INSTRUCTION BOOKLET



NINTENDO64

THE NINTENDO 64 CONTROLLER 4

MAIN CHARACTERS 6

STORY 10

BASIC MOVES 11

CONTROLLER FUNCTIONS 12

HOW TO CONTROL MARINA 18

HOW TO CONTROL TERAN 23

ITEMS 25

ADVANCED CONTROL 26

WARRANTY AND SERVICE INFORMATION . . 35

Control Stick Function

The Nintendo 64 Control Stick uses an analog 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 center 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 - make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center™

Holding the Nintendo 64 Controller



While playing Mischief Makers, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the + Control Pad freely with your left thumb. Using your right thumb you can easily access the A, B or C Buttons. Using your left and right index fingers you can operate the L and R Buttons as well.

Connecting the Nintendo 64 Controller

To play Mischief Makers, you must connect a controller to Controller Socket One, located on the front panel of the Control Deck. If you should need to change the connection after beginning, switch the POWER to OFF. After you have made the correct controller connection, return the POWER to ON and begin play.



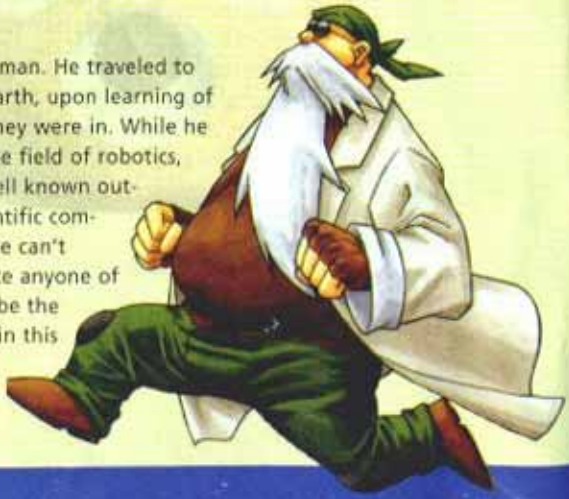
MAIN CHARACTERS

ULTRA-INTERGALACTIC-CYBOT-G, MARINA LITEYEARS



She's a high-powered robot who is an assistant to Prof. Theo. Usually, she is busy with her daily tasks, but when Theo is in trouble, she can become a powerful heroine.

THE ADVENTURER, PROF. THEO



He's a fiery old man. He traveled to Clancer, from Earth, upon learning of the crisis that they were in. While he is a genius in the field of robotics, he's not very well known outside of the scientific community. While he can't seem to convince anyone of it, he claims to be the main character in this game.

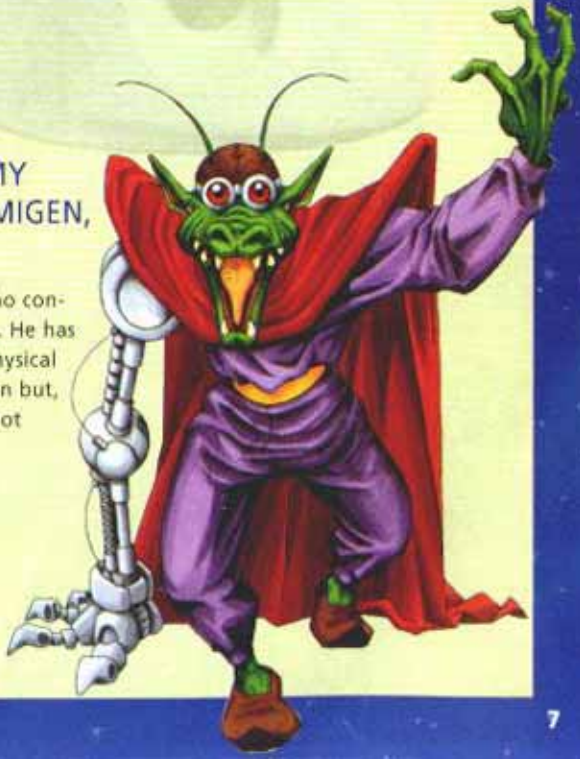
THERE'S ALSO A GOOD CLANCER, AND HIS NAME IS TERAN

He's one of the few good Clancers left, and he's ready to help Marina. His specialties are the Triple Jump, Triple Punch and the deadly Final Blow. He will step forward to carry on the battle, should Marina get hurt.



AN EMPIRE ARMY COMMANDER, MIGEN, SR.

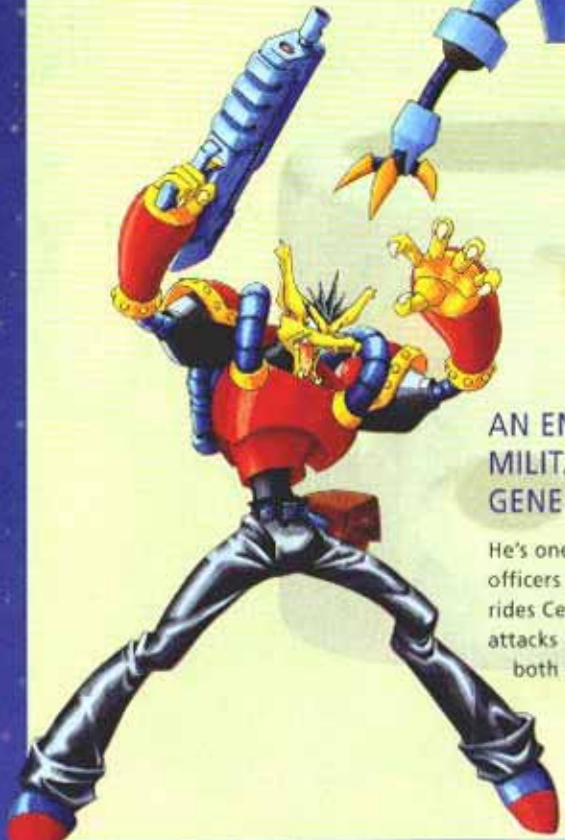
He's a ruthless man who controls his son, Migen, Jr. He has his son carry out his physical attacks. He's a Magician but, truth be known, he's not very powerful.



AN EMPIRE AIR FORCE GENERAL, MERCO

He's very good at attacking his enemies with his Golden Spear. He, and his Phoenix γ, are well respected by the Empire's Army.





AN EMPIRE MILITARY GENERAL, LUNAR

He's one of the three key officers of the Empire. He rides Cerebus α, and attacks his enemies with both a gun and missiles.

AN EMPIRE ARMY GENERAL, TARUS

He's as strong as a Gorilla, and quite fearsome when he's riding on his Sasquatch β. Perhaps it is because of his brute strength that he can respect a strong enemy.

WHO ARE THE CLANCERS?

The Clancers are mysterious residents who live on Planet Clancer. Everything on this planet begins with the word "Clan." For example, a "Ball" would be a "Clanball," and a "Coil" is a "Clancoil." They meant no harm when they kidnapped Prof. Theo. Normally, they live their lives quite peacefully, and are very lovable creatures.



STORY

Marina and Prof. Theo have finally arrived on Planet Clancer. The planet has been sending an S.O.S. signal, so it might not be too safe to be here. Therefore, Marina has decided to go out and scout out the planet, and get more familiar with the area.



"I'M BORED."

The Prof., who was left in the spaceship, is very bored. He was trying to find something to kill the time, when suddenly...

"DING, DONG (DOOR BELL RINGS)"

Something enters the Prof.'s room. The Prof. thought that these strange creatures were the welcoming wagon.



"WHAT THE HECK!?"

A large group of Clancers suddenly rushed into the room, and started going totally wild! The Prof. was quite confused, and the next thing he knew — he'd been kidnapped!

Marina, who's been out scouting, hears a familiar voice.



"MARINA! HELP ME!!"

"PROF.!!"

Marina hurried to where the voice was coming from, and got there in time to see the Prof. being kidnapped by the group of Clancers. Who are these creatures? Why would they want to kidnap the Prof.!?

And so begins Marina's adventure.

THE BASICS ARE GRAB, SHAKE AND THROW



IF YOU SEE SOMETHING SUSPICIOUS, "GRAB" IT WITH THE B BUTTON!



AFTER YOU'VE GRABBED IT, PRESS DOWNWARDS ON THE + CONTROL PAD TWICE – TO "SHAKE" IT!



THEN, WITH THE + CONTROL PAD, PICK A DIRECTION – AND "THROW" IT WITH THE B BUTTON!

CONTROLLER FUNCTIONS



L Button
Speak
Select Chapters
Change the order of items in Clanpots

START
Start the Game
Pause the Game
Enter selection

R Button
Speak
Select Chapters
Change the order of items in Clanpots

C Buttons
Shake
& Dash
Hover

+ Control Pad
Move
Shake (Press downwards, twice)
Duck (Press downwards, once)
Dash (Press left or right, repeatedly)
Hovering (Press upwards, repeatedly)
Sliding (Press downwards + A Button)
Slider Jump (Press downwards + A Button, twice quickly)
Roll (Press downwards, repeatedly)
Direction for Throwing (Press in a direction + B Button)
Check contents of the Clanpot (While holding the Clanpot, press downwards)

A Button
Jump
Big Jump (Hold the button longer)
Enter selection

B Button
Grab
Throw
Defend

Z Button
Skip Stage Demo

Control Stick
Not used



It's possible to do all kinds of actions, just by combining other buttons. For more details, please read the section on Advanced Control — on Page 26. For details on controlling Teran, please see page 23.

Number of Players

This game is a one-player game. Therefore, you will only use the first Controller Socket, on the front of the Control Deck.



STARTING THE GAME

Turn the power on, and the Demo Screen will be displayed. If you wish to skip the Demo Screen, press START. If you're ready to start the game, press the Start Button a second time.



Game Start

SELECTING A FILE

Your progress can be saved to the Game Pak. There are two files to which you can save your information. Select File #1 or #2, and press START. Then, answer the questions displayed on the screen to create your own personal file. Every time you complete a stage, your progress will be automatically saved.



Then select, "Start the Game."

Select a name → Select "M or F" → Enter "Age" → START THE GAME!







FLOW OF THE GAME

Start the Game

On the Title Screen, press START to begin play.









Grab this to clear the stage!

Stage Select Screen

Start the game, and you will see the Stage Select Screen. You can then choose to either replay a completed Stage, or advance to the next Stage. You can't skip a Stage that hasn't been completed. Press left or right on the + Control Pad to move from Stage to Stage. Use the A Button to enter a Stage.

Demo Screen

In each Stage, Marina must complete a specific objective before she can complete the Stage. The Demo screen will tell you what that objective is. You can use the Z Button to skip the Demo Screen.

Starting the Adventure!

Now it's time to start the adventure. Basically, you need to Grab the Blue Star to exit that particular Stage.

Once a Stage has been completed, you can advance to the next Stage. Good luck — you'll need it to meet the final boss!!

SELECTING A STAGE

When you clear the Stage, you can then proceed to the next Stage. Move Marina to the Stage you want to play, and press the A Button to start the Stage.



Stages you can enter

The Stages you can enter will have a picture, and the Stage's name displayed.





Stages you can't enter

The Stages you still don't have access to are marked with a "?"

* Please see page 17 about Gold Gems.

Select the Stage you want with the + Control Pad



Changing the Chapter



Press the R Button when you want to move to the next Chapter, and press the L Button to return to a previous Chapter.

HOW TO CHECK THE HEALTH GAUGE





The gauge displayed on the top or bottom of the screen indicates the amount of health that Marina has in reserve. When she has lost all of her health, the game is over.



When the gauge is full

When the gauge is full, a Stock Life appears. You can store two Stock Lives.

HOW TO CLEAR THE STAGE

Basically, you can clear the Stage if you grab the Blue Stars. Stars are found in hidden and inconvenient places, but as objectives are completed, these stars appear.



The conditions under which the Blue Star appears differ with each Stage. Keep an eye on the "hint" that appears in the Demo for each Stage.

Use these guys that appear throughout the game!



WARP GATE

If you can grab the Red Star, you'll warp to another area. In some Stages, you can't clear the Stage unless you find the Warp Gate. So be sure to search each Stage carefully.







CLANCOIL

Hold onto it, press down (repeatedly) on the + Control Pad, build up some power and let go! You'll get one BIG jump out of it!

MS. HINT

If you're unsure of how to clear the Stage, check in with Ms. Hint. Hang onto to her, and give her a good shake. If you have 10 Red Gems, she'll share her hint with you.



IF YOU DON'T LISTEN TO MY HINT, YOU'LL LOSE EVERY TIME!

GOLD GEMS

In each Stage, the Gold Gem is well hidden. If you collect the Gold Gem from each Stage, something special will happen in the end! Keep in mind that once you find the Gold Gem, you must quickly complete the Stage — or you won't get credit for the Gem!!



HEY, I FOUND IT!

HOW TO EXIT THE STAGE

In order to slip out of the Stage, at any time, you first need to pause the game with START. Then, move the cursor to "Exit," and press START. You will now return to the Stage Select Screen.



HOW TO END THE GAME

After the Stage has been cleared, the screen displaying the rank, etc. will appear. Select "I'm Done," and press START. If you then continue the game, your Health Gauge will return to the default amount.



MARINA IS OUT OF HEALTH!!



When Marina is out of health, use 10 Red Gems to continue. Use 30 Red Gems to obtain one Stock Life, or use 100 Red Gems to obtain two Stock Lives.



HOW TO CONTROL MARINA



GRAB ...B BUTTON, MARINA'S GRAB

Press the B Button, and you can grab Clancers (or items) that appear throughout the Stage. To pick up something below you, press the B Button while pressing down on the + Control Pad.



Here are some of the things you can grab









RELEASE WHAT YOU'VE GRABBED ... B BUTTON



If you want to release the item you've grabbed, press the B Button a second time. Doing so will cause what you've released to drop vertically.

THROW ... + CONTROL PAD & B BUTTON!

Marina's Throw

Press the B Button, while pressing in any direction on the + Control Pad. Since there are several different directions in which you can throw, feel free to get creative!





YOU CAN ALSO USE THIS MOVE AS AN OFFENSIVE ATTACK.

You can defeat most enemies by throwing things at them. Keep in mind that "Throwing" is one of the Basic Moves in this game.



SHAKE ... GRAB IT, AND PRESS DOWN ON THE + CONTROL PAD, REPEATEDLY..

Grab an item (or enemy), and by pressing down (repeatedly) on the + Control Pad you can Shake what you've grabbed. Try shaking everything you can grab.





GRAB FIRST, AND THEN PRESS THE + CONTROL PAD!!



Shake, and something good will happen.

EXAMPLE 1

Grab the Clanball, and shake it. This will cause several Blue Gems to fall out, and you will recover some of your lost health. In most cases, if you shake something, items will fall out.





EXAMPLE 2

Shake the Machine Gun, you will then be able to shoot High, Middle and Low shots! This will give you a wide range for defeating enemies.







IF YOU COME ACROSS US, GIVE US A SHAKE!





MOVE ... + CONTROL PAD

Move Marina right or left.



JUMP ... A BUTTON

Marina's Jump

Press the A Button to jump. You can jump high, or low, depending on how you adjust it. For more details, please see page 26.





DUCK ... PRESS DOWN ON THE + CONTROL PAD

Press down on the + Control Pad, and Marina will Duck. This will also allow you to check the contents of a Clanpot.

Duck



Check the Clanpot's contents.





Take an item out of the Clanpot by Ducking & the B Button.

DASH ... PRESS THE + CONTROL PAD TO THE LEFT OR RIGHT, REPEATEDLY (OR YOU CAN USE ONE OF THE C BUTTONS).

Press the + Control Pad, repeatedly, in the direction that you want Marina to dash. She can also dash if you use the C <- or C -> Buttons. However, her dashes are stronger, if you use the + Control Pad. To use the Tricycle, you'll also need to dash.





You can still dash while grabbing an enemy or item.

Use the Dash, when riding the Tricycle.



HOVERING ... PRESS UP (REPEATEDLY) ON THE + CONTROL PAD

Marina's Hover

Press up (repeatedly) on the + Control Pad, and you'll be able to hover. You can even climb up an incline, if it's not too steep. After jumping, you can then hover to either the left or to the right.





When you think you can't reach something,



try pressing up (repeatedly) on the + Control Pad!!





SLIDING ... DOWN ON THE + CONTROL PAD & THE A BUTTON





Marina's Slide

Press the A Button, while pressing down on the + Control Pad, to make Marina Slide. Sliding can be faster, and more useful, than dashing.

SLIDER JUMP ... DOWN ON THE + CONTROL PAD & QUICKLY PRESSING THE A BUTTON, TWICE

Jump!! Slider Jump!

Press the A Button a second time, while Sliding, to pull off a HUGE jump! This will allow you to jump to places you can't normally reach. Depending on how long you hold down the A Button (the second time), your jump will vary in length.





You can easily jump to places you couldn't normally reach!!

ROLLING ... PRESS DOWN ON THE + CONTROL PAD, REPEATEDLY



Marina's Roll

Press down (repeatedly) on the + Control Pad, and Marina will first duck — and then begin to roll. She can roll through spaces that are too narrow to walk through. So, if you see a narrow path, try rolling!

HOW TO CONTROL TERAN



Teran

To rescue Marina, there will be times where Teran must fight in her place



PUNCH ... B BUTTON







Teran can't grab things the way Marina can, but he can attack his enemies with a series of punches. If you press the B Button, Teran will throw a punch. If you press the B Button repeatedly, Teran will do a Triple Punch.

To do the Triple Punch, quickly press the B Button THREE times!

JUMP ... A BUTTON

Press the A Button to Jump. While Teran can't hover, if you press the A Button THREE times, he will execute a Triple Jump. This will allow you to jump across longer distances.





YOU CAN MAKE THREE CONTINUOUS JUMPS!!









DEFEND ... Press down on the + Control Pad



If you press down on the + Control Pad, Teran will assume a defensive position. This will allow him to withstand attacks from enemies. So, if you're attacked, don't forget to press down on the + Control Pad.

SLIDE ... Press down on the + Control Pad & the A Button





If you press the A Button, while holding down on the + Control Pad, Teran will execute a Slide. This Slide can be used as an excellent attack.

DASH ... Press the + Control Pad to either the Left or Right, twice



By pressing twice in either direction, and holding in that direction on the second press, Teran will perform his Dash. He will continue to Dash, until you hit another button, or let go of the + Control Pad.

HANGING DOWN ... Jump + Pressing Up on the + Control Pad

Jump up, and press up on the + Control Pad, in a spot where you can grab onto something overhead. This will allow you to hang down from this spot. When you're ready to drop back down, simply press down on the + Control Pad.





ITEMS

RED GEMS



Collect as many Red Gems as you can, since these will allow you to continue your game. For more details, see page 17. You will also need 10 Red Gems to purchase a hint from Ms. Hint.

BLUE GEMS



These will allow you to recover a small amount of Health.

GREEN GEMS



These will allow you to recover a large amount of your Health.

MACHINE GUN



As soon as you grab it, it begins to continuously fire in the direction you're facing.

MISSILE POD



As soon as you grab it, it begins to continuously fire missiles.

BOOMERANG



After you throw it, it will return to that same spot.

CLANBOMB



As soon as you grab it, a counter will appear. When the Clanbomb either hits something, or the counter reaches 0, it will explode.

BOMB



After throwing it, it will explode on contact.

CLANPOT



This handy pot will store items for you. For more details, see page 27.

JUMP HIGH





Press the A Button for an ordinary jump. Press the A Button, while holding up on the + Control Pad, for a much higher jump.

BIG AND SMALL JUMP





Lightly press the A Button for a Small Jump. Press, and hold, the A Button for a Big Jump. If you make a Big Jump, while holding up on the + Control Pad, it will increase your jump even more!

JUMPS USING THE CLANBALL





You can jump using the grabbing and throwing motions. To do this, first grab a Clanball using the B Button. Then, by pressing left/right on the + Control Pad, select the direction you want to jump. You can also make an arrow appear, by pressing up or down on the + Control Pad. To make the jump, press the B Button, while holding the + Control Pad in the desired direction.

Clancer Photo Album No. 1
Teran's little sister, "Celes." Celes went alone to tend to the flowers, and was attacked by the Worm Clancer. She was then rescued by Marina.



WHAT IS A CLANPOT?

This is a very handy pot in which you can store items. You can stand on top of the pot, and then take items out by pressing down on the + Control Pad, and then the B Button. The items stored inside the Clanpot are numbered (1 to 32), and the last item stored in the Clanpot is numbered as item #1. When you remove items from the Clanpot, you will start with item # 1. To check the contents of the Clanpot, Grab the Clanpot, and then press down on the + Control Pad.

CHANGING THE ORDER OF ITEMS IN THE CLANPOT

You can change the order of the items stored in the Clanpot, and remove any of the items you want to. The first step is to check the Clanpot's contents. Then, press the L or R Buttons to rotate through the inventory. When you come to the item you wish to remove, press down on the + Control Pad. The item will then be numbered as item #1, and you will now be able to remove this item from the Clanpot.



PEEK INSIDE THE CLANPOT



Peek inside the Clanpot, and press the L or R Buttons

SELECT AN ITEM



Use the L or R Buttons to cycle through the inventory of items, then select the item you want to remove.



Press down on the + Control Pad, when you've reached the item you want, and then this item will be numbered as item #1.

Clancer Photo Album No.2
"Odd Pair" (Doom Daddy & Jolly Boy). The Father has the worst of luck, and is doomed to be miserable in every situation. He and his Son visit Clanball Land together.

MAKE A NEW ITEM

When you have items stored in the Clanpot, give the Clanpot a good shake. The stored items will then be mixed together, and a brand new item will be formed. Give it a try!



Just shake, shake and shake!!

Example 1: Combine 2 flowers



Example 2: Combine 4 bombs



CHANGE THE WEAPONS

There are weapons you can use, just by grabbing them. What if, by pressing down on the + Control Pad, you were to give these weapons a good shake...? The weapon's attack will now be changed. Depending on the situation, you may want to use this method.







Clancer Photo Album No. 3
"Clance Walker." Walking Attack-Robot developed by the Empire's Army. This Missile shooting robot is driven by Clancers.



STRETCH AND SHRINK THE ROLL CLANBALL

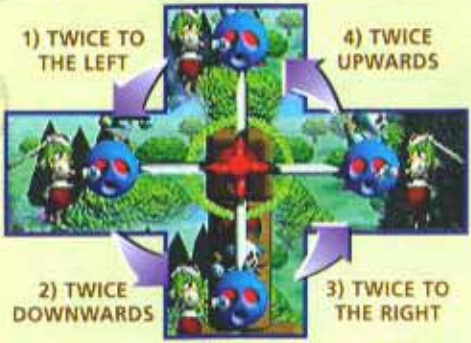
When four Clanballs are in the shape of a Windmill, this is called a Roll Clanball. Hold onto one of the Clanballs, and press (twice) in the direction that you want to stretch the Roll Clanball in. The Roll Clanball's "spoke" can be made to stretch or shrink, using this method.



Press the + Control Pad, twice, in the direction you want to stretch or shrink it.

SPIN THE ROLL CLANBALL

It is possible to spin the Roll Clanball. All you need to do is press the + Control Pad (twice) while holding onto the Roll Clanball. For example, if you're on the far right side, and you want to spin the Roll Clanball in a clockwise direction, press down (twice) on the + Control Pad. To go counter-clockwise, press up, twice.





Clancer Photo Album No. 4
A flying "Air Clancer" with a booster-pak on his back. This booster-pak was inspired by an old movie, and his specialty is a dive-bomb-body-slam!

DEFENDING

Grab to defend





Deflect to defend

Marina can defend herself by grabbing things. If you press the B Button, and your timing is right, you can grab some items thrown at you. i.e. balls, missiles, flames, etc. Keep in mind this doesn't protect her from everything.

CATCH AND THROW

Defending is an action which denies an enemies attack. But if their attack is too strong, you can use the B Button to turn their attack back on them. While this skill is helpful, it doesn't work against all enemies. You'll need to try it out to see who it's effective against.





MOVING BY SLIDING

By Sliding, not only can you move quickly, you can also move without falling through spaces up to three Clanboxes wide. You should master this technique, so that you can clear the Stages more quickly.





Clancer Photo Album No.5
He calls himself "Marzen 64," and he throws Kid Clancer.



TERAN'S FINAL BLOW

Teran has a powerful technique. By pressing the B Button, while pressing up on the + Control Pad, he will execute an attack called the Final Blow. It is a lot more powerful than a regular punch, and it's very effective against enemies that are overhead.



Press the B Button, while pressing up on the + Control Pad!!

SKIPPING THE MESSAGES

Use the L or R Buttons to speak to others in the game. If you press the L or R Buttons while in a conversation, it will speed up the display of the text.



THROWING AS YOU JUMP

When you need to throw something farther than normal, try jumping and throwing in the air. You can also throw items in a diagonal direction. To do this, press the + Control Pad in a diagonal direction, and then press the B Button. These two techniques will help you throw items both High and Far.







You can even throw diagonally!!

NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?



Nintendo®

AUTHORIZED REPAIR CENTERS™
1-800-255-3700

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN