# Mario Golf : Toadstool Tour

Mario Golf : Toadstool Tour , known in Japan as Mario Golf : Family Tour ( ?????? ???????? , Mario Gorufu Famir? Tsu? ) , is a 2003 sports game developed by Camelot Software Planning and published by Nintendo for the Nintendo GameCube . It is the sequel to the 1999 Nintendo 64 title Mario Golf , and is the second game in the Mario Golf series . It was released in North America on July 28 , 2003 , in Japan on September 5 , 2003 , and in the PAL region on June 18 , 2004 .

Toadstool Tour is a golf game featuring characters and elements from the Mario series . There are 16 playable characters in total , each with a set of golfing statistics defining their style of play . The game 's main mode involves the player competing in tournaments to obtain new features , although there are alternative modes consisting of training session and variations to the golf format . This includes " Ring Attack " , requiring the player to hit the ball through rings of varying sizes while remaining on or under par . Players can transfer characters between Mario Golf : Toadstool Tour and Mario Golf : Advance Tour using the Nintendo GameCube Game Boy Advance Cable .

Toadstool Tour received a positive reception from the media , gaining an aggregate score of 82 % from Game Rankings . In general , reviewers praised the game 's visuals , sound , and variety of courses , although a perceived lack of advancement from its predecessor was criticised . The game became part of the Player 's Choice label in 2004 .

## Gameplay

Toadstool Tour is a golf game incorporating characters , enemies , and themes from the Mario series . As a typical golf game , the player 's objective is to hit the ball into the hole using as few strokes as possible . Prior to the swing , the player chooses a club , a general direction and range for the ball to travel . During the swing , the player determines power by timing a button press for a marker to stop at the desired point on a power meter . At this point , the player can choose to influence the direction of the ball by applying spin . Players can alternate between auto and manual shots , with the latter providing the player with more control , albeit at a higher risk of a poor shot . Many of these gameplay aspects , such as spin , are affected by the 16 characters ' individual statistics . These relate to features such as control of the ball and the general height of the character 's shot , which determines how much the character 's play is affected by the wind . At varying stages in the " Character match " mode , characters have a chance to be upgraded into " Star characters " , which grants statistical enhancements . To achieve this , the player must defeat a computer @-@ designated artificial intelligence ( AI ) opponent with a character of their choice , awarding the AI character with the upgrade for use later by the player . The opportunities are only available once an envelope appears beside a character portrait in the selection screen .

There are seven courses in the game , with the later versions featuring more complex terrain and exotic features . The more advanced courses offer a higher frequency of difficult terrain and elevation , as in bunkers , which limit the accuracy and range of shots . There are also hazards such as lava pits and thwomps , which will incur a one @-@ shot penalty if landed on . Each course takes its name from a particular Mario feature , such as " Peach 's Castle Grounds " , which is themed in particular on the Mushroom Kingdom . This course includes themed hazards such as chain chomps in bunkers , as well as warp pipes to change the location of the ball .

Toadstool Tour contains several gameplay modes and variants of golf , as well as the traditional stroke and match play . The player can choose to play the " Doubles " option in several modes , which allows two players to play alternate strokes as a team . " Coin attack " entails collecting several coins scattered on the course , while " Ring attack " requires the player to direct the ball through rings of varying locations , angles , and diameter while keeping on or under par . Some side games incorporate personal training for the player , such as the side games , which develops approaching , putting , shots , and birdie skills ( see types of shot ) . The main mode is " Tournament mode " , which involves the player competing against artificial intelligence opponents on each course to win trophies . The game features interactivity with the Game Boy Advance . Players can transfer characters between Mario Golf : Toadstool Tour and Mario Golf : Advance Tour .

## = = Development = =

Toadstool Tour was developed by Camelot Software Planning , the same team responsible for the game 's predecessor , Mario Golf . During an interview with two Camelot developers , Hiroyuki and Shugo Takahashi , it was revealed that the game was developed simultaneously with the GameCube Mario Tennis title , Mario Power Tennis . According to the brothers , ideas and technology used for the development of Toadstool Tour was also used for Power Tennis . The game was displayed as a playable demonstration in the E3 convention of 2003 . Toadstool Tour became part of the Player 's Choice label in 2004 , which offers a reduced price to games that have sold more than one million copies . The music in Toadstool Tour was composed by Motoi Sakuraba , who has scored several other Mario Golf titles .

## = = Reception = =

Toadstool Tour received a positive reaction from critics , although it was criticised for being too similar to its predecessor . Eurogamer 's Tom Bramwell commented that " Mario Golf hasn 't really grown much since its time on the N64 " , despite enjoying the game 's course design and " sense of fun " . Both GameSpot and IGN praised the game 's courses , although the later stages were preferred to the more basic initial courses . Electronic Gaming Monthly lauded the game 's physics evidenced by the use of wind , weather , and surface conditions . The game was often likened to the Tiger Woods PGA Tour games , which served as a criticism when Eurogamer noted the absence of events and player progression in the game 's single @-@ player mode . This point was shared by Jennifer Tsao of EGM , who wanted " a more compelling single @-@ player mode " that would offer a " golf pro who coaches me based on my swings " .

The game 's controls were generally well received , despite specific issues such as difficulties executing very short putts due to the game 's power meter . The accessibility of the controls in particular were lauded , although Camelot 's choice not to use the analogue swing present in many golf games was a common complaint . This specifically was compared to the analogue system present in Tiger Woods games , prompting Matt Casamassina to comment " going from Tiger Woods back to the mechanics of Mario Golf feels like going from car to horse " . The variety of modes available in Toadstool Tour was rated as " amazing " by GameSpot , who proceeded to commend the clarification provided by the game 's manual booklet and in @-@ game tutorial . Eurogamer also noted this by offering praise to " Ring attack " , but conversely rated " Coin attack " as " a bit shallow " . The game 's multiplayer offerings were highly regarded by most reviewers .

Many reviewers criticised Toadstool Tour 's use of camera , especially when the ball 's presented route would ignore obstacles . GameSpot otherwise welcomed the game 's visuals , however , arguing that the recurring Mario characters " never looked better " . IGN also lauded the graphics present in the full motion video and the rest of the game , as well as Toadstool Tour 's audio . Matt Casamassina acknowledged the characters ' voiced taunts , saying " the muttering , complaining Waluigi , never fails to bring a smile to our faces " .

Alex Trickett of BBC Sport gave it 85 % and stated , " If you like pure simulation stick with world number one Tiger Woods , but if you are ready for a wackier round of golf , let your favourite Italian plumber come to the fore . " Likewise , Marc Saltzman of The Cincinnati Enquirer gave it four stars out of five and stated that , " One of the game 's greatest assets is its intuitive control scheme . Novice and seasoned players will be able to pick up and play with little trouble . There are customizable options for manual or automatic swing modes . " However , the only negative review came from Alex Porter of Maxim , who gave it a score of four out of ten , saying , " Golfing game standards like club selection , power meter , and control of backspins and topspins satisfy , but the sometimes @-@ clunky controls and confusing camera perspectives will leave you teed @-@ off . "

Toadstool Tour sold 1 @.@ 03 million units in North America as of December 27 , 2007 .