Nintendo NUS-006

Super Mario 64 Instruction Manual

For Nintendo 64 Console

Introduction

Welcome to the world of Super Mario 64! This manual provides essential information for setting up, playing, and maintaining your Super Mario 64 game cartridge for the Nintendo 64 system. Prepare to guide Mario through a vast 3D world, collect Power Stars, and rescue Princess Peach from Bowser.



Image: Super Mario 64 game box art for the Nintendo 64 console. The artwork features Mario flying against a blue sky with clouds, a castle in the distance, and the game title prominently displayed.

Setup

1. **Power Off:** Ensure your Nintendo 64 console is powered off before inserting or removing any game cartridge.
2. **Insert Cartridge:** Gently insert the Super Mario 64 game cartridge into the cartridge slot on top of your Nintendo 64 console. Ensure it is fully seated.
3. **Connect Controller:** Plug your Nintendo 64 controller into one of the controller ports on the front of the console.
4. **Power On:** Turn on your television and then your Nintendo 64 console. The game should start automatically.

Operating Instructions

Basic Controls

Super Mario 64 utilizes the Nintendo 64 controller's analog stick for precise 3D movement.

- **Analog Stick:** Move Mario (walk, run, tiptoe).
- **A Button:** Jump, confirm selections.
- **B Button:** Attack (punch, kick), pick up/throw objects.
- **Z Button (under controller):** Crouch, ground pound (while jumping), long jump (while running and crouching).
- **C Buttons (Yellow):** Control camera perspective (rotate, zoom in/out).
- **Start Button:** Pause game, access menu.

Gameplay Overview

Princess Peach has been kidnapped by Bowser, who has also stolen the castle's Power Stars. Mario must explore various worlds accessed through magical paintings within Peach's Castle to recover these stars. Collecting enough Power Stars unlocks new areas of the castle and eventually leads to confrontations with Bowser.

- **Power Stars:** The primary objective. Each world contains multiple stars, often requiring different tasks to obtain.
- **Worlds:** Accessed via paintings in Peach's Castle. Each world is a unique 3D environment with its own challenges and secrets.
- **Coins:** Collect yellow coins to restore health. Collecting 100 yellow coins in a level earns Mario an extra Power Star.

Mario's Abilities and Power-Ups

Mario possesses a wide range of acrobatic moves and can utilize special power-ups to overcome obstacles.

- **Movement:** Walk, run, tiptoe (slight analog stick tilt).
- **Jumps:** Standard jump, double jump, triple jump, long jump, backflip, wall kick.
- **Attacks:** Punch, kick, ground pound, belly slide.
- **Swimming:** Mario can swim underwater, but his breath is limited.
- **Wing Cap:** Allows Mario to fly for a limited time.
- **Metal Cap:** Makes Mario invincible, heavy, and able to walk underwater.
- **Vanish Cap:** Renders Mario transparent and intangible, allowing him to pass through certain objects.

Maintenance

To ensure the longevity and proper functioning of your Super Mario 64 game cartridge, follow these maintenance guidelines:

- **Storage:** Store the cartridge in its original case or a protective sleeve when not in use to prevent dust accumulation and physical damage.
- **Cleaning:** If the game is not functioning correctly, gently clean the gold connector pins on the bottom of the cartridge with a cotton swab lightly dampened with isopropyl alcohol. Allow to dry completely before reinserting.
- **Handling:** Avoid touching the connector pins directly with your fingers, as oils and dirt can interfere with connectivity.
- **Environment:** Keep the cartridge away from extreme temperatures, direct sunlight, and high humidity.

Troubleshooting

If you encounter issues while playing Super Mario 64, consider the following solutions:

- **Game Not Starting:**
  - Ensure the cartridge is fully and correctly inserted into the Nintendo 64 console.

- Power off the console, remove the cartridge, reinsert it firmly, and power on again.
- Clean the cartridge's connector pins as described in the Maintenance section.
- Verify that your Nintendo 64 console is properly connected to your television and receiving power.

- **Graphical Glitches or Freezing:**
  - This can often be resolved by removing and reinserting the cartridge.
  - Ensure the console's Expansion Pak or Jumper Pak is securely seated.
- **Controller Issues:**
  - Ensure the controller is firmly plugged into the console.
  - Test with a different controller if available.

Specifications

Product Title	Super Mario 64
Brand	Nintendo
Model Number	NUS-006(EUR)
Platform	Nintendo 64
Genre	Action > Platformer > 3D
Number of Players	1
Item Weight	3.2 ounces
Product Dimensions	8.35 x 5.35 x 1.18 inches
Rated	Everyone
First Available	November 1, 1999

Warranty and Support

For information regarding product warranty or technical support, please refer to the official Nintendo documentation that accompanied your Nintendo 64 console or visit the official Nintendo support website. Specific warranty details for pre-owned game cartridges may vary depending on the retailer.

© Nintendo. All rights reserved. Super Mario 64 is a registered trademark of Nintendo.

Ask a question about this manual

Ask about setup, troubleshooting, compatibility, parts, safety, or missing instructions. Manuals+ will review the question and use this page's manual context to help answer it.

Name

Anonymous

Email

you@example.com

After a successful submission, we securely hash the supplied account or form email before sending it to Microsoft Advertising for conversion attribution. Privacy details.

Question

Example: How do I reset this device or fix this error?

Details

Model number, symptoms, what you tried, or the section of the manual you are using.

Submit question