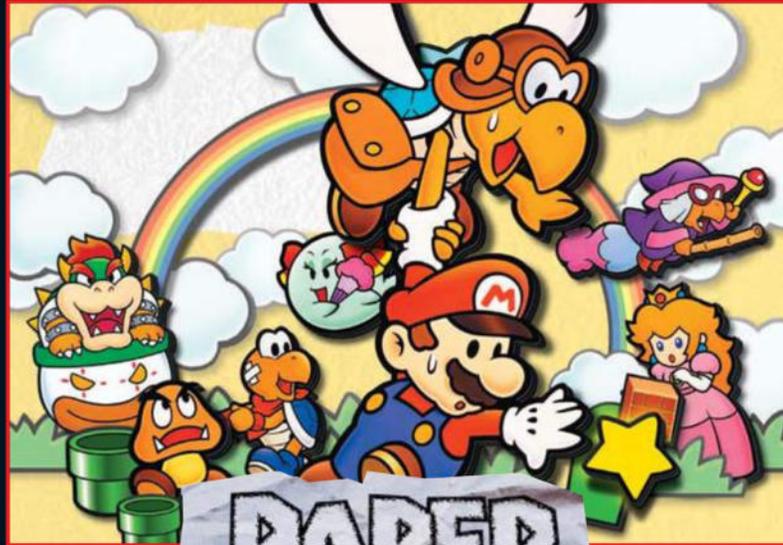


INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING
MANUAL DE INSTRUCCIONES
MANUALE DI ISTRUZIONI



PAPER
MARIO™

NINTENDO⁶⁴



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

Merci d'avoir choisi le jeu PAPER MARIO™ 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 SKÖTSELANVISNINGAR" 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, INDEN DU TAGER DIT NINTENDO® SYSTEM, SPILLE-KASSETTE ELLER TILBEHØR I BRUG.

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HUOMIO: LUE MYÖS KULUTTAJILLE TARKOITETTU TIETO-JA HOITO-OHJEVIHKKO HUOLELLESTI, ENNEN KUIN KÄYTÄT NINTENDO®-KESKUSYKSIKÖÄSI TAI PELIKASSETTEJASI.

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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 DURCHLEIST, 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 NÄMÄ KÄYTTÖOHJEET HUOLELLESTI, NIIN NAUITT PELISTÄSI VARMASTI. SAASTÄ VIHKKONEN VASTAISUUDEN VARALLE.

[0501/EU6/N64]

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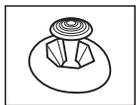
THE NINTENDO⁶⁴ CONTROLLER

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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Once Upon a Mushroom...

Far, far away beyond the sky, way above the clouds, it's been said that there was a haven where the Stars lived.

In the sanctuary of Star Haven there rested a fabled treasure called the Star Rod, which had the power to grant all wishes. Using this wondrous Star Rod, the seven revered Star Spirits watched over our peaceful world carefully... very carefully.

Then one day, a terrible thing happened... The evil King Bowser appeared in Star Haven and stole the Star Rod! Using its incredible

power he quickly imprisoned the seven Star Spirits!

Completely unaware of the trouble in far-off Star Haven, Mario was back home in the Mushroom Kingdom, eagerly reading a letter from Princess Peach. It was an invitation to a party at the castle! With much anticipation, he and his brother Luigi set off for the party, oblivious to the chaos that lay ahead...



Main Characters



Mario™

Our mustached marvel must once again match his wits and courage against Bowser's evil schemes. The Star Spirits held by Bowser's henchmen are waiting for Mario to rescue them!

Princess Peach

Loved by all her subjects, the princess of Mushroom Kingdom is constantly being targeted by Bowser's wicked kidnapping plans. She won't give up, though, and may even lend Mario a hand in this adventure.



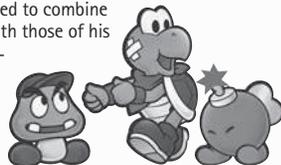
Star Spirits

After being captured by Bowser, the seven Star Spirits have been separated from one another and imprisoned in distant reaches throughout the kingdom.



