

MARIO'S TENNIS™

KIDS TO ADULTS



AGES 6+™

VIRTUAL BOY™

INSTRUCTION BOOKLET

VUE-VMTJ-USA

This official 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.

All Nintendo products are licenced by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™



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

™ & ® are trademarks of Nintendo of America Inc.
© 1995 Nintendo

Thank you for selecting the Mario's Tennis™ Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

WARNING

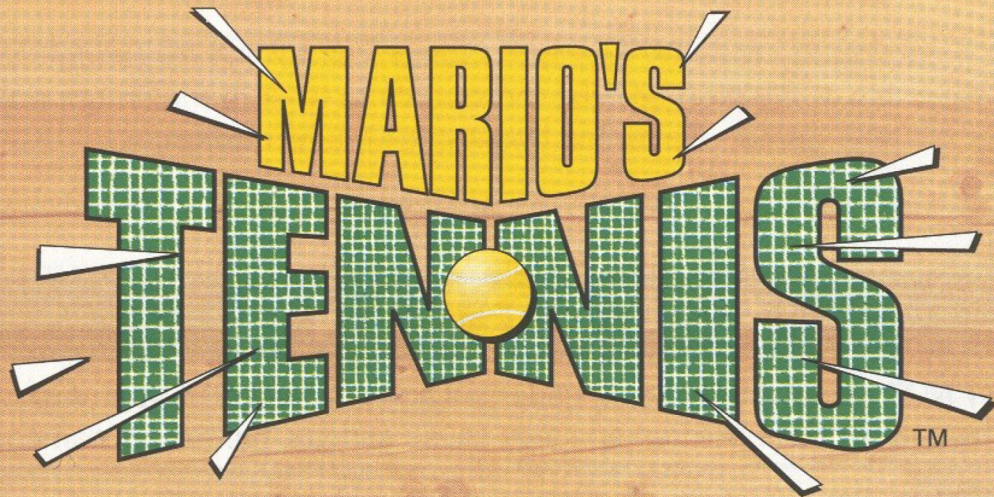
This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if you eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700

CHOKER HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.



Contents

● On the Court	_____	3
● Adjustment for Virtual Boy	_____	4
● Controller functions	_____	8
● How to play	_____	13
● Characters in the game	_____	19
● Mario's Tennis School	_____	23

On the Court

There has never been a tennis game like Mario's Tennis. Mario, Yoshi and a whole cast of your favorite characters move freely around a completely three dimensional tennis court.

If you move to the net, and your opponent lobs, the ball seems to actually fly over your head.

There has never been a game that was able to so realistically create the feeling of depth on the court.

You'll find yourself trying to turn around and check the line when your opponent slams a passing shot down the line.

It's time to prove that you can serve, volley and rally with the best of them!



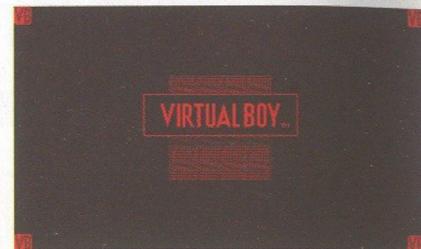
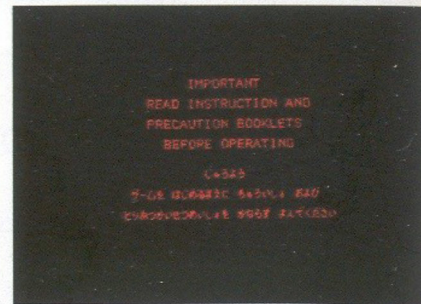
Adjustment for Virtual Boy

■ Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.

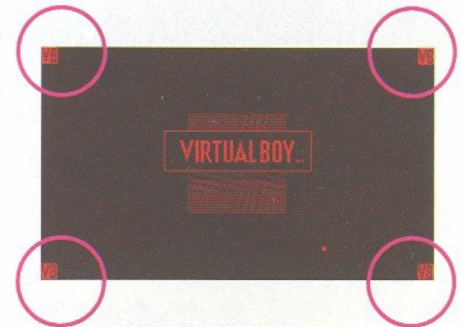


IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown in the following illustration:

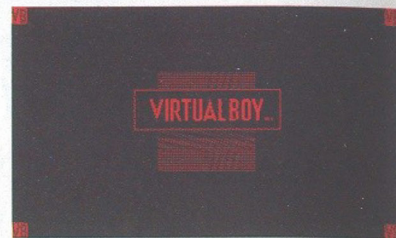
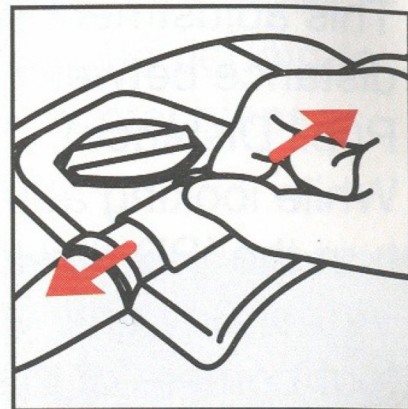
The best adjustment may allow you to see only three of the four marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



Focus Adjustment

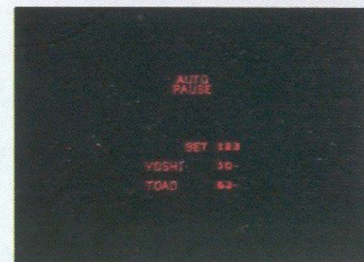
This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



Automatic Pause Function

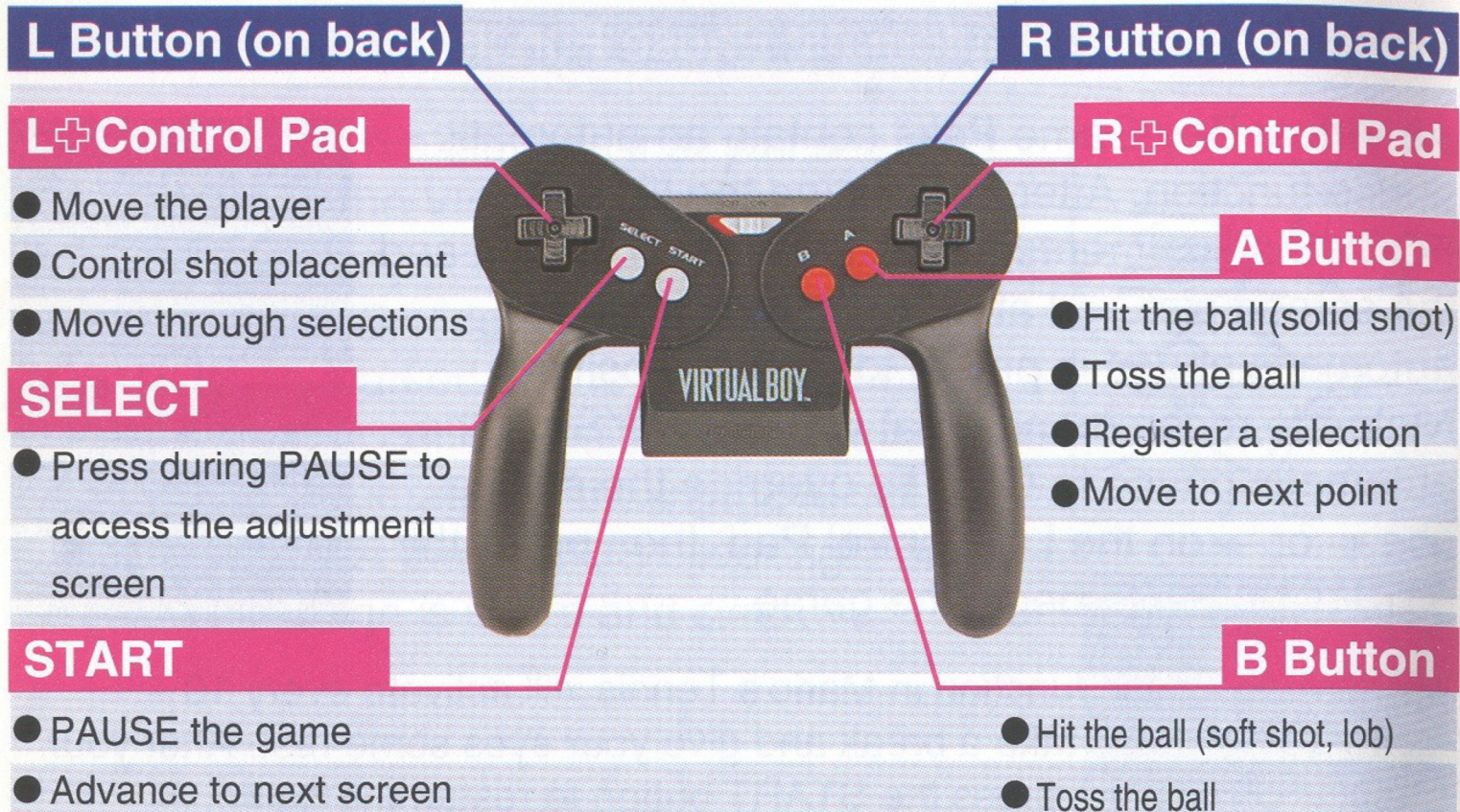
All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the L+ Control Pad, then press the START button to begin the game.



- The Auto Pause function in Mario's Tennis will activate every 10 minutes. Please take a break and give your eyes some rest. After your rest is completed, press the START button to restart the game.

Note: The Auto Pause will not activate in the middle of a shot.

Controller functions



The R+Control Pad and the L&R Buttons are not used

■ Game play

● Moving the player

Use the L+Control Pad, and your player moves forward, back, left and right.

● Serving

① Move the player to the left or right.

② Press either the A or B Button to toss the ball.

③ Press the A or B Button again to serve. If you time your swing correctly, the serve will be good.

(The A Button hits a hard serve, and the B Button hits a soft serve.)

● Hitting Groundstrokes, Lobs, Volleys and Smashes.

Press the A Button to hit normal, strong groundstrokes. If the ball is above your head, you will automatically do an overhead smash. When near the net, you automatically volley.

Press the B Button to lob.

● Using the L \oplus Control Pad

The L \oplus Control Pad is used to control the placement of your shots in the court. If you press the L \oplus Control Pad at the same time that you hit the ball, you can direct the shot as follows:

- UP on L \oplus Control Pad--long backcourt shot
- DOWN on L \oplus Control Pad--short frontcourt shot
- LEFT, RIGHT on L \oplus Control Pad--shot toward sideline

■ More Controller Functions

● Speed up between points

Press A Button between points to speed up the action. Your character will run to the service line, and point information will not be displayed on screen as long.

● Pause

Press START at any time to Pause game play. While the game is paused, you can adjust the Virtual Boy IPD and focus. If you want to

make adjustments, press SELECT (while paused) to access the IPD and focus screen. After making adjustments, press START to return to the pause screen. Press START again to go back to game play.

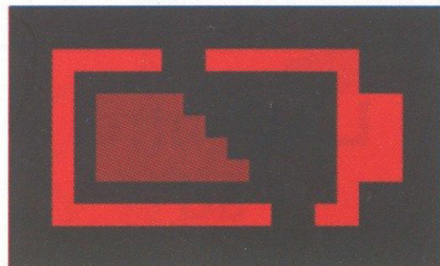
Note: You cannot access the Auto Pause ON/OFF selection by pausing the game.

●Reset

If you press START, SELECT, the A, B, L and R Buttons simultaneously, the game will reset.

Low Battery Indicator

When battery power is low, you will see a flashing battery indicator in the corner of the screen. The indicator is pictured at right. Please change the batteries as soon as possible after the indicator appears.



■ Controller functions table

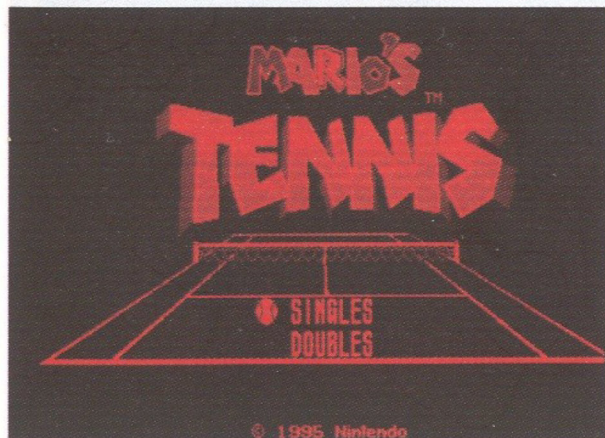
The table below shows the use of each button during game play.

	Service	Ball in play
A Button	<ul style="list-style-type: none">● Toss● Fast serve	<ul style="list-style-type: none">● Ground stroke● Volley (near the net)● Overhead smash
B Button	<ul style="list-style-type: none">● Toss● Slow serve	<ul style="list-style-type: none">● Lob● Overhead smash
L+Control Pad	<ul style="list-style-type: none">● Shot placement	<ul style="list-style-type: none">● Shot placement

How to play

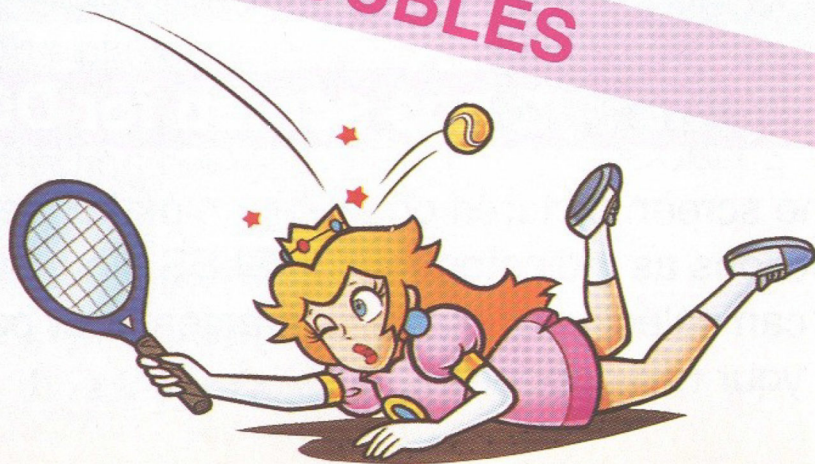
■ Title screen

At the title screen, select between SINGLES and DOUBLES with the L+Control Pad, then register the selection with the A Button.



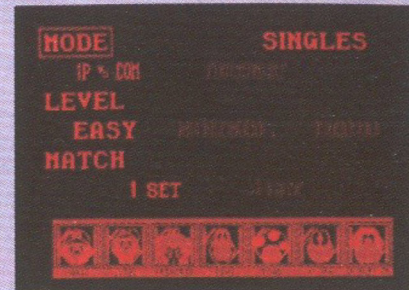
SINGLES

DOUBLES



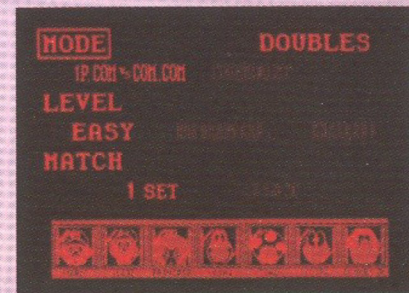
■ Game settings screen for SINGLES play

At the screen pictured on the right, select either 1P vs. COM or TOURNAMENT with the L+ Control Pad . Next, select the difficulty level and length of the match. Use the L+ Control Pad to select your player character, and press the A Button to register your selection. Then, select your opponent with the L+ Control Pad and press the A Button.



■ Game settings screen for DOUBLES play

At the screen pictured on the right, make the selections as indicated for SINGLES play, though you can select your player character, your partner and your two opponents.



