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Mario Tennis Unlockables (GameBoy Color)

Can Mario beat Federer?

Mario Tennis is a sports video game series that began in 1995 with Mario's Tennis for the Virtual Boy. In the vein of other Mario sport games, it features Mario and his all-star cast competing in a game of tennis. Since its second generation on the Nintendo 64, each successive generation features a console and a handheld version and all of them developed by Camelot Software Planning. Mario Tennis titles tend to be published near the end of their respective console's product life cycle. The All Around players have the best balance. The Technique has the greatest control over the ball's direction. The Speed players are the fastest. The Power players are the strongest, but slowest movers. The Tricky players have the worst balance, but can pull opponents off-target when the computer uses them. Starting in Mario Power Tennis, a defensive class was added. Defensive players have long arm reach. Through the use of a Transfer Pak, players can import their characters from the Game Boy Color version of **Mario** Tennis to the N64 game. It can also import the players' stats.

Unlockables

- Bowser - Transfer from the N64 game
- Bowser, Wario, Waluigi - Transfer N64 Mario Tennis data via Transfer Pak
- Castle Court - Earn 60 points in Shooting Star Level 3
- Drive Racket - In Varsity Class, have your spin 5 more than your power
- Gold Racket - Talk to kid by lake, say no, then tap A and/or B 150 times
- Jungle Court - Earn 60 points in Banana Bunch Level 3
- Mario - Defeat Mario in the game
- Peach - Defeat Mario/Peach in Doubles in the game
- Silver Racket - Talk to kid by lake, say no, then tap A and/or B 100 times
- Star Court - Earn all medals shown on Clear Status screen
- Tropics Court - Earn 60 points in Target Shot Level 3
- Warehouse Court - Defeat all Mario characters in Exhibition mode
- Yoshi - Transfer from the N64 game

Here's some gameplay footage from this fun arcade game: