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INSTRUCTION BOOKLET

PAPER MARIO™

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. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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EVERYONE E CONTENT RATED BY ESRB

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The Nintendo® 64 Controller

Control Stick Function
The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision 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 down 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 the Paper Mario game, we recommend you use the hand positions shown on the left. 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.

Connecting the Nintendo 64 Controller
To play this game, you must connect a controller to Socket One, located on the front panel of the Control Deck.



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

This game is designed for one player, so only one controller is necessary.

N64 Rumble Pak™
This game is compatible with the Rumble Pak® accessory. 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.

Story

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. It appears that they are being guarded by Bowser's nasty troops.

Mario's Friends

Mario will need to combine his talents with those of his newfound friends to thwart Bowser's evil plan.





King Bowser

Will Bowser use the Star Rod to become the ruler 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 Game Pak into the Control Deck, then turn the power ON. When the Title Screen appears, press START, then choose a file to play.



Title Screen

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 A. Finally, give that file a name.


File Select Screen



- Select a letter
- A: Confirm a choice
- B: Move back one space

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

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

Continuing a Game

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



- Mario's Current Level
- Rescued Star Spirits
- File Name
- Time Played

Erase File

Delete 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.



Return

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.

Save Block





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 you should save as often as possible.



Travels and Battles

Field Screens are for adventuring, while Battle Screens are for taking 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!

See page 11

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

See page 19

Status Bar

The Status Bar at the top of the screen displays important information. (See pg. 14.)

Heart Points (HP)

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

Flower Points (FP)

Use FP for Badge attacks and special attacks.

Badge Points (BP)

Use BP to equip Badges. (See pg. 16)

Star Points

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

Coins

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

Star Power

Use for Star Spirit Powers. (See pg. 22.)

Field Screen Controls



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 down on the Control Stick.

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

Cursor

Z Button — Spin

Spin round and round. Use Z 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 Z during conversations to review previous messages.

A Button — Jump

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

Hitting Blocks from Below



Brick Blocks
See if there are coins or other items inside.



? Blocks
Find hidden coins or items.



Save Block
Save your game. (See pg. 9.)



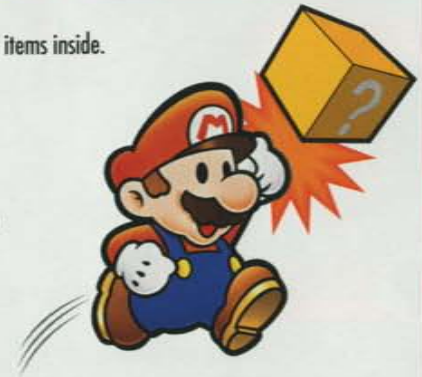
Heart Blocks
Recover HP and FP.



Super Block
Move one of your Party Members up a level.



Switch
Make something happen nearby.



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

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



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



Using Key Items

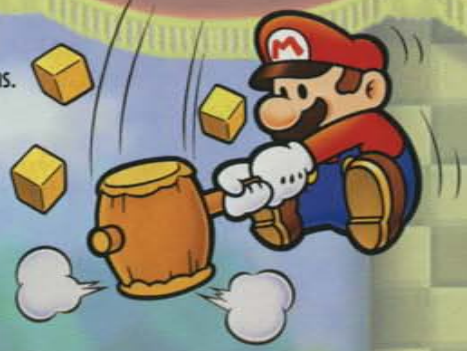
Use keys (one type of Key Item) that you have found to unlock doors. To use a key, stand in front of a locked door, then press A.



B Button — Hammer

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





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



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

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.

Spin Jump



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

Super Hammer



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 UP again to make the Status Bar disappear. The Status Bar will also appear automatically if you stand still for a while. (See pg. 10.)



C LEFT Button — Use Item



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

Item List
(Items in gray cannot be used on the Field Screen.)

Item Explanation

Examples of Items

- **Mushroom** - Restore 5 HP.
- **Honey Syrup** - Restore 5 FP.
- **Fire Flower** ★ - Throw fireballs that burn all enemies.
- **Sleepy Sheep** ★ - Put all enemies to sleep temporarily.
- **Stone Cap** ★ - Prevent damage. (You can't move while using this item.)
- **Thunder Bolt** ★ - Strike one enemy with a lightning bolt.

★ These items can be used only during battle.

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 one you're carrying before you can pick up the new one. 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 B or C DOWN 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 pg. 26.)



Party Members

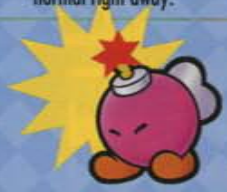
Goombario
He's very knowledgeable and will tell Mario all sorts of interesting things.



Kooper
He'll help Mario by using his shell to spin into action.



Bombette
Her special ability is exploding, but don't worry—she'll return to normal right away.



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 A to get details. Press B or START to return to the game.

Mario

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 Active Badges or All Badges, then press A to wear or remove the selected Badge. Once you have selected your equipment, press B 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 BPs (These are displayed in red.)



Badges Collected and BP Required to Equip (Press Z or R to scroll through collected Badges.)

Use Badges to create your own powerful Mario!



Power Jump
Perform a powerful Power Jump.



Dizzy Stomp
Deliver a blow that makes an enemy so dizzy it cannot move.



Close Call
Cause your enemies to sometimes fail to attack.



Quake Hammer
Strike all enemies on the ground or on the ceiling.



HP Plus
Increase your maximum HP by five.



Double Dip
Use two items during one of Mario's turns.

You'll also come across dozens of other Badges!

Carrying Things



You can check to see the items you are carrying. Items are carried in different places, depending on the type of item. Use the Control Stick to choose an item, then press A to confirm your selection. You cannot actually use an item on this screen. (See pg. 14.)

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, and you can't throw them away.

Items
To see a list of all the items you have, press ◁ when you're on a Field Screen. You can carry only ten regular items at a time. (See pg. 14.)



Party Members

Check a teammate's abilities.





Star Spirits

See which Star Spirits you have rescued.





Map

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



Battle Begins!

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



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.

First Strike

When you meet an enemy, 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.

Looking at the Battle Screen



Battle System

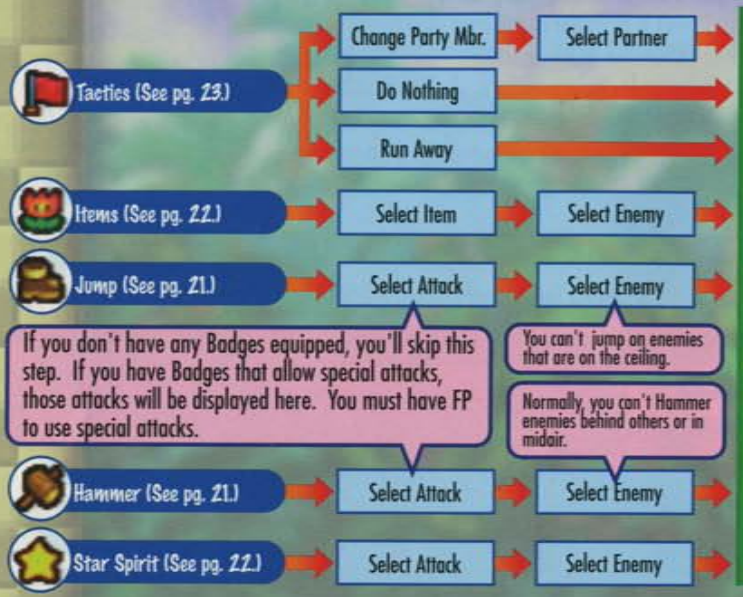
In a battle, you and your enemies will take turns attacking each other. Normally, each character will have one action—such as attacking or using an item—per turn. You'll continue to take turns until one side is defeated. If you defeat all of the enemies on the screen, you'll win. If you lose all of your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



Controlling Mario During Battle

Before Confirming an Action

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



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.

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 the 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 the screen.



Press A just before an enemy attacks you to reduce the amount of damage you'll 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 "Great" with each successful attack.

Trading Turns with Your Party Member

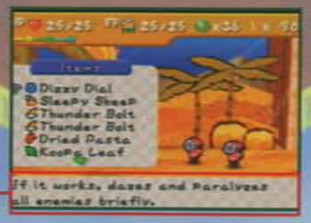
You'll usually take your turn before your partner, but you can press Z to change the turn order. Of course, you can't change the order after someone has already performed an action on that turn.



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.



Refresh
Restore 5 HP and 5 FP. Also recover from things such as poison.



Lullaby
Sing a lullaby to make all enemies fall asleep.



Star Storm
Attack all enemies with flying stars.



There are many other Star Spirit attacks, too!

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 A. 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 A 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.

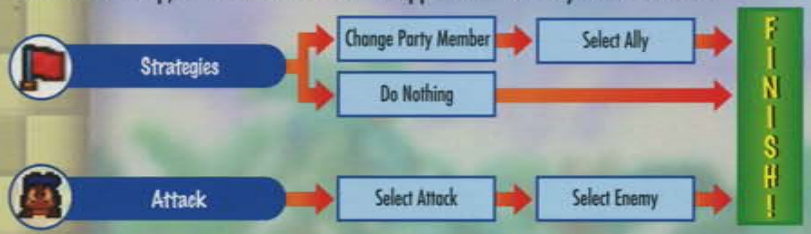
Earning Star Points

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. Because teammates do not have attack options like Mario's Hammer or Jump, there will sometimes be opponents that they cannot attack.



Goombario



He can bonk enemies on the head or use "Tattle" to tell you about your enemy.

Kooper



He can crash into enemies on the ground or use "Power Shell" to attack all the enemies on the ground at once.

Bombette



She can ram enemies or use "Bomb" to explode.

An Injured Partner

Normal enemies will attack only 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.



If Goombario takes one point of damage...

he'll miss one turn.

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.



HP Restore
Shows how much HP you have recovered.



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



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



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



Miss
Shows that an attack missed or had no effect.



FP Recover
Displays the amount of FP you have recovered.



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. But 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 increase only 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.

Super Block

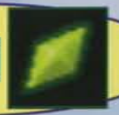




This mark will appear beside a teammate whose level has already been increased.

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.

Star Piece 



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 A. 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.





Advice From the Star Spirits

The Star Spirits captured by Bowser have secretly left hints for Mario. Review these tips if you're having trouble getting through the game.

Eldstar's Hint

When you see the "!" mark, explore.

Mario, my boy! When you see an ! on a Field Screen, press A to investigate. You may find hidden switches or other things that will open closed roads. Hitting trees with your Hammer is also a fine idea. You may just knock down coins or other items that are stuck up in the branches.



Make sure to search bushes, signs and other places that catch your eye.

Stand next to a tree, then use your Hammer.



Mamar's Hint

Visit Merlon when you don't know what else to do.

Mario, dear. If you get to a point where you simply don't know what to do or where to go, visit Merlon in Toad Town. Merlon is a fortune-teller, and I'm sure he can foretell what you are supposed to do. Just remember that it costs money to have your fortune told. There are lots of other nice people who will give you good advice, too, so be polite and take the time to talk to everyone you meet.



Merlon won't tell you exactly what to do, but what he does tell you should be helpful.

Skolar's Hint

Change your battle tactics to suit your enemy.

Mario, you must use your head rather than relying on brute strength to outdo your enemy. Think about the opponent, then choose the right weapon. Take Koopas, for example. If you jump on a Koopa, it will flip over and be unable to move for a while. Its defensive power will drop, and you'll be able to do a lot of damage.

It's also common sense not to jump on an enemy that has spikes on its head. Just try to find the most effective technique for each enemy. Incidentally, Mario, you can increase your strength all the way up to level 27.



If you jump on a Koopa to flip it over, your next attack will do a lot of damage.

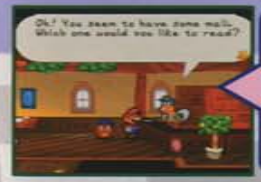


You can't damage flaming enemies by jumping on them. Try equipping a Badge that protects you from flames.

Muskular's Hint

Check for letters sometimes.

Hey, Mario! Your buddies will sometimes have letters waiting for them at the Toad Town post office. These letters are most likely from friends, so if you check from time to time, I think your pals will be pleased. Oh, and Mario, you'll receive letters, too.



You can read your teammates' letters.



You'll receive letters from people you have met during your travels.

Misstar's Hint

Look for hidden panels.

Mario, darling! Once you have mastered the Spin Jump, you should search for hidden panels wherever you go. Use the Spin Jump to flip open these panels and reveal hidden Star Pieces! You might not be able to spot the hidden panels, so try a Spin Jump here and there. You might notice that the ground is just the teeniest bit higher near a hidden panel.

You can master the Spin Jump by using a certain pair of Boots.





Try jumping just a short distance from hidden panels.

Klevar's Hint

Tayce T.'s home cooking is delicious!

Ah, Mario, have you met Tayce T. yet? If not, you should go see her—and don't forget to take an item with you when you go! Tayce T. is a marvelous cook, and she can use the items you give her to make wonderful dishes. (She does make mistakes sometimes, though.) By the way, Tayce T. lives in Toad Town.



An item's effect will change if Tayce T. cooks with it.

Kalmar's Hint

Check out Chuck Quizmo.

Mario, have you seen a bug in a silk hat yet? That would be Chuck Quizmo, and if you talk to him, he'll give you a quiz. If you answer his question correctly, you'll receive a splendid prize. Good luck at finding the right answer!



Choose the correct answer from among three choices.

Notes

IMPORTANT: Rev. B

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