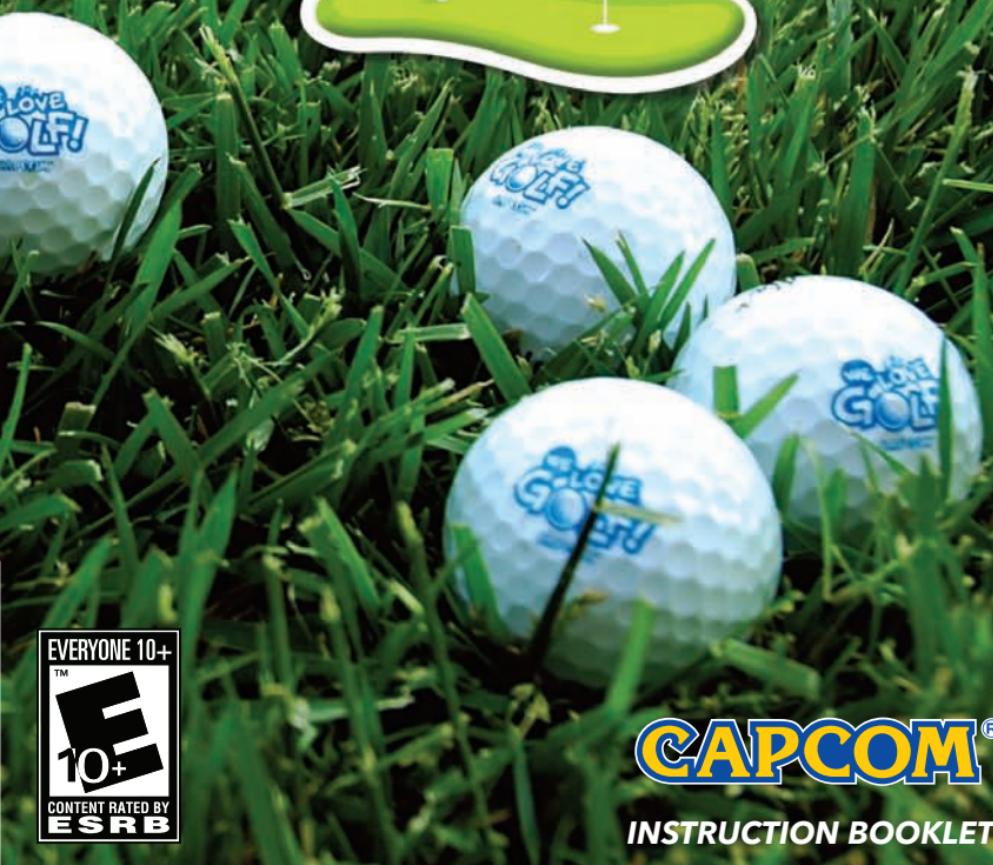




Wii™



EVERYONE 10+



CAPCOM®

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE WII™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL 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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Eye or muscle twitching Altered vision
Loss of awareness Involuntary movements 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. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should 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, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.



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.



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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.



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Thank you for selecting We Love Golf! for your Wii™ system. CAPCOM® is
proud to bring you this new addition to your video game library.





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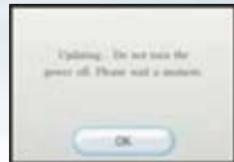
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GETTING STARTED

1. Insert the We Love Golf™! Game Disc correctly into the Disc Slot on the Wii™ console.
2. The Wii™ console will then power on automatically, and a message will display on screen. After reading the message, press the **A** Button.
The message on screen will display even if the Wii Console is switched on before the Game Disc is inserted.
3. Point to DISC CHANNEL on the Wii Menu, and press the **A** Button. The Channel Screen will be displayed.
4. Point to START and press the **A** Button. The Wii Remote™ Wrist Strap Use Screen will be displayed.
5. When you are ready to begin play, press the **A** Button.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

USING THE **Wii™** CONSOLE

USING THE **Wii REMOTE™**

1. Feed the wrist strap cord through the Connector Hook.
2. Insert the Nunchuk™ plug into the External Extension Connector on the bottom of the Wii Remote.
3. Place your hand through the Wii Remote wrist strap and hold the Wii Remote firmly in your hand.
4. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock — make sure it's comfortable. It should just be tight enough to hold the Wii Remote wrist strap in place.

CONTROLS

MENU SCREENS	Item Select	Point to a Menu Icon and press the A Button.
	Return	Press the B Button.
	Change Selection Object	Point at the left-right arrows at the top of the screen and press the A Button.
	Change Menu Screens	Point at the + or - icons at the top of the screen and press the A Button.
CAMERA JUMP & TOP VIEW	Change View Mode	Point the Wii Remote up.
	Move Shot Target	Press the A Button when the pointer is shaped like an arrow.*
	Move Camera	Press the + Control Pad while holding the B Button.
	Change Clubs	Point at the up/down arrows next to the club display and press the A Button.*
	Add Spin	Hold the 1 Button for Top Spin and the 2 Button for Back Spin. You'll see the effect on the shot guideline.
	Draw/Fade Shot	Tilt the Wii Remote left for a Draw Shot and right for a Fade Shot. For left-handed golfers, tilt the Wii Remote right for a Draw Shot and left for a Fade Shot.
	Guidance Display On/Off	Point at the Guidance Panel and press the A Button.
SHOT MODE	Change to Shot Mode	Point the Wii Remote down.
	Take a Shot	Hold the A Button and swing the Wii Remote.
	Take a practice shot	Hold B and swing the Wii Remote.
	Move Shot Target	Press the + Control Pad up, down, left or right.
	Change Clubs	Press the + Button or the - Button.
	Add Spin	Hold the 1 Button for Top Spin and 2 for Back Spin.
	Make Draw or Fade Shots	Tilt the Wii Remote left for a Draw Shot and right for a Fade Shot. For left-handed golfers, tilt the Wii Remote right for a Draw Shot and left for a Fade Shot.

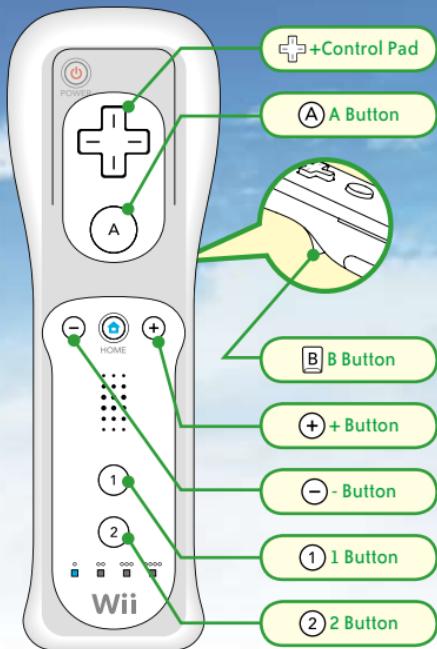
*There's more than one way to perform these moves. See page 8 for more details.

SAVE DATA

We Love Golf! uses an auto-save system for play data. Please use the Wii's Save Data management screen to manage your game data. There must be at least 7 blocks or more of free memory in the Wii system memory when you start the game to save your progress.

This game supports Dolby Pro-Logic II audio. Enjoy the game's surround sound by selecting "surround" in the Wii system menu and connecting your Wii audio output to a Dolby Pro-Logic IIx, Dolby Pro-Logic II or Dolby Pro-Logic decoder.

Wii REMOTE



**Hello,
nice to meet you!**

My name is Chip, and I'll be giving you helpful tips as you play. Let me also introduce my friend Birdie who will be speaking from your Wii Remote. We'll explain the basic controls, tell you how to take the perfect swing, and cheer you on from the sidelines. We can't wait to hit the links with you!

* For more info about helpful tipster, Chip, refer to "Guidance Display" on page 13.



THERE ARE TWO BASIC WAYS TO CONTROL WE LOVE GOLF!

Pointer Control

Useable icons are easily recognized as they move or become bigger when you aim the Wii Remote at them. Use



Pointer Control by aiming the Wii Remote at various onscreen

icons and pressing the Ⓐ Button. With corresponding button icons such as ①, ②, +, and - displayed onscreen, press the Wii Remote Buttons to control those functions.



Button Control



Use of the Wii Remote's buttons. Button Control can be used when you see these types of icons. Dialog and screen selection are also possible even when icons are not displayed.

GAME START

When you start the game, the following title screen appears. Press the **A** Button to continue to the Main Menu. If you don't press any buttons, a game demonstration begins.



MAIN MENU

Point your Wii Remote at the screen to select any of the six Main Menu choices. The number of connected Wii Remotes also appears on the right.



1 TO 4 PLAYER ACTION!

Choose between one and four players on the Main Menu screen. The Play Modes you can select depend on the number of players you choose here. Please see page 9 for more details.

STATUS

Check your various records and stats you've earned. You can view your scores and records on each Play Mode and each course, as well as your performance record against computer-controlled characters. Please see page 18 for more details.

NINTENDO Wi-Fi CONNECTION

Connect to the Network, and challenge friends anywhere on the Wii online world. For more details please refer to page 24

About Unselectable Play Modes

After selecting the number of players, you'll select your Play Mode. However, there may be some modes that you've played before that aren't displayed. This is because the available Play Modes are different based on the number of players you've selected. There are single-player only modes, as well as modes that are only for two or more players. Please keep this in mind when selecting your Play Mode!



PLAYER SELECT

Once you've selected the number of players at the Main Menu, the Character Select Screen appears and you'll be able to choose your character. At first, only four characters are selectable, but as you play the game and achieve certain goals, many new characters become available.

1

PLAYER SELECT

If you point the cursor to the right or left of the center character, it changes to an arrow icon and you can cycle through the available characters with the \textcircled{A} Button. When the character you want to use appears, point the cursor at the character and press the \textcircled{A} Button.

2

LEFT/RIGHT HANDED

Use this icon to change your character to left or right-handed. This does not only change the way your character appears in game, it also changes the direction in which you actually swing your club.

4

CHARACTER ICON

Icons representing the selected characters appear here. The Wii Remote status icon  indicates which Wii Remote controls each character.



3

CHANGING STYLES

You can change your character's clothes. Select this icon to show the list of available styles for the currently selected character. Point at the desired style with the cursor and press the \textcircled{A} Button to select it. Only a few styles are available at first, but as you reach certain goals, more selectable styles appear.

5

CHARACTER ABILITY GRAPH

The currently selected character's abilities appear on this graph.

When Using Two or More Wii Remotes

When you are using multiple Wii Remotes, the Wii Remote which selects your character on the Character Select Screen will control your character. When it isn't your turn, you won't be able to control any on-screen action, but there are still some fun things you can do! Please see page 19 for more details.



PLAY MODE SELECT

Select a play mode with the onscreen arrow cursors and the **A** Button or by pressing left and right on the **Control Pad**. The explanation and the rules of each game type appear at the bottom of the screen.



TOURNAMENT

You'll compete for the number one position against a large number of computer-controlled opponents in this mode. First, select which tournament (course) you wish to participate in. The course options are predefined in each tournament, and you'll compete for the best score.



CHARACTER MATCH

Play one-on-one against a computer-controlled opponent. Select your computer opponent in the same way that you select your own character, and then choose your course. Course conditions will depend on the skill level of your opponent. If you defeat your computer-controlled opponent, you'll be able to use that character in-game.



Some Basic Golf Rules

A lot of different Play Modes are introduced above, but you may still be wondering about the basics. That's why I'm here to help! Start by hitting a golf ball from the 'Tee Box' toward the small cup on an area called the 'green'. Most normal golf courses have 18 holes. Each hole has a stroke count or 'par' associated with it. Players try to get the ball into the

STROKES

This is a normal golf game played on any course. Once you select your course, you'll select the number of holes, tee position, order in which you play the holes and handicap.



MATCH PLAY/SKINS MATCH

These modes are similar to Stroke Play, but are designed for multiple players to play together. The only big differences are the limits on the number of players, as well as scoring. Please refer to the chart below for more information. Courses and other settings are selected in the same way as Strokes.



PLAY MODE	NO. OF PLAYERS	SCORING
Strokes	1-4	The total score appears as number of strokes over or under par.
Match Play	2 players	Whoever has a better score on a given hole 'wins' that hole. The first player to win 10 holes takes the contest.
Skins Match	2-4 players	Whoever has the best score on each hole wins that hole's points. If there is a tie on any hole, its points are carried over to the next hole.

Tournament Mode is scored like Strokes Play and Character Match is scored like Match Play.

hole using as few strokes as possible. The person who has the fewest number of strokes at the end of 18 holes wins! However, there are also sand traps called 'bunkers' as well as water hazards to watch out for. Landing in these areas can sometimes mean getting extra penalty strokes added to your score.



RING SHOT

This mode challenges you to shoot the ball through the colored rings. Use the up and down arrow icons to select the course, then select your preferred challenge, indicated by the star icons at the bottom of the screen. Not only must the ball pass through all rings, you must also sink the ball in par or less!



TARGET GOLF

Try to land the ball onto a round target for points! Point values appear on each target, and if you can earn the pre-determined points goal, you win! Select the game type from: tee shot, second shot, approach, or putt, and then choose a difficulty level. The points needed to complete the challenge increase with the difficulty level.



Golf Terms

With so many special terms used in golf, let me take a moment to explain a few of the more useful terms here.

OB—This is short for 'out of bounds' and refers to areas outside the course. If the ball lands out of bounds, you'll receive one penalty stroke and must re-shoot your shot.



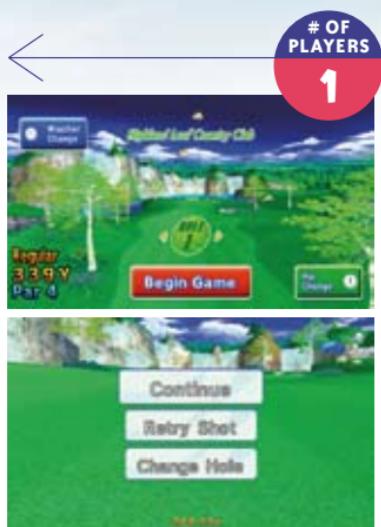
NEAR PIN CONTEST

Try to get the ball as close to the pin as possible with one stroke. First choose your course, and any other options. Please note that the records kept for this game are different from other modes, and they include best distance to the hole, number of times you got the ball onto the green and into the cup in one shot, etc. All challenges are designed to be able to get the ball onto the green in one shot.



TRAINING

Practice hitting the ball from the same spot as many times as you like with various course settings. At the Hole Select Screen, select the course you wish to practice on by pointing to the up and down arrows and select the hole you want with the left and right arrows (you can also use the \pm Control Pad). You will also be able to change settings such as the hole position and the weather. Since this mode is only for practice, your scores will not be recorded during this mode.



Front/Back — These terms refer to the first [front] and last [back] 9 holes on an 18 hole course.

Putt — The act of striking the ball in an attempt to make it roll along the green and into the hole.

Pin — A flag staff which identifies the location of the cup on a given hole.



TWO VIEW MODES

Once the game starts, the basic controls are the same for every mode. Here are the two view modes.



Camera Jump View

Point the Wii Remote up to change between view modes.



Top view



When putting, this view becomes a behind-the-cup view.

- 1 HOLE NUMBER** — The number of the current hole as well as its length and par.
- 2 PLAYER ICON** — The character you are playing with. The stroke count for the current hole appears as well as your total current score.
- 3 CLUB ICON** — The currently selected club.
- 4 PIN MARKER** — This marker indicates the direction to the hole. The white number next to the marker indicates current distance from the pin, and the number under that indicates the elevation difference between you and the pin.
- 5 TARGET** — This displays the place where your ball will land if you hit the ball perfectly with the selected power. However, the effects of wind, etc. are not taken into account.
- 6 POINTER** — This displays where the Wii Remote is being pointed. The shape of the cursor and its function change depending on screen position. For example, when it looks like an \textcircled{A} Button with an arrow attached, pressing \textcircled{A} moves the target in the indicated direction.
- 7 GUIDE LINE** — This is the ball's predicted flight path. Factors such as wind, etc. are not taken into account.
- 8 WIND INDICATOR** — Wind direction and speed appears here.
- 9 GUIDANCE PANEL** — Instructions related to controls appear inside this box.
- 10 BALL INDICATOR** — This icon displays the current condition of the ground (angle, rough condition) where the ball is.

Some Basic Golf Rules

Golf clubs are divided into two major types: woods, which drive the ball a long distance, and irons, which are used for more precise shots. There are also other specialized irons to choose from. These are the pitching wedge, the approach wedge, and the sand wedge. They are used for short, precise shots. Please consult the chart on the right for more details.



ADJUSTING THE TARGET

Pointer or Control Pad

When the pointer is shaped like an arrow, press the  Button to move the target in the indicated direction. The ball lands on this target if you hit it perfectly, so you can use this indicator to aim your shots.

CHANGING CLUBS

or Button

Use Pointer Control or press the  Button or  Button to change your club. Use your Target Indicator and Shot Guideline to help choose the appropriate club. Please note that not all clubs are available at all times.

DRAW AND FADE SHOTS

Twist the Wii Remote left and right

By twisting the Wii Remote to the left or right, you can hit a Draw or Fade Shot. The effect is only active while you twist the Wii Remote, so be sure to keep the Wii Remote twisted right up until you take your shot.

ADDING SPIN

or Button

Add spin to your shot! Holding the  Button adds Top Spin and holding the  Button adds Back Spin to your shot. You can see the effect of spin on your shot by checking the shot guideline.

MOVE THE CAMERA

Control Pad

Change the camera without changing your target by holding the  Button and pressing the  Control Pad. Pressing left or right changes the camera's height and pressing up or down moves the camera backward and forward. You can also hold the  Button while pressing the  or  Buttons to tilt the camera up or down respectively.

GUIDANCE DISPLAY

Point to the Guidance Panel and press the Button

By pointing at the Guidance Panel and pressing the  Button, you can either hide or display Chip, the helpful icon who gives you advice on how to play. By pointing at Chip when he is onscreen and pressing the  Button, a list of lessons that you can take appears.

	1W	3W	5W	7W	9W	5I	6I	7I	8I	9I	PW	AW	SW
ball flight distance	←	relatively long flight						relatively short flight	→				
ball trajectory			low ball trajectory				high ball trajectory						
ball roll after landing			rolls a long distance			rolls a short distance							

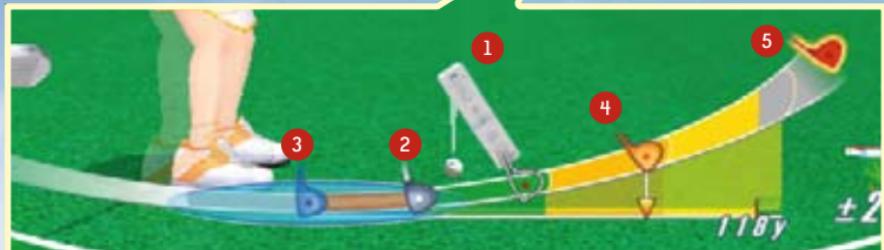
Another club, the putter, is used primarily on the green.

SHOT MODE

Point the Wii Remote down to enter Shot Mode. In this mode, you swing your Wii Remote just like a golf club to hit the ball. One of the most important elements of Shot Mode is the Power Gauge, explained below.



Power Gauge



- 1 **Wii REMOTE CURSOR** — This cursor follows your movements when you hold the **A** Button or **B** Button and swing the Wii Remote like a golf club. The power of your shot is decided by where you stop the cursor.
- 2 **CLUB HEAD CURSOR** — This cursor follows your Wii Remote cursor. When this cursor overlaps the Wii Remote Cursor, it starts moving in the opposite direction back down the gauge to its starting position. You hit the ball by following this motion and swinging the Wii Remote down.
- 3 **IMPACT ZONE** — Swing the Wii Remote down as the Club Head Cursor enters this zone. Try to time it so that you strike the ball just as the Club Head Icon covers the blue club icon in the impact zone.
- 4 **TARGET MARKER** — This marker corresponds to the target which appears on the course. If you match the power of your shot with this marker, you should be able to hit the ball very close to the target (wind conditions may lessen or increase the distance traveled).
- 5 **POWER SHOT SWITCH** — By bringing the Remote Cursor all the way up to this point, you can hit a long-distance power shot. Be careful, however, the Power Shot's timing is more difficult.



When to use Spin, Draw Shots and Fade Shots

So far, we've talked a lot about the different ways that you can hit the ball. However, we haven't talked too much about when to use these different shots. When you want the ball to roll a little bit more after it lands, add Top Spin to your shot. If you want to stop the ball, add Back Spin. This can be useful for putting the brakes on a shot to prevent it from falling

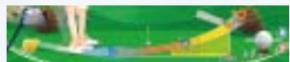
SHOT

Hold the **A** Button while swinging the Wii Remote

By swinging the Wii Remote like a golf club while holding the **A** Button, you'll move the Wii Remote Cursor along the Power Gauge. Stop the cursor once your shot reaches the desired power, and follow the Club Head Cursor's timing as you swing. You can stop your swing by releasing the **A** Button before setting your shot's power. By holding the **B** Button instead of the **A** Button, you can take a practice swing.



Backswing



If your backswing is very quick, the Club Head Cursor will follow quickly as well. Take a slow, smooth backswing for the best shots.

Stop



After the Club Head Cursor meets the Wii Remote Cursor, hold your Wii Remote at the stop point until just before the Club Head Cursor reaches the impact zone.

Shot!



Once the Club Head Cursor reaches the impact zone, time your swing and return the Wii Remote down to its starting position.

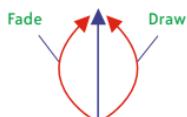
OTHER CONTROLS

The controls are nearly the same when using the types of shots that were explained on pages 12–13. However, once you press the **A** Button and start your shot, you can only add spin with the **①** or **②** Buttons. To control the camera or execute a Draw or Fade Shot, release the **A** Button before starting your backswing.



into a bunker, for example. Draw and Fade Shots can be used to avoid obstacles on the course or to make your shot follow the curve of the hole. The graph to the right explains how the ball curves when using Draw or Fade Shots.

Draw and Fade Shots



This is reversed for left-handed players.

PAUSE MENU

During play, when you aim the Wii Remote at the screen, the Menu Icon appears in the top left corner of the screen. Point at the icon and press the **A** Button to bring up a list of options available for your current Play Mode.



BACK

Select this icon to leave the Pause Menu and return to normal play. This option is available in all Play Modes. You can either press the **B** Button or use the pointer and the **A** Button to select this option.

SCORE CARD

Check the current game's score by selecting this icon. This icon is unavailable in Training and Ring Shot Mode. This icon's function changes slightly depending on the Play Mode. See the column below for more info.

CHANGING THE SCORE CARD



The score card shows various information such as the rank of all the characters as well as detailed information on your play. To change between displays, either use Pointer Control on the + or - icons at the edge of the screen, or simply press the **+** or **-** Buttons.

About Score Cards

The above picture shows the Tournament Mode Leaderboard, but there are many different kinds of score cards based on the mode that you are playing. For example, when you are trying to get the ball as close to the hole as you can in one shot during a Near Pin Contest, the score card shows the best distances you've achieved as well as the number



RULES

Selecting this icon displays the rules of the current Play Mode. It's useable in all Play Modes except Training. Confirm the game's rules by using this icon.



CONTROLS

Check all the game controls with this icon which is available in all Play Modes.

Use Pointer Control with the arrows at the side of the screen or press the \oplus Button or \ominus to change screens.



GIVE UP

You can give up on the current hole and move on to the next by selecting this icon. You can only use this after taking at least one shot on the hole. If you give up on a hole, your score is recorded as two times par for that hole, and if you give up in Match Play, you'll lose that hole.



QUIT

Selecting this icon allows you to quit the current game and return to the Main Menu screen. Once you select this icon, press YES at the confirmation screen to quit the game. Please note that your scores are not saved when you select Quit.



START OVER

This option allows you to restart the current hole from the beginning. It's only available in Training, Ring Shot and Target Golf modes. If you use this option in Target Golf, the game re-starts.



HOLE OUT

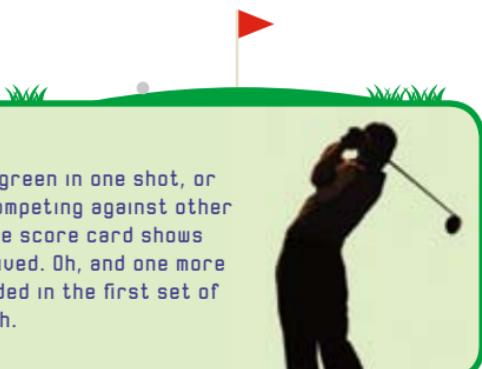
Stop play and return to the Course Select Screen. This icon is available only in Training and Ring Shot Mode.



OPTIONS

Display the Options Screen. You can turn the in-game Music and Guidance Panel on or off, and also switch between meters and yards. This icon is available in all Play Modes.

of times you've gotten the ball on the green in one shot, or any hole-in-ones you've made. While competing against other players for points in a Skins Match, the score card shows how many points each player has received. Oh, and one more thing! If a Match Play Game is not decided in the first set of holes, the game goes into sudden death.



STATUS

Select Status at the Main Menu to view your various golf records. Use Pointer Control to select which records menu you would like to view.



TOURNAMENT: View the records of Tournaments that you've participated in. This menu is split into three sub-menus, Trophy Room, Tournament Records, and Memorial Badges.

Tournament



CHARACTER MATCH: Check the results you got in Character Match against the COM.

RING SHOT: View the Ring Shot challenges that you've completed up until this point.

TARGET GOLF: View your high scores organized by difficulty level.

NEAR PIN CONTEST: View a list of your achievements in the Near Pin Contest Play Mode.

REPLAY GALLERY: If you chip in a birdie or better on a hole, your shot replay is recorded here so you can watch it later. There are only a limited number of recording slots, so older records are automatically deleted when the slots are full. To make sure that a replay is not deleted, lock it on this screen.

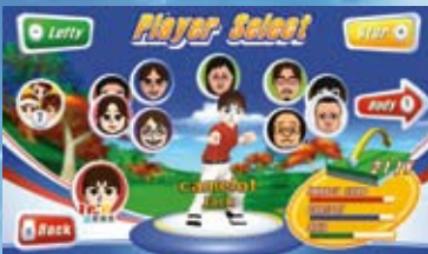
Replay Gallery



*If you delete a Mii which is associated with a replay, your Mii will be replaced with a default Mii during playback.

OTHER WAYS TO HAVE FUN

Now that you've got the basics of We Love Golf!, there are other interesting features and secrets in the game just waiting to be discovered! Here are just a few...



PLAY AS YOUR Mii!

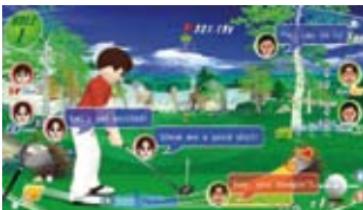
If you've got Miis selected as 'favorites' in your Mii channel, you can select them at the Player Select screen. You'll have to unlock this feature for single player mode, but it's already unlocked when playing with two or more people.



Please use the Mii Channel to make your Mii. The Wii instruction manual contains instructions on how to create your Mii and how to set a Mii as 'favorite'.

HECKLING AND CHEERING

When playing with two or more players and using multiple Wii Remotes, the waiting players can press the \textcircled{A} and \textcircled{B} Buttons on their Wii Remotes to either heckle or cheer on the current player. There are 16 different messages per character that you can use.



LESSONS FOR BEGINNERS

We Love Golf! is a very intuitive game that is designed to be enjoyable by anyone from the moment they pick up the Wii Remote, but becoming an expert will take practice. To help players become expert golfers quickly, take a few lessons from Chip to help you enjoy the game even more!



The Correct Stance Is Important

The most important thing in golf is having the proper form when you swing. Hold the Wii Remote pointed straight down in both hands. (Look at the character in this picture for a good example.) Hold the **Ⓐ** Button and start your swing from this pose, but be careful not to twist your Wii Remote during your swing or you may veer off course.



Listen to Audio Advice and Watch Your Character's Swing

At first, it's tough just to keep track of the motion of the Club Head Cursor and get your swing timing just right, but there are some clues to help you out. Listen to the audio advice coming from the Wii Remote to help time your shot. Also, if you watch your character closely, you'll notice a see-through version that swings their club one beat before the real version. Use this cue to help time your swing as the see-through character's movement corresponds to the Wii Remote Cursor's movement.



The character's movement corresponds to the Club Head Cursor. It may be easier to match your swing to the character rather than watching the gauge.



The see-through character's movement corresponds to the Wii Remote Cursor's movement.

Use a Slow And Steady Swing



Let's review the swing process from start to finish. Hold the **A** Button and start your backswing to start the Wii Remote Cursor moving. The Club Head Cursor then starts to follow and eventually catch up to the Wii Remote Cursor. The Club Head Cursor then starts to return to its initial position. Time your follow-through swing with the Club Head Cursor entering the impact zone. Beginner players may tend to swing the club quickly in an attempt to keep the Club Head Cursor from catching up to their Wii Remote Cursor, but if you swing the Wii Remote slowly, the Club Head Cursor slows down too, making it easier to get the perfect shot. A slow and steady hand usually yields the best results!



Even if you take as long as 10 seconds to slowly swing your club, the Club Head Icon won't quickly catch up to your Wii Remote Cursor.



Watch the gameplay demo for an example of a good swing. To view the demo, start the game and don't press any buttons.

Get more distance with the Power Shot!



You can also add Top Spin to your Power Shot to get extra distance after your ball lands.

A bit was explained about how to take a Power Shot on page 14. Another aspect of the Power Shot is the speed with which you swing your club. During normal shots, the speed of your down-swing doesn't affect your shot, but by swinging the Wii Remote more strongly in the moment just before impact, you can lengthen your shot even more. Go ahead and put all your might into your swing, but make sure the Wii Remote's wrist strap is securely fastened!





Check the ground where your shot lands!

The condition of the ground where your ball has landed appears on the lower-right of the screen. It's important to know that the condition of the ground has a huge impact on your shots. A shot hit from slanted ground might curve wildly off course, and the trajectory and distance of shots hit from sloping ground can change dramatically. Additionally, if your ball lands in the rough or in a sand bunker, the distance you are able to hit your shot is cut down by as much as 90 percent! Make sure to take the ground conditions into careful consideration and adjust your aim, club selection, and shot power accordingly.

Ball on A Hill



The grade of the hill is shown by the ring around the ball. If you can see a red ring around the ball, the ball is on upward slanting ground. If it's on downward slanting ground, you'll see a blue ring.

Ball on Slanted Ground



A ball that is on ground which is slanted left will fly left when hit, and a ball that is on ground slanted to the right will fly right when hit. Use these facts to your advantage and find shortcuts on the course!

Rough



Using wedges is effective when your ball lands in the rough or a bunker. Use one stroke to set yourself up for a really good shot.

Don't just whack the ball as hard as you can!

When you know that the condition of the ground affects your shot, you'll realize that it's more important to make sure that your ball lands in a place that makes the next shot easy rather than to just hit the ball as far as you can. Look at the hole pictured below. If the pin is 200 yards away and you can hit the ball a max of 150 yards, you would probably hit the ball onto the slope if you hit the ball as hard as you could. It would be much more effective to hit the ball 100 yards, landing your shot on the level area before the hill, and then place the ball on the green with your second shot. Reading the course conditions and planning your shots accordingly is one shortcut to becoming a pro!



TEE



EASY TO HIT



HARD TO HIT



Use Your Head When Taking Your Approach Shot!



It takes about 2 or 3 strokes to reach the green on most holes.

The second and third shots are where you really have to use your head. For example, with 100 yards to go, you could use a pitching wedge that can hit the ball 100 yards and use a full swing, or you could use a 5 iron which can hit the ball 150 yards, but only swing at about 60 percent power. Make sure to take everything, from the ground and wind conditions as well as the lie of the green, into consideration to make the best choice of what kind of club and shot to use. Some contests come down to who thinks most strategically about all variables on the course!

Choosing Clubs

When the wind is strong and the ball flies high into the air, the wind affects your shot and you'll not be able to hit consistently. Hit the ball with less power using a long club to put a lower trajectory on the ball. When the green is on high ground, you don't want the ball rolling too much after you place it nicely on the green. Use a shorter club that puts a high trajectory on the ball like in the picture above. This helps you place the ball accurately onto the green.

Careful putting leads to spectacular wins!

After landing the ball on the green, all that remains is to roll the ball into the cup with the putter. This is not as simple as it seems, however. You swing the Wii Remote just like you do with regular shots, but you can't use the usual big swing. You must swing even more slowly and carefully than normal and line up your shot carefully. Your putt must also be strong enough to get the ball all the way to the cup. Aim carefully, and your putting skills will increase!



Checking the green's slope

A grid appears on the green while you putt. Light flows along the lines of this grid illustrating the slope of the green. Higher areas of the green are lined in red, and lower areas are lined in blue. Use this information to read the green and plan your shot.

PLAY WITH NINTENDO Wi-Fi CONNECTION

Using Nintendo Wi-Fi Connection, you can play against people in remote locations. You can either choose from World Play or Friend Play. Whichever one you choose, you can play with someone anywhere in the world.



NO CONNECTION

An Error Code or Error Message will be displayed when you cannot connect to Nintendo Wi-Fi Connection. Please refer to the Troubleshooting section listed under Functions in the Wii Instruction Manual.

Connected!



Not Connected!



The icon on the bottom left of the screen tells you if you're connected or not.



What's Nintendo Wi-Fi Connection?

Nintendo is proud to offer a simple and secure system whereby people can play games over the Internet for free. You can use the LAN connection in your home to connect with players from around the world in online matches or co-op play.

- To play Wii™ games over the internet, you must first set up the Nintendo Wi-Fi Connection on your Wii. Please see the separate instruction booklet included with your Wii for directions on setting up your Wii.
- To complete the Nintendo Wi-Fi Connection setup you will also need access to a wireless network device (such as a wireless router) and an active broadband or DSL account.
- If you do not have a wireless network device installed you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available online at www.nintendowifi.com/terms.
- For additional information on the Nintendo Wi-Fi Connection or setting up your Wii™ visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).
- 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.
- The End User License Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's Systems Settings and online at www.nintendo.com/consumer/systems/wii/en-na/privacy.jsp.

WORLD PLAY

Play against people from around the world! To make it easier to play against other people, you can choose from two simple sets of rules. Next, choose your character and the game will begin.

BEGINNER AND MASTER RULES

BEGINNER: There are 9 holes, and the course is randomly selected. The tee is set to the front, and all the shot guidelines are displayed.

MASTER: The same as Beginner, except that the tee is set to the back, and the shot guideline is only displayed for the first shot.



CHOOSE A CHARACTER AND GO TO THE MATCH SCREEN

After choosing the rules and character you want, you will be shown the screen at your right while another player is being found.

When another player who chose the same rules as you is found, that player's character is displayed and the game begins.



Screen displayed while another player is found.



When another player is found, your game begins!

TIME LIMITS

It can get tedious waiting for someone you can't see to take their shot, so a time limit has been added to the Wi-Fi matches. Make sure you take your shot before time runs out!



The time you have to take a shot is displayed in the lower right corner of the screen.



If time runs out, you lose the hole.

Playing with Opponent Mii



Selecting this option from the menu allows you to change your opponent's Mii face with one of the regular characters from the game. If you're the type that's easily distracted by strange faces, you might want to give it a shot. (Choosing this option will not negatively impact gameplay.)

FRIEND PLAY

Friend Play allows you to play online with people you know. It's similar to World Play, but this time you can choose more specific rules. Choosing the rules and your opponent can be done on the Friend Roster Screen. (shown on the right)



ICONS ON THE FRIEND ROSTER

Your friend icon, name, friend code, and the last character you used are displayed here.



Displays the rules and the icon for your friend who is waiting to play. It also displays the number of wins and losses.

The other friend icons show people who are available, unavailable, and already playing a match.



Delete Friend



Erase a friend from your roster.

Add Friend



Register someone's friend code.

Edit Profile



Change your name.

MAKE YOUR OWN ROOM AND WAIT FOR A FRIEND TO JOIN!

Making your own room is when you wait for a friend to enter a match after you've chosen your character, the course, and the rules. If you make a room, your profile on the Friend Roster shows that you are waiting to play someone.



Choose the character, course, and rules you want to use.



Sit back and wait for a friend to join.

VISIT A FRIEND'S ROOM!

If your friend has made a room, then you can join their match by pointing at their Friend icon. When joining a friend's game you can only choose the character you're going to use. After selecting the Friend icon, please wait a few moments while the game loads.

Make sure you check the rules before you start a match.



WORLD PLAY RECORDS

When you select the Win Record to the left of Nintendo Wi-Fi connection Menu, you can see the character of the person you beat and an accompanying medal. Go up against players from around the world to get as many medals as you can. The number on the bottom right of the medal shows what level of player you have defeated.



CHARACTERS

JACK (17/Junior)

Jack is a 17 year old high school student. He loves to watch the masters on TV with his dad. He really admires the incredibly long drive of a “certain player” who won a recent master’s tour, and his dream is to one day challenge his golf idol in the masters. Jack now participates in junior golf tournaments. His score really depends on his drive — if his drive is strong, he usually has an incredibly good round. If he posts a bad score, he doesn’t dwell on it; he learns from his mistakes and looks forward to the next round. People say he already has a pro’s attitude. Jack’s dad is a comical guy who has a tendency to be downright silly at times.



MEG (16/Junior)

Meg is an everyday 16 year old high school student. She had a crush on one of her golfer upperclassmen, so she joined her school’s golf team without knowing the first thing about golf. She participated in a summer golf camp and Meg showed her coach that she would never give up! She’s doing well, and is aiming to be a regular participant in team events.



LEO (11/Junior)

Leo is a grade school kid who was named after an actor that his movie-crazy mother loves. He was playing in the sand box of a local park with his toy golf club when a trainer noticed him playing. The trainer was so impressed with Leo’s swing, he decided to teach Leo everything he knew. Leo’s a lucky boy with some real talent!





ANNIE (10 / Junior)

Annie went mini-golfing with a friend and instantly fell in love with the game when she handily beat him! She enjoys winning, and her shot just keeps improving.



TONY (20 / College Amateur)

Tony is a college student from New York. He loves nothing more than causing a big splash on the course. His play style is rather wild and flashy. While this makes Tony inconsistent, he has plenty of confidence and a knack for comebacks.



LISA (19 / College Amateur)

Lisa attends a prestigious university and studies aerospace engineering. She calculates every aspect of her shot before swinging the club. The most charming aspect of golf for Lisa is the fact that things sometimes don't go quite as planned.

COURSES



HIGHLAND LEAF COUNTRY CLUB

Set on pristine fields, blue lines of winding rivers frame wide fairways and beautiful bright forest greens. Looking off into the distance, waterfalls cascade down the distant hills. The gentle landscape makes this the perfect course for beginners.

LUXOR DESERT COUNTRY CLUB

The hot desert sun beats down upon the harsh sand landscape surrounding this course's astonishingly lush green fairways. Set amongst the stark beauty of huge pyramids and shimmering oases, the history of ancient Egypt is called to the golfer's mind. Freak sandstorms are known to happen from time to time, so time your shots carefully!



SKULL ISLAND SHORT COURSE

A set of short par 3 holes populate this mysterious island course where pirate treasure is rumored to be hidden. While the distance for the holes may seem short, look out for the treacherous obstacles that lurk on each hole!





NOTES



NOTES



NOTES

MEGA FUN x2!



EVERYONE



Mild Cartoon Violence

ESRB CONTENT RATING

www.esrb.org

NINTENDO DS

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