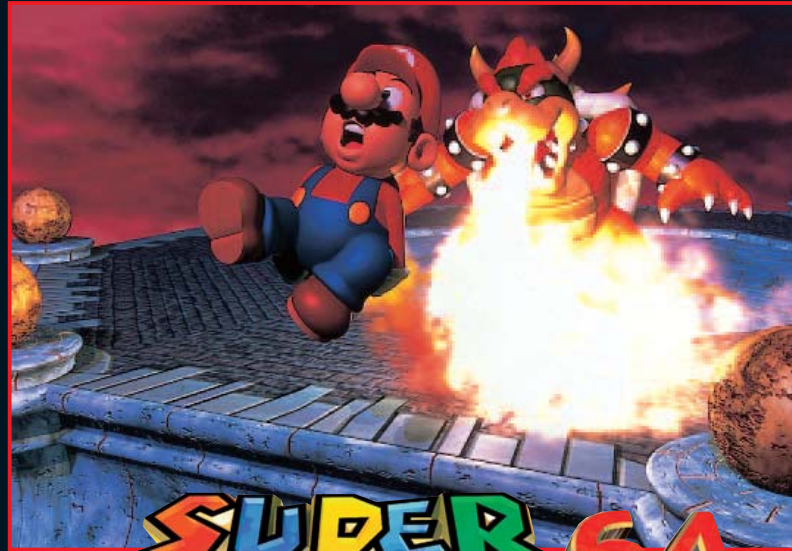


INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING
MANUAL DE INSTRUCCIONES
MANUALE DI ISTRUZIONI



SUPER 64™
MARIO



Thank you for selecting the SUPER MARIO 64™ Game Pak for the Nintendo⁶⁴ System.

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POR FAVOR LEE DETENIDAMENTE ESTE MANUAL DE INSTRUCCIONES PARA DISFRUTAR AL MÁXIMO DE TU NUEVO JUEGO. GUARDA ESTE MANUAL PARA FUTURAS CONSULTAS.

LEGGI ATTENTAMENTE QUESTO MANUALE DI ISTRUZIONI PER POTER TRARRE IL MASSIMO DIVERTIMENTO DAL TUO NUOVO GIOCO. SUCCESSIVAMENTE CONSERVALO PER CONSULTAZIONI FUTURE.

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LÆS VENLIGST DEN MEDFØLGENDE FOLDER FOR AT SIKRE DIG, AT DU BEHANDLER DIT NYE SPIL KORREKT. GEM FOLDEREN TIL SENERE BRUG.

LUE NÄMÄ KÄYTTÖOHJEET HUOLELLESTI, NIIN NAUTIT PELIÄSI VARMASTI. SAASTA VIHKKONEN VASTAISUUDEN VARALLE.

[0800/EU6/N64]

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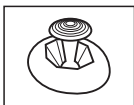
THE NINTENDO[®]64 CONTROLLER

The Nintendo⁶⁴ Control Stick uses an analogue system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left), then press START while holding the L- and R-Buttons.

The Control Stick is a precision instrument; do not spill liquids or place any foreign objects into it.

While playing this game, we recommend you use the hand positions shown below.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A-, B- or C-Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z-Button on the back of the controller.

To play this game, connect a controller to socket one located on the front panel of the Control Deck.

If you change the connection during the game, you may need to either press RESET or turn the power OFF to make the new connection active.



This game is designed for one player, so only one controller is needed.

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STORY

Will Princess Toadstool be kidnapped again? Is there no end to the constant feuding between Mario and Bowser? Will Princess Toadstool be kidnapped?

"Mario, please come to the castle. I've baked a cake for you.

Yours truly, Princess Toadstool."

"Wow, an invitation from Peach! I'll head out right away. I hope she can wait for me!"

Mario is so excited to receive the invitation from the Princess, who lives in the Mushroom Castle, that he quickly dresses in his best and leaves right away.



"Hmmm, something's not quite right here... It's so quiet..."

Shaking off his uneasy premonition, Mario steps into the silent castle, where he is greeted by the gruff words,

"No one's home! Now scam! Bwa, ha, ha."

