

Nintendo Gateway 64 - Executive Summary

Game Title	Mario Tennis™
Manufacturer	Nintendo
Trademark Information	© 2000 Nintendo/CAMELOT
Category	Sports/Tennis

Game Description

Mario and friends challenge players to a friendly match of tennis. Join Mario and the gang as they serve up even more fun-filled sports action. You can enjoy practice sets, tournaments, challenge modes and more. Experience simple yet realistic play control - mix your game up with long lobs, vicious volleys, backhad blasts and varying degrees and styles of spin. Unlock more than a dozen characters, all with unique attributes of power, speed, spin and control. Look for favorites from Mario's past and even some new friends or enemies.

Controller Functions

Control Stick:	Move character.
Control Pad:	Not used.
A Button:	Hit ball with top spin. Toss the ball, hit A again to serve the ball. Charge energy.
B Button:	Slice the ball. Toss the ball, hit B again to serve the ball. Charge energy.
Z Button:	Cancel shot.
L Button:	Make character left-handed - only on characer selection screen.
R Button:	Not used.
Up C Button:	Not used.
Down C Button:	Not used.
Right C Button:	Not used.
Left C Button:	Not used.
Start:	Pause game.

