

NTR-ASMP-UKV

INSTRUCTION BOOKLET (CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

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This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the SUPER MARIO<sup>™</sup> Game Card for Nintendo DS<sup>™</sup> systems.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warrantly and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

This Game Card will work only with Nintendo DS systems.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

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## "PLEASE COME TO THE CASTLE. I'VE BAKED A CAKE FOR YOU. PEACH"

At the invitation of Princess Peach, Mario, accompanied by party crashers Luigi and Wario, enter the Mushroom Castle.

But when the three don't come out of the castle for a long time, Yoshi decides to check up on them.

Upon entering the castle, Yoshi discovers that no-one is there. According to Toad, Bowser has stolen the Power Stars guarding the castle and locked Princess Peach into the walls and paintings. Maybe Mario and his friends have been captured in the paintings, too!

Now it's up to Yoshi to rescue Princess Peach, Mario, Luigi and Wario from the castle's paintings and walls!







## ╈ STARTING THE GAME

Insert the SUPER MARIO<sup>™</sup> 64 DS Game Card into the Nintendo DS Game Card slot and turn the power on. Touch the Touch Screen to continue. When the **Nintendo DS Menu Screen** appears, touch the SUPER MARIO 64 DS NINTENDO icon to load the game.

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#### A WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BODILET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION. OD ONLINE AT YOUR JENTENDO, COM/healthuafiety/



If the Nintendo DS system has been set to Auto Mode, the game will load automatically. Please see the Nintendo DS Instruction Booklet for details. The language of the game depends on the language setting of the Nintendo DS.

Change sound settings and backlight.

**Touch to Select Menu Items** 

When the **Title Menu** appears on the Touch Screen, touch the game mode you want to play. You can also choose the game mode by pressing the + Control Pad to choose and the A Button to confirm your choice.

This manual describes the operating instructions for STANDARD MODE.



#### **File Selection Screen**

Three files appear when you choose ADVENTURE from the **Title Menu**. Select the one you want to play to start the game. If you choose a saved file, you'll start where your last game left off. The progress you make in this game will overwrite your old file. When you touch a file the game will start (see page 22).



FILE OPTIONS



To erase all saved data, press the A Button, B Button, X Button, Y Button, L Button and R Button simultaneously while the Nintendo logo appears on the top screen, before the **Title Screen** appears.



## **W** BASIC CONTROLS

You can play ADVENTURE and VS games using three different controller modes. Refer to pages 14–17 for instructions on moves.

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#### **STANDARD MODE**



Perform all kinds of moves with different button combinations (see pages 14–17).

L BUTTON

TOUCH SCREEN + CONTROL PAD





#### **TOUCH MODE**

Move in the direction and speed you want with analogue-style control.

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Perform moves with the A Button, B Button and R Button. Use the X Button and Y Button to rotate the camera. The wrist strap is ideal to use in TOUCH MODE.





#### L BUTTON

Centre Camera You can also centre the camera by pressing the X Button and Y Button at the same time



#### R BUTTON

Pound the Ground (press while jumping)



Crouch

X BUTTON Rotate camera right

Y BUTTON Botate camera left

#### A BUTTON

- Talk to characters
- Read signs
- Attack
- Pick up and throw objects

#### SELECT Controller Modes

START Pause

#### CAMERA CONTROLS Zoom Camera

#### **B** BUTTON

Jump Swim



+ CONTROL PAD Not enabled in TOUCH MODE.

### TOUCH SCREEN

Change speeds smoothly by sliding across the target.

Walk or Dash





See page 36 for information on how to select answers during a conversation.



#### **DUAL-HAND MODE**

Control the Touch Screen with your right or left hand.



Perform all kinds Ο of moves with different button combinations (see pages 14-17). Ο H SELECT TOUCH SCREEN START + CONTROL PAD **X BUTTON** A BUTTON ... **B BUTTON** I HC CAMERA CONTROLS BUTTON

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## ╈ ESSENTIAL MOVES

These are the basic moves for each character. These button combinations are for STANDARD MODE.

14

#### Key

Moves Yoshi can't perform.





Moves you can perform by using the Touch Screen or the  $\bullet$  Control Pad.

+ Control Pad





Approach object and press the A Button.

#### Throw



Press the A Button after picking up object.



#### A Attack

Punch (as Mario, Wario or Luigi) Swallow (as Yoshi – see page 19)

#### R Crouch

Press the R Button while moving to slide.



B Jump







Sweep Kick

 $R \Rightarrow A$ 



Press the A Button while dashing.

Slide Attack

#### **Climb Trees**



To grab on to a tree or pole, face it and press the B Button.

- Climb up and down by pressing the + Control Pad up or down.
- Rotate by pressing the + Control Pad left or right.

#### Handstand

Climb to the top of a tree or pole and press the  $\clubsuit$  Control Pad up.



#### Wire Nets

Press and hold the B Button to hold on. While holding the B Button, move around by pressing the

+ Control Pad.

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#### Climb

While hanging off or facing an edge, press the + Control Pad in the direction you want to climb.

**Climb Quickly** 

Press the B Button while

facing or grabbing an edge

to pull yourself up quickly.



## **W** CHARACTER-SPECIFIC MOVES

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## MARIO

Mario has a balanced set of moves. Though Luigi and Yoshi have better jumping skills, Mario makes up for them by being able to float.

Power	*	*	☆
Speed	*	*	☆
Jump	*	*	☆
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#### **Floating Power**







When Mario gets Wings, he can take to the skies. Take off by performing a TRIPLE JUMP!







5

To perform a WALL KICK, jump towards the wall and jump again as you hit it.

## **YOSHI**

Because he can't punch, Yoshi is weaker than other characters in the power department. However, he can swallow all kinds of things and turn them into eggs to throw. Plus, he has a strong jump.

Power	☆	☆	☆
Speed	*	*	☆
Jump	*	*	*

#### **Flutter Kick**



Press and hold the B Button.



When Yoshi gets a POWER FLOWER, he can breathe fire by pressing the A Button.

#### Swallowing



Swallow enemies and certain objects.

#### Eggs



When Yoshi's mouth is full, press the R Button to lay an egg. Or press the A Button to spit out the swallowed object.



## ากเลเ

Luigi's major strength is his agility. However, his lack of power makes heavy lifting difficult.

Power	*	☆	☆
Speed	*	*	☆
Jump	*	*	*

Scuttle



Hold the B Button.



#### **Invisibility Power**

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When Luigi gets a POWER FLOWER, he becomes invisible for a short time. When he's invisible, Luigi can run right through enemies and many objects.

#### **Backward Somersault**

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Press the R Button, then the B Button to perform a BACKWARD SOMERSAULT.

## Water Run 🔶 + 🍸



Luigi can run on the water for a short time by running towards the water.

## WARIO

Though he's lacking in the speed and agility departments (not to mention intelligence), when you need a little muscle, Wario's your man! His powerful moves can break objects and beat up

Power	*	*	*
Speed	*	☆	☆
Jump	*	☆	☆

#### Wario Whack



Use this powerful move to break things the other characters can't.

#### Metal Power



When Wario gets a POWER FLOWER, he'll turn into metal. For a while, he'll be invincible to enemy attacks and able to walk on the sea floor

#### Swing and Fling (A) + (+) + (A)



A

You can use these moves on opponents only in VS Mode





Swing enemy

21

Throw enemy

## 🎪 ADVENTURE MODE

#### Search the Castle for Stars and Keys

22

In order to open the doors, you need to collect the required number of **K**s. If the door has a keyhole, find the key that unlocks it.



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#### **Jump Into Paintings**

9

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Jump into a PAINTING to enter a COURSE. Keep your eyes peeled, though: you can find courses in the most unexpected places. When you jump into a

painting as Yoshi, you can select which CAP to wear using the Touch Screen (see page 28).

#### **Retrieve the Power Stars!**

You complete a COURSE when you retrieve the hidden **\***, After retrieving a **\***, you'll return to the castle's main hall. Retrieve **\*** s to open doors to new courses.





Repeat these three steps to progress through the game.

## ╈ DUAL SCREENS

#### **Course Screen**

#### Power Meter

You suffer damage when an enemy touches you or when you fall from a high place. When the Power Meter goes down to zero, you lose a life and exit the course automatically.

#### Silver Stars and Red Coins

This shows you how many silver stars and red coins you have collected in a course.

#### Lives Remaining

Your game is over when you lose all your lives.

#### Cap

This icon displays a cap's location in a course. You need a cap to change into another character (see page 28).



#### Rotate Camera

These arrows allow you to rotate the camera sideways. The camera icon changes depending on the controller mode (see pages 8–13).

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#### Coins

Coins replenish the Power Meter. Plus, something good happens when you collect a ton of them!

#### **Power Stars**

Each course has seven Power Stars hidden inside. When you collect a **t**, you'll be able to open more doors in the castle.

#### Map

The map displays the layout of the course and your location.

#### **Pause Menu**

The **Pause Menu** appears when you press START. From the **Pause Menu**, you can change your controller modes as well as your backlight and sound options. You can also access the **Controller Mode Menu** by pressing SELECT. Touch the menu item you want to access. If you are outside a course, you can also save your game from the **Pause Menu**.

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The number of dis and coins that you've collected in the course.



#### CONTINUE

Exit the Pause Menu and continue playing the game.

#### **CONTROLLER MODES**

Choose to play in the following controller modes: STANDARD MODE, TOUCH MODE, DUAL-HAND MODE.

#### **OPTIONS**

Change the SOUND or BACKLIGHT settings. SURROUND sound will not work properly when headphones are plugged into the system.

#### **Outside a Course**

#### QUIT

Quit your current game to prompt the **Save Menu**. If you choose SAVE, you can save your game progress and then quit.

Touch () to see the number of this and coins that you've obtained in each course.



#### Inside a Course EXIT COURSE

Leave the course and return to the castle's main hall.

Use the Touch Screen to navigate the Pause Menu.

#### Saving Your Game

To save your game, leave the course and press START. Select QUIT from the menu, then press SAVE on the next menu. You can also save after collecting a  $\cancel{k}$ . The data you save overwrites the file that you selected at the beginning of the game.

#### **Turning the Power off**

Turn the power off by pressing and holding the POWER Button.



## ╈ CAMERA CONTROLS

The camera will usually remain positioned behind your character. When the character moves, the camera will automatically follow him slowly, but you can move the camera with the buttons or by touching the arrows on the Touch Screen.

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Press the X Button to zoom the camera in and out. Touch 🖼 🖹 on the Touch Screen to rotate the camera sideways.

Touch I to zoom the camera in TOUCH MODE and DUAL-HAND MODE.

Move the camera with the + Control Pad or by touching the arrows on the Touch Screen.

Close-range view is not available in VS Mode





**Close Range** 





## See pages 10–13 about how to control the camera in TOUCH MODE and DUAL-HAND MODE.

#### **Centre the Camera**

Press the L Button to centre the camera behind your character.



## 🎪 CHANGING CAPS

By wearing a CAP, Yoshi can turn into Mario, Luigi or Wario. When he does, he can perform any of that character's unique moves.

To get a cap, defeat the enemy by wearing it.

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Put the cap on to turn into another character. You'll be able to perform that character's specific moves (see pages 18-21)!



If an enemy touches you, you'll drop the cap and turn back into Yoshi. But...



When you drop a cap, it will blink for a while before it disappears. If you get the cap back before it fades away, you will turn back into that character. When the cap disappears, look for it on the



Mario's Cap



W.

Wario's Cap

## **The second seco**

To change into another character, go to his switching room. You'll have to rescue that character to unlock his room before you can switch places with him. If a course is too difficult for Yoshi, switch to another character and try again.





#### **Entering a Course**



As Yoshi

After you rescue Mario, Mario's cap icon will appear on the Touch Screen when you start a level. Touch the cap icon to play as Mario.

#### **Entering a Course**

#### As Another Character



After you rescue Mario, Luigi or Wario, you can enter a course as that character.



## 🍿 ITEMS

#### ? Blocks

If you step on the ? SWITCH hidden somewhere in the castle, the ? BLOCKS become solid and you can punch them to reveal items like Power Flowers. When you get a POWER FLOWER, you'll be able to do character-specific special moves.



#### Blocks

Depending on which character you play, you can push or break them.



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Ice

#### **Star Coins**

One blue coin equals five yellow coins. One red coin equals two yellow ones. Coins refill your Power Meter and, if you collect enough of them, give you a pleasant surprise.



Bricks

Yellow Coin

**Red Coin** 

#### **Helpful Items**

#### **Spinning Heart**

Pass through it to recover from damage. The faster you move through it, the more you'll recover.



#### **1-UP Mushroom**

Collect it to increase your remaining lives by one. These mushrooms are often hidden somewhere in a course, but they also appear under other circumstances.



#### Wait, there's more! ! Blocks

! Blocks contain yellow coins, Koopa shells and sometimes a star.



#### **Koopa Shell**

Hop on a Koopa shell to ride around a course. You'll be invincible from enemies during your ride!



Eating a mushroom will make you huge for a little bit. Beating enemies is a breeze when you're huge.



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Cannons take you far fast! To blast off, just get inside the cannon, aim with the + Control Pad, then press the A Button.





## **mini-games**

You have a wide variety of mini-games. All the mini-games are controlled by the Touch Screen. Press START or the A Button while playing a mini-game to display its description on the top screen.





**Return to Title Screen** 

#### How do I get more mini-games?

32

Initially, you'll be able to play eight mini-games. You can unlock more mini-games in **Adventure Mode** by catching rabbits.



#### Wanted!

Find the character that appears on the top screen. Tap the Touch Screen where he's hiding.



#### Loves me...?

To pluck the flower, tap the petals on the Touch Screen. Find out how your crush feels about you.



## Mario's Slides

Guide Mario down the slides to the Star. Draw lines on the Touch Screen to create alternative routes for him. Watch out for the hungry Piranha Plants!



#### Bounce and Pounce

Help Mario defeat the Fly Guys by bouncing on top of them, but don't let him fall! Touch him to make him jump.



# Touch cards to find matching pairs. Clear the board to win

## Pair-a-Gone

Touch two identical cards that are next to each other. Cards will disappear when you touch them. Clear all the cards to win.



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## Bob-omb Squad

Use your slingshot to knock the parachuting Bob-ombs out of the sky.



## Snowball Slalom

Rub the Touch Screen to roll the snowball down the path. Make it to your goal before time runs out to win.



## ╈ VS BATTLES

You can battle other players in VS MODE through Single-Card Play (DS DOWNLOAD PLAY).

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#### **How to Play VS Battles**

Up to four people can play VS at a time using one SUPER MARIO 64 DS Game Card. The player with the Game Card is Player 1. Player 1 controls most of the menu selections.

See the Nintendo DS Instruction Booklet for information on DS DOWNLOAD PLAY.



Battle up to three other players with just one Game Card!

#### Player 1

Turn the power on. When the **Nintendo DS Menu Screen** appears, touch SUPER MARIO 64 DS NINTENDO.

When the **Title Screen** appears, touch VS and wait for other players to enter.



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## Players 2-4

Turn the power on. When the **Nintendo DS Menu Screen** appears, touch DS DOWNLOAD PLAY.

Touch the VS battle you want to join.

Wait until Player 1 is ready.

Touch TOUCH TO START when players are assembled and ready to battle.

Touch a COLIBSE to start the game.

from them!

wins.





Let the battle begin! Get the most to win!

It takes about 30 seconds to download game data. Depending on the environment, it may take longer. "-" is used to display nicknames that contain symbols. During VS Battle games, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.



Pick up a CAP to turn into someone else! Attack opponents to grab gras Can attack The player who collects the most s They can attack Can attack with wins. If players have the same number each other. GROUND-POUND of #s, the player with the most coins Yoshis can attack When you get a 戦, another 👷 each other. appears somewhere in the course.



## 🍁 ASK PRINCESS PEACH!



Can I join a VS battle if it has already started?



Nope, sorry. The only way to enter a VS battle is to start a new one



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#### Can VS battles use more Q than one Game Card?

You can play VS battles even when there are multiple Game Cards. To do this, one player acts as Player 1 and the rest of the players touch DS DOWNLOAD PLAY on the Nintendo DS Menu Screen.



What should I do when I fall from a high place?

If you GROUND-POUND as you approach the ground, you'll suffer less damage. The amount of damage you take depends on the height you fall from. so be careful.





An enemy took my cap! How can I get it back?

Oh, no! When you lose a CAP to an enemy, it will keep it, even if you exit the course. But maybe another enemy has a cap you can take





That's not a question. Nevertheless, I'll help vou out of this predicament. You must have switched places with another character in his switching room. If you go back into his room, you can play as Yoshi again.



#### Someone in the castle asked me a question. How do I respond?

You can choose your response by sliding the stylus over the Touch Screen. Or, if you are in STANDARD MODE, you can also choose what to say with the + Control Pad



#### **Touch Draw**

Draw and manipulate pictures on the Touch Screen with the stylus. You can't save your work, so don't get too attached to it.

Manipulate a Picture



**Return to Title Screen** 

#### **Draw a Picture**



Manipulate the picture

Use your stylus on the Touch Screen to draw a picture. The ink meter will show you how much ink you have left.