Mario's Friends

Mario will need to combine his talents with those of his newfound friends.



King Bowser

Will Bowser use the Star Rod to become the ruler of the world? It's up to Mario to make sure that never happens!



Kammy Koopa

As one of Bowser's underlings, she uses her mysterious magic to torment Mario and his pals.

Luigi

Mario's friend and younger brother almost always plays an active role in Mario's adventures...but will he this time?



Twink

This Star Kid is too young to have much power, but he's determined to help out Princess Peach and Mario whenever he can.



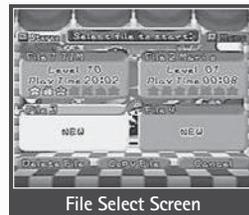
Starting the Game



Insert the PAPER MARIO™ Game Pak into the Control Deck, then turn the power ON. When the Title Screen appears, press START. Two options will then appear on screen. Use the Control Stick to select LANGUAGES and press the A Button to confirm your selection. From here press the B Button to return to the previous screen. On the next screen choose your preferred language (ENGLISH, DEUTSCH, FRANÇAIS or ESPAÑOL) by using the Control Stick and press the A Button to confirm your selection. On the next screen select START GAME and press START or the A Button, then choose a file to play.

Playing for the First Time

The first time you play, you must create a file to save your adventure. Select one of four available files, then press the A Button. Finally, give that file a name.



File Select Screen



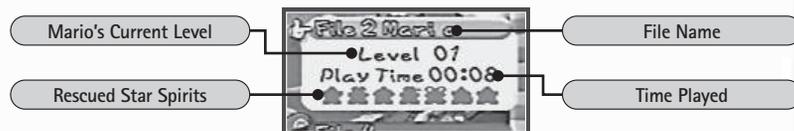
- Select a letter
- Confirm a choice
- Move back one space

If the television you are using has stereo sound capability, you can enjoy PAPER MARIO in stereo, too! On the File Select Screen, press the Z Button for stereo or R Button for mono sound.

When you have finished entering your name, select END, then press the A Button or START. To begin your game, return to the File Select Screen, then select the file you just created.

Continuing a Game

Files you have already been playing will be displayed on the File Select Screen. Select a file, then press the A Button or START to begin playing from your last save point.



DELETE FILE Delete the contents of a file. You cannot restore a file once it has been erased, so be careful not to erase one accidentally.

COPY FILE

Copy the contents of a file to a new file. First, select the file you want to copy, then select an empty file. If there are no empty files, select a file that you no longer need. Once you have confirmed that it is OK to copy to that file, all the data that was previously in that file will be erased.

CANCEL

Go back to the Title Screen.

Saving

Use SAVE BLOCKS to save your game data. When you come across a SAVE BLOCK, jump up to hit it.



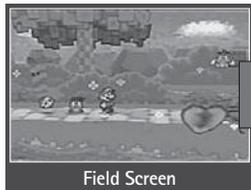
Choose SAVE to save your game.

Save Often!

.....
If the HP (Heart Point) meter reaches zero, your game will be over. You can restart your game from the last place you saved, so always save as often as possible.

Travels and Battles

Field Screens are for adventuring, while Battle Screens are for battling with on Bowser's baddies. You'll have to solve many riddles and battle your way through King Bowser's underlings before you can thwart his evil schemes.



Field Screen

Touch an enemy...



Battle Screen

- Talk with people!
- Solve riddles!
- Get items and Badges!

- Team up with partners!
- Defeat Bowser's henchmen!
- Earn 100 Star Points to move up a level!

Status Bar

The Status Bar at the top of the screen displays lots of important information. (See chapter "Field Screen Controls".)



Heart Points (HP)

Check to see how healthy you are. You will lose HP when you take damage from an enemy.



Coins

Use Coins for buying items or Badges. You can carry up to 999 Coins.



Flower Points (FP)

Use FP for Badge attacks and special attacks.