The sound seems to come from everywhere.

"Who's there?! I've heard that voice somewhere before..."

Mario begins searching all over the castle. Most of the doors are locked, but finding one open, he peeks inside.

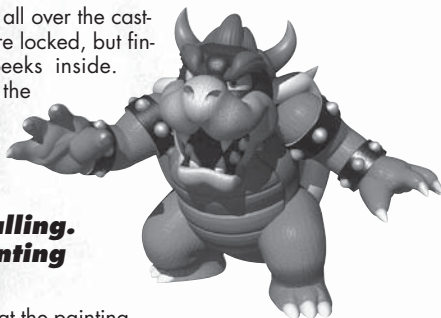
Hanging on the wall is the

largest painting he has ever seen, and from behind the painting comes the strangest sound that he has ever heard...

"I think I hear someone calling. What secrets does this painting hold?"

Without a second thought, Mario jumps at the painting. As he is drawn into it, another world opens before his very eyes.

And so begins the grandest of all adventures!



STARTING THE GAME

Before you start the game and guide Mario on this quest, use the opening screen to become familiar with the new controller!

Insert the Game Pak into the Nintendo⁶⁴ Control Deck and slide the POWER switch to the "ON" position. (When doing so, make sure not to touch the Control Stick.)

Mario's face will be displayed, followed by the title logo.



On the opening screen where Mario's face appears, you can move Mario and play with his face. Press the A Button to display the hand-shaped cursor.

Press START again to go to the SELECT FILE Screen. Select one of the four game files (Mario A, B, C or D) with the Control Stick, and press START to begin the game. Your progress will be saved into the selected file.

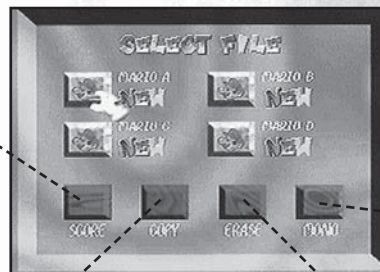
Score

You can see the score of each Save File. Press the A Button on the SCORE Screen to switch between MY SCORE and HI SCORE.

Sound

Choose from the three modes. The one selected will be highlighted.

- STEREO
- MONO
- HEADSET
(when using headphones, select this mode for a more natural sound.)
- LANGUAGE SELECT
Choose the language in which the text will appear



Copy

You can copy the contents of one Save File to another. This will allow you to play someone else's saved game without affecting their saved data.

Erase

Use this only if you want to erase the data saved in a selected file. Erasing the saved data will let you play from the very beginning.

HOW TO OPERATE MARIO

Do not be overwhelmed at first by the multitude of moves that Mario can do. You need not memorize everything right away. Just master the basics, and you'll quickly learn the rest while playing the game.



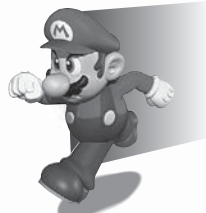
Operations That Mainly Use The Control Stick

Motion

Mario moves in the direction that you move the Control Stick. The farther you tilt the Control Stick away from center, the faster Mario will move. If you always run at top speed, you'll make mistakes. The trick is to make deliberate movements using subtle adjustments of the Control Stick.



Walk



Run

It might take all of Mario's strength to go up some hills. On others, Mario can not go forward even if he jumps. Also, some hills are slippery, and Mario will not be able to climb them at all.



Side Step



After stepping up next to a wall, tilt the Control Stick in the direction you want Mario to move along the wall.

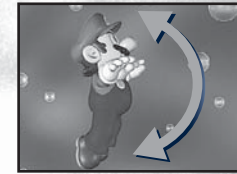
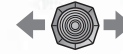
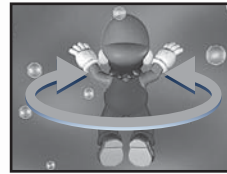
Read Signs/Talk

To read a sign or talk to someone, press the B Button. (You can talk to some people just by stopping right in front of them.) If the message is long, press the A or B Button to continue reading. Often, important hints are written on the signs.



Swim

Mario will turn in the direction the Control Stick is tilted.



