

Nintendo Gateway 64 - Executive Summary

Game Title: Super Mario 64™

Manufacturer: Nintendo

Trademark Information: ™ and ® are registered trademarks of Nintendo of America Inc.

Game Category: Action

Game Description

Super Mario 64 contains 25 different areas to explore and complete 360-degree movement allowing the player to move anywhere they want in a 3-D world. Mario runs, walks, squats, whirls, slides, swims, climbs, flips, soars, waves his arms, makes expressive faces and noises, and of course--jumps.

Controller Functions

Control Stick: Move Mario

Control Pad: Not used

A Button: Jump, read signs

B Button: Punch, kick

B + A: Hang on wire nets

Z Button: Crouch down

L Button: Not used

R Button: Change camera modes

C Buttons: Change camera angle

Start: Pause

Tips and Tricks

-Try using the Z button (it's under the controller) in combination with other buttons. Mario will do a backflip by holding the Z button and then pressing A.

- When maneuvering through tricky spots try pressing the yellow C buttons to change the camera angle!

