

GAME BOY ADVANCE

MARIO TENNIS Power Tour

AGB-BTME-USA



INSTRUCTION BOOKLET

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

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

⚠ WARNING - Seizures

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

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

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

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

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

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

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE THAT REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



THIS GAME IS COMPATIBLE WITH THE WIRELESS ADAPTER ACCESSORY.

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WHITE-HOT TENNIS

Mario Tennis: Power Tour gives you the experience of learning tennis and the intense heat of true tennis matches, all with easy-to-master controls.

Exhibition: Pick Up and Play Tennis Action!

Exhibition mode lets you jump right in and experience tennis matches using simple A and B Button control. Use special combos to control both slice and topspin, as well as many other shots—Exhibition mode offers simple controls for beginners coupled with the deep game play expert gamers expect.



Power Tour: Work Your Way Up Through the Ranks!

In Power Tour, you train to earn experience points and use them to become a top-notch tennis player. Play against your rivals in heated competitions, working your way up through the rankings until you reach the top class. Aim to become the greatest tennis player of all time.



Note: The first time you play Mario Tennis: Power Tour, the Power Tour will begin automatically.





GETTING STARTED

Insert Mario Tennis: Power Tour into your Game Boy Advance system and turn on the power. Press START when the title screen appears to create your character.

If this is your first time starting the game, you will need to select a language. Choose a language using the +Control Pad and confirm your selection with the A Button. To change your language selection, press the SELECT on the title screen.

The Main Characters

Choose either a boy or a girl as your main character. These are the newest students in the Royal Tennis Academy.

Clay

Clay, a power hitter, is a passionate and determined player.

Ace

A bright, energetic, and talented young tennis fanatic, this girl goes by her nickname: Ace. Her play style is very technical.



Choosing Your Main Character

The first time you play Mario Tennis: Power Tour, you must choose a main character. After you choose your character and his or her handedness, the game will begin.

Choosing a Character

Use the +Control Pad to choose a character, and press the A Button to confirm.

The character you do not select will be your doubles partner.



Choosing Handedness and Difficulty

Next, choose which hand your character uses and how difficult you want the Power Tour to be.



Entering a Name

Use the +Control Pad to change your character's name. Select Quit to set your name and continue.





MAIN MENU

If you have saved data, the main menu appears after the title screen. From there you can choose modes and change game settings.

Main Menu

Use the +Control Pad to move the cursor. Press the A Button to confirm selections.



Power Tour

→ Page 26

Train your character at the Royal Tennis Academy and compete against rivals in this single-player story mode.



Exhibition

→ Page 34

Choose any character you like and play against a computer-controlled opponent in this single-player mode.



Multiplayer

→ Page 36

Use a Game Boy Advance Game Link® cable or Wireless Adapter to play against up to three opponents in this multiplayer mode.



Stats

Check your character's statistics, ranking, and scores. Choose a data file to view, and then use the +Control Pad to scroll through data.



Options

Adjust in-game settings like music and controls. You can erase game data here.



Options

Music	Turn the music on or off.
Controls	Change control settings. → Page 24
Data	Erase saved data.

Note: Once saved data has been erased, it cannot be recovered.



Glossary

Use the glossary to look up definitions for tennis terminology. Use the +Control Pad to select a term and the A Button to view definitions.



CONTROLS



These are the basic controls in Mario Tennis: Power Tour. See pages 18–25 to learn how to hit different kinds of shots.

- Press **START**, **SELECT**, and the **A** and **B** Buttons simultaneously to reset the game.
- Refer to the instruction booklet for the specific hardware system you are using. This game can be played on a Nintendo DS, Game Boy Advance, Game Boy Advance SP, Game Boy micro, or a Nintendo GameCUBE Game Boy Player.

Main Menu & Power Tour Controls

+Control Pad

- Move Character
- Move Cursor

START

- Pause the Game → Page 15 and 27



A Button

- Confirm Selections
- Speak (Power Tour)



B Button

- Run (Power Tour) → Page 28
- Cancel Selections
- Go Back



Saving the Game

Up to three save files can be created for Power Tour. → Page 26
In addition to offering manual saving in the lodge or on the menu screen, → Page 15 and 27 the game automatically saves when you earn experience points.

- You can temporarily save your progress on the pause screen. This saved data will be overwritten when the game autosaves.



Controls in Tennis Matches

L Button

- Cancel Charge Shots → Page 21
- Approach Shot → Page 23

L + **A** or **L** + **B**



+Control Pad

- Adjust Serve and Shot Direction → Page 18
- Move Your Character

START

- Pause the Match → Page 15



R Button

- Display Power Shot Gauge (While Held) → Page 14

A + B Buttons (Held Simultaneously)

- Flat Shot
- Power Smash → Page 22
- Flat Serve → Page 19

A Button

- Topspin Shot → Page 20
- **A** → **A** : Power Topspin
- **A** → **B** : Lob Shot

B Button

- Slice Spin Shot → Page 20
- **B** → **B** : Power Slice Spin Shot
- **B** → **A** : Drop Shot

When control options are set to normal or technical → Page 24

- **R** + **A** : Offensive Power Shot
- **R** + **B** : Defensive Power Shot
- **NOTE:** You can press **R** + **B** at any distance from the ball to perform a defensive Power Shot.

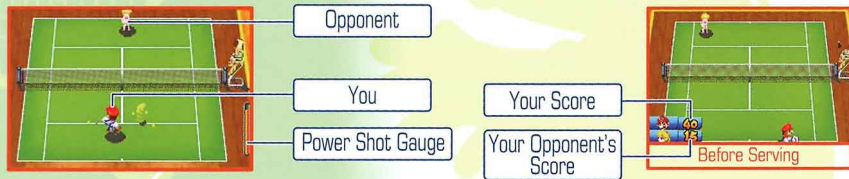


MATCHES

This section explains the game screen during and after matches. See page 17 for details about tennis courts.

The Game Screen in Matches

This is how the screen appears immediately after beginning a match. After the first court change, your character and your opponent will switch places.



Note: The Power Shot gauge appears only when the control options have been set to simple. When set to normal or technical, you must hold the R Button during a rally to view the gauge.

Match Results Screen

Once a match ends, the match-results screen appears.



The In-Game Pause Screen

During tennis matches, press START before you serve to pause the game and open the pause menu.



Pause Menu

Game Rules	Choose this to confirm game rules.
Controls	Choose this to check in-game controls.
Camera	Choose the type of camera you'll use.
Control	Choose this to change control options. → Page 24
Suspend	Return to the main menu. You can also temporarily save your game data. → Page 11



TENNIS BASICS

This section introduces the basic rules of tennis. It's best to learn these before playing.

Scoring

Tennis matches use three different methods to keep score: points, games, and sets. The first player to score four points wins a game, and the first player to win six games while maintaining a two-game lead over an opponent wins a set. In a three-set match, the first player to win two sets wins the match.

The number of sets and games can be changed on the match setup screen. → Page 35 and 37



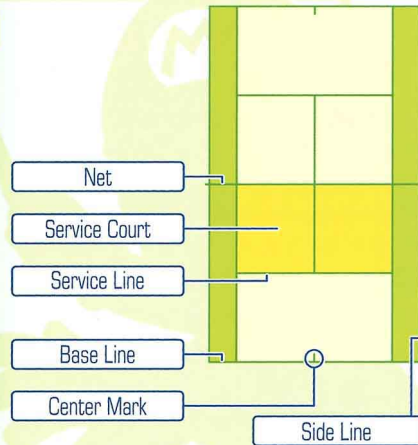
Point Terminology

When no points have been scored, the score is called "love." The first point is 15, the second 30, and the third is called 40. If both players have scored three points, the game is tied 40-40: this is called "deuce." The first player to score in a deuce gains the advantage, and the first player to score again after reaching advantage wins the match.

0 points=	0
1 point =	15
2 points=	30
3 points=	40

Court Terminology

The area of the court used for a match changes for singles and doubles matches. Doubles uses the entire court, while singles does not use the areas highlighted in light green on the right.



If a ball lands outside the area of the court in use, it is out of bounds, and the other player receives a point.

SERVING THE BALL

To start a match, one player must toss the ball in the air and then hit it into the opponents service court.

The Steps of To Serving

The steps leading up to the serve are outlined below.

1 Choose your serve position

Use the +Control Pad to move your character to your serve position.



2 Toss the ball

Press the A Button or B Button to toss the ball into the air.






3 Hit the ball

While the ball is still in the air, press the A Button or B Button to hit the ball. You can adjust the direction you hit it in by pressing left or right on the +Control Pad.



Types of Serves

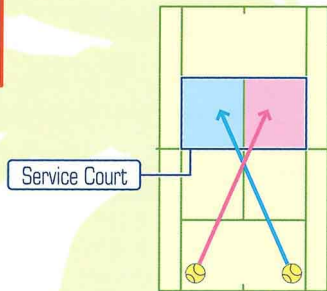
You can vary your serves by using different button combinations.

A Button	B Button	A Button + B Button
		
Topspin Serve This is a high-trajectory serve with a high bounce.	Slice Spin Serve This low-trajectory serve doesn't bounce much.	Flat Serve This is the fastest serve you can do.

The Service Court

You must serve the ball into the service court that is diagonally opposite from your serve position. If you fail to serve the ball into the correct service court two times, your opponent gets a point.

If the ball hits the net and then lands in the correct service court, it is called a let, and the ball must be served again.





HITTING THE BALL

Different combinations of the A and B Buttons result in shots of varying speed and trajectory.

Adjusting Shot Direction

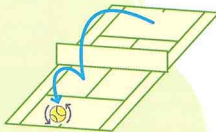


Press left or right on the +Control Pad while swinging your racket to adjust where you hit the ball.

Topspin Shots



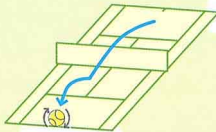
This high-trajectory shot causes the ball to spin in the direction it moves, resulting in a high bounce that increases ball speed. Press the A Button twice—you'll see the ball's trajectory glow orange.



Slice Spin Shots



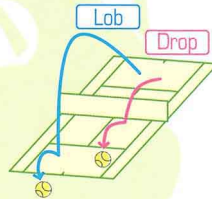
These low trajectory shots deliver a ball that spins backwards, resulting in low bounces that decrease ball speed. Press the B Button twice—you'll see the ball's trajectory glow blue.



Lob/Drop Shots



Press the A Button and then the B Button for a lob shot that travels in a very high arc toward the back of the court. Press the B Button and then the A Button—the ball will travel in a very low trajectory toward the front of the court.



Charge Shot



If you press the shot button before the ball arrives, you can begin to build up your energy for a charge shot. Charge shots have much more power than standard shots. However, you move much more slowly while you are charging. To cancel a charge shot, press the L Button.



Volley

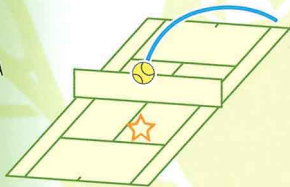
Hitting an opponent's shot before it bounces is called a volley. However, hitting the serve before it bounces is prohibited—this will earn a point for your opponent.



Power Smash

A + B

When a ball is approaching on a high trajectory, a smash point (★) may appear. Move to this spot and press the A and B Buttons simultaneously to hit a powerful smash shot.



Smash Point

Power Shot

R + A or B

As you rally, your power gauge → Page 14 builds up. When your character begins to glow, hold down the R Button and press the A or B Button to perform a Power Shot.



When control options → Page 24 are set to simple, you need only press the A or B Button when the power gauge is filled to perform a Power Shot.

Offensive Power Shots

R + A

When you are close to the ball, you can hit a powerful offensive power shot.



Defensive Special Shots

R + B

If you are far from the ball, you can perform defensive power shots that allow you to return balls you normally couldn't reach.



Approach Shot

L + A or B

When a ball is just out of reach, you can hold the L Button and press the A or B Button to jump toward the ball and hit it.





TENNIS TECHNIQUE

Once you've mastered the basic controls, you can try your hand at a number of expert techniques.

Changing Control Options

Under Control Options, use the +Control Pad to choose and change settings to cause Power Shots

→ Page 22 and lunge shots → Page 23 to occur automatically or manually.



Simple, Normal, and Technical Controls

SIMPLE	Offensive PS	A ※
	Defensive PS	B
	Lunge Shots	A or B
NORMAL	Offensive PS	R + A ※
	Defensive PS	R + B
	Lunge Shots	A or B
TECHNICAL	Offensive PS	R + A
	Defensive PS	R + B
	Lunge Shots	L + A or L + B

※ PS = Power Shots

※ If the ball is out of reach or far away, you will automatically perform a defensive Power Shot.

Hitting Powerfully

Swing when the ball is at just the right height (between your waist and chest) to hit it with more force and power. When you are serving, hitting the ball at the highest point of your toss earns you a "Nice" serve, sending the ball across the net faster.



Taunting

Press the A or B Button while waiting for your opponent to serve to taunt him or her. If you finish taunting before the ball arrives, your opponent's power gauge will drop.





POWER TOUR

Are you ready to face the challenge of studying at the Royal Tennis Academy? Build up your abilities and face off against opponents as you strive to become the best.

Choosing a File

Press left and right on the +Control Pad to choose a slot. Choose an empty slot to start a new character from the beginning of the Power Tour. You can also hold down the L Button to select Power Shots for the selected slot.



Selecting Power Shots

This is where you can set the Power Shots you've learned.

- 1 Press left or right on the +Control Pad to switch between characters.
- 2 Move the cursor to the shot you want to set. You can set one offensive and one defensive Power Shot.
- 3 Press the A Button to set the selected Power Shot.



Singles & Doubles

Your character can compete in singles matches or pair up with a partner to play in doubles matches. Choose between singles and doubles when you speak to your partner in the lodge. → Page 30



Power Tour Pause Menu

Press START while walking around to view the pause menu.



Pause Menu

Select PS	Set Power Shots.
Status	View your characters stats.
Settings	Change game settings.
Glossary	Check the meanings of tennis terms.
Sleep	Put your system into power-saving Sleep Mode. Press SELECT and the L and R Buttons to exit Sleep Mode.
Suspend	Save your game and return to the main menu.



Every time you win a match or complete a training session in the Power Tour, you earn experience points. Earn enough, and your character's level increases, boosting his or her abilities in the process.

Leveling Up

Participating in training and matches earns you experience points. Once you earn enough experience points, your character will level-up. You can also earn experience points by choosing your Power Tour character or partner when playing matches in exhibition mode.

Distributing Experience Points

You can share any experience points you've earned with your partner. Press left or right on the +Control Pad to choose who to give your points to, and then press up to assign those points. If you want to reduce the points you've given to a character, just press down on the +Control Pad.



Boosting Stats

When your character levels up, you earn points that can be used to boost your character's stats. First, use the +Control Pad to choose a main attribute, then press the A Button to assign one point to that attribute.

Main Attributes

Power	Strength of serves and shots.
Control	Ability to aim shots and serves.
Sidespin	Strength of left to right spin on the ball.
Speed	Speed at which your character moves.

Next, choose a secondary attribute. Choose to boost your stats for your serve, stroke, volley, topspin, or slice spin, and press the A Button to assign a point.



Running

In Power Tour, you can run by holding down the B Button.





FACILITIES

The Royal Tennis Academy boasts a wide array of facilities to aid you in your training.

Lodge

Your character lives at the lodge. You can save and exit your game here or choose to play singles or doubles tennis.

Teaching Courts

When you talk to a coach out on these courts, the coach will give you advice on and let you practice your serve, net play, and strokes. Here, you will master the basics of tennis.

Class Courts

The tennis academy is home to three classes: junior, senior, and varsity. Talk to a player who is of a higher rank than you to play them in a match. Beat higher-ranked players to improve your own ranking.



Training Center

The training center offers the latest in high-tech training equipment. Stop in anytime to hone your skills.



Minigames

When you complete training sessions and lessons on the teaching courts, the Minigames option will appear on the main menu. Choose this option to play any lessons or training sessions you've already finished and earn more experience points.



Learn the Power Shots!

As you improve your rank and class, you will earn the opportunity to undertake special PS Training sessions at the training center. This training boosts your PS attributes. Once that attribute reaches a certain level, you'll learn a Power Shot. Any Power Shots you learn can then be set on the Power Shot selection screen.

Ranking Score Learned a new Power Shot!			
PS Level	mmmm	PS Rank	mmmm
PS Exp	mmmm	PS Points	mmmm
PS Rank	mmmm	PS Level	mmmm
PS Exp	mmmm	PS Points	mmmm



COACHES AND RIVALS

These are the people you'll meet at the Royal Tennis Academy. Some are there to help you, while some stand in your way. They each have their own tennis specialty.

Coaches

These are the coaches of the Royal Tennis Academy who will instruct you on how to improve your play.



Nina



Alex



Emily



Kevin



Kate



Harry



Mark

Junior Class



Sasha

A technique-driven player, Sasha is a little too focused.



Chris

A speedy player, he is the rival of your character's partner.

Versity Class



Tori

This technique player is a healthy, cool, and athletic girl.



Elroy

This all-around player is the self-styled perfect academy captain.

Senior Class



Roy

An all-around player, he never let's his guard down—no matter whom he plays.



Emi

A speedy player, Emi is a high-handed, high-class girl who thrives on tennis.



Exhibition mode offers your choice of character and court for quick tennis matches. You can even use your character from story mode.

Starting Exhibition Play

The steps for starting an exhibition match are detailed below.

1 Choose Your Character

Use the +Control Pad to select a character and press the A Button to confirm. When selecting a character, press the L Button to switch between right- and left-handedness. Once you make your way through some of Power Tour, your character will also be available in exhibition matches.



2 Choosing Match Style

Next, choose whether you will play a singles match or a doubles match.



3 Choose CPU Characters

Choose which character the CPU will control and set CPU difficulty.

4 Choose Combinations

For doubles matches, you choose team combinations next.



5 Choose a Court

Next, choose the type of court you'll play on. Each type of court affects bounce and ball speed differently.



6 Games and Sets per Match

Finally, choose how many games and how many sets you will play in the match. You can also turn Power Shots on or off. Press up or down on the +Control Pad to choose an option and left or right on the +Control Pad to adjust settings for that option. When you're done, select Start to begin the match.



Press SELECT on this screen to adjust control settings.



If both you and a friend have Mario Tennis: Power Tour, you can link up for multiplayer tennis matches.

Using the Game Link Cable

Properly insert the Game Link cable. → Page 40 Press the A Button when ready.

Using the Wireless Adapter

Properly insert the Wireless Adapter. → Page 42 When a Game Boy Advance Icon has appeared for each player, press the A Button.

Note: Player numbers (1-4) are assigned randomly.

Setting Up Vs. Multiplayer Matches

The steps for setting up multiplayer matches are explained below.

1 Choose Combinations

Choose which players will be on which team.



2 Choose a Character

Characters are chosen in order, starting with Player 1. If the CPU will control a character, choose that character last.



3 Choose a Court

Next, choose the type of court you'll play on. Each type of court features different bounce and ball speed.



4 Games and Sets per Match

Finally, choose how many games and how many sets you will play in the match. You can also turn Power Shots on or off. Press up or down on the +Control Pad to choose an option and left or right on the +Control Pad to adjust settings for that option. When you're done, select Start to begin the match.



Results Screen

At the end of the match, the results screen appears. When you're ready, press the A Button to return to the main menu.



CHARACTERS ON THE COURT

These are some of your favorite characters from the Mario series. Each one has mastered his or her own unique Power Shot.

Peach

Her superb footwork and control make her a superb technique player.



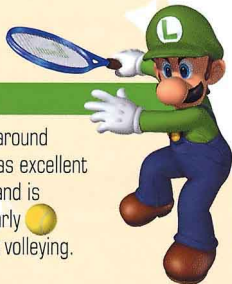
Mario

This all-around player is ready to take on any style of play.



Luigi

This all-around player has excellent control and is particularly adept at volleying.



Waluigi

His long reach puts almost any ball within his range, so, naturally, he is a defensive player.



Donkey Kong

Taking advantage of his massive frame, DK is a true power player whose shots pack a lot of punch.



Bowser

Boasting amazing speed, this power player is ready to unleash a barrage of balls.



Connecting with a Game Boy Advance Game Link cable

Please read the instruction manuals, including those of the peripheral devices.

* You may not use the Nintendo DS to link.

What you'll need (without linking Game Boy micro):

- Game Boy Advance, Game Boy Advance SP, or Game Boy Player (including a Nintendo GameCube and Controller): One for each player
- Mario Tennis: Power Tour Game Pak : One for each player
- Game Boy Advance Game Link cable * Two players - 1 * Three players - 2 * Four players - 3

What you'll need (linking Game Boy micro systems):

- Game Boy Advance, Game Boy Advance SP, Game Boy micro One for each player
- * You cannot link Game Boy micro to Game Boy Player.
- Mario Tennis: Power Tour Game Pak One for each player
- Game Boy micro Game Link cable * Two players - 1 * Three players - 2 * Four players - 3
- Game Boy micro Converter Connector For each Game Boy Advance and Game Boy SP connected

Connections

1. Make sure that all of the systems are turned off before inserting the Game Paks into each system.
2. Connect the Game Boy Advance Game Link cables. See the diagram on the right as reference.
3. Turn all systems on.
4. Follow the instructions on page 36 of this manual.

Troubleshooting

- You are using a cable other than a Game Boy Advance Game Link cable.
- Game Boy Advance Game Link cable is not properly connected.
- Game Boy Advance Game Link cable is unplugged or inserted during transmission.
- Unused systems or cables are linked.
- A single GameCube with the Game Boy Player attached and GameCube Controllers for the number of players is being used.

Connection Example

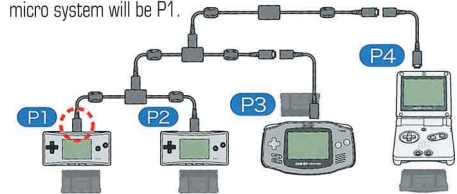
Without linking Game Boy micro

The player who plugs the small purple connector into their Game Boy Advance system will be P1.



With linking Game Boy micro

The player who plugs the bulged connector into their Game Boy micro system will be P1.



Connecting the Wireless Adapter

This section explains how to use the Game Boy Advance Wireless Adapters.

What you'll need:

- Game Boy Advance, Game Boy Advance SP, or Game Boy Player (including a Nintendo GameCube and Controller) One for each player
- Mario Tennis: Power Tour Game Pak One for each player
- Game Boy Advance Game Link cable One for each player
- Game Boy micro Wireless Adapter
- * You may not use the Nintendo DS.
- * Use the Game Boy micro Wireless Adapter for Game Boy micro.
- Use the Game Boy Advance Wireless Adapter for other systems.

Connections

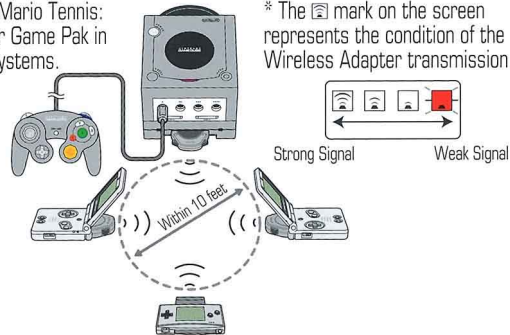
1. Make sure that the power of all the systems is turned off before inserting the Game Paks into each system.
 2. Connect the Game Boy Advance Wireless Adapter to the External Expansion Connectors on each of the Game Boy Advance systems.
 3. Turn all systems on.
 4. Follow the instructions on page 36 of this manual.
- * Follow the instructions on Page 35 for setting up P1 – P4.
 - * If you connect the Nintendo GameCube wireless controller (WaveBird) instead of a Nintendo GameCube Controller, the wireless signals of the Wireless Adapter and the WaveBird may interfere with each other, resulting in lost communication or malfunction.

Troubleshooting

- Make sure the distance between Wireless Adapters is within 10 feet.
- Make sure the Wireless Adapters are facing each other. Unused systems or cables are linked.
- Make sure there are no obstacles between the Wireless Adapters.
- Do not remove the Wireless Adapter while the power is turned on.
- Securely connect the Wireless Adapter into the External Expansion Connector.
- Avoid using the Wireless Adapter around devices that may cause radio frequency interference such as cordless phones, microwave devices or wireless LANs (local area networks).

The Wireless Adapter can affect or be affected by these devices.

Insert the Mario Tennis: Power Tour Game Pak in all of the systems.



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