Break Stroke



Press repeatedly to swim faster.



Flutter Kick



Press and hold.

When Mario's face is above water, press the A Button as you pull the Control Stick toward you to make Mario jump out of the water.



When Mario is under water, he will be holding his breath, so remember to rise to the surface to occasionally breathe. Mario can also replenish his air supply if he touches air bubbles, or coins under water.

Z

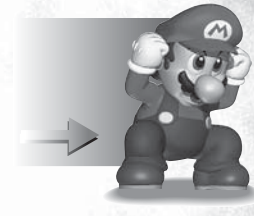
Use The Z Button to...



Crouch



Press the Z Button when stopped.



Crouch & Slide



Press the Z Button while running.



Crawl




Move the Control Stick while crouching.

A Operations That Mainly Use The A Button

Regular Jump

Jump and stomp on some enemies.

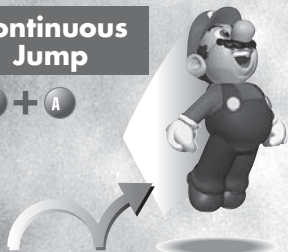
 Press once.



Ways To Jump High

Continuous Jump

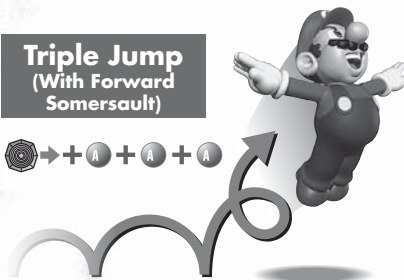
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Jump once, then press the A Button again as you land.

Triple Jump (With Forward Somersault)

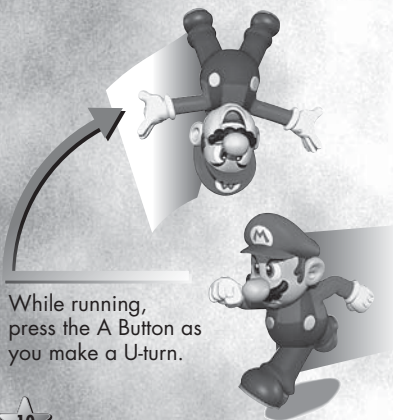
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While running, jump repeatedly, and as you land, press the A Button again and again. You need speed to do this.

Side Somersault

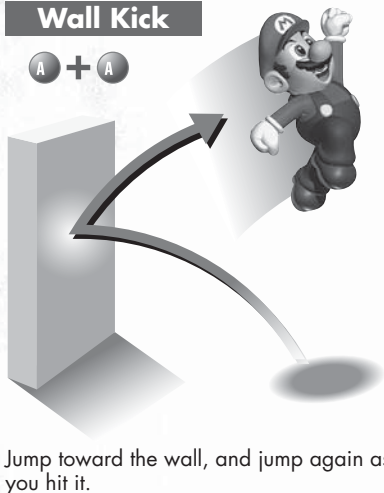
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While running, press the A Button as you make a U-turn.

Wall Kick



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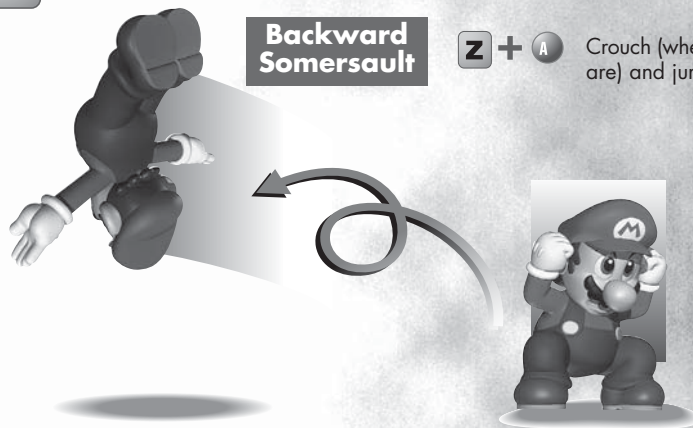


Jump toward the wall, and jump again as you hit it.




Z Using The Z Button ...

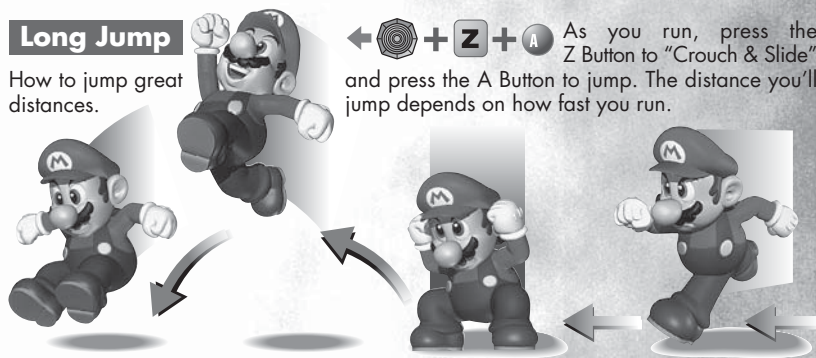
Backward Somersault

 +  Crouch (where you are) and jump.



Long Jump

 +  +  As you run, press the Z Button to "Crouch & Slide" and press the A Button to jump. The distance you'll jump depends on how fast you run.

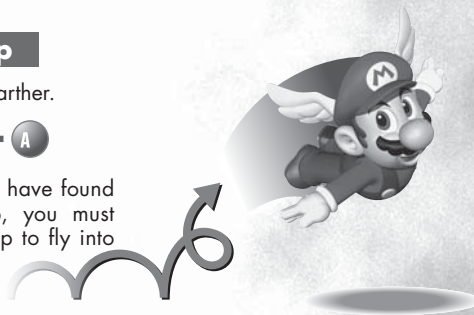


Wing Cap

Fly higher and farther.

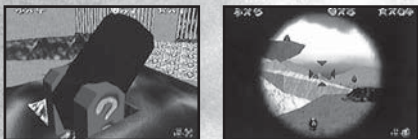
 +  + 

As soon as you have found the Wing Cap, you must do a Triple Jump to fly into the air.



Fly Higher And Farther

Cannon Shot

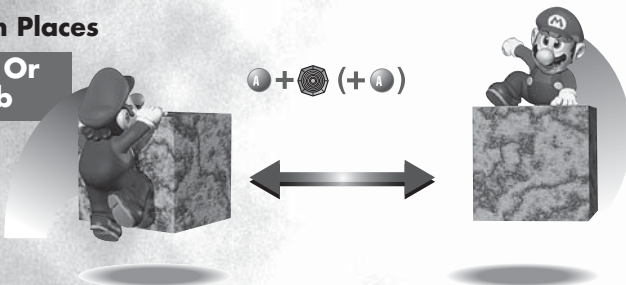


You will find cannons in many courses. If Mario gets inside the cannon, it'll shoot him out. If Mario has the Wing Cap on, he will fly.

On the Cannon Aim screen, change the direction and angle of the cannon's aim using the Control Stick.

At Certain Places

Swing Or Climb



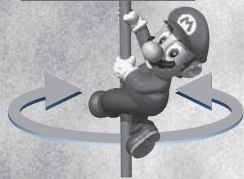
If you jump onto the edge of tall and vertical objects, cliffs or stone steps, Mario can swing up.

Move the Control Stick in the direction Mario faces to make him climb up. If you press the A Button, Mario will climb faster. When standing at the edge of a cliff or stone steps, tilt the Control Stick slowly to swing. When you want to release, tilt the Control Stick in the opposite direction or press the Z Button.

Hang On To Trees Or Poles

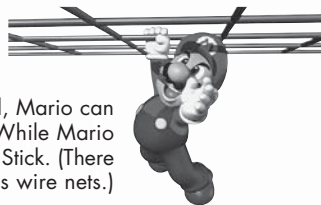
If you jump onto a tree or pole, Mario can hang on to it. Move the Control Stick left or right to rotate around the object. Move up and down to ascend and descend. When Mario is at the top of the object, move the Control Stick up to do a handstand.

While hanging on to the tree or stick, press the A Button to jump and land backward. When you jump from a handstand, Mario will jump higher. Press the Z Button to let go.



