

Nintendo Gateway- Super NES Executive Game Summary

Game Title **Kirby's Dream Course**™

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Game Descriptions Take the rules of golf and apply them to a surrealistic, floating courses full of geometric obstacles, weird traps and hair-raising hazards. The goal of the game is to sink the ball into the cup in the fewest number of strokes possible. You have a certain number of balls to make each shot, and when you're out of balls, your game is over. You lose a ball for each stroke that doesn't go in, or for hitting the ball out of bounds. A variety of special obstacles can be used to your advantage, or disadvantage, depending on how you play them.

Controller Information

Control Pad	Directional
Up:	Select Option / Move Pencil (name entry screen) / Raise elevation of Shot Guide.
Down:	Select Option / Move Pencil / Lower elevation of Shot Guide.
Left:	Move Pencil / Move Shot Guideline left / Aim shot left.
Right:	Move Pencil / Move Shot Guideline right / Aim shot right.
Select:	Change selection
Start:	Confirm selection / Call different information window
A Button:	Confirm selection / Write with pencil / Stop meter in Shot Control screen.
B Button:	Confirm selection / Write with pencil / Free scroll to view entire course
X Button:	Cancel selection / Erase pencil / See score card
Y Button:	Cancel selection / Erase pencil / Extend Shot Guideline
L Button:	Not used
R Button:	Not used

Other Info and Tips If you hit four Bonus Characters, you will go to a Bonus level. In this level, try to hit as many Bonus Characters as possible in the time limit. The more you hit, the more strokes will be subtracted from your score.