NUS-NM6P-AUS-1

MARIO TENNIS™

INSTRUCTION BOOKLET

Nintendo

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NINTENDO 64

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® SYSTEM, GAME PAK OR ACCESSORY.



This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the Mario Tennis™ 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.

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The Nintendo® 64 Controller

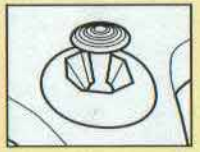
Control Stick Function

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 centre position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

CAUTION

Certain parts of Mario Tennis require quick back and forth movement of the Control Stick. Excessive pressure during this type of rapid movement may cause irritation to your skin and/or damage to the Control Stick. If you experience any discomfort, try changing the way you are holding the Controller or Control Stick or take a break from playing.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it.



Holding the Nintendo 64 Controller

While playing the Mario Tennis 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.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.

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.

You must use two, three or four controllers in order to play the 2-, 3- or 4-player game modes.



N64 Rumble Pak™

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

MARIO TENNIS

Realistic tennis you can jump right into!

Here's what you can do!

Play alone or with friends!



Exhibition

Start here if you're a newcomer to the game.



P. 15

Tournament

Defeat numerous rivals to become the champ!



P. 19

P. 21

Ring Shot

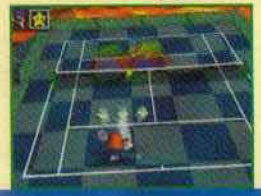
Capture the flag by hitting the ball through the rings.



P. 26

Bowser Stage

Use special items for an even more exciting game!



P. 29

Piranha Challenge

Return the barrage of balls from the Piranha Plants.



Basic Controls

Use these controls to make selections on the menu screens.



Get Set to Play Tennis!

Choose characters and pick a mode.

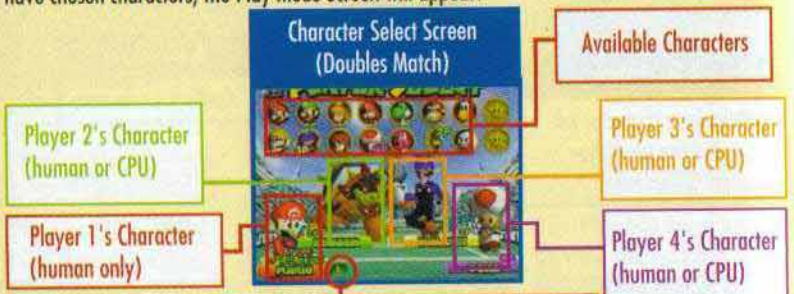
First... Select the Number of Players

Properly insert your Mario Tennis Game Pak into the N64 Control Deck, then turn the power ON. When the Title Screen appears, press START to go to the Main Menu. Select the number of people who will play, then press A to move on to the Character Select Screen.



Next... Choose Your Character

When you start the game, you will be able to choose from 14 different characters, each with varying abilities. Use the Control Stick to pick a character, then press A to confirm your selection. Note: Each player must choose a different character. Once all of the players have chosen characters, the Play Mode Screen will appear.



All of the characters are normally right-handed. To make your character a lefty, hold either L or Z, then press A.

In a doubles match, the positions of characters 2, 3 and 4 may be different, depending on the pairings.

Finally... Pick a Play Mode

On the Play Mode Screen, use the Control Stick to select a mode. Then press A to move on to the Set Up Screen where you will choose the Play Mode settings. (See the Play Mode Introduction section on pages 15-29 for more info on setting up the different Play Modes.) The available modes will differ depending on the number of players that have been selected. (See the chart below.)



▶ This Play Mode Screen will appear when four players have been selected.



How Many People Can Play?

	1	2	3	4
Exhibition	Y	Y	Y	Y
Tournament	Y	N	N	N
Ring Shot	Y	Y	Y	Y
Bowser Stage	Y	Y	Y	Y
Piranha Challenge	Y	N	N	N

Know the Modes!

The games you can play and the rules for those games will differ depending on the number of players you have selected and whether you have chosen singles or doubles. Be sure to review all of the information in this Instruction Booklet thoroughly before you choose a mode!







How to Hit the Ball

Learn to use power and finesse.

Hitting Is Easy—Just Press A or B!

In tennis, hitting the ball is called making a "shot." In Mario Tennis, all you need to do to make a shot is press A or B. Press these buttons in different combinations to make various types of shots.



When the ball is coming toward you, move to where you can hit it.



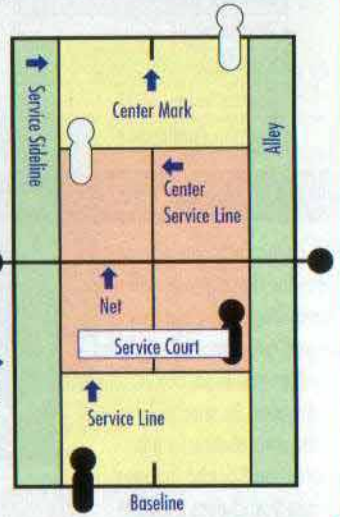
Time your shot right to hit the ball back over the net.

How is the Court Set Up?

The diagram on the right shows how a tennis court is set up. The court is divided in half by a net, and the players on either side hit the ball back and forth over it.







Viewing the Game Screen

The game will begin when you serve. When the service changes, you and your opponent will switch places.





Each time you hit a service ace or double fault (see pg. 18), the total number you have hit during that game will be displayed here.

Service Ace Display / Double Fault Display (These appear only when a service ace or double fault occurs.)

Making a Shot

Step 1 Toss the Ball and Serve!

When it is your turn to serve, press either A or B to toss the ball lightly into the air. Press A or B again while the ball is over your character's head to serve the ball. If your serve lands in the correct area on your opponent's court, the game will continue.

Press A or B to toss the ball.



Use either button to toss the ball into the air.

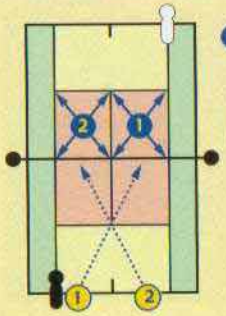
Press A or B again to serve.



Use either button to serve.



Continued on the next page...



Step 1 Toss the Ball and Serve... ...continued!

Where Do I Serve?

When you serve, you must hit the ball into the opposite half of the service court on your opponent's side of the net. For example, when serving from 1 (or 2) in the diagram on the left, the ball must land within area 1 (or 2) on the opposite side of the net. If your serve lands outside of that area—or if it doesn't make it over the net at all—it is called a "fault." If you fault twice in a row, it is called a "double fault," and your opponent scores a point.

Nice Serve!

When serving, try to hit the ball when it is at the highest point above your character's head. If you do, the word "Nice!" will appear, and the speed of your serve will be a little faster than normal.



Step 2 Let It Bounce, Then Return the Serve!

When receiving your opponent's serve, you must wait until the ball bounces once in your service court. If you hit the ball before it bounces, it's called a "foul." A warning screen will appear, and your opponent will score a point.



Let It Bounce Once



Return your opponent's serve after it bounces once in your service court.



If you hit the ball before it bounces, a warning screen will appear.

Step 3 Make a Strong Return Shot!

When your opponent's serve comes over the net, use the Control Stick to move your character into position. When you get close to the ball, press either A or B to hit it back into your opponent's court. Just before you hit the ball, you can use the Control Stick to control the direction of your shot.

Approach the Ball



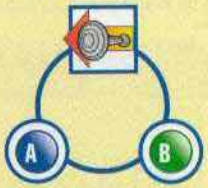
Use the Control Stick to move your character toward the ball.

Hit the Ball to the Left



Try to return the ball to the opposite side of the court from where your opponent is.

Just before you hit the ball...



Move the Control Stick while pressing either button.

Shot Strength Depends on Timing and Technique!

Hit the ball when it's at just the right height for a powerful shot. Hitting it when it is too low will result in a weak shot. The "right height" differs slightly for each character, so try hitting a few shots to figure out where that height is for the character you're using. Remember that your shot will also be more powerful if you move forward as you hit the ball.

Hit the ball at the right height...



Hit the ball while moving forward...





...for a more powerful shot!

Step 4 Try Different Shots!

Press A and B in different combinations for different types of shots!

You can make a lot of different shots by pressing A and B a certain number of times or in a specific order. Also, pressing the same button may result in a different shot depending on where your character is on the court and how high the ball is when you hit it.

Press Twice for More Power!

Pressing A or B twice will result in a more powerful shot than just pressing it once.

A	Top Spin
B	Slice
A → B	Lob
B → A	Drop Shot
A + B	Smash Shot

Press A twice...



...for a ball with lots of top spin and a high trajectory.

Press B twice...



...for a ball with a strong slice and a low trajectory.

Press A and B together...



...for the strongest shot available the flat smash shot.



Why Do the Shots Change Colors?

Each time you make a shot, the color of the ball's trajectory will indicate the type of shot that was made. An orange trajectory indicates top spin, blue means slice, and pink signifies a smash.

Charge up your shots for even more power!

Just before the ball reaches you, press A or B to begin charging up energy to hit the ball. (You'll see some electrical effects around your character.) Then, if you time your shot well, you'll hit a charge shot that is more powerful and easier to control than a normal shot. Once your character starts charging, though, he or she won't be able to move very easily. If you want to move your character, press Z to cancel charging.

Press Z to Cancel Charging

When you're charging up to hit a charge shot, you won't be able to move your character very easily. If you press Z to cancel charging, you'll be able to move your character again.

Charge Up Your Energy



Charge Shot!



Rally or smash for a great play at the net!

If you return your opponent's ball from close to the net, the speed of your shot will give you an edge. When you see your chance, move to the net and get ready to hit the ball. Another way to make a great play is to look for the smash point. When the smash point appears (indicated by a star), move there quickly, then press A and B to start charging your energy. If you're in the right spot when the ball comes, you'll be able to hit a smash!

When close to the net, press A or B to rally.



Return your opponent's ball from close to the net.

Move to the smash point, then press A and B.



When the smash point appears, get there quickly.

It's a smashing success!



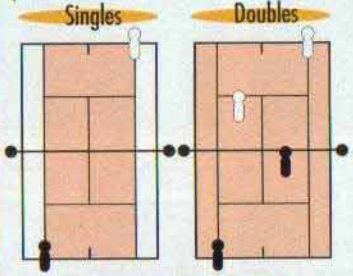
If you're in a good position to return the ball, you can hit a smash.

A Mario Tennis Mini-Lesson

Scoring in Tennis

Singles vs. Doubles

There are two types of tennis games—singles (two players playing one-on-one) and doubles (four players playing two-on-two). The parts of the court that you will use will differ depending on which type of game you're playing—the court used in a doubles match is wider than that used in a singles match. In the diagrams below, the colored areas indicate where you can hit the ball.



Deuce and Advantage

You must be at least two points ahead of your opponent to win a game. Therefore, if you and your opponent have three points each (40 - 40), neither of you can win on the next shot. When the score is 40 - 40 (or 40 All), this is called "deuce." The player who scores next will not win the game just yet since he will have only one more point than his opponent—instead, he will have the "advantage." After the score becomes deuce, one of the players must score two points in a row to win the game.

For example, suppose Mario and Luigi are playing, and the score is deuce. If Mario scores the next point, he will not win because he will have only one more point than Luigi. Instead, the score will be advantage Mario ("Adv." will appear on the screen). If Mario wins the following point, he will then have two more points than Luigi and will win the game. If Luigi scores that point, however, the score will be deuce again. The game will continue until one of them scores two points in a row.

Games and Sets

Scoring in tennis is divided into three parts: point, game, and set. You must score four points to win a game, and you must win six games to win a set. (Mario Tennis also features two-game sets.) If you are playing a one-set match, then the player who wins that one set will be the overall winner.

To win a 1-set, 2-game match, you must win by two games. You can win the match by getting three games to one, or if the score is tied at two games each, you must win a tiebreaker. In a three-set match, you must win two sets, while in a five-set match, you must win three sets.

Scoring Points

Points in a game are scored like this:

No points =	0 ("Love")
1 point =	15
2 points =	30
3 points =	40
4 points =	Win or Deuce

Tiebreaker

In a 1-set, 2-game match, a tiebreaker will occur when each player has won two games. When this happens, the players will play until one of them scores seven points. The first player to score seven points will win the tiebreaker as well as the set. The winner, however, must win by at least two points—so if each player scores six points (6-6), the game will continue until one player scores two points in a row, just like deuce in a regular game.



Introduction to Play Modes

There are many modes to try.

Exhibition

Number of Players: 1 to 4

Exhibition Mode lets you practice the basic controls in a realistic tennis game. Try out all 14 of the available characters to discover their individual abilities and techniques. You should be able to find a character that's just right for you.



Before Beginning an Exhibition Match

Choose a singles (one-on-one) or doubles (two-on-two) match. The Play Modes that will be available will differ depending on the number of players who are participating. (See pg. 16 for more details on the following information.)

Number of Players	1 or 2	3 or 4
1 Type of Game	Singles	Doubles
2 Games per Set	1 Set of 2 Games - 3 Sets of 2 Games Each - 5 Sets of 2 Games Each / 1 Set of 6 Games - 3 Sets of 6 Games Each - 5 Sets of 6 Games Each	
3 Types of Doubles Pairings • You can't choose the type of doubles pairing in single-player mode.		2 Types / 3 Types
4 Computer Characters • When there are not enough human players, computer players will participate.	You can choose any character that has not been selected already.	
5 Computer Difficulty	Easy - Normal - Hard - Intense	
6 Court Selection	Hard - Clay - Grass - Composition	

When setting up Play Modes, use the Control Stick to make a selection, then press A to confirm your choice. Press B to cancel a selection and return to the previous screen.

① Select a Play Mode

Select either singles or doubles. (You can only select doubles when playing with three or four players.)



② Choose the Number of Sets

Choose how many games and sets you want to play. (For more information on games and sets, see pg. 14.) You can choose to play one, three or five sets with either two games or six games per set.



③ Pick Partners for Doubles

Decide who will be partners in a doubles match. (This screen will not appear when a single player chooses to play doubles.)



④ ⑤ Set the Difficulty for Computer Characters

Choose which characters will be controlled by the computer and set the difficulty level for each. Tilt the Control Stick left and right to choose one of the four difficulty levels, then press A to confirm your selection. (This screen will not appear when two players are playing singles or when four players are playing doubles.)



⑥ Choose a Court

Finally, select one of the four types of courts to play on, then press A to begin your Exhibition game!



What's the Difference Between the Courts?

The ball speed and amount of bounce will differ on each type of court.

Hard Court



Concrete covered with rubber. A standard composite court.

Ball speed: Normal
Bounce: Strong

Grass Court



Covered with natural grass. A court with fast ball speed.

Ball speed: Fast
Bounce: Weak

Clay Court



Covered with hard clay. A court with slow ball speed.

Ball speed: Slow
Bounce: Weak

Composition Court



Covered with artificial turf. A court with very fast ball speed.

Ball speed: Fastest
Bounce: Normal

• There are other, hidden courts, too!

Pausing in Exhibition Mode

The following menus, along with current game data, will be displayed when you pause the game. (The Camera Options menu will be displayed only during singles play or when choosing characters for a doubles match. See pg. 18 for more information.)



Rules

View the rules for the current Play Mode.



Controls

See explanations of the controller functions.



Continued on the next page...

Camera Options

Switch between three different camera angles: Stationary Cam (standard camera viewpoint), Player Cam (view from behind your character), or Dynamic Cam (close to the action). (This menu will be available only during singles play or when choosing pairs for doubles play.)



Stationary Cam

View the court from a stationary camera position.

Player Cam

View the court from behind your character.





Dynamic Cam

View the court from a camera position that's close to the court.

Save

There are three save files. Select End Game at the bottom of the menu to return to the Main Menu.

• See pg. 30 for more information on saving.



Use the Control Stick to select a file, then press A to save your game.

Let's See That Again...

During a replay, press B to start the replay again from the beginning. Press A to stop the replay.

After the Match

The Match Results Screen (shown below) displays statistics for sets, service aces, return winners, smash winners, and double faults. On this screen you can choose to play a rematch or return to the Main Menu.

Match Results Screen



Service Ace: A serve that your opponent cannot return. You will score a point for each one.

Return Winner: A service return that your opponent cannot return. You will score a point for each one.

To score a service ace, return winner, or smash winner, you must score a point without your opponent even being able to touch the ball.

Smash Winners: The number of times you scored using a smash shot.

Double Fault: Two consecutive missed serves. Your opponent will score a point for each double fault.

Tournament

Number of Players: 1

Like Exhibition Mode, Tournament Mode lets you experience realistic tennis action. This time, characters will compete in two different tournaments to try to advance to the Star Cup. Win this third and final tournament to move on to a whole new level of tournaments!



What are the Tournaments?

You'll compete in the Mushroom Cup first. Win here, and you'll move on to the Flower Cup. Your opponents will become stronger as you progress.



Before Beginning a Tournament

There is no setup necessary to start Tournament Mode. Just set the number of players to one, then you're ready to go. You can play either singles or doubles. If you choose to play doubles, the computer will automatically choose a partner for you (see the chart below).

Number of Players	1	
Type of Game	Singles	Doubles

Doubles Partners for Computer Characters

Player 1	Computer Partner	Player 1	Computer Partner
Mario	Luigi	Wario	Waluigi
Luigi	Daisy	Waluigi	Paratroopa
Peach	Mario	Daisy	Birdo
Baby Mario	Donkey Kong	Toad	Peach
Yoshi	Baby Mario	Birdo	Yoshi
Donkey Kong	Toad	Bowser	Boo
Paratroopa	Bowser	Boo	Wario

Tournament Features

All of the matches in Tournament Mode are one-set, two-game matchups except for the championship match, which is three sets of two games each. When the Tournament Screen appears after each match, press A to see updated match results for the other characters.



Pausing in Tournament Mode

The following menus, along with current game data, will be displayed when you pause the game.



Tournament Board
View tournament wins and losses.

Start Over
Replay the match. (This option will appear if you lose a match.)

Rules
Controls
Camera Options
Save

Except for Start Over, these menus are the same as the ones in Exhibition Mode (see pgs. 17-18).

After the Match

Match results will be displayed after each match. You can also save your progress on the Tournament Board Screen that will appear after you win. If you win the tournament, the results will be saved automatically. If you want to continue playing with the same character, you will be able to start over from the beginning of the first tournament or continue on to the next level.



Ring Shot

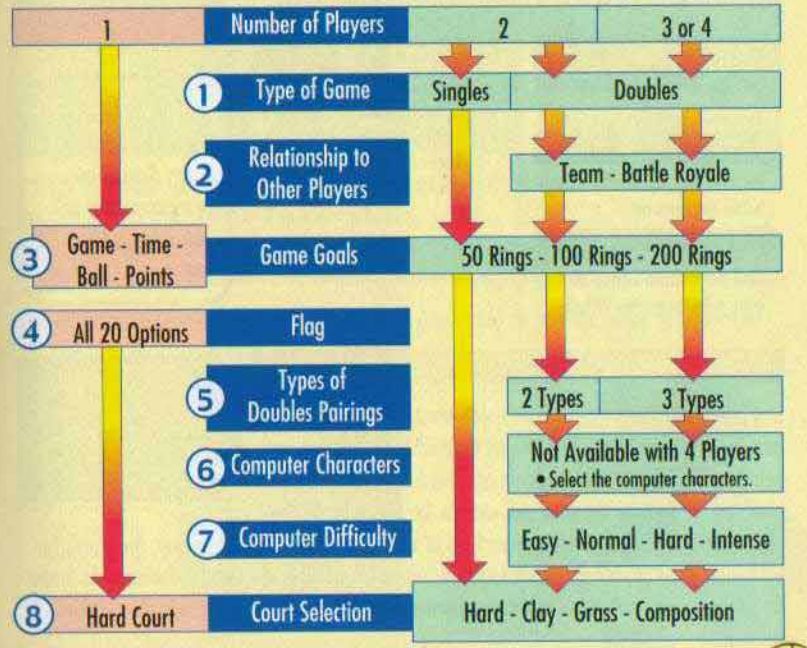
Number of Players
1 to 4

In this mode, you must hit the ball through the rings that appear above the court. The number of rings that are cleared will be added together, then the person who wins the point in the tennis game will also win points for the rings that were cleared, regardless of who cleared them. You can play either singles or doubles in this mode.



Before Beginning Ring Shot

In this mode, the conditions for winning will change depending on the number of players. A lot of setup will be required to play Ring Shot with two or more players. For additional details on the information given below, see pages 22-23.



① Select a Play Mode

Select either singles or doubles. (You can only select doubles when playing with two, three or four players.)



② Teammates or Opponents?

When playing doubles with two, three, or four players, you can either play cooperatively (clearing rings together as a team) or in a Battle Royale (clearing rings individually).



③ Many Ways to Win

Single-Player Options



When playing a single-player game, you can choose from four types of Ring Shot games. The rules for each are listed below...

Game
Clear the specified number of rings.

Time
Clear the specified number of rings before time runs out.

Balls
Clear the specified number of rings using a limited number of balls.

Points
Score points for the rings you clear before time runs out. There are five different sizes of rings—the smaller the ring, the more points it's worth.

In Ball, Time, and Points games, the rings cleared by your opponent will count toward the points score as well.

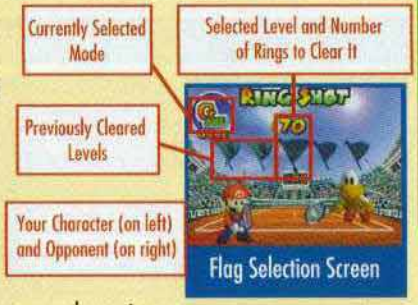
Multiplayer Options



In a game with two to four players, you must collect a specified number of points to win. You can set the number of necessary points to 50, 100, or 200. In Team and Battle Royale games, the player(s) who win(s) the point will receive the points for all the cleared rings during that rally, regardless of who cleared them. In Team play, the scores for each team member will be added together, and a team will be declared the winner. In Battle Royale, however, points are counted separately for each player, and an individual player will win.

④ Collect the Flags

This is a single-player mode where you try to clear levels, which are represented by flags. Select one of the menus as described in Section 3 on the previous page, then select a level to play. You must clear the levels in order, starting with the one on the far-left end. Once you have cleared a level, you will be able to move on to the next one—but you can only continue on to the next level using the character you used to clear the previous one.



⑤ Select Doubles Pairings ⑥⑦ Choose Opponent and Difficulty ⑧ Pick a Court



Steps ⑤ through ⑧ above are the same as the steps in Exhibition Mode. Once you've selected a court, your Ring Shot game will begin!

Viewing the Ring Shot Screen

The information on the screen will differ slightly depending on how the game has been set up. This next section will explain the various screens.



Continued on the next page...

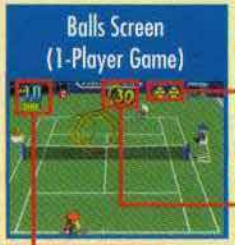
Looking at the Ring Shot Screen ...continued!

Time Screen (1-Player Game)



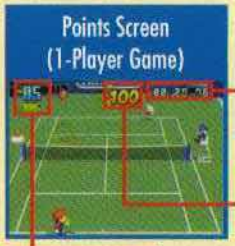
- Time Remaining (The game ends when time runs out.)
- Ring Points Needed to Clear Level
- Rings Cleared So Far

Balls Screen (1-Player Game)



- Balls Remaining (The game ends when you run out of balls.)
- Ring Points Needed to Clear Level
- Rings Cleared So Far

Points Screen (1-Player Game)



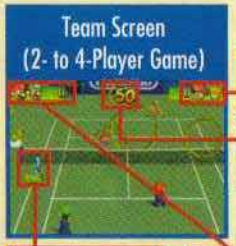
- Time Remaining (The game ends when time runs out.)
- Ring Points Needed to Clear Level
- Rings Cleared So Far

Singles Screen (2-Player Game)



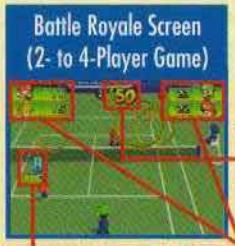
- Player 2's Ring Points
- Ring Points Needed to Clear Level
- Rings Cleared So Far
- Player 1's Ring Points

Team Screen (2- to 4-Player Game)



- Opposing Team's Ring Points
- Ring Points Needed to Clear Level
- Rings Cleared So Far
- Your Team's Ring Points

Battle Royale Screen (2- to 4-Player Game)



- Ring Points Needed to Clear Level
- Rings Cleared So Far
- Each Player's Ring Points

Ring Shot Features

You will play a Ring Shot game just like you would an Exhibition or Tournament game. As soon as you clear the specified number of rings, however, the game will end.





Pausing in Ring Shot Mode

Because there are so many different ways to play in Ring Shot Mode, there are lots of options on the Pause Screen. You can view data from the current game and choose from the following menus.

Pause Screen (Single Player)



Start Over

Restart the current Ring Shot match.

Flag Selection

Return to the Flag Selection Screen. (This option will appear only in a single-player game.)

Back to Main Menu

Return to the Main Menu.

End Game

Quit the current Ring Shot match and return to the Main Menu. (This option will appear only in a multiplayer game.)

Rules

Controls

The Rules and Controls Menus are the same as in Exhibition Mode.

After the Match

When a multiplayer match ends, the Match Results Screen will appear — choose Try Again or Back to Main Menu. If you lose a single-player match, select Start Over, Flag Selection or Back to Main Menu.

Match Results Screen (4 Players-Doubles-Team)



Game Over Screen



Bowser Stage

Number of Players: 1 to 4

Have some unusual tennis fun by using six oddly familiar items on this topsy-turvy court!



Before Beginning the Bowser Stage

The setup for the Bowser Stage is almost the same as for Exhibition. A special court has already been prepared for you!

Number of Players	1 or 2	3 or 4
1 Type of Game	Singles	Doubles
2 Number of Games and Sets	1 Set of 2 Games-3 Sets of 2 Games Each-5 Sets of 2 Games Each / 1 Set of 6 Games - 3 Sets of 6 Games Each - 5 Sets of 6 Games Each	
3 Types of Doubles Pairings		2 Types / 3 Types
4 Computer Characters	Select Characters	
5 Computer Difficulty	Easy - Normal - Hard - Intense	

- You can't choose the type of doubles pairing in single-player mode.
- You can't select computer-controlled characters when two players are playing singles or when four players are playing doubles.

① Select a Play Mode

Select either singles or doubles. (You can only select doubles when playing with three or four players.)



② Choose the Number of Sets

Choose how many games and sets you want to play. You can choose to play one, three or five sets with either two games or six games per set.

③ Pick Partners for Doubles

Decide who will be partners in a doubles match. (This screen will not appear when a single player chooses to play doubles.)

④ Set Difficulty for Computer Characters

⑤

Choose which characters will be controlled by the computer and set the difficulty level for each. (This screen will not appear when two players are playing singles or when four players are playing doubles.)



Press R to Use Items — Item Box

There are six different types of items that you can use in the Bowser Stage. Hit a pale rainbow-colored box to collect an item, then press R to use it. You can have only one item at a time—you must use the item you have before you can collect another one.



Red Shell
This shell will home in on your opponent. When it hits, your opponent will be temporarily unable to move.



Mushroom
This item will speed up your player for a short amount of time.

Green Shell
Three shells will shoot out in straight lines in three different directions. When one hits, your opponent will be temporarily unable to move.



Star
The star will make your character more powerful for as long as your character is glowing.





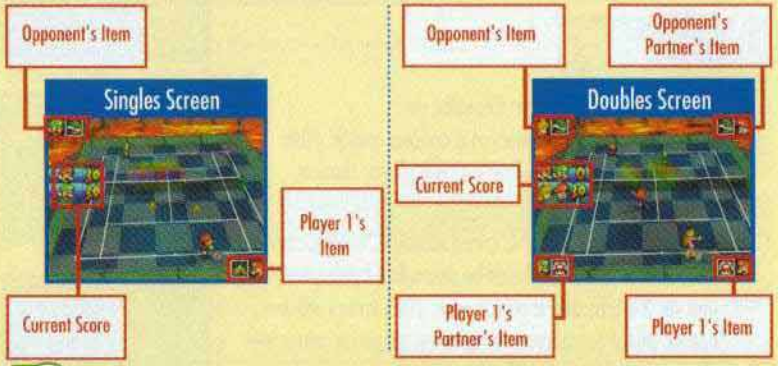
Banana
The banana will cause your opponent to slip if he steps on the peel.



Lightning
Lightning will temporarily lower the abilities of all the other players, making their shots weaker.

Looking at the Bowser Stage Screen

You'll see the information shown below on the screen when playing in the Bowser Stage.



Pausing in the Bowser Stage

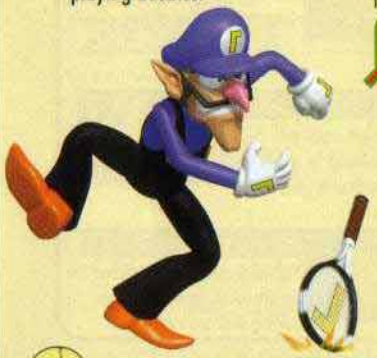
When you pause the game, the menus shown on the right will appear. The Camera Options menu will be available only when one player is playing singles or when two players are playing doubles.

- Rules
- Controls
- Camera Options
- Save

These menus are the same as the Pause Menus you've seen in other modes.

Pause Screen





After the Match

When the match is over, the Match Results Screen will appear. Select Try Again or Back to Main Menu.

Match Results Screen



Piranha Challenge

Number of Players: 1

Your goal in this mode is to return all 50 of the balls that the Piranha Plants will shoot at you. Sounds easy enough, right? The problem is, there will be an opponent on the opposite court who will try to hit your balls back. You will not score points for balls that fail to land in the opposite court or that are hit back by your opponent.



The top number shows how many balls you have successfully returned. The bottom number shows the total number of balls the Piranha Plants have shot.

Before Beginning the Piranha Challenge

The Piranha Challenge is available as a single-player game only. After selecting one-player, select Piranha Challenge. Finally, select a court to begin playing.

Number of Players	1
Court Selection	Hard - Clay - Grass - Composite

Pausing in Piranha Challenge

In addition to the menus shown on the right, the total number of balls shot by the Piranha Plants and the number of successful returns will be displayed.

- Back to Main Menu
  Return to the Main Menu.
- Start Over
- Rules
- Controls

Pause Screen



After the Challenge

When the challenge is over, a screen like the one on the right will appear. Your results will be displayed both graphically and as a number. Select Start Over at the bottom of the screen to try the challenge again.



More from the Main Menu

Here are a few more details about the options on the Main Menu.

Continue

Select Continue to return to a saved game. Use the Control Stick to select a file, then press A to confirm your choice.



Save Your Game

These modes allow you to save your current game data.

Exhibition - Tournament - Bowser Stage

Game data from the Ring Shot and Piranha Challenge modes cannot be saved.

How to Save and What to Watch Out For

Press Start during a game to bring up the Pause Screen, then choose the Save option. Use the Control Stick to select the file you want to save to, then press A to confirm your choice. Be careful! If you select a file that already contains saved data, the previous data will be erased!

Pause Screen



When saving, do not reset the game or turn the power off until the Pause Screen appears again. If you do, your saved data may be erased!

Points that have been earned in your current game will not be saved. Data for service aces, return winners, smash winners, and double faults for that game will not be saved either.

Special Games

You can also choose one of these special modes...

Short Game

Play a game to five points using special rules.

Tiebreaker

Play a tiebreaker to seven points.

Demo Mode

Watch computer-controlled characters play a game.

Options

Use this mode to check records and adjust game settings.

Status

View records for single-player Exhibition, Tournament, and Ring Shot games.

Exhibition

Look at the chart to see how your characters (down the left-hand side of the screen) fared against their opponents (across the top). The symbols on the chart indicate the opponents' difficulty settings:

☆= Intense ◎= Hard
○= Normal △= Easy



Tournament

See which trophies have been won by the different characters in both singles and doubles matches.



Ring Shot

See results for each character in the four different Ring Shot modes.



Data

Select Delete Saved Data to erase all of your game data. Be careful! Once it has been deleted, game data cannot be restored.

Music

Turn the background music that is played during the games on or off.

Sound

Select either Stereo or Mono sound output. If you select Stereo, be sure that your N64® is plugged into both the left and right audio ports on your television.

Everyone Loves Tennis!

Check out the best players in the Mushroom Kingdom!

Style All-Around Ability



These brothers stay cool no matter what their opponents serve up!

Luigi

His height lets him hit even the balls that look like they're out of reach.



Mario

His fancy footwork lets him cover the court easily.

Style Technical Precision

Their accurate shots assure victory!



Daisy

She rarely misses when playing close to the net.



Peach

She can blast the ball right down the line.

Style Blinding Speed

This group can chase down balls no matter where they're hit.



Baby Mario

His small size lets him zip all over the court.

Yoshi

Not only is he fast, but he's pretty accurate, too.





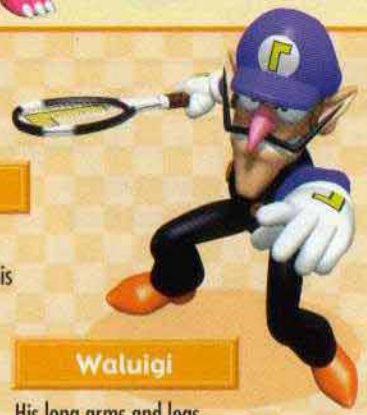
Birdo

Her speed lets her move around the court with ease.



Toad

His speed gives him more time to plan his shots.



Waluigi

His long arms and legs let him return any type of shot.



Style **Powerful Plays**

These guys deliver shots with tremendous power.

Donkey Kong

He can return even high balls with incredible force.



Bowser

His impressive serve may be too strong to handle.



Wario

Watch out for his forceful baseline stroke.

Style **Tricky Shots**

They fly through the air with the greatest of ease!



Paratroopa

With his ability to react quickly to any type of shot, he can return the ball anywhere he wants.



Boo

He uses his spin shot to manipulate the ball however he likes.

Style **???**

You can use these characters, too... but how?



Donkey Kong Jr.



Shy Guy

NOTES

CAUTION

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