Well this is a fun court to play on but it can be frustrating. On each side of
the net you will see 6 large panels. One of them will have a light bulb on it.
Each time you hit a regular panel then it causes a ghost to appear on that spot

on that side of the court. If you hit the lightbulb then it will remove all
ghosts from your side of the court. This is a good place to play if your gonna
play the net since it can really frustrate the opponent. The ghosts
automatically reset at a new set.

Difficulty
7/10

         E. Delfino Plaza Court

Ball Speed - Normal
Bounce - Weak

This place can be VERY annoying. What happens is there are 3 circles on each
side of the court. You hit the circle it get's covered in mud (or whatever that
is, never played Mario Sunshine). You can step on the little water logo and it
will slowly remove the mud. Not for beginners.

Difficulty
9/10

         F. Wario Factory Court

Ball Speed - Fast
Bounce - Strongest

This a tough place to play on for beginners. Basically over the net you will
see small arrows either going left, right, up, or down. When hit they will
activate a treadmill. They will also be blue or red. Depending on what color
you hit will effect the side. In most cases you want your side to have none
of the treadmills moving.

Difficulty
8/10

         G. Gooper Blooper Court

Ball Speed - Fastest
Bounce - Normal

This could be one of my favorite courts. Basically you can completly move
around the panels that are in play or out of play. Each panel has an arrow on
it. The ones on the outside have an arrow pointing outward which will extend
the area you can hit the ball. The ones with the arrow pointing in will make
the area smaller. You want your area very big and there's very small.

Difficulty
7.5/10

         H. DK Jungle Court

Ball Speed - Slow
Bounce - Normal

This court is actually VERY easy to play on. The easiest Gimmick court for
sure. Basically there are those lizards on the net but I can't seem to find

anything that they do except when you hit them they almost fall off. Some
lizards will come on the court and sorta bite you which will mess you up
(it has the same effect as the ghosts do on Luigi's Mansion Court). The only
way to get rid of the lizards is to finish the set.

Difficulty
4/10

        I. Bowser Castle Court

Ball Speed - Fast
Bounce - Strong

This was one of my favorite courts in Mario Tennis 64. This court is still
cool but it's not the same. The court tilts around. That's all it does. This
makes it very easy to get an out in the little peace of court that is only
open in doubles (runs along both sides of the court). So watch out for that
and you should be fine here.

Difficulty
6.5/10

        J. Super Mario Bros. Court

Ball Speed - Slow
Bounce - Strongest

Reminds me of the original 8 bit Mario since well um this course is 8 bit.
Really it looks that way. Now the koopa troopas (8 bit) and the crabs (8 bit)
will come out on the court and try to mess you up. You will also notice
your good old friend the POW block. Well if you hit that block it will flip
the koopa troopas upside down. I believe it takes 2 hits to flip the crabs
over (I don't really play this court so I can't remember).

Difficulty
5/10
==
IV. Tournament Play
==
Coming Soon

==
V. Special Games
==
Coming Soon

==
VI. Secrets
==
Here you will learn how to unlock all the secrets that you need to know about.

        A. Unlocking Yoshi's Enhanced Defensive Shot

Well it isn't really enhanced but it does make it so that Yoshi will change
color when he uses his defensive shot. It doesn't do anything else but black
Yoshi does look pretty cool. So to unlock this all you need to do is beat
the Flower Cup doubles using any character.

```
--------------------------------------------------------------------------------
        B. Unlocking Fly Guy
--------------------------------------------------------------------------------
Fly Guy is a tricky character who is probally the easiest character to unlock.
To unlock Fly Guy all you need to do is beat the entire World Open on singles
using any character and Fly Guy is yours.

--------------------------------------------------------------------------------
        C. Unlocking Paratroopa
--------------------------------------------------------------------------------
Paratroopa is one of the best characters in the game but isn't too difficult
to unlock. He is a Technique but is also very fast. So to get this awesome
character all you have to do is beat the World Open in doubles using any
character.

--------------------------------------------------------------------------------
        D. Unlocking Wiggler
--------------------------------------------------------------------------------
Well, the only point in unlocking Wiggler is to say you got all the
characters. So to get Wiggler you have to beat the Gimmick tournament in
singles with any character.

--------------------------------------------------------------------------------
        E. Unlocking Petey Piranha
--------------------------------------------------------------------------------
Petey Piranha is slightly better than Wario. To unlock this terrible character
you need to beat the Gimmick tournament in doubles with any character. He's
really not worth your effort.

--------------------------------------------------------------------------------
        F. Unlocking Bowser Castle Court
--------------------------------------------------------------------------------
This court isn't too tough to get. Actually it is amazingly easy to get. All
you have to do is beat the Fire Cup in singles with any character.

--------------------------------------------------------------------------------
        G. Unlocking Super Mario Bros. Court
--------------------------------------------------------------------------------
This court is very easy to get too. All you have to do is beat the Fire Cup in
doubles. This court is well worth unlocking in its 8 bit glory.

--------------------------------------------------------------------------------
        H. Unlocking Balloon Panic Mini Game
--------------------------------------------------------------------------------
To unlock this mini game you have to beat the Flower Cup in singles using
any character. This mini game is played in DK Jungle.

--------------------------------------------------------------------------------
        I. Unlocking Coin Collectors Mini Game
--------------------------------------------------------------------------------
To unlock Coin Collectors beat the Mushroom Cup in doubles using any character.
This mini game is played on Super Mario Bros. Court.

--------------------------------------------------------------------------------
        J. Unlocking Mecha Bowser Mayhem Mini Game
--------------------------------------------------------------------------------
It's like a boss fight against a huge Mecha Bowser. To unlock this fun
mini game just beat the Mushroom Cup on singles with any character. It's
played on the Bowser Castle court.
```

```
-------------------------------------------------------------------------------
      K. Unlocking more Tournaments
-------------------------------------------------------------------------------
To unlock the next Cup in a tournament simply beat the cup before it. For
example, beating the Mushroom Cup will unlock the Flower Cup. To unlock the
Star Tournament you need to beat the World Open. Once you unlock a new cup or
tournament it may still only be used with the character it was unlocked with.


-------------------------------------------------------------------------------
      L. Unlocking Ace difficulty level
-------------------------------------------------------------------------------
To unlock the toughest computer difficulty you need to beat the Planet Cup
on either singles or doubles with any character.


===============================================================================
VII. Tips for all players
===============================================================================
Tip 1) Try to stand in the center horizantally and the center vertically. This
will make it so that you can usually retrieve the ball no matter where it
goes.

Tip 2) Save your power shot till your opponent uses his. This way you can
counter with a defensive power shot and you won't be stunned by it.

Tip 3) Only play the net with a fast character. If you play with a power or
defense character you will most likely lose at the net. So only play the net
with an all-around, technique, speed, or tricky character.

Tip 4) Beginners don't use tricky characters. You will feel like you suck at
this game since they can actually be tricky to use.

Tip 5) Practice makes perfect. Before you start tournament play maybe practice
a little in exhibition just to get back into the game.

Tip 6) Find your character and use him. If you can find the character you like
then try to master that character. You will be a threat to everyone.

Tip 7) Counter an offensive power shot with a defensive one of your own. This
way you won't get stunned or knocked back from the shot. You can safely
return it.


===============================================================================
VIII. Credits
===============================================================================
FAQ/Walkthrough Creator - Axel_KH
ASCII Art of "Mario Power Tennis" - ╫ 2005 WishingTikal


===============================================================================
IX. Disclaimer/Copyright
===============================================================================
This FAQ/Walkthrough is Copyright Steve Szumanski. Mario and all related
characters are copyright Nintendo. This may be printed for personal use only.
If you wish to post this elsewhere you must first ask for my permission. There
is no selling of this document for any reason.
```