■ Tournament Play

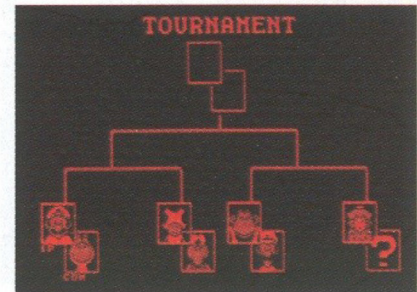
If you select Tournament, the screen pictured at right is displayed, and your opponent is randomly selected. During the tournament, the outcome of matches other than your own is decided by the computer. Enter the tournament by pressing the A Button.

Be sure to select the difficulty level and the length of the match before selecting the player characters.

If you press START before selecting player characters, Mario plays Donkey Kong Jr. in the SINGLES mode. In the DOUBLES mode, the teams are set as Mario & Yoshi vs. Donkey Kong Jr. & Toad if you do not select the players.



SINGLES



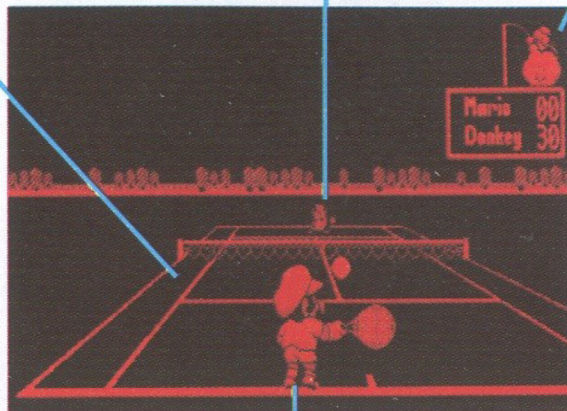
DOUBLES

■ Court screen

Court

Notice that the net is decorated with hearts. The court is used for both SINGLES and DOUBLES mode.

Opponent



Lakitu

Lakitu is the Chair Umpire (high above the court) and score keeper for all of the matches. There is no complaining about line calls allowed with this judge!

Your player character

Your player always appears at the bottom of the screen. Watch the facial expressions of the different characters!

■ Results Screen.

Except for tournament matches, the screen shown below is displayed at the end of every match. This screen gives you the chance to see how well you played in the match by displaying various statistics. Press the A Button to return to the title screen.

Player	Score	Total PTS.	Baseline PTS.	Net PTS.	Errors	Service Ace	1st. SERVE %	DOUBLE FAULT
MARIO	6	33	26	4	2	0	85%	1
DONKEY Jr.	3	19	17	6	7	1	96%	2

- TOTAL PTS.** Total of points won
- BASELINE PTS.** Points won from the backcourt
- NET PTS.** Points won at the net
- ERRORS** Total of unforced errors
- SERVICE ACE** Total aces served
- 1ST SERVE%** Percentage of good first serves
- DOUBLE FAULT** Number of double faults

■ About Difficulty Levels

Study the following chart, so that you will select a difficulty level that is appropriate for you.

	Easy	Normal	Hard
Ball Speed	Slow	Slow	Fast
Racquet contact area	Large	Large	Standard
Opponent power	Weak	Strong	Strong
Player's body can obscure ball	No	No	Yes
Player speed	Slow	Slow	Fast

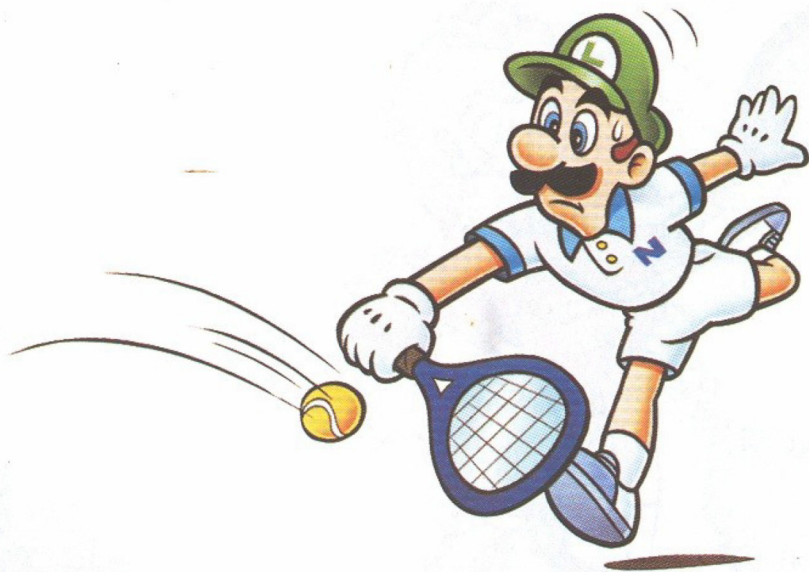
**The ball won't hit the player character's body.

Characters in the game



MARIO

He is an average player whose court speed and leg strength are solid. His racquet contact area is average, and he relies on his skillful groundstrokes, though he will approach the net occasionally.



LUIGI

His skill level and court strategy are similar to Mario's. He has better court coverage, though, due to being faster than Mario.



PRINCESS TOADSTOOL

The princess is slow, but her racquet contact area is large. She doesn't like to approach the net, preferring to instead rally from the baseline.



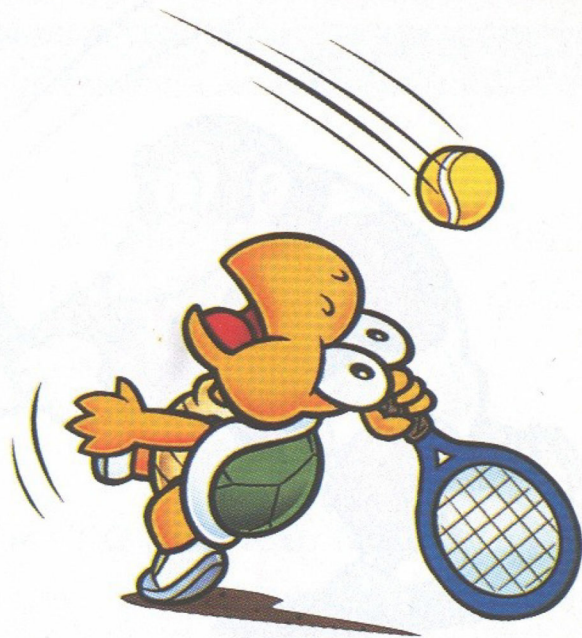
YOSHI

He is the fastest of all the players, but his racquet contact area is small. He plays an aggressive type of game by rushing the net at every opportunity.



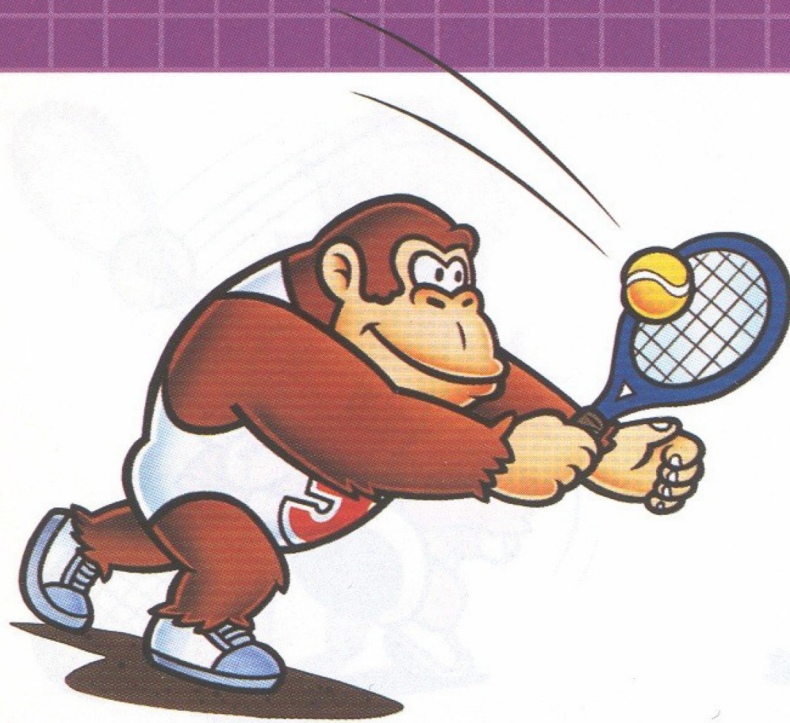
TOAD

Toad is quite quick on the court, but his racquet contact area is not very large. Like Yoshi, he tries to approach the net often. Though he is not strong, he has great court coverage because he can lunge at tough shots.



KOOPA

Being a turtle, basically, his court speed suffers. He has a large racquet contact area, though. He likes to rally from the baseline, and he also can lunge at tough shots like Toad.



DONKEY KONG Jr.

He is slower than all the other players, and also has a smaller racquet contact area. He is, however, understandably the most powerful of all the players. His strong groundstrokes allow him to win many points from the baseline.

- The racquet contact area only changes when playing on the HARD difficulty level.
- The racquet contact area affects the player's ability to return balls that are far away or too close to the player. On any level, faster players are faster, and powerful players hit strong shots.

MARIO'S TENNIS SCHOOL

Techniques to improve your play

● **Service**

When serving, check your opponent's location on court. Use this to select the placement and depth of your serve. For the easiest serve, use the B Button without the L+Control Pad.

● **Return of serve**

Watch where the opponent stands during service, and try to effectively place a solid return of serve. If an opponent rushes the net just after serving, make sure that you use your lob.

● **Groundstrokes, volleys, and smashes**

Timing is very important on these shots. If you press the L+Control Pad too early, your player character will move and you may miss the shot.

MARIO'S TENNIS SCHOOL

The placement of your shots can be affected by the timing of your swing of the racket. If you swing early or late can change where your shot goes. For example, if you press the L+Control Pad and swing early while trying to hit a ball to the left, the ball will fly more sharply to the left. Being able to correctly time the swing of your racquet can directly affect your success on the court.

● **Doubles positioning**

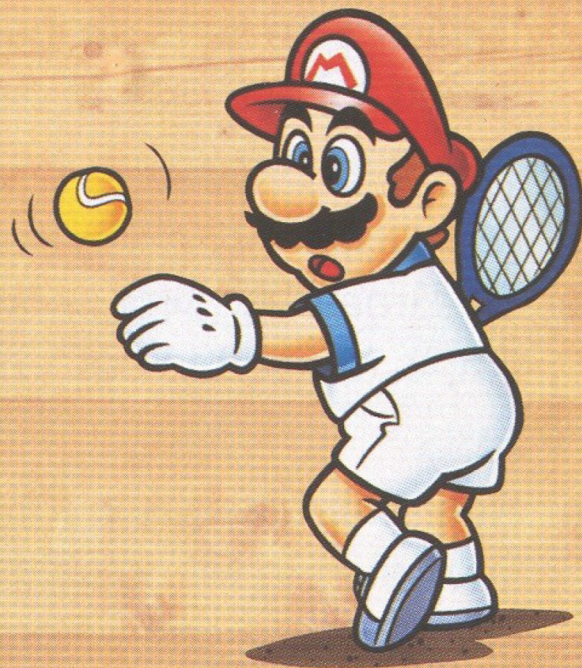
When playing Doubles, do not stand directly behind or in front of your partner. In Doubles, maximum court coverage requires you and your partner to cover the sidelines effectively.

MARIO'S TENNIS SCHOOL

Rules of tennis

● Points

The basic unit of scoring is the point. Points start from 0 (Love) and the first point scored is called 15, the second point is called 30, the third is 40, and the fourth point won wins the game. If the game reaches 40-40, it is called Deuce. The next point won gives that player the Advantage. If that player wins the next point, they win the game. If they lose the point, the score returns to Deuce, and play continues until one side with the Advantage wins a point.



MARIO'S TENNIS SCHOOL

● Games

A game is normally the first to win four points, unless the match goes to Deuce. The first player to win six games wins a "set," though the winner must beat the opponent by at least two games. If each side wins six games, there is a special game played called a Tie Break to determine who wins the set.

● The Tie Break

As mentioned, a Tie Break is played when the score is 6-6. In the Tie Break, the first person to win seven points, and win by two points, takes the set. The score for the set is recorded as 7-6.

● Sets

Real matches are normally the best-of-three sets or the best-of-five sets. In Mario's Tennis, there is no best-of-five set match. So that matches can be quickly played, you have a choice between a one set match or a best-of-three set match.

MARIO'S TENNIS SCHOOL

Tennis terms used in the game

- **Out**

If your shot lands outside the court, you lose that point. A sign appears telling you when a shot is out.

- **Net**

If your shot hits the net, and lands on your side of the net, you lose the point. A sign indicates when your shot hits the net and lands on your side.



MARIO'S TENNIS SCHOOL

● Fault

If your serve does not land in the service area, you "fault." If you fault twice in a row, it is called a "double fault," and you lose the point. During the game "FAULT" and "DOUBLE FAULT" will be indicated. The service area is the square that is near the net, and in front of where your opponent is standing prior to serve.

● Let

If your serve hits the net and falls in service area, it is called a "let," and you get to serve over again. Let will be displayed on screen. If your serve hits the net but falls outside the service area, it is a fault.

MARIO'S TENNIS SCHOOL

● Serve

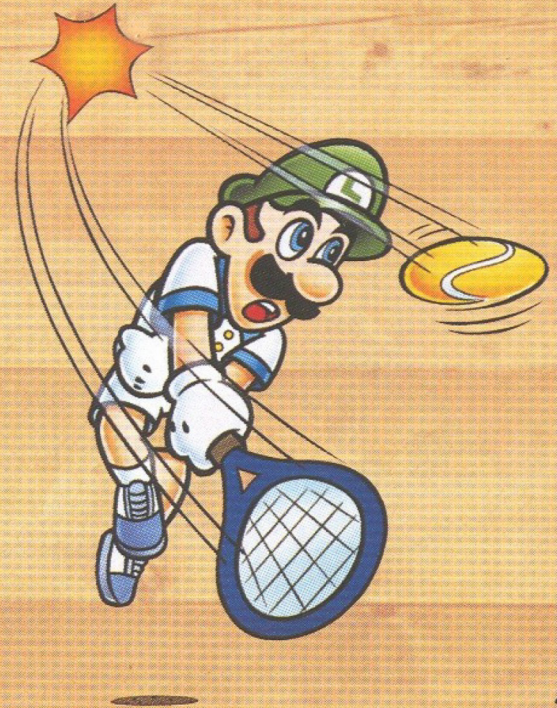
The server stands behind the baseline outside the court, tosses the ball and then hits it into the service area on the other side of the court. The service area is the square in the frontcourt ahead of your opponent. A serve must bounce before it is returned. Service lasts for one game, and it alternates between players.

● Groundstrokes

Hit the ball back to your opponent after it has bounced once.

● Overhead smash.

Hit the ball as it flies overhead. The overhead smash is a very fast, powerful shot.



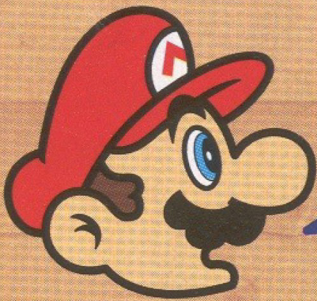
MARIO'S TENNIS SCHOOL

● Volley

While close to the net, hit the ball before it bounces.

● Lob

Hit the ball over the head of an opponent who is at the net.



Try to use the shots and information detailed earlier to your full advantage. Learning the terminology and rules will get you into the great game of tennis. Now it's time to hit the court!

SCORE

Score Card

MARIO'S TENNIS

	I	II	III

MARIO'S TENNIS

	I	II	III

MARIO'S TENNIS

	I	II	III

MARIO'S TENNIS

	I	II	III

Make copies and keep track of your progress!

IMPORTANT:

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline

1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

REV-H

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CenterSM or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States

**NEED HELP WITH INSTALLATION, MAINTENANCE,
OR SERVICE? CALL 1-800-255-3700.**



Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN