

1 Important Information

Basic Information

2 Information Sharing

3 Online Features

4 Parental Controls

Getting Started

5 Introduction

6 Main Menu

7 Saving and Deleting Data

Controls

8 Game Screen 1

9 Game Screen 2

10 Basic Controls 1

11 Basic Controls 2

12 Golfing Techniques

Competing

13 Local Play

14 Friend/Community Competing

Internet

15 Tournaments

Castle Club

16 Castle Club Information

Toad's Booth

17 About Toad's Booth

Golfing Mini-Lesson

18 Useful Information

Support Information

19 How to Contact Us

Thank you for selecting Mario Golf™: World Tour for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.



Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual refer to both Nintendo 3DS and Nintendo 3DS™ XL systems.

Health and Safety Information

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the  icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you have finished, press  HOME to

return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Language Selection

The in-game language depends on the one that is set on the system. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.

You can change the in-game language by changing the language setting of your system. For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch
(Australia):

www.classification.gov.au

OFLC (New Zealand):

www.censorship.govt.nz

Advisories

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Unauthorised reproduction or use is prohibited.

This software contains copy protection technology to prevent reproduction and copying of content.

Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.

After the Nintendo 3DS system or any software is updated, any existing or future unauthorised

technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.

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CTR-P-AJ3P-EUR-00

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

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

- Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties.
Once sent, you cannot delete such content or limit its usage, so be careful.
- Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.
- When uploading content or creating content for upload...
 - Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
 - Do not include anything which could be damaging or offensive to another person, or make

someone uncomfortable.

- Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
- Do not include illegal content or any content which aids illegal activity.
- Do not include any content which violates public morality.

This software supports Nintendo Network™.

With this software, you can connect to the internet to compete and view rankings, download add-on content and much more! Notifications regarding contests can also be received via SpotPass™. For details, please refer to the relevant pages.

About Nintendo Network



Nintendo Network is an online service which allows you to play with other players all over the world, download new software and add-on content, trade videos, send messages and much more!

You can restrict the following features via Parental Controls.

- Purchase of goods and/or services via Nintendo eShop, etc.
- Communication with other users via the internet
- Communication with other users via StreetPass™
- Registration of new friends
- ◆ For more information about Parental Controls, refer to the Operations Manual.



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

Important



Extra data necessary for wireless play using this software will be saved to the SD Card. Please be aware that you will not be able to take part in Vs modes or tournaments if you do not have an SD Card inserted in the Nintendo 3DS system.





Mario Golf

Single Player

Enjoy a variety of solo modes and challenges.

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 (p. 16)

Join the golf club as your own Mii and experience club life! You can also learn the basics here.

Toad's Booth (p. 17)

Check your play records, tutorials

and the golf glossary, and purchase add-on content.

Settings

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

- ◆ The StreetPass setting 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 other 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

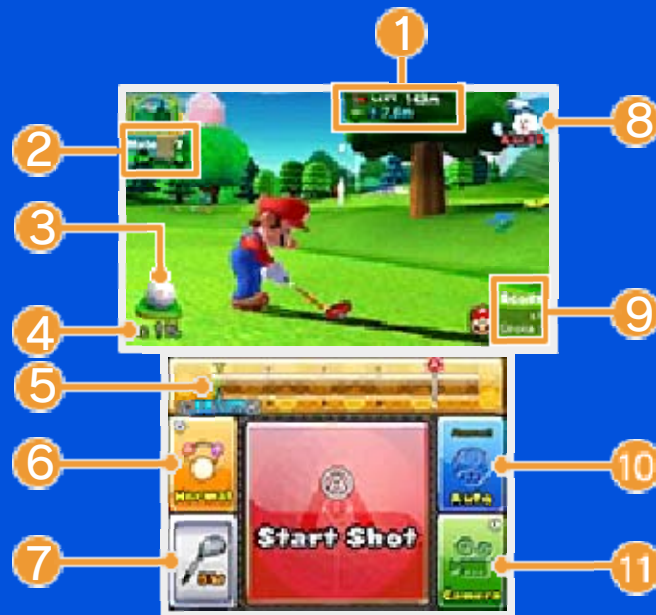
To delete all data, launch the game then press and hold $\text{A}+\text{B}+\text{X}+\text{Y}$ before the title screen is displayed.

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

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.



Shot Screen



① Hole location

The remaining 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 Special shot types.

- ◆ When Power and Special are unavailable, they will not be shown.
- ◆ When approaching the green, you may be able to select Approach, which slows the movement of the cursor on the shot gauge.

⑦ Select club

⑧ Wind direction and speed

⑨ Current score and stroke count

⑩ Switch swing type

Switch between Auto 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, etc. (p. 10).

⑪ Switch camera mode

Press ⊗ to cycle through camera views. Use ◎ 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 Change putt type

Choose between Short, Middle or Long putt types.

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 Give Up. If you choose to give up, a penalty may be applied to your score. The penalty will depend on the game mode. For example, your stroke count for the hole may be given as three times the par value.



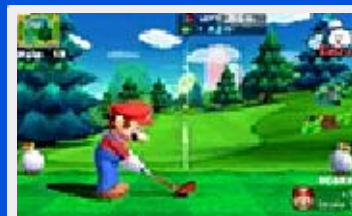
Taking a Shot

Controls will differ depending on whether you're using the Auto swing type or the Manual swing type. When using Auto, you only need to set the power of the shot. In Manual, once you have set the power, you will then need to set the swing impact. After setting the impact you will be able to add spin by touching one of the spin panels or by using the button controls before the golf club makes contact with the ball.



1. Before Taking a Shot

Check the course conditions and choose your club, check the ball path, set the direction of your shot, then touch **START SHOT**.



- ◆ The ball path takes into account the slope of the land, but not the wind conditions or the impact point. The ball path can be hidden by setting Flight Path to OFF before beginning a round in certain modes.

Select Club	+
Set Direction of Shot	+ / ○
Start Shot	Ⓐ

- ◆ Sliding ○ will not set the shot direction unless you're using the default camera view.
- ◆ Pressing Ⓐ will not start the shot unless you're using the default camera view.

2. Setting Power

When you start the shot, the indicator will expand from the centre of the ball out to the circumference. Touch the shot panel or press Ⓐ 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.



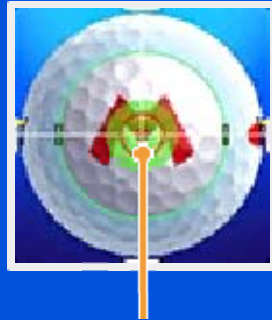
Shot Panel

Set Power	Ⓐ
Mark Impact Point	+ / ○

3. Setting Swing Impact

Touch the panel or use the button controls 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 on the right to make the ball veer right before curving to the left, and on the left to make it veer left then curve 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 impact zone 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.



Impact Zone

Mark Impact Point



Set Swing Impact



The spin type changes depending on the swing impact button and the button pressed immediately after confirming the swing impact. The combinations below show which button to press after confirming the swing impact to achieve specific spin types. This function is only available in Manual.

Topspin



Super Topspin



Backspin



Super Backspin





Putting

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



1. Before Putting

Check the green conditions, set the direction of your putt, choose the putt type (Short, Middle or Long), then touch PUTT.



Change Putt Type	Y
Set Direction of Putt	+ / ○
Putt	A



- ◆ Sliding ○ will not set the putt direction unless you're using the default camera view.
- ◆ Pressing A will not start the putt unless you're using the default camera view.



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
Move/Select	+ / ○
Confirm	(A)
Cancel	(B)

This software involves moving the Nintendo 3DS system around to look around on the Shot screen and the Putt screen. Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.



12 Golfing Techniques

Checking the Terrain

Depending on the way the course slopes, the ball may roll to the left or right after it falls, or may not travel the expected distance. Make sure to survey the terrain surrounding your position and change the camera view to examine the terrain and elevation at the target area.



Ball Position and Lie

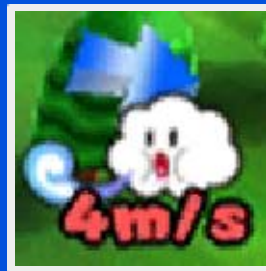
When the ball falls into an area designated Rough, Bunker, etc., the subsequent shot may fall short of the intended strength. The higher the percentage displayed, the greater the distance error margin. The shot gauge will also be shorter than normal. Try to get the ball to land on the fairway to avoid these issues.





Wind Direction and Strength

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



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 TUTORIALS in Toad's Booth on the Main Menu.



Competing in Local Matches (Local Play)

Up to four players can participate. 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

Setup

A group of golfers playing a round together is known as a "party". One player must first create a party and then wait for other members to join. To create your own, select CREATE PARTY. To participate in a party with others, choose one to join. Follow the on-screen instructions to proceed.

Sleep Mode

This software does not support Sleep Mode during Local Play and online play, even when the

Nintendo 3DS system is closed.



Online Friends (Internet) 

Create a party and set the competition rules, or join a party created by a friend to play with up to three other players. Follow the on-screen instructions to proceed.

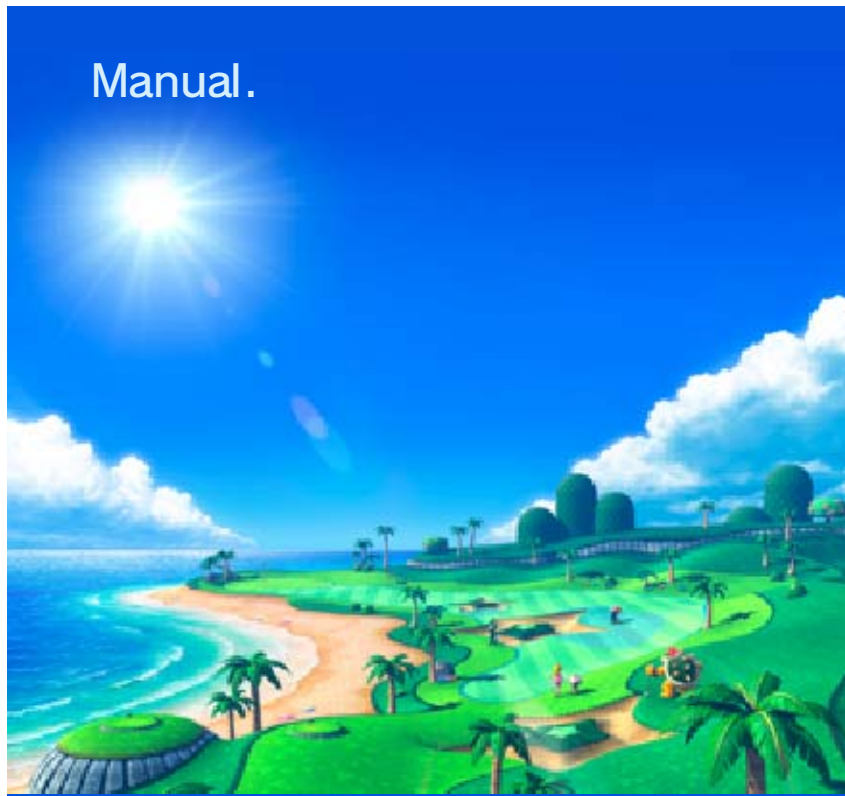
- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

Community Match (Internet) 

Search for a party within a community to play with up to three other players. Each player can create a maximum of two communities at a time. Follow the on-screen instructions to proceed.

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations

Manual.



15 Tournaments

In this mode, you can compete against players from all over the world via the internet in the available competitions by uploading your scores. Winners may receive prizes and trophies.

- ◆ To participate in tournaments, you must activate SpotPass to receive notifications regarding tournaments.
- ◆ The entry period displayed for a tournament will be in accordance with the time and date settings on your Nintendo 3DS system. Changing the time and date settings on the system may cause the incorrect entry period to be displayed.
- ◆ Certain tournaments, i.e. those with "DLC" (downloadable content) in the title, require downloadable content to be purchased via Toad's Booth.

Receiving Tournament Notifications (SpotPass)

You can receive tournament notifications even when this software is not running. It is also possible to receive notifications when the Nintendo 3DS system is in Sleep Mode. It will automatically detect nearby wireless LAN access points and receive data.

- ◆ Data received via SpotPass will be stored in the SD Card. It is recommended to keep the SD Card in the Nintendo 3DS system at all times.

To use SpotPass, you must first:

- Accept the Nintendo 3DS Service User Agreement and Privacy Policy
- Set up an internet connection
- Insert an SD Card into the Nintendo 3DS system

For information on these, refer to the Operations Manual.



Activating SpotPass

The first time you play the game, you will have the opportunity to set up SpotPass. Later on you can activate SpotPass at any time by selecting ON beside SpotPass in Settings on the Main Menu.



Deactivating SpotPass

To deactivate SpotPass, select OFF beside SpotPass in Settings on the Main Menu.

Participating in the Mario Open (Internet) 

Here you will find 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 tournaments, please visit the Nintendo website.

Participating in Private Tournaments (Internet)

Players can set participation requirements and rules and make their own tournaments, or participate in those of others. Follow the on-screen instructions to proceed.

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



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

Kingdom. Here you can become a member, increase your golfing know-how and learn golfing techniques.



Interacting With Other Players' Mii characters (StreetPass)

When two Nintendo 3DS systems with StreetPass activated for this software are in close proximity, Mii data will be exchanged.

To communicate using this feature, all players must activate StreetPass for this software on their Nintendo 3DS systems.



Activating StreetPass

StreetPass can be activated for the first time by talking to the Toad behind the counter on the left side of the lobby. After this, you can change the StreetPass setting at any time in Settings on the Main Menu.



Deactivating StreetPass

To deactivate StreetPass, select OFF beside StreetPass in Settings on the Main Menu.

Acquiring a Handicap

Play a practice round on one of the Castle Club Courses to acquire a handicap. Once you have acquired a handicap, you can take part in handicap tournaments and later, course championships.

Participating in Major Tournaments (Internet)

In major tournaments you can test your skills against players from all over the world. To participate in major tournaments you may be required to rank among the top players in other tournaments.

- ◆ Just as with the Mario Open, you can receive tournament notifications via SpotPass and winners may receive prizes and trophies.
- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

Mii Settings

You can change your Mii character's outfit and message by opening the Pause Menu in the Castle Club. Outfits and equipment can be won or 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 add-on content via the internet.



Downloadable Content (Internet)

Connect to the internet to purchase add-on content.

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



How to Purchase Add-On Content

1. Select TOAD'S BOOTH from the Main Menu.
2. Select DOWNLOADABLE CONTENT, then follow the on-screen instructions and choose the content you wish to purchase.



Add-On Content - Precautions

- You can check your purchased content in the Account Activity section of Nintendo eShop.
- This content is non-refundable and may not be exchanged for other products or services.

- Once purchased, content can be re-downloaded for free.
- ◆ This content may no longer be available for re-download if the service is suspended or discontinued, or if you delete your Nintendo eShop account. For details, refer to the Nintendo eShop electronic manual.
- This content will be saved to the SD Card.
- This content is only compatible with the Nintendo 3DS system used to purchase it. If you insert the SD Card into another system, this content will not be available on that system.



Adding Funds

To purchase the add-on content, you must have the required funds in your Nintendo eShop account balance. If you do not have the required funds, you will be prompted to add funds. Select ADD FUNDS to proceed.

One of the following is required to add funds:

- Nintendo eShop Card
- Nintendo eShop activation code
- Credit card
- ◆ You can save your credit card details on your system. If you do this, you will not need to enter your details every time you add

funds.

- ◆ You can remove your saved credit card details at any time through **SETTINGS / OTHER** in Nintendo eShop.



Rounds

A round usually consists of 18 holes of golf on a course.

Parties

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

Stroke Count

Scores are decided by comparing the number of strokes a player takes to complete the hole against a predetermined number of strokes. It is best to complete the hole in as few strokes as possible.

Eagle	A hole played in two strokes under par.
Birdie	A hole played in one stroke under par.
Par	A predetermined number of strokes. Par can also be used to refer to the act of completing a hole in this number of strokes.

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 their score.

A ball can 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.



For product information, please visit the Nintendo website at:
www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com