

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



# MARIO KART 64™



Thank you for selecting the MARIO KART 64™ Game Pak for the Nintendo®64 System.

Merci d'avoir choisi le jeu MARIO KART 64™ pour le système de jeu Nintendo®64.

**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.**

**WAARSCHUWING: LEES ALSTUBLIEFT EERST ZORGVULDIG DE BROCHURE MET CONSUMENTENINFORMATIE EN WAARSCHUWINGEN DOOR, DIE BIJ DIT PRODUCT IS MEEVERPAKT, VOORDAT HET NINTENDO-SYSTEEM OF DE SPELCASSETTE GEBRUIKT WORDT.**

**OBS: LÄS NOGA IGENOM HÄFTET "KONSUMENTINFORMATION OCH SKÖTSELANVISINGAR" INNAN DU ANVÄNDER DITT NINTENDO® TV-SPEL.**

**HINWEIS: BITTE LIES DIE VERSCHIEDENEN BEDIENUNGSANLEITUNGEN, DIE SOWOHL DER NINTENDO HARDWARE, WIE AUCH JEDER SPIELKASSETTE BEIGELEGT SIND, SEHR SORGFÄLTIG DURCH!**

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**LÆS VENLIGST DEN MEDFØLGENDE FORBRUGERVEJEDNING OG HÆFTET OM FORHOLDSREGLER, INDEEN DU TAGER DIT NINTENDO® SYSTEM, SPILLE-KASSETTE ELLER TILBEHØR I BRUG.**

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PLEASE READ THIS INSTRUCTION BOOKLET THOROUGHLY TO ENSURE MAXIMUM ENJOYMENT OF YOUR NEW GAME. THEN SAVE THIS BOOK FOR FUTURE REFERENCE.

WIR SCHLAGEN VOR, DASS DU DIR DIESE SPIELANLEITUNG GRÜNDLICH DURCHLIEST, DAMIT DU AN DEINEM NEUEN SPIEL VIEL FREUDE HAST. HEBE DIR DIESES HEFT FÜR SPÄTERES NACHSCHLAGEN GUT AUF.

NOUS VOUS CONSEILLONS DE LIRE ATTENTIVEMENT LE MODE D'EMPLOI AVANT DE COMMENCER À JOUER AFIN DE PROFITER PLEINEMENT DE VOTRE NOUVEAU JEU! GARDEZ ENSUITE LE MANUEL POUR VOUS Y RÉFÉRER PLUS TARD.

LEES DEZE HANDLEIDING GOED DOOR OM ZOVEEL MOGELIJK PLEZIER VAN DIT SPEL TE HEBBEN EN BEWAAR HEM OOK OM ER LATER IETS IN OP TE ZOEKEN.

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.

LÄS NOGA IGENOM INSTRUKTIONERNA INNAN DU BÖRJAR SPELA OCH SPARA HÄFTET FÖR FRAMTIDA BRUK.

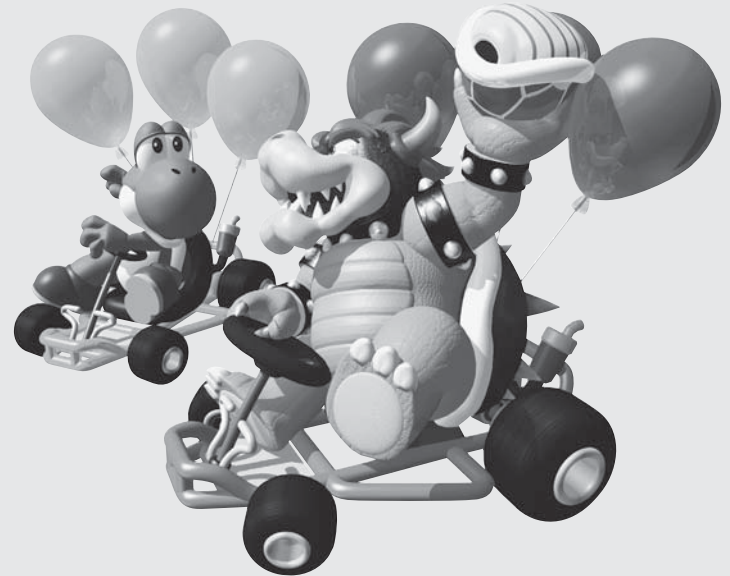
LÆS VENLIGST DEN MEDFØLGENDE FOLDER FOR AT SIKRE DIG, AT DU BEHANDLER DIT NYE SPIL KORREKT. GEM FOLDEREN TIL SENERE BRUG.

LUE NAMA KÄYTTÖOHJEET HUOLELLESTI, NIIN NAUITIT PELISTÄSI VARMASTI. SAASTÄ VIHKKONEN VASTAISUUDEN VARALLE.

[0901/EU6/N64]

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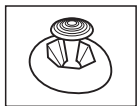
# THE NINTENDO<sup>64</sup> CONTROLLER

The Nintendo<sup>64</sup> 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.

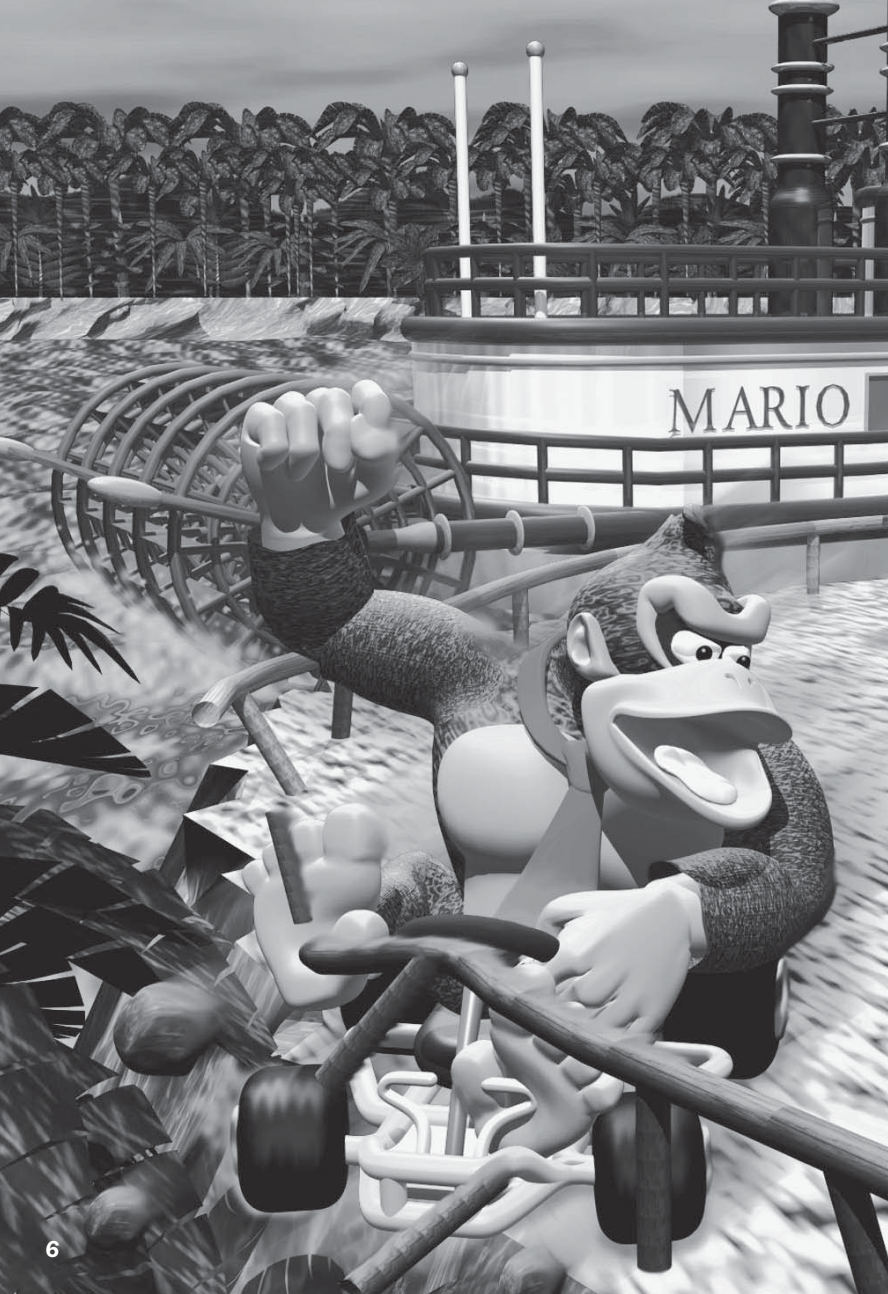
If you change the connection during the game, you may need to either press RESET or turn the power OFF to make the new connection active.

You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.



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# 1. Before Starting the Game



Correctly insert the Game Pak into the Nintendo<sup>64</sup> Control Deck and move the POWER switch to the ON position. Make sure not to touch the Control Stick at this time. When the demo begins, press START to display the Title screen. Press START again to display the Game Select screen.

## 1. How Many Players?

First, use the Control Stick to select your choice. Press the A Button to confirm. When selecting 2-4P game modes, make sure that the correct number of controllers have been connected.



## 2. Which Game Mode?

Next, select which of the four game modes you want to play. Some modes can only be played by a certain number of players.

		1P	2P	3P	4P
<b>MARIO GP</b>	Eight racers will compete in a series of races for points. Racers not selected by a player are controlled by the computer.	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
<b>VS</b>	Compete with two, three or even four players in split-screen action.	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>BATTLE</b>	This mode faces the players off in an attempt to pop the balloons that are attached to your Karts. You'll compete on special courses.	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>TIME TRIAL</b>	You will drive solo for three laps around your favourite course to get the best time. Best times are saved in Game Pak memory.	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>

For the details about each mode, please see "Game Modes" beginning on page 13. On the Select Screen for each mode, confirm your choice by pressing the A Button, and cancel with the B Button. To make a selection, you can use the + Control Pad as well as the Control Stick.



## 3. Which Size Engine?

When you select either MARIO GP or VS modes, you must decide which size Kart engine to use. There are three sizes available: 50 cc, 100 cc and 150 cc. Karts with larger engines will be faster and more difficult to drive.

After setting all selections, "OK?" will flash on the lower-right corner of the screen. Press the A Button to confirm.



## 4. Which Character?

When the Player Select screen appears, select the character you want to use for racing. There are eight characters to choose from.



## 5. Which Course?

Last, you must select the course on the Map Select screen. There are sixteen courses for racing and four courses for battle, making a total of twenty courses. How to select the course differs depending on which game mode has been selected.



## 2. Cups



### Mushroom Cup



Luigi Raceway



Moo Moo Farm



Koopa Troopa Beach



Kalimari Desert



### Flower Cup



Toad's Turnpike



Frappe Snowland



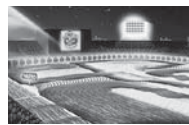
Choco Mountain



Mario Raceway



### Star Cup



Wario Stadium



Sherbet Land



Royal Raceway



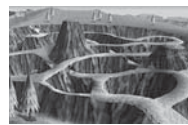
Bowser's Castle



### Special Cup



DK's Jungle Parkway



Yoshi Valley



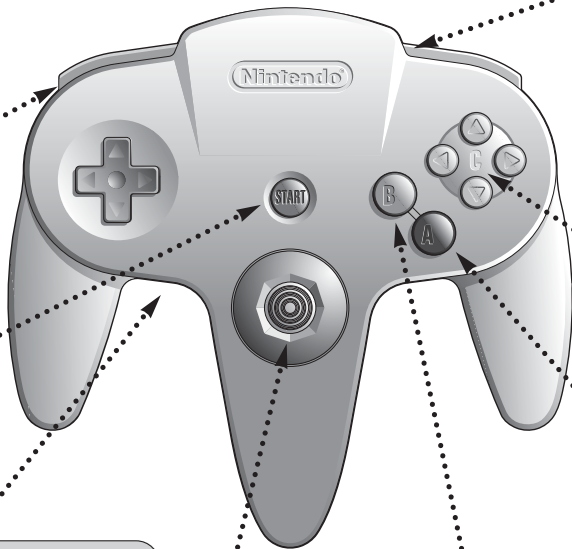
Banshee Boardwalk



Rainbow Road



### 3. Mario Kart 64 Operation Card



#### L-Button

While playing, use this to set the background music volume to On, Half or Off.

#### START

Pause

#### Z-Button



Use this when you have an item(s).

#### B-Button

Brake

#### A-Button

Throttle

#### R-Button

##### Slide

As your tires slide, you will skid sideways. Use this to take corners without losing speed.



**R**

Tilt in the direction of the turn... As you hold the R Button, turn ◀ or ▶.



#### C-Buttons

##### Change Camera



Standard Camera



Wide-Angle Camera



Not Used

##### Toggle Game Screen

Press C ▶ to cycle through the available screen displays for each mode.



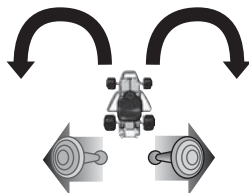
##### Item Switch

This is the same as the Z Button.

#### Control Stick

##### Steering

The further off centre that you tilt the Control Stick, the sharper your turn will be.

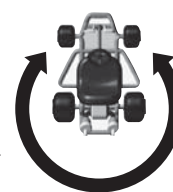


When your Kart is stopped...

##### Back



##### Spin-Turn



## 4. Items

When you run over the Item Boxes placed on the course, the Item Window will appear on your screen. Like a slot machine, the items will rapidly cycle, then slow to a stop, determining which item you will receive. The item you get might enable you to score a come-from-behind win just before crossing the finish line.

### Item Window



**Mushroom**<sup>×</sup>  
Temporarily boosts your speed.



**Triple Mushrooms**<sup>×</sup>  
Three temporary speed boosts – use anytime.



**Super-Mushroom**<sup>×</sup>  
For a limited time, you can boost your speed as many times as you want.



**Super Star**  
For a limited time, you will be invincible. Bananas, shells and enemies will not affect you. While invincible, you can hurt the other racers too!

### Thunder Bolt<sup>×</sup>

Use this to attack every other Kart. When struck by a thunder bolt, a Kart will shrink, its speed will drop and it can easily be crushed.



**Boo** – When another player has an item, use Boo to take it from them. After using it, you will become invisible from your opponents for a short time. While invisible, you can safely pass through bananas or shells.

### Green Shell

This shell travels in a straight line. Hit a rival and you'll cause them to crash.



### Triple Green Shell\*

This item gives you three shell attacks. Hit a banana and you will not slip.



### Spiny Shell<sup>×</sup>

Spiny's Shell will chase the Kart in the lead. Along the way, if there are other Karts in its path, they will suffer the consequences.

### Red Shell

When fired, the Red Shell will chase its target, increasing your chance of hitting an opponent.



### Triple Red Shell<sup>×</sup>\*

Triple shells will revolve around your Kart, making an effective barrier against rival Karts.



### Fake Item

This bomb looks just like an Item Box. If you place it near a real Item Box, it might be hard to tell the difference.



### Banana

Hit a banana and you will slip. It's very effective when placed on a corner.



### Banana Bunch\*

Five bananas will trail behind your Kart. You can place one banana at a time where you want.

Items marked with a \* can be used multiple times.

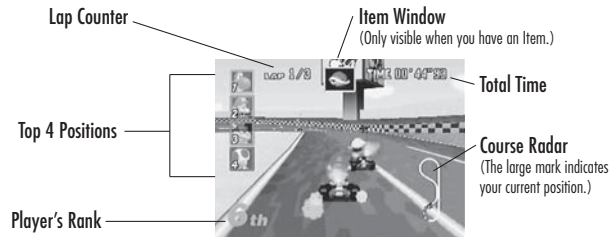
Press the Z Button to activate the item, then press it again each time you want to use the item.

Items marked with an <sup>×</sup> do not appear in the Battle Mode.

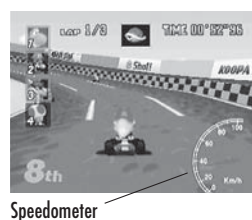
## 5. The Game Screen

The information displayed on the screen differs slightly between the 1-Player and 2-Player modes. During play, use the C ► Button to toggle through the different displays.

### A Type



### B Type



### C Type

**Rank Data**  
You can see the comparative positions of all the racers. Once around the screen equals one lap of the course.



## 6. Game Modes

### Mario Grand Prix

You will race a total of four courses in each Cup of the Mario GP. You and the other Karts (a total field of eight racers) will compete for the best combined rank. Keep a watch out for attacks from the other racers who can crash into you or harm you with items. Because of this, drivers who have the best driving techniques won't always finish the race in the lead.

### Driver's Points

If a player comes in fourth place or better, they receive Driver's Points and will advance to the next course. Place fifth or lower and a menu will appear after you reach the goal. Select RETRY to restart the same course. When you play the 2-Player mode, if either player places fourth or better, both will advance to the next course.

### Trophy

Trophies are awarded to the drivers who have scored the highest cumulative points after the four races of each Cup are completed. First place receives the Gold, second gets the Silver and third place must settle for the Bronze. Trophies earned are saved into Game Pak memory automatically and will be displayed on the Map Select screen.

### Pause Screen

If you select QUIT on the Pause screen during the race, you will return to the Game Select screen.

Times from Mario GP are not saved into Game Pak memory.



## 6. Game Modes

### VS

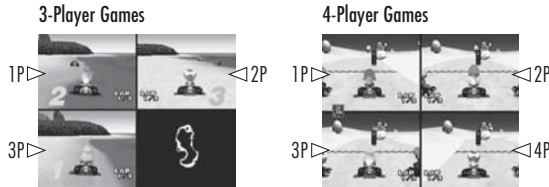
Two to four players can play the VS game choosing their favourite characters and courses. Players have their own screen to watch, but to make the most strategic use of their items, players should check the other players' screens and pay attention to their opponents' movements.

#### Course Selection

Select your favourite course from any of the sixteen courses in Mario GP. Each race is three laps. First, select a Cup, then select the course you want to drive from the four available.

#### The Game Screen

**2-Player Games**  
The screen is the same as Mario GP except no Total Time is displayed.



You can toggle the Rank Data display ON or OFF by pressing the **C** Button. The course radar will be displayed on the lower right screen.

Press the **C** Button to switch the display between the Rank Data and Course Radar.

#### Win /Lose

Once the lowest ranking player is determined, the game is over. On the Result Screen, each player's score will be displayed. In 2-Player games, the number of wins for each player will be displayed. In 3- and 4-Player games, the number of first, second and third place finishes will be displayed. (This score is temporary and will be erased when the Control Deck POWER is switched OFF.)

After the game is over, a Menu screen will appear. Select from the following:



- Retry ..... Retry the same course with the same character.
- Course Change ..... Select a new course.
- Driver Change ..... Select a new character.
- Quit ..... Quit the VS mode, and return to the Game Select screen.

Except for RETRY, you can select any of the above on the Pause screen as well.

## 6. Game Modes

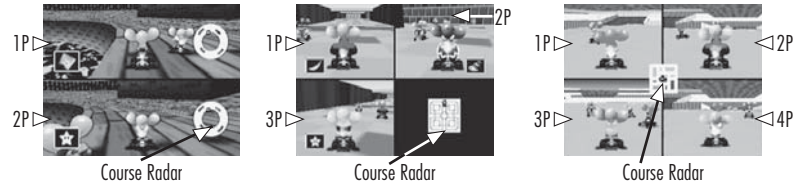
### Battle

Your goal in this mode is simply to eliminate your opponents, not to be the first across the finish line. Because of this, it's very important to keep the other players' positions in mind.

#### Course Selection

You can select any of the four courses that are available only for the Battle Mode.

#### The Game Screen



Each player's position on the game screen is the same as the VS mode. There are no alternate displays.

### Rules

#### Three Balloons

Three balloons are attached to each player's Kart. When their balloons have all been popped, they are out. The last surviving player is the winner.

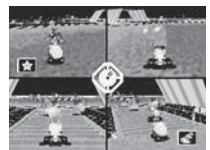


#### Popping Balloons

- Part 1: Slip on a Banana, or collide with an opponent.
- Part 2: Hit Shells or Fake Items, etc.
- Part 3: Fall off the edge of the course.
- Part 4: Crash with "Mini Bomb Karts".

#### When You Have No Balloons Left

In the 3- or 4-Player mode, when players lose all of their balloons, they are transformed into "Mini Bomb Karts" and forfeit the ability to win the game. Although they cannot win, they can still collide with other players and cause them to crash. Mini Bomb Karts can explode only once, and after that can no longer participate. A Mini Bomb Kart cannot use items and will not be displayed on course radar.





## 6. Game Modes

## MARIO KART 64

### Time Trials

In this mode, your goal is to just drive as fast as you can. There are no good or bad items to affect your play as in the other game modes. Perfect your driving technique to score the best times.

#### What is Your Ghost...?

Your Ghost is "A recording of the course's best time" played during Time Trials. While racing, the driving data is temporarily stored. Later, when you RETRY, a half visible character will drive exactly in the same manner as the stored data. With this ghost as reference, scoring the best time should be easy.

- If you don't finish the course (or if you Pause while racing), the ghost won't be saved.
- If you take too much time to reach the goal, or if you make severe driving mistakes (becoming trapped, leaving the course, etc.), sometimes the ghost will not be recorded.
- When the Ghost data cannot be stored, a message will appear under TIME on the game display.
- If you select COURSE CHANGE, DRIVER CHANGE or QUIT, the temporarily stored Ghost data will be erased.



### Saving to the N64 Controller Pak™

1. In Time Trials mode, finish your favourite course without leaving it to create Ghost data. During the drive, do not press START to pause.
2. When you RETRY, the ghost will appear and race along with you. This driving data will become the data that will be saved (if you reach the finish line before the ghost, the newer data will be saved for the ghost).
3. On the result screen menu, select SAVE GHOST. If this is the first time you have saved, the game data for Mario Kart 64 will be automatically created in the N64 Controller Pak.
4. Select one of the two available files to save to. If the ghost from that course has already been saved in either file, you will overwrite that file and the old Ghost data will be erased. Remember, two Ghosts from the same course cannot be saved.

If you turn the power switch OFF, press RESET or remove or insert the N64 Controller Pak while the data is being saved, it might not be saved correctly.



### Error Messages When You Use An N64 Controller Pak™

If something goes wrong when you use an N64 Controller Pak, an error message will be displayed. Use the following solutions for each message.

**N64 CONTROLLER PAK IS NOT DETECTED. IF YOU WANT TO SAVE THE GHOST DATA, PLEASE INSERT THE N64 CONTROLLER PAK INTO CONTROLLER 1.**

Switch the Control Deck power to OFF, then insert an N64 Controller Pak in Controller 1. If you play Time Trials without inserting an N64 Controller Pak, you can still play the game normally, you just cannot save your Ghost data.

**INSUFFICIENT BLANK PAGES IN N64 CONTROLLER PAK, GHOST CANNOT BE SAVED. 121 PAGES ARE NEEDED FOR THIS GAME. FOR DETAILS, PLEASE SEE INSTRUCTION BOOKLET.**

Use the N64 Controller Pak Data Menu screen to free up sufficient space (hold down the START button while you RESET the Nintendo<sup>64</sup>). Normal game play does not require this data to be saved.

**UNABLE TO READ N64 CONTROLLER PAK DATA  
UNABLE TO SAVE THE GHOST**

**UNABLE TO CREATE GAME DATA  
UNABLE TO ERASE THE GHOST**

Make sure each component is correctly installed, and repeat the procedure. If these messages continue to appear, please contact the Nintendo Service Force on 02380 623200.

## 7. Using the N64 Controller Pak™

### Loading Saved Ghost Data

The saved Ghost data will be automatically loaded and displayed when you select to play that course in Time Trials.

On the DATA screen, when you want to erase the Ghost data file saved to the N64 Controller Pak, select the course from which the Ghost is saved, and select ERASE GHOST. You will be asked to confirm with the message GHOST DATA FOR THIS COURSE WILL BE ERASED. IS THIS OK? If sure, select ERASE.

A course with saved Ghost data will display GHOST on the top of the course map.



## Data

### The Data Screen

On the DATA screen, you can view the best lap and total time records for each course. On the GAME SELECT screen, press the R Button or select the Time Trials mode, then select the DATA menu.

Move the cursor using the Control Stick and select the course that you want to see from any of the sixteen courses.

**ERASE RECORDS FOR THIS COURSE**  
Select this when you want to erase the Best Record and the Best Lap of a course from the Game Pak memory.

**ERASE GHOST FOR THIS COURSE**  
Use this menu item to erase Ghost data previously saved to an N64 Controller Pak

BEST RECORDS		
1=01'48"08	YOKO	
2=01'52"85	YOSH	
3=01'52"92	BRANDY	
4=01'54"14	LUIGI	
5=02'00"80	D.K.	
BEST LAP		
00'55"42	YOKO	

On the Game Select screen, if you press the L Button, you will go to the Option screen and be able to select from the following:



## Sound Mode

You can select the sound type during the game play. Press the A Button to change the menu.

### Stereo:

Select this when you use a TV with the stereo sound, or a TV and HI-FI combination. (Stereo sound is only available when using a Nintendo<sup>64</sup> Stereo A/V cable - Sold Separately)

### Mono:

Select this when you use a TV with monaural sound.

### Headphone:

Choose this mode to enjoy a more natural sound when you use headphones.

## Erase All Data

You can erase all the data saved in Game Pak memory and return its original condition, just like when you played the game for the first time.

**Caution:** Once deleted, saved data cannot be restored.

## Copy to Another N64 Controller Pak™

Using a second N64 Controller Pak, you can copy the Ghost data saved in one N64 Controller Pak to the other.

