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1 Important Information

Please read this manual carefully before using the software. Please also read your Operations Manual for more details and tips to help you enjoy your playing experience.

Please note that, for this manual, "Nintendo 3DS™" refers to both Nintendo 3DS and Nintendo 3DS XL.

IMPORTANT

Before using this software, read all content within the **Health and Safety Information** application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, and then tap **Open** and read the contents of each section carefully. When you are finished, press  HOME to return to the HOME Menu.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

IMPORTANT

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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This software supports the Nintendo Network™.

With this software, you can connect to the Internet to compete with other players, view rankings, download extra content, and much more! Notifications regarding contests can also be received via SpotPass™. For details, please refer to the relevant pages.

- ◆ Refer to your Operations Manual for information about connecting your system to the Internet.

About Nintendo Network



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet. It provides access to a wide range of network services, including the ability to play games with people around the world, purchase and download games/content, and exchange images and messages.

Protecting Your Privacy

- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

Information-Sharing Precautions

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

3 Parental Controls

You can restrict use of the following features by adjusting the options in Parental Controls.

- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.
- Nintendo 3DS Shopping Services Restricts the purchase of downloadable content from Toad's booth, such as new courses and characters (page 16).
- Online Interaction Restricts all online matches with other players over the Internet (pages 13 and 14).
- StreetPass Restricts the exchange of characters between users via StreetPass (page 15).
- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.



Mario Golf™: World Tour is a golfing game where you can play as one of the characters from the Mario™ series or as your own Mii™. Try your hand at various challenging golf courses, play against friends or other players from all over the world via online tournaments, and much more! You can also participate in grand tournaments with many players where you can upload your own scores and test your skills against the others!

Important



In this game, the data used for the online play is saved in the SD Card (page 6). If the SD Card is not inserted in the system, you will not be able to participate in online play.





Mario Golf



Single Player

Choose a single-player mode to play alone.



Vs.

Compete against friends or players from all over the world via Local Play or the Internet.



Tournaments

Connect to the Internet to participate in tournaments.

Castle Club (page 15)

Enter the Castle Club, and learn the basics as your own Mii. Try skill challenges, and get new gear!

Toad's Booth (page 16)

Check your play records, try the tutorial, read the golf glossary, purchase downloadable content (DLC), etc.

Settings

Change various game settings. You can also change your StreetPass™ and SpotPass™ settings here.

◆ StreetPass options will only appear here after you have activated the feature in the Castle Club.



Saving Data

Your progress will be automatically saved at the end of a round and at certain points in the game.

- ◆ Only one save file can be created.
- ◆ Extra data required for wireless play will be saved to the SD Card.

Deleting All Data

To delete all data, launch the game and then simultaneously press and hold (A) + (B) + (X) + (Y) before the title screen is displayed. Follow the prompts to delete data.

- ◆ Data cannot be recovered once deleted, so please be careful.

- Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.



Shot Screen



① Hole location

The distance to the hole is displayed on top, and below is the difference in elevation between your current position and the hole.

② Hole number and par value

③ Ball information

How the ball is resting on the ground (the lie), and the impact point.

④ Hit error percentage

The calculated error margin affecting distance for your shot.

⑤ Shot gauge

Use **[L]** or **[R]** to adjust the range marker.

⑥ Change shot type

Choose from Normal, Power, and Item shot types.

◆ When Power and Item are unavailable, they will not be selectable.

◆ When approaching the green, you may be able to select Approach, which slows the movement of the shot gauge.

⑦ Club selection

⑧ Wind direction and speed

⑨ Current score and stroke count

⑩ Switch swing type

Switch between Easy and Manual. When using Manual, you can manually determine the point in your swing where you make contact with the ball, perform a spin shot (page 9), etc.

⑪ Switch camera mode

Press **[X]** to cycle through camera angles. Use **[C]** to move the camera around, check out where the ball is expected to land, and get an overview of the whole area.



Putting Screen



① Condition of the green

The ball is more likely to roll in the direction of the running lines, which indicate the gradient of the ground. The slower the ball is rolling, the more likely it is to be affected by the gradient.

② Switch putter

Choose between Short, Middle, or Long putts.

Pause Menu Screen

Before taking a shot or hitting a putt, press **START** to show the Pause Menu, where you can check your scorecard, view the rules, and perform various other actions, such as giving up. If you choose to give up, a penalty of three times the par value for that hole will be given as your score.



Taking a Shot

Controls will differ depending on whether you're using the Easy control mode or the Manual control mode. When using Easy, you only need to set the power of the shot. In Manual, once you have set the power, you can determine the swing impact and add spin by touching the Topspin or Backspin panels, etc., before the golf club touches the ball.

1. Before Taking a Shot

Check the course conditions and the flight path, set the direction of your shot, choose your club, and then touch Start Shot.



Check the course conditions and the flight path, set the direction of your shot, choose your club, and then touch Start Shot.

- ◆ The flight path takes into account the slope of the land but not the wind conditions or the impact point. The flight path can be hidden by turning off the flight-path indicator before beginning a round.

Select Club	+
Adjust Shot Direction	↶/↷
Start Shot	(A)

2. Setting the Power

When you start the shot, the indicator will expand from the center of the ball out to the circumference. Touch the shot panel or press (A) to set the power. When the indicator is closer to the circumference of the ball, the shot will be stronger and the drive will be longer.



Shot Panel

Set Power	(A)
Set Impact Point	+ / ○

3. Setting Swing Impact

Touch the panel to set the swing impact and impact point. The closer you time your swing to the moment the indicator is at the perfect-timing marker, the more precise your shot will be.



Perfect Timing

When timing your swing impact, where you touch on the panel will determine the impact point on the ball, the shot curve, and the height. Immediately after setting the timing, touch a Spin panel (Topspin, Backspin, etc.) to add spin to your shot.



Impact Point

- ◆ Touch the panel on the right to make the ball curve first to the right and then left. Touch it on the left to make it curve left and then back to the right.
- ◆ Touch on the bottom to make the ball go higher than the flight path, and touch on the top to make the ball go lower.

If the timing of your swing misses the sweet spot displayed on the shot gauge, it will be a duff shot. You can check the timing using the shot gauge on the lower screen when confirming the swing impact and impact point.



Sweet Spot

Choose Impact Point	+ / ○
Set Swing Impact	(A) / (B)

The spin type changes depending on the swing impact and the combination of buttons pressed immediately after confirming the swing impact. The examples below show which button combinations to press to achieve specific spin types. This function is only available when using the Manual swing controls.

Topspin	(A) → (A)
Super Topspin	(A) → (B)
Backspin	(B) → (B)
Super Backspin	(B) → (A)

Putting

The basic controls are the same as those used for a regular shot.



1. Before Putting

Check the green conditions, set the direction of your putt, choose your putt type (short, middle, or long), and then touch Putt.



Change Putt Type	Y
Select Putt Direction	Stick/C
Putt	A



2. Setting the Power

Touch the shot panel or press A to set the power and take the putt.

Set Power	A
-----------	---



Other Controls

Display Pause Menu	START
Navigate Pause Menu	Stick/C
Confirm	A
Cancel	B



When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.



Checking the Terrain

Depending on the way the course slopes, the ball may roll to the left or right after it falls, or its traveling distance might decrease. Make sure to investigate the terrain surrounding your position and change the camera angle to examine the terrain and elevation at the target area.



Ball Position and State

When the ball falls into an area designated rough, bunker, etc., the subsequent shot may fall short of the intended distance. When the percentage number displayed is higher, the distance error margin will be greater and the shot gauge will be lower than normal. Try to get the ball to land on the fairway to avoid these issues.



Wind Direction and Strength

The wind may cause the shot to veer left or right and may affect shot distance. The higher a shot goes, the more it will be affected by the wind. You may need to compensate for the wind effects by, for example, aiming your shot more to the left if the wind is blowing from the left.



Ball Impact Point

Adjust the impact point to make a shot curve to the left or right or to adjust the height.



For more details, select View Tutorials in Toad's Booth on the main menu.



Competing against Others Nearby (Local Play)

This software supports multiplayer games for up to four players via wireless communication. Each player must have a copy of the software.



You Will Need:

- One Nintendo 3DS system per player
- One copy of the software per player

● Connection Procedures

A collection of golfers playing a round together is known as a party. One player must first create a party and then recruit other members who join the party. To create a party, select Create Party. To participate in a party with others, choose a party to join. Follow the on-screen instructions to proceed.



Play a Match with a Faraway Friend (Internet)

Set the competition rules and create a party, or join a party created by a friend. Four players can be in a party. Follow the on-screen instructions to proceed.

- ◆ See the Operations Manual for more information about connecting to the Internet.

Community Match (Internet)



Create a party within a community to play with up to three other players. A maximum of two communities can be created. Follow the on-screen instructions to proceed.

- ◆ See the Operations Manual for more information about connecting to the Internet.



In this mode, you can upload your scores and play against players from all over the world via the Internet for a set period of time. Winners will receive trophies.

- ◆ To participate in tournaments, you must activate SpotPass to receive notifications regarding tournaments.

Receiving Tournament Notifications (SpotPass™)

This software supports the automatic download of tournament data during Sleep Mode via an Internet connection.

- ◆ Data received through SpotPass is saved on SD Cards. As a result, it is recommended that you keep an SD Card inserted in your system at all times.



Activating SpotPass

You can activate SpotPass at the start of the game. You can also do so anytime by going to Settings on the main menu, selecting SpotPass, and then selecting Yes. To use SpotPass, you will need to accept the user agreement and connect the system to the Internet.

- ◆ For information about the Nintendo 3DS Service User Agreement and connecting to the Internet, please refer to the Operations Manual.



Deactivating SpotPass

To deactivate SpotPass, go to Settings on the main menu, select SpotPass, and then select Off.

Participating in the Mario Open (Internet)

The Mario Open tournaments are the official tournaments held in this game. To participate, you must meet the requirements for each tournament and be able to receive notifications regarding the Mario Open via SpotPass. For more details on the tournaments, please visit the Nintendo website.

Participating in Private Competitions (Internet)

Players can make their own tournaments and set participation requirements and rules or participate in tournaments set up by other players.

- ◆ You will not be able to change the rules of a tournament you have created or delete it while it is in progress.
- ◆ In Private Tournaments, winners will not receive trophies and there will be no SpotPass notifications for tournaments you have made.



The Castle Club is a prestigious golf club located in the Mushroom Kingdom. Become



a member, increase your golfing knowledge, and hone your golfing skills.

Interacting with Other Players' Mii Characters (StreetPass™)

This software uses StreetPass (local wireless communication) for exchanging Mii characters with other users nearby.

◆ To communicate using this feature, all players must activate StreetPass for this software.

● Activating StreetPass

You can activate StreetPass by talking to Toad at the counter on the left side of the Castle Club lobby. You can also activate StreetPass at any time after talking to the Toad by selecting Settings on the main menu, selecting StreetPass, and then selecting Yes.

● Deactivating StreetPass

To deactivate StreetPass, open System Settings, select Data Management, and then select StreetPass Management. Tap the icon for this software title, and then select Deactivate StreetPass.

You can also disable StreetPass functionality via Parental Controls.

◆ Refer to your Operations Manual for information on how to set up Parental Controls.

Earning a Handicap

Play a practice round on a Castle Club course to earn a handicap. Once you have earned a handicap, you can take part in handicap tournaments.

Participating in Major Tournaments (Internet)

Upon achieving the top ranking in the existing tournaments, you will be eligible to participate in a major tournament, where you can test your skills against players from all over the world.

◆ For information about connecting your Nintendo 3DS system to the Internet, please refer to the Operations Manual.

◆ In the Mario Open, winners can receive trophies, and tournament notifications can be received via SpotPass.

Mii Settings

You can change your Mii character's gear and comments from the Pause Menu in the Castle Club. Gear can be purchased with coins acquired by playing rounds in the Castle Club and elsewhere.



Here you can check play records, view tutorials, and browse the golf glossary. You can also purchase downloadable content (DLC) via the Internet.



Purchasing Downloadable Content (Internet)

Connect to the Internet to purchase downloadable content.

See the Operations Manual for more information about Internet settings.



How to Purchase Downloadable Content

1. Select Toad's Booth from the main menu.
2. Select Shop, and then follow the on-screen instructions to choose the content you want to purchase.



Precautions about Purchasing Downloadable Content

- You can view the purchase history of downloadable content in **Account Activity** in Nintendo eShop.
- After purchase, downloadable content cannot be returned, refunded, or exchanged.
- Once you have purchased downloadable content, you can redownload the content free of charge, even if it has been deleted.
 - ◆ You cannot redownload software if you select the **Delete Account** option. For more details, please see the Nintendo eShop instruction manual.
 - ◆ You will not be able to download them again if the software has been temporarily or permanently discontinued. Please be aware of this in advance.
- Downloadable content that you purchase is stored on the SD Card.
- Downloadable content can only be used on the system that was used to download it. You cannot insert the SD Card into another system and use the content there. (If you use the **System Transfer** option under **System Settings**, you will be able to use your downloadable content on the destination system without problems.)



Adding Funds to Your Account

You must have the purchase price of the downloadable content in your Nintendo eShop account balance in order to purchase it. If you do not have enough funds in your account, the following screen will appear. Tap **Add Funds** to add funds to your account.



One of the following is needed to add funds to your account:

- Nintendo Prepaid Card
- Credit card
- ◆ If desired, you can store the credit-card information on the system. This will give you the ability to add funds to your account by simply entering the password you established when you first entered the credit-card information.
- ◆ You can delete the credit-card information at any time by accessing **Settings / Other** in Nintendo eShop.



Round

Playing an 18-hole course is known as playing a round.

Party

A party is a group of up to four players who play a round together.

Stroke Number

The number of strokes it takes you to complete a hole is your score for that hole. It is best to complete a hole in the fewest strokes possible.

Eagle	A hole played in two strokes under par.
Birdie	A hole played in one stroke under par.
Par	The predetermined number of strokes it should take to complete a hole.
Bogey	A hole played in one stroke over par.
Double Bogey	A hole played in two strokes over par.

OB (Out of Bounds) / Water Hazard / Unplayable

A shot is OB when the ball goes outside the boundaries of the course. The player must hit another shot from the previous position, and a one-stroke penalty will be added to his or her score.

A ball may land in an area of deep water, known as a water hazard. A ball can also land in an area from which it is impossible to take a shot, making it unplayable. In these situations, the shot may be played from a nearby position, and a one-stroke penalty will be added to the player's score.



Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078