Star Power

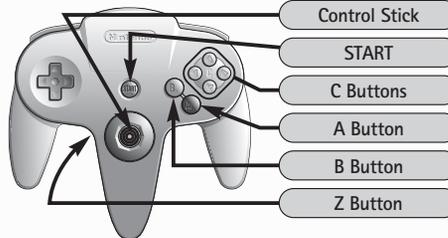
Use for Star Spirit Powers. (See chapter "Controlling Mario During Battle".)



Star Points

Earn Star Points by defeating enemies. You need 100 to move up a level.

Field Screen Controls



N64 Rumble Pak™

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This game is compatible with the Rumble Pak accessory (sold separately). Before using it, be sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting or removing the Rumble Pak accessory.



Control Stick

--- Walk/Run

Move in any direction. Your speed will change depending on how far you press the Control Stick. Press it a little to walk slowly, or press it further to run. Walk across pathways or enter pipes to move on to new screens.



To enter a pipe, stand on the pipe, then press **+** on the Control Stick.



When a cursor appears on the screen, use the Control Stick to select items and attacks or to answer questions.

Z Button

--- Spin

Spin round and round. Use the Z Button along with the Control Stick to do a Spin Dash. Using this technique, you can move even faster than you do when you're running, but you'll be unable to move for a short time afterwards. Be careful using this technique when enemies are nearby.

You can also use the Z Button during conversations to review previous messages.

A Button

--- Jump

Jump on enemies, jump to higher places, hit blocks in midair and more!

When one of these icons appears near you, press the A Button to investigate or talk.



Talk

If a star appears in the lower-right corner of the text bubble, press the A Button again to continue reading.



Open/Search

Open doors and search through bushes or other objects you come across.

Using Key Items

Use keys (one type of KEY ITEM) that you have found to unlock doors. To use a key, stand in front of a locked door, then press the A Button.



B Button

--- Hammer

Hit blocks, trees, and other objects on the ground and speed up conversations.



Yellow Blocks

When you find one of these blocking a path, use the Hammer to clear the way.

You must find the Hammer in the game before you can use the B Button.

Power Up Your Jump and Hammer

Each time you find new Boots or a new Hammer, the power of your jump or Hammer attack will increase.



Jump, then press the A Button at the right time to do a mid-air flip and pound the ground.



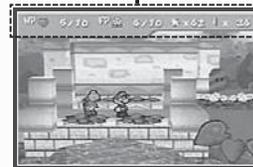
Use the Super Hammer to break blocks that are harder than normal Yellow Blocks.

C UP Button

--- Status Bar

Get information, such as HP and FP, from the Status Bar at the top of the screen. The Status Bar will stay on the screen as you move around on the Field Screens. Press C again to make the Status Bar disappear. The Status Bar will also appear automatically if you stand still for a while. (See chapter "Status Bar".)

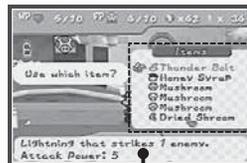
Status Bar



C LEFT Button

--- Use Item

Use an item. Make your selection from the Item Menu, then press the A Button. Press the B Button to cancel.



Item Explanation

Item List

(Items in grey cannot be used on the Field Screen.)

How Much Can You Carry?

You can carry only ten items at a time. If you already have ten items when you find a new one, you must throw away something you're carrying to make room. If you discard an item, it will appear briefly on the Field Screen but will disappear shortly thereafter. KEY ITEMS are carried separately, so they are not included in this ten-item limit.





C DOWN Button --- Use Party Member's Ability

Use a buddy's ability. Each Party Member's abilities are different. Press the B Button to cancel.



C RIGHT Button --- Change Party Member

Switch friends if you have two or more of them.

Using Party Members

Party Members are steadfast pals who want to help you on your adventure. Along the way, you'll meet more and more of them, each with his or her own special abilities. They can help you clear obstacles that appear on the Field Screens, and they can go into battle with you. Only one Party Member can appear on screen with you at a time, so only that buddy's abilities are available to you on both Field and Battle Screens. Switch teammates to use the one that's best suited to face a certain enemy or overcome a specific obstacle. You can also use SUPER BLOCKS to increase your allies' levels. (See chapter "Increasing a Party Member's Level")



You'll find that Mario's allies come in all shapes and sizes!



START --- View Information

Press START to pause your game and view information about Mario. You can also equip BADGES on this screen. Use the Control Stick to select information, then press the A Button to get details. Press the B Button or START to return to the game.

STATS

Get information about Mario.

Mario's Current Level



Mario's Equipment

(View Current Boots and Hammers here.)

BADGES

Put on and take off the Badges that you collect. Select ALL BADGES or ACTIVE BADGES, then press the A Button to wear or remove the selected Badge. Once you have selected your equipment, press the B Button or START to return to the game.

Using Badges



BADGES are unique items that give you special abilities. Some can be used on Field Screens while others can be used on Battle Screens. You must equip a Badge on the Field Screen for it to have an effect – you cannot change Badges during battles. You must have BP (Badge Points) to equip a Badge.

Display All Badges

Display Active Badges

Remaining BP

(These are displayed in red.)



Badges Collected and BP Required to Equip

(Press the Z Button or the R Button to scroll through collected Badges.)

ITEMS

You can check to see the ITEMS you are carrying. Items are carried in different places, depending on the type. Use the Control Stick to choose an item, then press the A Button to confirm your selection. You cannot actually use an item on this screen.

KEY ITEMS

These are important items, such as those that are necessary to get through certain parts of the game and those that you give to other people. You can carry an unlimited number of KEY ITEMS, as you can't throw them away.

ITEMS

To see a list of all the ITEMS you have, press CⓄ when you're on a Field Screen. You can carry only ten regular items at a time.

PARTY

Check a teammate's abilities.

Party Members

Description of Member or Ability
(Press C and C to scroll through the text.)



Member's Attacks

(Press the A Button to see the attacks.)

SPIRITS

See which Star Spirits you have rescued.

Star Spirit Description
(Press C and C to scroll through the text.)



Star Spirits

(The others that haven't been rescued will be displayed in grey.)

MAP

View a map of the world and get simple descriptions of the areas you have already visited.

Areas You've Visited
(Indicated by red circles.)



Place Name and Description

Battle Begins!

If you run into an enemy on a Field Screen, you'll be transported to a Battle Screen where battle will begin.

FIRST STRIKE

When you meet an enemy, try to jump on it or hit it with a Hammer to get an attack in before the battle actually begins.



If an enemy hits you first, one enemy will get the first attack at the start of the battle.



When an enemy sees you, "!" will appear above its head, and it will begin to chase you. If you run away successfully, "?" will appear above its head as it loses sight of you.

Looking at the Battle Screen

Command

Partner



Status Bar

Enemies

Battle System

In a battle, you and your enemies will take turns attacking each other. Normally, each character will have one action (such as attacking or using an item) per turn. You'll continue to take turns until one side is defeated. If you defeat all of the enemies on the screen, you'll win. If you lose all of your HP, your game will be over.

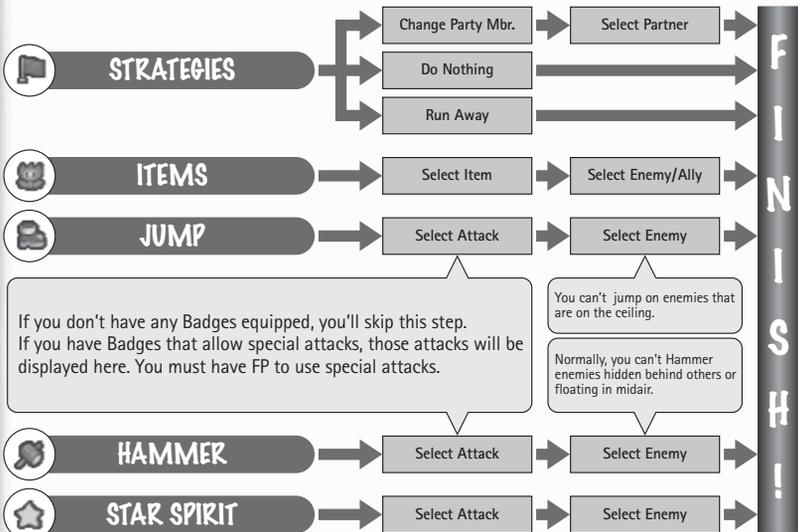
Mario and Party Member's Turn

Enemy's Turn

★ Controlling Mario During Battle ★

Before Confirming an Action

Use the Control Stick to select an action, then press the A Button to confirm. Press the B Button to cancel.

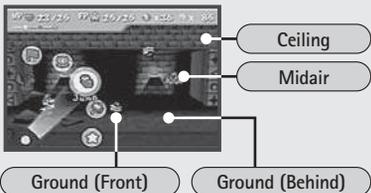


If you don't have any Badges equipped, you'll skip this step.
If you have Badges that allow special attacks, those attacks will be displayed here. You must have FP to use special attacks.

You can't jump on enemies that are on the ceiling.
Normally, you can't Hammer enemies hidden behind others or floating in midair.

Location Affects Your Attack

The location of the enemy is an important element in battle. Some of your and your teammate's attacks will be unavailable, depending on where the enemy is located. For example, Jump attacks work on all opponents except for those on the ceiling. Hammer attacks can normally be used only on enemies on the ground.



JUMP

Jump on your enemy's head.

- ✓ You can jump on opponents that are behind others and those that are in midair.
- ✗ If you jump on an opponent that has a spike on its head, you will take damage.



HAMMER

Hit your opponent with a Hammer.

- ✓ With this you can even attack enemies that have spikes on their heads.
- ✗ You cannot normally attack enemies that are behind others or that are in midair.



Certain Badges allow you to power up your Jump and Hammer attacks. Try different combinations of Badges and attacks.

Use the Action Command!

Some KEY ITEMS allow you to use ACTION COMMANDS. Time your Hammer and Jump attacks well to increase the damage they do. The Action Commands will differ, depending on the attack being used.



The Action Command will appear after you select your enemy.

Timing Types

Perform the Action Command just before you land on an enemy or in time to the display on screen.



Consecutive Types

Perform the Action Command as many times as possible in the given time. The more times you perform the Action Command, the more damage you will inflict.



Hammer Types

Press the Control Stick to the left, then time your release with the display on screen.



Press the A Button just before an enemy attacks you to reduce the amount of damage you take.



If you execute an Action Command successfully, NICE will appear on the screen. If it's an attack you can use consecutively, you'll see GOOD, then SUPER with each successful attack.

Trading Turns with Your Party Member

You'll usually take your turn before your partner, but you can press the Z Button to change the turn order. Of course, you can't change the order after someone has already performed an action on that turn.



ITEMS

Use an item that you are carrying.

When you select an item, its effect will be displayed here.



STAR SPIRITS

Borrow a Star Spirit's power to use a special attack. You need Star Power to be able to use these attacks. The number of attacks you can perform and the amount of Star Power you can carry will increase with each Star Spirit you rescue.



About Star Power

Star Power is necessary to use Star Spirit attacks. When your Star Power bar reaches zero, it will be restored little by little after each completed turn in battle. When the bar is full, you'll have enough Star Power for one attack. Star Power will not be restored before the first turn of a battle. Star Power will begin to return only after both you and your enemies have each had a turn. If you use FOCUS in battle, a little bit of Star Power will be restored. If you take a NAP at a Toad House, it will be completely restored.

Star Power Bar



STRATEGIES

You don't always have to attack.

CHANGE PARTY MEMBER

Change friends for that turn.

DO NOTHING

Do nothing during that turn.

RUN AWAY

Try to run away from the enemy.

Once you are able to perform Action Commands, select RUN AWAY, then repeatedly press the A Button. A meter will appear on the screen with an arrow moving back and forth across the top of it. If the arrow stops in the green part, you'll be able to escape, but if it stops in the blue part, you will fail. Press the A Button repeatedly to make the green part bigger, improving your chances of getting away successfully.



If you run away, you'll drop a few Coins when you return to the Field Screen.

After Battle

Once you've defeated all the enemies, you'll earn STAR POINTS. Coins will also appear when you return to the Field Screen, so collect as many as you can. You will sometimes receive a heart or a flower, which will restore your HP or FP.



