Mario Kart 64 Operation Card

EmuMovies

For detailed information on game operation, please read the accompanying Instruction Booklet.

R Button
Tilt in the direction of the turn... As you hold the R Button, turn < or >.

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

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

START
Pause

Z Button
Use this when you have item(s). For further details, see the reverse side of this card.

Item Switch
This is the same as the Z Button

B Button
Brake

C Buttons
Change Camera
- Standard Camera
- Wide-Angle Camera

Toggle Game Screen
Not Used
Press C to cycle through the available screen displays for each mode.

Item Switch

A Button
Throttle
To do a Rocket Start, press the A Button just before the signal light turns blue.

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

Back
When your Kart is stopped...

Spin-Turn

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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.

Kart-Affecting Items

- **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!
- **Super Mushroom**: For a limited time, you can boost your speed as many times as you want.
- **Mushroom**: Temporarily boosts your speed. Three temporary speed boosts—use anytime.
- **Triple Mushroom**: For a limited time, you can boost your speed as many times as you want.

Attack All

- **Thunder Bolt**: 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.

Snatching Item

- **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.

Attacking Opponents Ahead

- **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.
- **Red Shell**: Triple shells will revolve around your Kart, making an effective barrier against rival Karts.
- **Spiny Shell**: 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.

Placing Items on the Course

- **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.

Fake Item

- **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.

* When the Item Window is visible, you cannot pick up a new item even when you pass through an Item Box.

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 X do not appear in the Battle Mode.