Hang On To A Wire Net

A Press and hold



At places where a wire net is suspended overhead, Mario can hang on to it if you jump and hold the A Button. While Mario is hanging on, you can move him using the Control Stick. (There are other things that Mario can hang on to besides wire nets.)

B Operations That Mainly Use The B Button

Punch



Press once.

Kick



If you punch repeatedly, Mario will kick the third time.

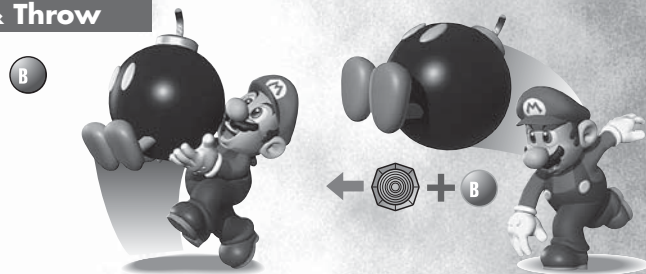
Jump Kick



Press B while jumping to kick high.

Hold & Throw

Approach and press



Approach something Mario can hold, then press the B Button to lift it. Press the B Button again to throw it in the direction the Control Stick is tilted. If the Control Stick is in the neutral position, Mario will just set the object down. There are some things Mario cannot throw.

Swing

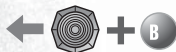


Mario can swing some enemies around when he holds them. After grabbing the enemy, swivel the Control Stick. Press the B Button again to toss the enemy. The faster you swivel the Control Stick, the farther Mario can toss the enemies.





Slide Attack



While running at top speed, press the B Button to do a slide attack.

Z Use The Z Button To...

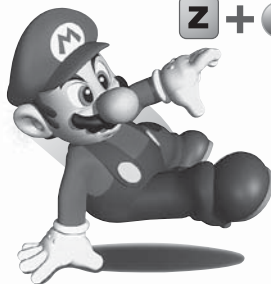
Pound The Ground



Trip

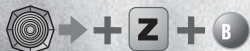


Press the Z Button while jumping to squash enemies or to destroy blocks. You can also smash some objects into the ground.



Press the B Button while crouching.

Slide Kick



Press the B Button while Crouching & Sliding.



HOW TO PLAY THE GAME

The Power Stars stolen by Bowser are hidden throughout the courses. To restore peace to the castle, retrieve the Power Stars!

The Castle Layout And The Courses

See the sketch of the castle's structure. Inside the castle, there are 15 main courses and several mini courses. To enter most courses, jump into the paintings hanging on the walls. Look carefully; there are a few courses that you'll enter from unexpected places.



The Relationship Of Power Stars And The ★ Door

Hidden in each course, there are six Power Stars. Inside the castle, there are doors marked with ★. Behind these lie new courses. To open these doors, you need to collect a certain number of Power Stars. The more Power Stars you collect, the more places you can go to in the castle and the more courses you can attempt. It is not necessary to find every Power Star.

Before entering a course, press START inside or outside the castle to see the number of ★ you have collected in each course.



Keys And Doors

Besides ★ doors, there are doors that cannot be opened without a Key. To get the Key, you must find...



About Saving The Game

Every time you collect Power Stars or Keys, you can save the game to that point. (Previously collected Power Stars are displayed in a dimmed-out fashion on the course. If you pick up the same star again, you can end the course, allowing you to save as well.) You can see the contents of saved games by selecting SCORE on the SELECT FILE screen.



Total number of Power Stars collected

The number of Power Stars collected in each course

MARIO 6 ★243		
		MY SCORE
1 BOB-OMB BATTLEFIELD	★★★★★	0x26
2 WINDY'S FORTRESS	★★★★★	0x27
3 WOOLY ROGER BAY	★★★★	0x3
4 COOL, COOL MOUNTAIN	★★★★	0x57
5 BIG BOO'S HAUNT	★★★★	0x25
6 HAZY HIPPO CAVE	★★★★	0x25
7 LETHAL LAVA LAND	★★★	0x28
8 SHIFTLING SAND LAND	★★	0x23
9 DICE, DICE DOGS	★★	0x23
10 SNAGGAMP'S LAND	★★	0x20
11 GET DRY WORLD	★★	0x20
12 TALL, TALL MOUNTAIN	★★★★	0x28
13 TINY-TUBE ISLAND	*	0x6
14 TIGER TOOK CLOCK		0x0
15 RAINBOW RIDE		0x0
CASTLE SECRET STARS	★x7	

My Score/Hi Score (My Score indicates the largest number of coins collected when you got the Power Star in each course. Press the A Button to switch to Hi Score and display the highest score of all four saved game files.)

The On-Screen Displays

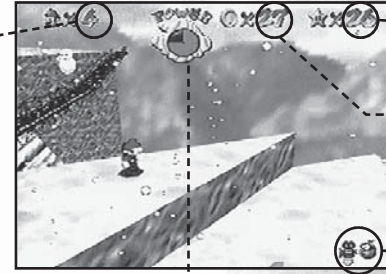
Remaining Number Of Marios

(When your Power Meter is exhausted or you fall out of the course, you lose a Mario.)

The number of Power Stars collected

The number of Coins collected

Camera Distance



Power Meter

(If you touch an enemy or fall from a high place, the meter will decrease. The amount depends on the damage received.) When all power is gone, Mario will pass out.

Is the edge of a course the end of the world?

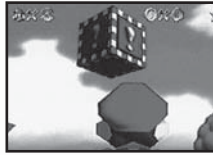
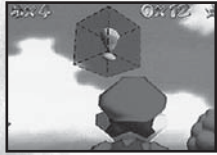
When you get to the edge of a course, you can go no farther. You have reached the end of that world. If you jump or fly into an invisible wall at the edge of a course, it might bounce you back into the course.

How do I get out of the course?

If you want to leave the course you are currently in, let Mario come to a stop and PAUSE by pressing START. Select "Exit Course" to return to the main hall of the castle.

Three Switches and Three Caps

Somewhere hidden in the castle are red, green and blue Cap Switches. If you step on these switches, all the semi-visible blocks of that color in all courses will fill in. Jump at the blocks to break them open and reveal the caps hidden inside. With these caps on, Mario will gain a power for a certain period of time. You can save the game after stepping on a switch.



Red Block
Wing Cap



With a Wing Cap on, Mario is able to fly.



Green Block
Metal Cap



- You can bounce back off enemies.
- You won't be damaged when you touch flames.
- You won't be affected by water or toxic gases.
- You will be able to walk on the sea floor; but you won't be able to swim.



Blue Block
Vanish Cap



- You won't be damaged by flames.
- You can pass through an enemy's body without being damaged.
- You can walk through wire nets or special walls.

When you lose your cap...

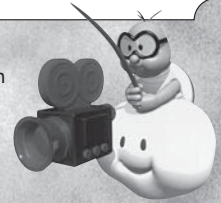
Sometimes an enemy will steal Mario's regular cap, or Mario might drop and lose it. When Mario is not wearing his cap, he takes more damage than usual. You can always find a cap Mario lost in the course where he lost it, so retrieve it as soon as you can.



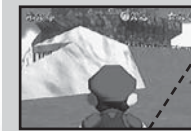
CAMERA OPTIONS

One of the tricks to this game is to use the camera skillfully. You are not just the player, but the cinematographer, too!

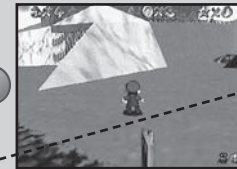
Mario's camera operators are the Lakitu Bros. When you switch the camera angle (or viewpoint) during the game, you do it by controlling the Lakitu Bros. Throughout the game, they'll follow Mario's every move. You control the Lakitus using the C Buttons.



By looking up or around, you might discover something. Exploring your surroundings can be useful as you search for the Power Stars.



△ Get Close To Mario
In this viewpoint, move the Control Stick to see wherever Mario can look. To return movement control, press any of the A, B or C Buttons (except △).



◀ ▶ Circle left and right around Mario. When you cannot go any further, you will hear a buzz.



▽ Pull away from Mario



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