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INSTRUCTION BOOKLET

MARIO GOLF™

NINTENDO 64

NINTENDO 64

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Thank you for selecting the Mario Golf™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

EVERYONE E CONTENT RATED BY ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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The Nintendo® 64 Controller

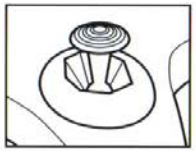
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.



Holding the Nintendo 64 Controller

While playing the Mario Golf game, we recommend you use the hand positions shown on the left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller

Using only one controller, up to four players can play this game. Connect a controller to Socket One, located on the front panel of the Control Deck.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

N64 Rumble Pak™

This game is compatible with the Rumble Pak® accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.



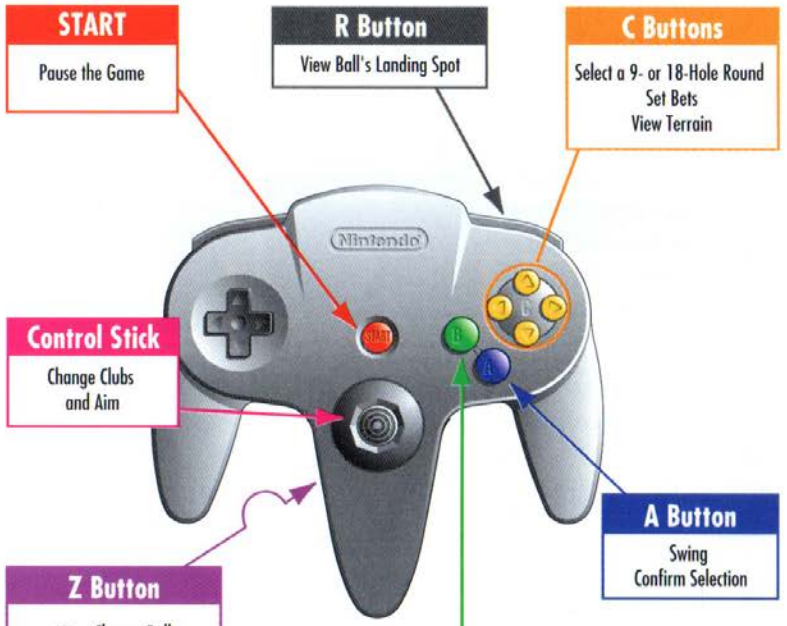
The Birth of Entertaining Golf!

Mario Golf is a realistic golf game that can be enjoyed alone or with friends. With a wealth of different play modes, there are many ways to enjoy Mario Golf!



Controls

These are the basic controls for the game. Master them all to improve your game.



Starting the Game

This game has many different modes of play. You can play any one them by following the steps below.



1. Select the Number of Players

Properly insert the Game Pak and turn the N64® Control Deck ON. (Do not touch the Control Stick at this time.) When START is pressed on the opening screen, the Title Screen appears. Press START again to enter the Main Menu. On the Main Menu Screen, choose the number of characters you would like to play with and press the A Button to enter the Character Select Screen.

Title Screen



Main Menu



2. Select Your Characters

Select the characters you would like to play with. For 1-player games, you can choose from four characters at first. For 2- to 4-player games, you can choose from ten characters. Other characters will become available once you meet certain conditions in the game. More than one player can use the same character. Press the A Button while holding the R Button to select computer-controlled characters.



Character Select Screen



The characters you may select are displayed here.

Additional characters may become available using Mario Golf™ for Game Boy® Color.

The character's name, drive distance and trajectory are shown here.

3. Select the Play Mode

Once characters are selected, the Play Mode Screen appears. Select the mode you'd like to play. Be aware that the modes you can choose change depending on the number of players (see below). Tilt the Control Stick left or right to select the mode you'd like to play and press the A Button to confirm.

Currently-Selected Mode

Currently-Selected Character and Controller (1P)

Play Mode Screen (2P)



Currently-Selected Character and Controller (2P)

Mode Differences

1-Player Modes	2-Player Modes	3- and 4-Player Modes
• Tournament	• Stroke	• Stroke
• Get Character	• Match Game	• Skins Match
• Ring Shot	• Skins Match	• Club Slots
• Speed Golf	• Club Slots	• Mini-Golf
• Stroke	• Mini-Golf	
• Mini-Golf		
• Training		



4. Select a Course

Once you have selected a mode, you may choose the course you wish to play. In some modes, you may only be able to choose some courses. Once you meet certain conditions in the game, the closed courses will become available (see page 8). Also, depending on the mode selected, you can set bets and handicaps by using the C Buttons. (Refer to page 13 for bets and page 12 for handicaps.)

Course Select Screen (Stroke Mode)



Introduction to Play Modes

Each of the different play modes is introduced here. Before playing, be sure to take a look at each mode's features.



Tournament

Players ▶ 1
Get This! ▶ COURSE Pts
▶ Birdie Badges

Compete in a Tournament against many players. If you score a birdie or better on any hole, you'll receive a Birdie Badge. Also, if you finish the Tournament with a good score, you'll receive COURSE Pts. Once you have saved up enough points, you'll be able to play the next course.





Here's the Difference! Tournament

When you shoot a good round in a Tournament, you can collect more COURSE Pts than in other modes. You can't open new courses without COURSE Pts, so collect as many as you can. Good luck!

Things to do on the Pause Screen

If you press START during game play, the Pause Screen will appear, and several menu options will be displayed. The menu displayed differs depending on the play mode.

- **Course View** — View the course map.
- **Score Card** — Display the scorecard.
- **Grid Color** — Change the color of the 3-D grid.
- **Controls** — Display Controller information.
- **Give Up** — Quit playing that hole. 3 times par will be added to your score.
- **Save and Quit** — Save your game and quit. Choose "Continue" to continue from the start of that hole.
- **Start Over** — Start again from the beginning of that hole.
- **Hole Out** — Quit that hole.
- **End Game** — End the game.
- **Return to Menu** — Return to the Main Menu.

These appear in the Training Mode:

- **Change Wind Direction** — Change the wind direction.
- **Change Wind Speed** — Change the wind speed.
- **Change Weather** — Change the weather.
- **Change Terrain** — Change the lie of your ball (in the driving range only).

Get Character

Players ▶ 1
Get This! ▶ Characters
▶ COURSE Pts

Compete against the character shown in silhouette on the course selected and compete in a Match Game. (You can also compete against characters that aren't shown in silhouette.) If you can beat that character, you can use it the next time you play.





Here's the Difference! Get Character

Increase the number of characters you can use in 1-player modes by getting new characters in Get Character!



Ring Shot

Players ▶ 1
Get This! ▶ Stars

Shoot your ball through the rings hovering above the course. When you clear a Ring Shot, a save menu will appear. You can save up to five Ring Shots, so save them wherever you like. Once you get several Stars on one course, you can open the next Ring Shot course.





Here's the Difference! Ring Shot

Even if you shoot your ball through the rings, if you don't sink it within par, you won't clear the hole. Keep good control over your ball.

Speed Golf

Players ▶ 1
Get This! ▶ COURSE Pts

Try to finish the course as quickly as you can. The timer starts as soon as the game starts and stops once you have finished the 18th hole. Compete for the best course time and overall score. If you get a good score (in less than 60 minutes), it will be recorded under Status in the Clubhouse.





Here's the Difference! Speed Golf

If you just go for speed, you won't shoot a good round. However, if you are too focused on score, you'll take too much time. Give it some thought before playing.

Stroke

Players ▶ 1 to 4
Get This! ▶ COURSE Pts

Play the course you've selected and compete based on final score. Up to four players can play. Increase the number of courses you can play by collecting COURSE Pts in Tournaments and other modes.





Here's the Difference! Stroke

Gather two or three friends together for a heated competition. Set bets to make it even more exciting (see p. 13)!

Mini-Golf

Players ▶ 1 to 4
Get This! ▶ COURSE Pts



Play on special Mini-Golf courses in this putting game. On the Course Select Screen, tilt the Control Stick left and right to select the course, and up and down to select the course type (FAST = Ball rolls quickly; GREEN = Normal; SLOW = Slow). Aim for the cup on this par 3 course. If you can't sink it in 9 strokes, you're out.



Here's the Difference! Mini-Golf

Each hole is surrounded by short walls. Use the walls to bounce your ball into the cup.



Training

Players ▶ 1
Get This! ▶ Practice!

This mode is for single-player training. Play the courses and holes you like as much as you want. It includes a driving range for practice, as well as all the holes on all the courses you've opened. Choose the toughest holes and master them.





Here's the Difference! Training

You can change the weather and rehit single strokes. Take time to check how the wind affects the ball's flight.

Match Game

Players ▶ 2
Get This! ▶ COURSE Pts

In this game the player with the fewest strokes gets a point, just like in a Skins Match. However, in this mode, if the losing player cannot win, even by winning all of the remaining holes, the game will end.





Here's the Difference! Match Game

The round may end in lopsided games – even in the middle of the course! It could be said that in this mode, victory is determined more quickly than in other modes.

Skins Match

Players ▶ 2 to 4
Get This! ▶ COURSE Pts

On each hole, the player who sinks his ball in the fewest strokes wins that hole and receives a skin. In this mode you will compete for those skins. If two or more players tie for the fewest strokes on a hole, the skins for that hole are carried over to the next one.





Here's the Difference! Skins Match

Suppose there are three players, and your stroke count is higher than the other two. As long as the remaining two players tie on that hole, the skin for that hole will be carried over to the next one, and you'll have another chance to win it!

Handicaps



Along with bets (see the next page), you can also set handicaps. For example, if you set a handicap of 36 and play all 18 holes, 2 strokes will be subtracted from your score on each hole (2 strokes x 18 holes = 36). As in the screen on the left, holes for which a handicap is applied have a white dash in the score column on the scorecard. Holes for which a double handicap is applied have two dashes.

Club Slots

Players ▶ 2 to 4
Get This! ▶ COURSE Pts

Compete in Skins Match style in this VS. Mode. A slot machine determines which clubs you may use on each hole (you may use a putter any time). Press the A Button to stop the slots. When you play with your friends, this mode guarantees fun and excitement!





Here's the Difference! Club Slots

The left drum on the slot machine determines your woods, the center drum your long irons, and the right drum your short irons. If you match up stars on all 3, you can use any of your clubs!

About Bets

The bets you can place differ depending on the mode you are playing and the number of players. (You cannot place bets in some modes.) The player with the best score wins the bet. For instance, if four players set the Driving Contest bet to 1, the player who drives his ball the farthest wins the bet with the other three players. In this case, the winner receives 3 (bet of 1 x 3 players = 3). The other players lose only the amount they bet (in this case, 1). (Refer to the screen on the left.)



Driving Contest

The player with the longest drive from the tee on the specified long hole wins the bet. The ball must land on the fairway.

Closest to Pin

Get on the green in one stroke on specified short holes. The player closest to the pin wins the bet.

Score

On each hole, the player with the best score wins the amount bet times the difference in scores.

Nassau

The players with the best scores on the front 9, the back 9 and on all 18 holes win this three-part bet.

Skins Match

On each hole, the player with the best score wins the bet. When there is a tie, the bet carries over to the next hole.

Doubles

When four people play, Players 1 and 2 play against Players 3 and 4. On each hole, the team with the best total score wins the bet.

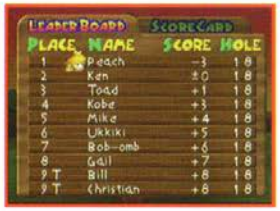
Viewing the Status and Results Screens

This section explains the screen that displays your status during the game and the screen that shows the results.



Leader Board Screen

This is displayed during Tournaments. A "T" to the right of a player's ranking indicates a tie. "Hole" indicates which hole each player has just completed.



Scorecard Screen, Part 1

This is displayed in the Tournament, Mini-Golf, Stroke and Speed Golf modes. The top half covers scores on the front 9, and the bottom half covers the back 9. Starting from the top row, the scorecard records hole number, par, actual strokes, putts, and score for the hole. In Tournaments, if you have earned a Birdie Badge (see page 8), it will be marked in the Birdie Badge row.



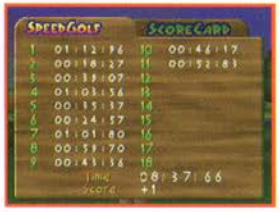
Scorecard Screen, Part 2

In the Get Character and Match Game modes, a circle marks the winner for each hole. The total column shows which player has the lead. In the Club Slots and Skins Match modes, the points earned for each hole are shown, and the total column shows the total points earned so far.



Speed Golf Screen

This screen is displayed in the Speed Golf mode. It displays time taken for each hole and total play time.



Save Menu Screen

In the Ring Shot mode, this menu is shown each time you successfully complete a Ring Shot. Use the Control Stick to select a file in which to save your play data and press the A Button to save.



VS. Board Screen

In the Get Character, Club Slots, Skins Match, Match Play, Stroke and multi-player Mini-Golf modes, the VS. Board is displayed. There are two types -- those in which medals collected for winning holes are displayed and those in which competing players' places are shown.

Get Character and Match Play Display



Scroll between Progress Status Screens with the Control Stick. On the screen on the right, tilting the Control Stick right will scroll to the scorecard, and tilting to the left will scroll to the Bet Screen.

Club Slots and Skins Match Display



Stroke and Mini-Golf Display



Bet Screen

The Bet Screen is shown in the Club Slots, Skins Match, Match Game, Stroke and Mini-Golf modes. The results of the bets wagered at the start of the game are displayed. Carry Over indicates a bet in which there was no winner. The next time the bet is won, the winner wins the bet that was carried over as well.





Final Results Screen

This screen is displayed in all modes except the Training and Ring Shot modes. Final scores and EXP Pts received are displayed. When EXP Pts are collected, the number of "points to the next course" in the bottom part of the screen will decrease. If you collect more points than required, you'll open the next course.

Play a Game of Golf!

This section explains the steps in playing a game, using a 2-player Stroke game as an example.



POINT 1 The First Stroke: The Tee-Off

It is best to make your first stroke with the positioning of your second stroke in mind. First, memorize the information displayed on-screen.



Check out this data, too!



Drive distance will be shown beside the faces of each character on the right side of the screen in a driving contest, and distance to the pin will be shown in a contest for accuracy.

Step 1: Confirm Terrain R / Z + R

Before swinging, press the R Button to check to see where the ball will land. If you press the Z Button while holding the R Button, the Course View Screen can be viewed.



Step 2: Check Wind Conditions



Boo, in the upper-right corner of the screen, acts as a wind meter. The wind blows in the direction Boo is facing at the speed displayed. Wind conditions will affect the ball's flight. A headwind will reduce driving distance, while a tailwind will carry your ball farther. Likewise, wind blowing from the left will carry the ball to the right, and a breeze blowing from the right will carry it to the left. When the wind is strong, adjust your direction and power accordingly.



In this screen, the wind is blowing from right to left at a speed of 14 miles per hour.

Step 3: Determine Your Power B

You can switch between Normal Mode and Power Mode by pressing the B Button.



Step 4: Shot Direction

Lightly tilt the Control Stick left or right to adjust your aim.



Step 5: The Swing A

Swing your club as you watch the Power Gauge at the bottom of the screen. Time your A Button pressing well and aim for a Nice Shot!



When you press the A Button, the cursor starts moving from point 1 to point 2. If you press the A Button again when the cursor reaches point 2, and a third time precisely as it reaches point 1, you'll make a Nice Shot. Stop the cursor in the point 3 meet area (the size of this changes depending on your club and the lie of your ball) for a good shot.



POINT 2 The Second Shot: Aim for the Green

On middle and long holes, it is necessary to get your ball closer to or onto the green.

Select Clubs and Set Impact Point / Z +

Check the remaining distance to the pin and select an appropriate club. Select a club by tilting the Control Stick up and down. On a long hole, check the distance as well as the ball's landing spot. Also, when swinging your club, hold the Z Button and tilt the Control Stick to change the impact point. If you hold the Z Button and move the impact point up with the Control Stick, the ball's trajectory will shift lower; if you move the impact point lower, the ball's trajectory will shift higher. Once you have adjusted the impact point with this method, you must take your shot while holding the Z Button and Control Stick in the selected position, or the impact point will return to the center. You may also change the impact point by moving the Control Stick once the Power Gauge has begun moving.



In this shot, club selection is very important.

POINT 3 Nearing the Pin: The Approach

When the ball is within 60 yards of the pin, select the Approach Mode by pressing the B Button.

Selecting Approach B

If you press the B Button before your shot, you can switch between a Normal Shot and an Approach Shot. If you select an Approach Shot, the shot's maximum distance is set at 60 meters, and a 3-D grid extending to the pin is displayed.



Tips Pad

Instant Replay

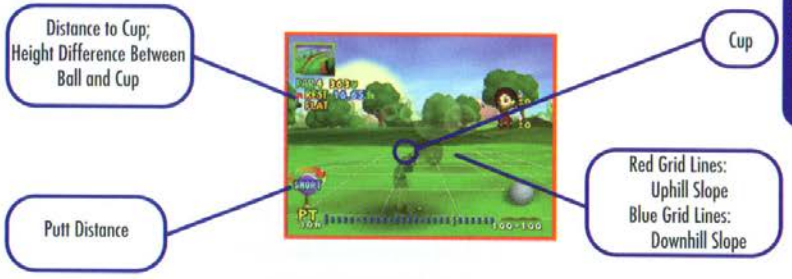
If you press the B Button between the time you hit the ball and the time the ball stops, you can see a replay of your shot.



Press the B Button before the display on the left appears on the screen to see a replay.

POINT 4 Eye on the Cup: Putting

Once your ball is on the green, it's finally time to focus on putting. Aim for the cup!



Step 1: A Sloped Green? / R

Check the slope from the ball to the cup. Use the C Buttons and the R Button to get the lay of the land.



Step 2: Set Power and Putt! B → A



Once you check the grid lines for the distance to the cup, press the B Button to select the appropriate putt distance. Once you select distance, press the A Button to hit the ball.



The cursor starts moving from point 1 when the A Button is pressed. Press the A Button again to set your power and swing your putter. For instance, suppose you chose a short putt, and there is no slope. If you press the A Button again at point 2, the ball will roll 10 feet. Match your power to the distance and slope, and press the A Button at just the right moment!



Continuing a Game

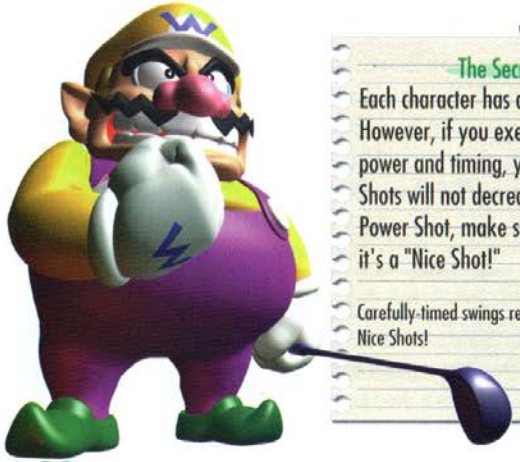
You can save your game data and finish playing later. Save up to three games.



Save and Quit

While playing any mode other than the Training, Speed Golf and Ring Shot modes, press START to view the Pause Screen. On the Pause Screen menu, select "Save and Quit" and press the A Button to confirm. If you choose "CONTINUE" on the Main Menu, you will continue your saved game, restarting from the tee of the hole on which you saved the game. Be aware that once you restart a game, that data will be erased from the save file.





Tips Pad

The Secret to Power Shots!

Each character has a limited number of Power Shots. However, if you execute a "Nice Shot" with perfect power and timing, your number of remaining Power Shots will not decrease. If you're going to use a Power Shot, make sure it's a "Nice Shot!"



Carefully-timed swings result in Nice Shots!

The Clubhouse

This section explains the "STATUS," "HOW TO PLAY" and "OPTIONS" menu selections found in the Clubhouse.



Status — Tournament



Under Tournament, you can view data for Tournaments you have finished, including data for each Tournament and overall data. Tilt the Control Stick left or right to select a Tournament and up or down to scroll through data. Refer to the box below for explanations of the different data.

Tournament Data

Rounds
Number of times you completed the Tournament.

Best Score
Your best score recorded for that Tournament.

Average
Your average score for that Tournament.

Best Drive
Your longest drive in that Tournament.

Average Drive
Your average drive distance in that Tournament.

Fairway Keeps
Number of times the ball was kept on the fairway after tee-off.

Average Putts
Average number of putts on holes in that Tournament.

Par Saves
Percentage of holes completed within par.

Par Ons
Percentage of holes on which your ball was on-green within 2 strokes of par.

Sand Saves
Percentage of times in which you made par after landing in a bunker.

NOTE: Other than Birdie Badges, your Tournament data will not be recorded if you do not complete the Tournament.

Status — VS. Records (Get Character only)



The characters along the left-hand side of the screen represent human players. The characters across the top represent computer opponents. A circle or star in your character's row indicates that you have won a match against the computer opponent using that character. An "X" shows that you have played against that computer opponent but have not won. Dashes indicate that no match has been played between the two characters. The smaller board displays the wins and losses for the two characters chosen.

Status — Speed Golf

When you complete a round of Speed Golf, if your total time qualifies as one of the top three for the course you played, that data will be recorded here. Tilt the Contol Stick left or right to select a course. The data displayed is (in order from left to right) time, score and character used.



Status — Ring Shot



You can confirm which characters have cleared which Ring Shot courses. Tilt the Control Stick left or right to select a course, and up or down to scroll through the character list. Select the camera in the top-right corner of the screen to view replays of successful Ring Shots.

Status — Best Shots

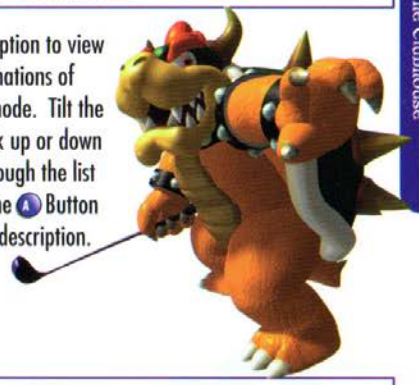
You can view replays of birdies, eagles, albatrosses and holes-in-one recorded during play. Up to five replays of each type can be saved (they are saved automatically). If you move the cursor to a character's face, the course and hole for which the replay was saved will be displayed at the bottom of the screen.



How To Play — View Explanations of Each Mode



Select this option to view basic explanations of each play mode. Tilt the Control Stick up or down to scroll through the list and press the A Button to view the description.



Options — Adjust Play Settings

You can set the music to ON or OFF, the sound to STEREO or MONO, and the camera to DYNAMIC or SIMPLE. When selecting STEREO, be certain that both the left and right audio output plugs are connected to your television. When you select ERASE DATA, all of your saved data will be erased. Be careful because you cannot recover data once it has been erased.





Tips Pad

How to Heckle!

When playing with a friend, press the + Control Pad on your Controller while your friend is playing to cheer him on. You can also press the C Buttons to distract and heckle your friend. Talk to each other while you play. It can be very entertaining!



Character Introductions

This section introduces the many unique characters that appear in Mario Golf. Which character will you choose?



Getting Characters

Characters who are listed as "Playable at Start" in the Get Character section can be played in 1-player games the first time you play Mario Golf. Certain conditions must be met to get other characters...

Plum



Drive: 208 yards
Shot: Low and Straight

For a beginner, Plum has a good shot, but she could use a little more power.

Get Character

Playable at Start

Charlie



Drive: 210 yards
Shot: Low Fade

Charlie started playing golf just to be cool, but now he's hooked. His ability, however, is the real question...

Get Character

Playable at Start

Tips Pad

Secret of the Fly Guy!

When playing on a hole where there is a strong wind, a Fly Guy flies across the screen as you step up to the tee.



Peach



Drive: 212 yards
Shot: High and Straight

Peach is an easy-to-play character. She lacks power but shoots straight.

Get Character

Playable at Start

Baby Mario



Drive: 215 yards
Shot: High Draw

Baby Mario has a powerful swing for someone who's shorter than most clubs!

Get Character

Playable at Start

Yoshi



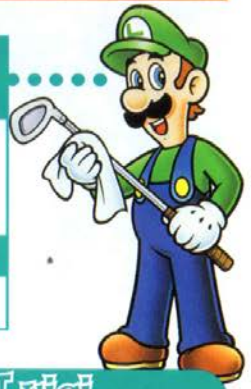
Drive: 230 yards
Shot: Standard Straight

Yoshi handles his clubs skillfully for nice, straight shots.

Get Character

Get Character Mode

Luigi



Drive: 220 yards
Shot: Low Fade

Always in Mario's shadow, Luigi's fade ball forms the core of his attack.

Get Character

Get Character Mode

Sonny



Drive: 240 yards
Shot: High Draw

A bright and happy golfer, Sonny is very talented and sticks to a traditional play style.

Get Character

Get Character Mode

Wario



Drive: 250 yards
Shot: Low Fade

Wario's distinct club-wiggling play is backed by a smooth and powerful swing.

Get Character

Get Character Mode

Mario



Drive: 270 yards
Shot: High Draw

Mario is a popular character who boasts a highly-refined technique. He's always anxious to get out on the course!

Get Character

Get Character Mode

Harry



Drive: 260 yards
Shot: High Draw

Totally confident in his play, Harry's philosophy is "If I play my best game, I'll win!"

Get Character

Get Character Mode

Donkey Kong



Drive: 275 yards
Shot: Low Fade

With strength on his side, DK only needs one hand to swing his club around like a twig!

Get Character

???

Maple



Drive: 245 yards
Shot: High and Straight

This energetic gal is the best female player on the circuit.

Get Character

???

Bowser



Drive: 280 yards
Shot: High Draw

Bowser can boast the most power on the course. Just looking at his massive girth is enough to blow you away!

Get Character

???

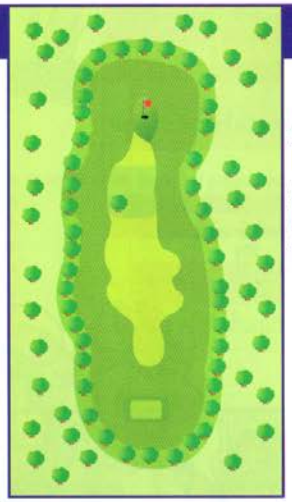
Course Introductions

This section introduces several holes from different courses. Each course has its own distinct holes and characteristics.



Toad Forest

Toad Forest sets the stage for the first Tournament. With its simple layout, this course is perfect for beginners.



Hole 1

PAR 4 363y

Aim for the pin and shoot straight!

There is but one obstacle between the tee and the green – a single tree. The wind may make a difference, but generally you should shoot straight for a good hole.



Hole 13

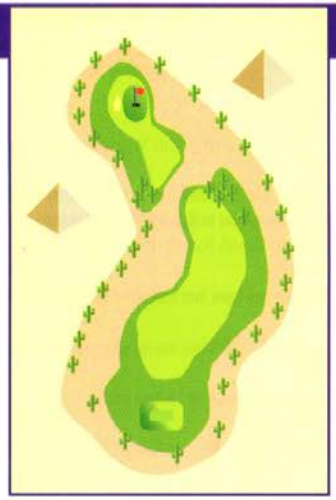
PAR 3 165y

It only looks easy...

The green is small and lies high on the course, so watch the wind and aim carefully.

Shy Guy Desert

This course is set in the midst of a vast desert, and each hole is surrounded by sand. From this course on, the game gradually gets harder and harder.



Hole 1

PAR 4 360y

That fairway over there?!?

On this hole, the fairway is divided in two. You'll need a fair wind to carry your ball across the sand.

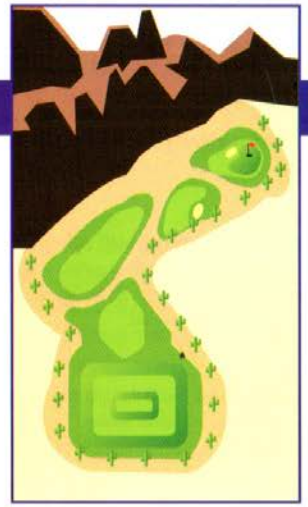


Hole 5

PAR 4 400y

The problem is where to drop it...

The fairway seems to be melting into the sand. How to use that to your advantage depends on the wind and the character you are using.



Mario's Golf Glossary

This is Mario's list of the golf vocabulary used in the game and in this instruction booklet. How many can you remember?

- **Albatross**
  Term for scoring three strokes under par on a single hole. Also called a double eagle.
- **Approach**
  A short-range shot played to the green.
- **Back**
  The last 9 holes on an 18-hole course.
- **Birdie**
  Term for scoring one stroke under par on a hole.
- **Bogey**
  Term for scoring one stroke over par on a hole.
- **Bunker**
  A sand trap. An obstacle in the course that can be difficult to escape from.
- **Cup**
  The hole on the putting green that you must sink the ball into.
- **Dog Leg**
  A hole in which the fairway turns and is bent "like a dog's leg."
- **Dormie**
  Dormie refers to the instance in which a player has won or is up as many holes as there are left to play. A Dormie Hole is a hole in which the leading player needs only a tie to win the round.
- **Draw**
  A shot in which the ball flies to the right after being hit and curves to the left before landing.
- **Eagle**
  Term for scoring two strokes under par on a single hole.
- **Even**
  A tie.
- **Fade**
  A shot in which the ball flies to the left after being struck and curves to the right before landing.
- **Fairway**
  The groomed lawn that makes up the largest portion of a hole.
- **Front**
  The first 9 holes of an 18-hole course.
- **Green**
  The area of short, cut grass surrounding the cup. The green edge is the line between the green and the fairway.
- **Hole-in-One**
  To get the ball into the cup in one stroke.
- **Hole Out**
  To finish a hole.
- **Iron (Short, Long)**
  A club with a metal head (the part that strikes the ball). A short iron is for shorter distances, while a long iron is for longer distances.
- **Nassau**
  A three-part bet covering scores on the front 9, the back 9 and all 18 holes.
- **O.B.**
  Short for out-of-bounds. Used when the ball lands outside of the course. A one-stroke penalty is assessed for each of these shots.
- **Par**
  The standard number of strokes for a hole.
- **Pin**
  Another term for the flagstick that marks a hole. A Pin Shot is a shot in which the ball directly hits the pin.
- **Putt**
  To use a putter on the green and roll the ball towards the cup.
- **Putter**
  A club used to roll the ball across the green.
- **Rough**
  The area of long grass surrounding the fairway.
- **Skin**
  The point received for the best score on a hole in a Skins Match.
- **Tee Ground**
  The place from which you first hit your ball on a hole. The tee shot is the first shot on a hole and is taken from the tee ground.
- **Wood**
  A club with a wooden head. Also used to refer to long-range clubs.

Coming Soon!

GAME BOY COLOR

MARIO GOLF™ for Game Boy® Color!



Can't get enough Mario Golf? Then be on the lookout for Mario Golf, coming soon for Game Boy Color! Create your own characters and raise their skill levels as you play. Improve your game in the training mode and visit the Clubhouse for tips from the pros!

On both the N64® and Game Boy Color, Mario Golf is a hole-in-one!

*Actual game screens may vary.

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Rev. B

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Rev. K

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