Heart
Restores 1 HP.



Flower
Restores 1 FP.

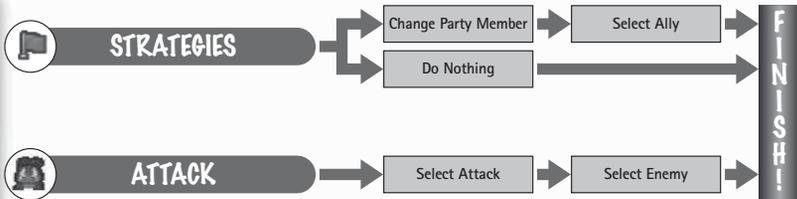
Earning Star Points



You will earn STAR POINTS when you defeat enemies. The stronger the enemy, the more Star Points you will receive. As your level increases, the enemies will be worth fewer Star Points. Sometimes you won't receive any Star Points at all. Each time you collect 100 Star Points, you'll move up a level.

★ Controlling Party Members in Battle ★

Controls for your pals are basically the same as those for Mario, but there are some things that they cannot do. Teammates do not have attack options like Mario's Hammer or Jump, therefore there maybe opponents that they cannot attack.



An Injured Partner

Normal enemies will only attack Mario, but depending on the enemy's attack, a partner may sometimes take damage. When a friend takes damage, he or she will miss the same number of attacks as the amount of damage he or she received.

★ How to Read Battle Screens ★

These icons may appear on the screen during battle.

Damage
Displays the amount of damage you or your opponent has taken. DANGER will appear when your HP gets low.

Special Attack Success
Indicates that a sleep attack or other special attack was used.

HP Restore
Shows how much HP you have recovered.

Miss
Shows that an attack missed or had no effect.

Ability Up
Indicates how much your offensive or defensive ability has risen.

FP Recover
Displays the amount of FP you have recovered.

Ability Down
Indicates how much your offensive or defensive ability has decreased.

Unusual Condition
Shows that a character will be unable to move or will be in bad condition for the indicated number of turns.

Types of Unusual Conditions

Asleep	Poisoned	Dizzy	Frozen	And others...

About Offensive and Defensive Power

All techniques have a certain attack power. However all enemies have a defensive ability that will be subtracted from the damage they receive. For example, a Koopa has a defensive power of one, so if it is attacked with a standard Hammer while it is standing, it will receive no damage. If you successfully use an action command to attack, then the damage will be two, and the Koopa will receive one point of damage.

Offensive Power – Defensive Power = **Damage!**



Increasing Levels



When you collect 100 Star Points, you will go up a level. At this point you can choose to increase your HP, FP or BP – but you can only increase one!

Maximum Stats

HP 50 FP 50 BP 30

There is a Badge that you can equip to increase these limits.



When you move up a level, your HP and FP will be fully restored.

Increase HP or FP

When you are at a low level, it will be helpful to increase either your HP or FP. If you have a high HP, you will be more difficult to defeat in battle. If you have a high FP, you'll be able to use more special attacks. Even after you've increased your FP, it's not too late to increase your BP.



Increasing a Party Member's Level



To increase one partner's level, find and hit a SUPER BLOCK on the Field Screen. This will allow your buddy to use new attacks and will raise his or her general attack power.



This mark will appear beside a teammate whose level has already been increased.



Star Pieces



You'll find Star Pieces hidden throughout the Field Screens. If you take one to someone who collects them, you'll receive something valuable in return.



Toad Houses and Stores



Toad Houses and Stores are the places to visit when Mario is in need of rest or a special item. Find them in towns and other locations.



Toad House

Mushroom signs hang outside Toad Houses. Take a NAP at one to restore your HP, FP and Star Power for free!



Stores

Stores have Flower signs. You can buy, sell and check ITEMS at a store.



Buying Items

Stand in front of the item you want to buy, then press the A Button. To sell or check an item you are carrying, talk to the shopkeeper. When you check an item, that item will then be available at any store in Mushroom Kingdom.



