

Super Swing golf



TECMO 100% GAMES

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Wii™

Super Swing golf



TECMO

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 videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, 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.

⚠ WARNING - Motion Sickness

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

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Compatible Remote
Only a Wii Remote with Player Indicator 1 is suitable for this game (with the exception of Versus Play).

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Welcome to the World of Super Swing Golf!

Welcome to a world of fantasy!

Do you believe in fantasy worlds?

If you said yes, you will now be given the opportunity to visit Pangya Island, where you get to enjoy the wonderful game of Super Swing Golf!

Pangya Island is in a whole different dimension from this world. It's a different "now," a different "here," an entirely separate world. Instead of light bulbs, magical fireworks light up the land, fairies—straight out of fairy tales—laugh in fields of green, the sun shines pleasantly, refreshing southern breezes blow, and clear blue skies bring happy smiles to people's faces. On Pangya Island, there's a sport called Super Swing Golf. Everybody on Pangya Island loves this game.

~The Origin of Pangya~



Long ago, before the game of Pangya had come into existence on Pangya Island, the peaceful land came up against a crisis. An evil power put up a magic force field all over Pangya Island. This magic force field had the evil ability to drain nature's energy from the island.

With nature's energy being taken from it, Pangya Island grew weaker and weaker by the day. The forests began to wither, the wind progressively waned and the green fields slowly lost their luster. The happy smiles started to disappear from the people's faces, too. Pangya Island was on the verge of being destroyed.



The people of Pangya Island got together and came up with a plan to rescue nature from the debilitating effects of the magic force field. Their plan was to concentrate the spirit of all living things into a magical crystal ball they called the Mystical Phoenix Ball. They knew that if they put this Mystical Phoenix Ball into the one hole in the evil force field through which nature's energy was being drained, it would neutralize the force field and cause it to disappear. Nature could then regain its former vitality.

The Mystical Phoenix Ball itself, however, was made up of energy, too, and couldn't be touched by human hands. Touching the mysterious ball would cause the energy of nature that is concentrated within it to escape. So the people created a magical stick called the Air Lance with which to move the Mystical Phoenix Ball safely. They hoped to use the Air Lance to send the Mystical Phoenix Ball flying into the hole.



You have been chosen!



It was a nameless warrior from another world who used the mysterious Mystical Phoenix Ball and the magical Air Lance to save Pangya Island. Thanks to the help of this man from another world—the world you and I call the "real world"—the evil was destroyed and the beauty of nature was

restored. Pangya Island was saved, and the people shouted for joy!

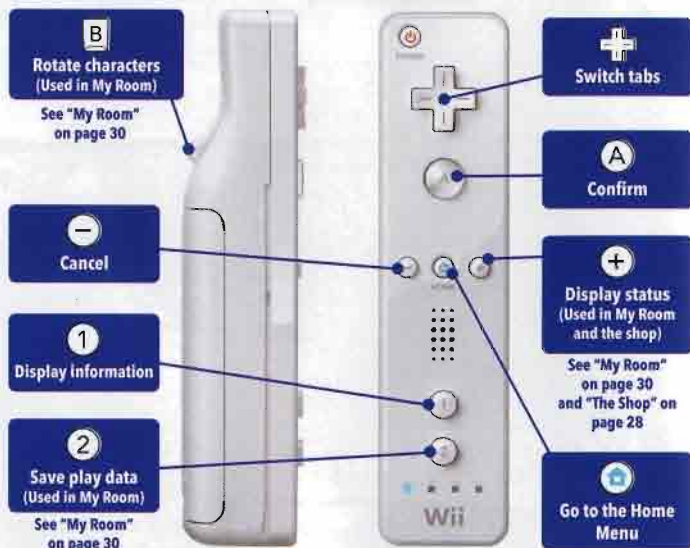
After that, a game that imitated the warrior's feat was begun on Pangya Island. It took the form of a festival in honor of this nameless hero from another world and his great achievement. And that is the origin of this game, Pangya. Today, Cross Chronos Clan time fairies sometimes visit the nameless hero's "real world" to look for people to enjoy this festival with them. They come to invite you, as their guest, on behalf of that great hero from long ago!

**You have now been officially invited to Pangya Island!
It's time to show what you can do in the mystical world of Pangya Island!**



Using the Wii Remote™

Menu Screen Controls



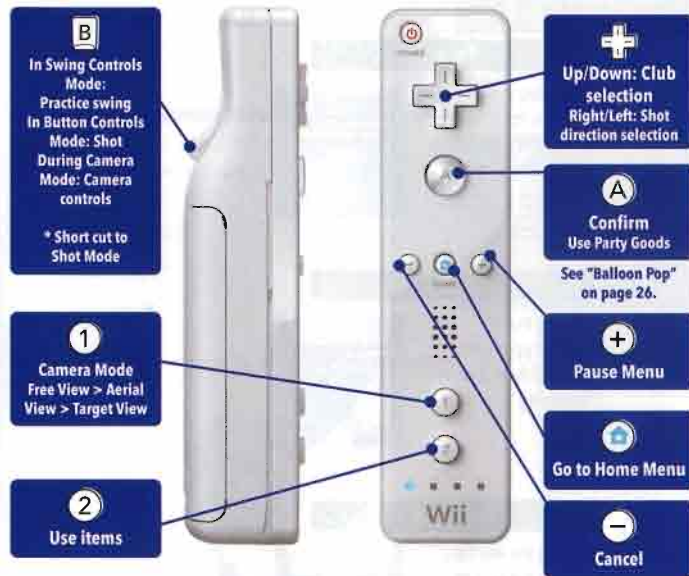
Menu Selection

To select a menu, point to the displayed menu with the Wii Remote and press the A Button.

See "Basic Controls of the Wii Remote" on page 7.



Game Controls



*** Press the B Button to move to Shot Mode without selecting the Shot Menu on the screen.**

See "How to Make a Shot" on page 14.



Note: In Super Swing Golf, all controls are done with the Wii Remote. Note: In Super Swing Golf, the Nunchuk Controller is not used.



Getting Started

Basic Controls of the Wii Remote

Point

Indicating a certain place on the screen with the Wii Remote is called "pointing."



Swing

Moving the Wii Remote up, down, left, and right is called "swinging."



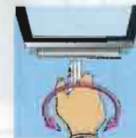
Push/Pull

Moving the Wii Remote towards or away from the screen is called "pushing" and "pulling."



Twist

Turning the Wii Remote with your hand or arm is called "twisting."



Game Data

The first time you play, a game file will be created in the Wii system memory.

This game has an autosave feature. In addition, save data is automatically loaded upon game start-up.

See "Saving/Options" on page 32.



Player Data

Choose a name for the player and select the default character. You are now ready play.



Enjoy the intriguing world of Super Swing Golf!





Game Screen

Names and Functions

Course Information
Course Name/Hole No./Par

Blue Lagoon Hole 4 /Par 4

Shot Menu

Player

Shot

Club Type Picture

See page 22 for details

Ball Conditions

See page 10 for details

Impact Zone

Expected Landing Point Distance

See page 13 for details

Cup Position

See page 13 for details

Player Information

See page 12 for details

Caddie

Pang Points

Wind Speed Wind Direction

See page 12 for details

Power Gauge

If you change clubs, the Power Gauge display will also change. The blue line indicates the expected distance and trajectory.

Button Controls

When using Button Controls, the button used for the selected shot will be displayed above the Power Gauge

See page 21 for details

Swing Controls

An explanation of the controls will be displayed on the screen after you select your shot.

See page 14 for details



Ball Conditions

Point of Impact

The ball's trajectory and behavior after landing depend on where it is hit. See page 11 for details

Slope

The green line represents the slope of the ground. The ball will curve in the direction the ground is slanting toward.



Topographic Effect

The way power is conveyed to the ball depends on the ground property. When ball power is 80%, even if you make your shot at MAX power, your distance will be reduced by 20%.

Ground Property

Indicates when your ball is buried in a bunker or the rough.

Ball Conditions

	Ball Power	Ground Property	Ball Power
	80%	Bunker	Left-Hand Slope
	90%	Rough	Even
	100%	Tee Fairway	Uphill Slope

Point of Impact

Step 1



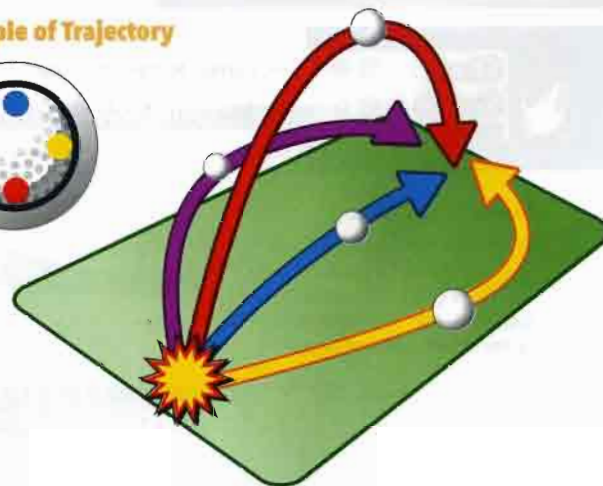
Step 2



When you select a ball and press the A Button, you'll be brought to the Adjust Point of Impact screen.

Adjust the point of impact with the +Control Pad and return to the normal screen with the - Button.

Example of Trajectory



- The ball flies low and rolls after landing.
- The ball flies high and comes to a stop soon after landing.
- The ball flies toward the left and then curves right.
- The ball flies toward the right and then curves left.

Wind Speed and Wind Direction

You can tell the speed and direction of the wind by looking at the direction of the arrow and the rotation speed. The distance and direction the ball flies depends on the direction and strength of the wind, so always be sure to check wind conditions.



Pang Points (PP)

"Pang" are game points you collect by getting good scores. They are used to buy items at the shop.

See "Tips on Earning PP" on page 40.



Player Information



Current Number of Strokes

Total Score of Current Round

Pangya Combo Gauge

Yellow squares accumulate in the Pangya Combo Gauge every time you make a shot. Once they fill a block, the gauge turns red. You can hit a power shot—which adds 10 yards to your distance—by using up one of the gauge's red blocks.

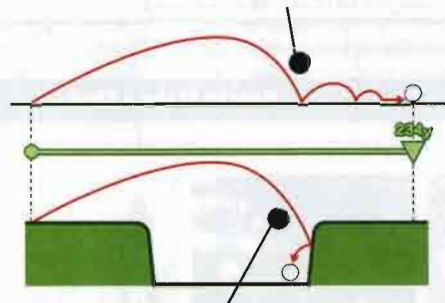
Landing Point Indicator

This indicates the farthest landing point expected if you make a shot with the currently selected club.

Because the indicator represents the point where the ball is expected to stop after landing and rolling, you should be especially careful when making shots from one island to another.

On Even Ground

The ball's actual final resting point after landing and rolling is about the same as the expected landing point.

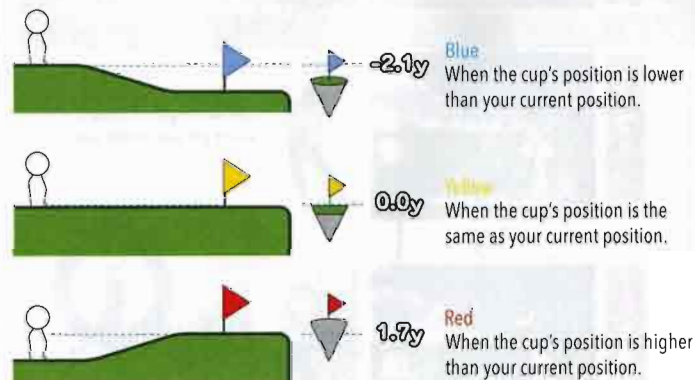


From One Island to Another

If the ball hits a cliff first, it can't roll forward any further, and becomes an O.B.

Cup Position Indicator

The cup's height and distance are represented by an icon and numerical value.





How to Play

Swing Controls (Swinging)

Select Shot from the menu to shift to Shot Mode

How to Make a Shot

Follow the instructions on the top-left corner of the screen.

Step 1

Point the Wii Remote down to begin the shot.

Step 2

Swing up and press the A Button to confirm the amount of power.

Step 3

Still holding the A Button, swing the Wii Remote just like you would a golf club.

Step 4

Be sure to swing all the way through.

Note: There's no need to point the Wii Remote at the Sensor Bar while swinging.

Note: If you use the B Button when confirming the power and swinging, you can take a practice swing.

Tips on Making Accurate Shots

Tip 1

Keep the Wii Remote away from your body when swinging.

If the Wii Remote is too close to your body when you swing, you can't make a smooth shot. Swing as if the ball were about 50 cm in front of your feet.



Tip 2

Swing so the Wii Remote isn't twisted at the time of impact.

Imagine that the side of the Wii Remote is the face of the club (the part you hit the ball with), and that you are going to bring this surface squarely into contact with the ball as you swing.

Note: The trick is keeping your wrists straight at the time of impact.

Your swing is likely to be unsteady if you use only one hand. Make sure to grip the Wii Remote firmly with both hands.



Tip 3

Be sure to swing all the way through.

Swing through all the way up to the height you swung up on the takeaway. If you stop swinging halfway through, you won't produce as much power.



Tip 4

Make use of the impact zone.

The quality of the player's swing will be reflected by the position of the meter in the impact zone. Take note of when the impact is off and use this information to improve your shot.

PangYa!



If it was an accurate swing, the meter will be displayed in the middle of the white line.



If the swing wasn't straight, the meter will be positioned either right or left. (In the example above, the ball will curve to the right.)

Pangya Shot

When you make a good swing (when the bar lines up with the white line at the time of impact), it's called a Pangya Shot. The word "Pangya" will be displayed on the screen, and the Pangya Combo Gauge will increase.

Note: A Pangya Shot will have a straight trajectory.



Swing Controls (Special Shots)

Power Shot

Once a block of the Pangya Combo Gauge is filled up, "Power Shot" will appear on the Shot Menu.

Pangya Combo Gauge



A power shot adds 10 yards to your distance. When you use this shot, one block on the Pangya Combo Gauge will be used up.



Power Spin and Power Curve

If you change the point of impact on the Adjust Point of Impact screen and select Power Spin or Power Curve, you can put a more exaggerated spin or curve on the ball than usual.

Note: You must hit a Pangya Shot at 80% power or more to make these shots.

See "Point of Impact" on page 11.



Example: Power Backspin

If a Power Backspin is successful, the ball will come back to you after landing.

Special Shots

If you select Power Shot when making a shot, "Special Shots" appears on the Shot Menu.



Select Special Shots to make a Tomahawk or Cobra Shot.



Tomahawk Shot

It's called a Tomahawk Shot because the ball goes up high and falls directly down. It gets to its expected landing point without rolling after landing.



Cobra Shot

The ball flies low, rises up and then lands. The special feature of this shot is that it is relatively unaffected by the wind while the ball is flying low. In order to make the trajectory low, this shot can only be made with a wood.

Note: You must hit a Pangya Shot at 80% power or more to make special shots.

Combining Special Shots

You can combine special shots with power spins or power curves.

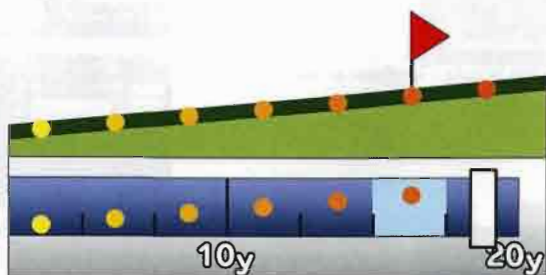
Example: Tomahawk Shot + Power Backspin

When you are ready to make a power shot, set the point of impact down and select Power Backspin and Tomahawk Shot. You can make this shot by hitting a Pangya Shot at 80% power or more.

Putting

Slope of Green (Cross Section)

The small line of dots on the ball gauge bar represents the slope of the green. The example below shows a green that slopes uphill toward the hole.



Slope of Green (Surface)

The dot in each square on the grid represents where the ball would roll if it were placed in the center of that square. If the dot is shown on the left side, it means that the green in that area slopes to the left, so you should putt a little more to the right than usual.



Switch Camera View

You can switch between the following three camera views during the game by pressing 1 Button.

FreeView (Normal)

Normal camera view.

Controls: (While pressing the B Button)

Point to the right or left side of the screen with the Wii Remote.

The camera view will swing either right or left.

Point to the top or bottom of the screen with the Wii Remote.

The camera view will tilt up or down.

Push forward or pull back the Wii Remote.

The camera view will zoom in or out.



Aerial View (Bird's Eye View)

An overhead view of the whole course.

Controls: (While pressing the B Button)

Point to the right or left side of the screen with the Wii Remote.

The camera view will move either right or left.

Point to the top or bottom of the screen with the Wii Remote.

The camera view will move up or down.

Push forward or pull back with the Wii Remote.

The camera view will zoom in or out.



Direct Club Change

During Aerial View, point to a spot on the course with the Wii Remote, and press the A Button. You will be able to select the most appropriate club for getting the ball to that spot with one touch of a button.

Target View (Landing Point)

Shows the point the ball is expected to reach.

Controls: (While pressing the B Button)

Point to the right or left side of the screen with the Wii Remote.

The camera view will swing either right or left.



Button Controls (Shots)

You can change to this method of making a shot by selecting Button under Control Mode in Options.

See "Options" on page 32.



How to Make a Shot

Follow the instructions on the top-left corner of the screen.

Step 1



Begin Shot

When you select Shot, you'll be taken to the Begin Shot screen. The indicator on the Power Gauge will start to move when you press the B Button.

Step 2



Select Power

When the indicator reaches your desired power, press the B Button again to confirm. Once you've selected the power, the indicator continues to move until it reaches MAX on the Power Gauge. Then it starts to move back.

Step 3



Impact

Press the B Button once again so that the indicator stops on the white line as it moves back along the Power Gauge. This determines the impact.

Button Controls (Special Shots)

You can make special shots with Button Controls by entering commands with the +Control Pad in the period of time between selecting the power and the time of impact.



Enter command in this area

Note: After selecting the power, enter commands once the indicator has moved back along the gauge at least halfway.

Special Shot Commands

- Press once
- Hold

Shot Name	Command	Conditions for Success	Effect
Power Topspin	▲	- Move the point of impact up - 80% power or more	The ball rolls after landing. If successful, "Power Spin!" will be displayed.
Power Backspin	▼	- Move the point of impact down - 80% power or more	There's little run, and the ball comes back after stopping. If successful, "Power Spin!" will be displayed.
Power Curve (Right)	➔	- Move the point of impact left - 80% power or more	The ball curves out big to the right. If successful, "Power Curve" will be displayed.
Power Curve (Left)	➔	- Move the point of impact right - 80% power or more	The ball curves out big to the left. If successful, "Power Curve" will be displayed.
Cobra Shot	➔ ▲	- Must be a power shot - 80% power or more. Note: 1 to 3W only.	The ball flies low and then pops up. If successful, "Cobra" will be displayed.
Tomahawk Shot	▲ ▼	- Must be a power shot - 80% power or more	The ball follows a high trajectory and doesn't roll after landing. If successful, "Tomahawk" will be displayed.

Combining Special Shots

You can combine special shots with power spins or power curves.

Example: Tomahawk Shot + Power Backspin

When you are ready to make a power shot, set the point of impact down and enter the command ▲▼. You can make this shot by hitting a Pangya Shot at 80% power or more.

Items

As the game progresses, you'll be able to get various club sets, Mystical Phoenix Balls and other items.

Club Sets



Air Lance Set

A set of clubs named after Pangya Island's legendary club. Although somewhat lacking in distance, these clubs have good control and impact, making them great for beginners.



Medieval Arsenal Set

With heavy weapons like an iron hammer and mace, the Medieval Arsenal Set provides tremendous power. They say only players with expert control can wield this legendary club set.



SY Afterburner Set

A set of clubs that have boosters from the fighter jets of the Silvia attached to the back of their heads. These boosters improve the path of the ball. A prototype, this is a unique club set that specializes in spin.

Items



Spin Mastery

Maximizes your spin skills for 1 shot only.



Curve Mastery

Maximizes your curve skills for 1 shot only.



Miracle Sign

Displays the ball's expected path during putting for a limited period of time.



Pang Mastery

Doubles the number of PP you receive after playing. Uses 1 per hole. Automatically takes effect by simply holding it.

Note: This item is only effective in Single Player Mode.



Spinning Dolfini Lottery Tickets

Lottery tickets that let you play Spinning Dolfini.

See "Spinning Dolfini" on page 29.

Mystical Phoenix Balls



Mystical Phoenix Ball

The Mystical Phoenix is a ball that can be used easily by anyone. It has good compatibility with the Air Lance clubs.



Love Love Phoenix

A Mystical Phoenix Ball that leaves a trail of hearts as it flies through the air. You earn bonus PP if you hit a Pangya Shot with it.



Blue Star Phoenix

A Mystical Phoenix Ball made from star powder. It's filled with wishes hoping for your victory. You earn bonus PP if you hit a Pangya Shot with it.

There are many other club sets, Mystical Phoenix Balls and items in the game besides these. Try them for yourself to see their properties and effects!

Let's Learn Pangya!

You can learn the controls through actual play by choosing Tutorial from the Main Menu.



Practicing with a Caddie

You can learn the basic controls of Pangya by trying them out for yourself, all while receiving the advice of a caddie. You can choose either Swing Controls or Button Controls, depending on how you would like to make your shots.

Note: You can end the practice whenever you want by pressing the + Button.



Free Training

Set factors such as the course, the number of holes and the weather any way you like.

You won't be playing against anybody, so you can relax and play some rounds by yourself, or get some practice in on special shots or courses that are hard for you.

Note: The PP during Free Training will not be added to the PP that you possess.





Game Modes

Single Player Mode

In Single Player Mode, the player plays alone. You can choose Pangya=Festa, Stroke Play or Match Play.



Pangya=Festa

Pangya=Festa is held once a year on Pangya Island. Immerse yourself in a character and try to win the tournament.

Pangya=Festa (Single Player)

The story unfolds in a different way for each character.

At first, there's only one event, but as you continue to win, more and more events occur.



During the tournament, pay attention to the interaction between your character and your character's rivals. Watch for hints about their relationship and history (?) together. You might discover some hidden clues about the sub stories.

If you win the tournament, additional elements that will help you enjoy the game will be revealed.

Stroke Play and Match Play

In Stroke Play or Match Play, you can participate in tournaments that have a variety of special conditions.



Stroke Play (Single Player)

Play 18 holes with the COM character. Ranking is determined by the total score.

Match Play (Single Player)

You play the number of holes stipulated by the tournament, but a winner is decided for each hole. The player with the most holes won at the end is the overall winner.



You get trophies, items and various other rewards when you win tournaments.

At first, there are only 3 tournaments each for you to participate in, but the more tournaments you win, the more new tournaments you'll be able to choose from.

Versus Mode

In Versus Mode, up to 4 people can compete in Stroke Play, Match Play or Balloon Pop (only 2 people can compete in Match Play).



Stroke Play and Match Play

Each player can use his or her own Wii Remote, or multiple players can share a single Wii Remote.

Note: In Versus Mode, computer characters (COM) can also be added.



Stroke Play (Versus Mode)

Play the set number of holes. Ranking is determined by the total score.

Match Play (Versus Mode)

You play the set number of holes, but a winner is decided for each hole. The player with the most holes won at the end is the overall winner.

Balloon Pop

Balloon Pop can only be played against other players. Each player needs his or her own Wii Remote.

Balloon Pop (Versus Mode)

In Balloon Pop, the player who pops the greatest number of the balloons floating around the course wins. The bigger the balloon, the bigger the pop. A balloon can take out the balloons around it when it pops, too. Players who are not making shots can use Party Goods to hinder the player who is taking a shot.



Party Goods

Strengthen Affects yourself

Hinder Affects opponents

Panic Affects everyone

	Name	Effect
	Fire Bandage	Dramatically improves flying distance but decreases control.
	Silent Misanga	Increases accuracy of your shot. Wind speed will always be 1 m.
	Lucky Bracelet	Makes it easier to hit a Pangya. In addition, the Pangya Combo Gauge accumulates faster.
	Titan Wrist Band	Enlarges Mystical Phoenix Ball, making it easier to hit balloons.
	Wind God Fan	You can make wind start blowing during your opponent's shot by moving the Wii Remote up and down while holding down the A Button.
	Graffiti Crayon	You can write graffiti on your opponent's screen by using the Wii Remote's motion tracer while holding down the A Button.
	Vibrating Teaser	You can lower the accuracy of your opponent's shot by wiggling the Wii Remote while holding down the A Button.
	Stamp Hammer	You can make your opponent's balloons smaller by swinging down the Wii Remote while holding down the A Button.
	Hurricane Badge	Calls a violent wind to the course that's more powerful than usual. However, the wind speed will always be 1 m when the badge holder makes a shot.
	Feather Badge	The gravity on the course weakens, causing the Mystical Phoenix Ball to fly higher. The curve and spin skills of the badge holder will be at their max.
	Time Bomb Badge	Puts a time limit on everybody's shots. The badge holder, however, can ignore the time limit.
	Shuffle Badge	Everybody's clubs will be chosen randomly.



The Shop

At the shop, you can use the PP you've collected to purchase items, or you can play Spinning Dolfini.

Note: Upon entering the shop, you will automatically be taken to the Characters screen.

The Shop

Caddies

Purchase new caddies here.

Characters

Purchase new characters or costumes here.

Items

Purchase new club sets or other items here.

Spinning Dolfini

You can play Spinning Dolfini here.
See "Spinning Dolfini" on page 29.



Purchase

To purchase, select the item you want with the A Button. You can purchase multiple items or equipment at once by pressing the A Button repeatedly.

In addition, you can check the details of each item by placing the cursor next to it and pressing the 1 Button.



Spinning Dolfini

If you have Spinning Dolfini Lottery Tickets, you can play Spinning Dolfini. Spinning Dolfini is a fun game that uses a lottery tumbler in the shape of Dolfini.



How to Play

Step 1



While holding down the A Button, turn the Wii Remote as if turning the handle of the lottery tumbler on the screen.

Step 2



Once you've turned the tumbler enough, release the A Button, and a capsule will be ejected.

Step 3



Open the capsule and get your item.

If you keep turning the tumbler and really get it going, Dolfini will start to change...



My Room

In My Room, you can rearrange your items, change costumes in the locker room or check your status.
Note: When you enter My Room, you will automatically be brought to the Locker Room screen.



My Room



Caddie

Select the caddie you want to take with you.



Locker Room

Select different characters, and change costumes.



Item Storage

Select items to equip or look over the items you currently possess.



My Collection

Look over the special rewards you have acquired throughout the game.

Customize

You can use the PP you have acquired in the game to customize (tune up the performance of) your characters and clubs.

To enter the customization screen, select the Customize Menu. This is found in the Locker Room for characters and in the Item Storage for clubs.



Status

Press the + Button in My Room to display the status screen.

Basic Information

General data about the game.

Shot Information

Data about shots in the game.

Personal Records

Data on your top records throughout the game.

Course Records

Your best scores on each course.



Rank and Experience Points

As you play the game, you build up experience points. When these experience points reach a certain level, your rank goes up.

The more your rank goes up, the more new areas of the game you'll be able to enjoy.



Saving Play Data

Play data can be saved by pressing the 2 Button in My Room.

Note: Do not insert or remove the Wii Remote batteries or any extension controllers while the play data is being saved. Doing so may corrupt the data.





Saving/Options

This game has an autosave feature. Save data is automatically loaded upon game start-up. Note: Do not turn the Wii console OFF while play data is being saved (while "Now Saving" is displayed). Doing so may corrupt the game data.

Options

You can change game settings by entering Options from the Main Menu.

Control Type

Change the method of operation.

Swing Controls/Button Controls

Note: The control type can only be changed in the Top Menu.

See "Swing Controls" on page 14.
See "Button Controls" on page 20.



Sound Settings

Choose mono, stereo or Dolby Pro Logic II to suit your sound equipment

Volume

Adjust the volume of background music and sound effects

DOLBY® PRO LOGIC® II

This game is presented in Dolby Pro Logic II. Connect the AV Multi-output port of the Wii console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding turn one of the features of the AV amplifier ON. Select Dolby Pro Logic II from the Sound Settings in the Options menu of the game to experience the excitement of surround sound.

Dolby Pro Logic II is compatible with stereo, mono and existing Pro Logic decoding systems, allowing players who do not have the Dolby Pro Logic II to enjoy it as well.

Tips on Earning PP

Bonus PP

Pang Points are extremely important in the game. You can earn Bonus PP by fulfilling the following conditions. Try to earn PP efficiently by getting the following bonus shots.



Bonus Name	Explanation
Super Pangya	A bonus you get if the Power Gauge is at MAX and you hit a Pangya Shot (for shots using the Power Gauge).
Over Drive	A bonus you get when the distance of your tee shot is greater than the estimated maximum distance for that club.
Crash Bonus	A bonus you get when you get the ball in the cup by bouncing it off of obstacles on the course.
Clear Bonus	A bonus you get after playing the stipulated number of holes.
Dormie Bonus	A bonus you get in Match Play if you win before finishing the stipulated number of holes.
Spin Bonus	A bonus that doubles the amount of Pang you acquire if you get the ball in the cup with a power spin.
Nice Approach	A bonus you get if you get the ball within a certain distance from the cup in fewer strokes than the stipulated number of strokes for that hole.
Nice Recovery	A bonus you get if your ball escapes to the fairway with a power spin after entering a rough or a bunker.
Recovery Bonus	All Pang acquired when it's raining is doubled.
Long Chip In	A bonus you get if you chip the ball in from greater than a certain distance.
Swing Bonus	A bonus you get if you hit a Pangya Shot using Swing Controls.
Beam Impact	A bonus you get if your shot reaches the beam (the blue pillar of light that rises up into the sky from the cup) without bouncing and goes into the cup.

Character Introduction

The Players



Scout

A boy who decided to participate in Pangya=Festa after discovering Pangya at Pipin's invitation. He has excellent club control. enjoy it as well.



Hana

A girl who was invited to Pangya Island by Quma. She makes up for her lack of power with her excellent ability to control the ball.



Uncle Bob

An ex-cop who was invited to Pangya Island by Lola. An able player, he's second to none when it comes to power and spin.



Cecilia

A navigation officer who is participating in Pangya=Festa as a representative of the naval battle cruiser, Silvia. In addition to her superb club control, she has an excellent sense of direction acquired from her profession.



Kooh

The captain of the pirate ship, the Lunar Tomb. She is a cute and charming little girl who tends to be a little stubborn. Contrary to her appearance, she has amazing physical strength.



Max

A star of the tennis world whose dream is to become a fighter pilot. He is participating in Pangya=Festa in hopes of joining the crew of the Silvia.



Arin

The only daughter in a family of prestigious magic users. She is participating in Pangya=Festa to get close to her crush, Max. An all-around player, she boasts both power and control.

Caddies



Papel

A mysterious creature that, at first glance, looks like nothing more than a shopping bag. A variety of subspecies apparently also exist.

Pipin

A Cross Chronos Clan fairy who can travel freely between time and space. Her one desire is to be helpful to the player.



TitanBoo

A Titan Clan forest giant who lives in Ventus Village. He has a calm voice and a kind heart.

Dolfini

A dolphin that dreams of being able to fly in order to reunite with her long-lost mother. Convinced she'll be able to fly someday, she carries a parasol with her for landing.



Quma

A boy who believes actions speak louder than words. Once he sets his mind on a goal, he works toward it feverishly, never once looking back.



Lola

The daughter of the chief of Libera Village. She may be a village princess, but she has an uninhibited, innocent personality. She'll do her utmost for the player.

Tiki

A witch who already thinks of herself as an expert magic user, but actually makes constant mistakes. She practices her flying on the broom her older sister Brie gave her.



Brie

Tiki's older sister who is a seasoned witch. She is one of the witches who created the Mystical Phoenix Ball to fight the forces of darkness.

The Pangya World

Super Swing Golf takes place on a large, crescent moon shaped island called Pangya Island.



Ice Cannon
The set for Ice Cannon.

The Maga Valley
The area where Wiz Wiz and West Wiz are located. Wiz Magic School is here, too.

Ventus
The area where Sepia Wind and Wind Hill are located. The Titan Clan lives here.

The Lunar Tomb
The pirate ship that KooH is the captain of.

Libera
The area where Blue Lagoon, Blue Water and Blue Moon are located. Lola and Quma live here.

The Maga Forest
The area beyond Maga Valley where White Wiz is located.

The Titan Clan
Forest giants. TitanBoo is a member of this clan.

Oriens
The desert area where Shining Sand is located.

The Machina Clan
An advanced mechanical civilization. Cecilia is a member of this clan.

Silvia Cannon
The set for Silvia Cannon.

The Cross Chronos Clan
Fairies that can travel freely between time and space. Pipin is a member of this clan.

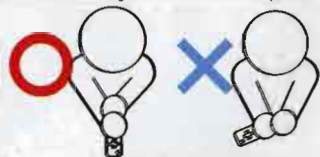


Q1. Why can't I get a Pangya Shot?

A. If you swing just as described in the "How to Play" section of this instruction booklet but still have a hard time getting a Pangya Shot, try being careful of the following points.

- Are you sure you aren't bending your wrists when you swing?

If you bend your wrists when you swing, your shot won't be accurate. Be sure to swing so that your wrists are straight at the time of impact.

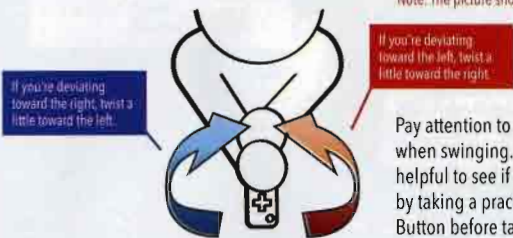


- Is the side of the Wii Remote facing the direction of swing?

If the side of the Wii Remote (think of it as the face of a club) isn't facing the direction of swing at the time of impact, you'll miss the impact zone.

If you're missing the impact zone by only a little, there's a chance you're unconsciously twisting your wrists, so try consciously twisting just a little in the opposite direction when you swing.

Note: The picture shows right-handed operation.



Pay attention to the above points when swinging. You may also find it helpful to see if your swing is correct by taking a practice swing with the B Button before taking an actual shot.

Q2. How can I hit hooks or slices? (Advanced)

A. Following the principles of Q1, try twisting your wrists intentionally when you swing.

If you deviate from the impact zone by intentionally bending your wrists, you can hit hooks or slices. If you swing with your wrists twisted to the left, you'll hit a hook. If you swing with your wrists twisted to the right, you'll hit a slice. (For left-handed operation, switch "right" with "left.")

Q3. The path of my ball is being affected by unexpected winds. What should I do?

A. Wind tunnels sometimes crop up on the more difficult courses.



On Pangya Island, wind tunnels with unpredictable airflow patterns crop up between forests and in between islands. Even if the display says there's a 2 m wind to the north, there might be a 5 m wind to the west between trees, so the ball won't go where you expect it to go.

Make use of the camera views and check to see if there are any areas with potential wind tunnels between your shot position and the landing point, and take the possible influences of these areas into consideration when making your shot.

Q4. Why does my score go down when it rains?

A. The rain prevents your ball from attaining its usual flying distance or putting distance.



...so hit your shots and putts a little harder than usual.

Q5. I'm having a hard time putting long distances and on slopes. What can I do?

A. • Switch to a long-distance putter.

When the cup is far away and uphill, the putter that is in your hands when you first start putting might not get the ball to the cup. In a case like this, press up on the +Control Pad to switch to a long-distance putter.



• Take into consideration the difference in the way the ball curves on uphill and downhill slopes.

When the green slopes uphill, the ball won't curve as much as it does on an even green.

The ball will curve even more than usual, however, on a downhill slope.



Uphill Slope



Even



Downhill Slope

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