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INSTRUCTION BOOKLET

SUPER SMASH BROS.™

NINTENDO64

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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Thank you for selecting the Super Smash Bros.™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

EVERYONE
CONTENT RATED BY ESRB

EVERYONE
ANIMATED VIOLENCE

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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Game Advance Playthroughs
WeaponXMitsu & Caan Kim

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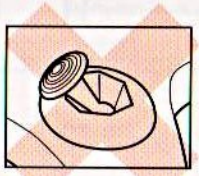
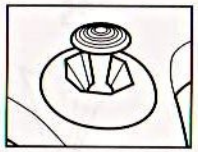
The Nintendo® 64 Controller

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.

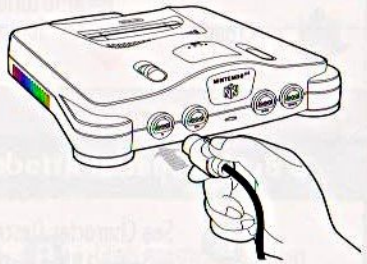
The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding the Nintendo 64 Controller
While playing the Super Smash Bros. 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. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller
Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.

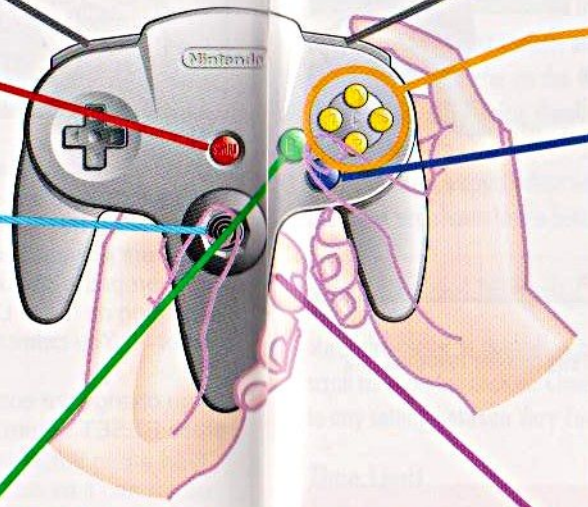
If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

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



N64 Rumble Pak™
This game is compatible with the Rumble Pak® accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

Using the Controller



L Button
Finishing Pose

R Button
Grab enemy/Drop item

START
Pause

C Buttons
Jump

Control Stick

Move

Dash

Jump

Mid-air Jump

Crouch

Jump Down

A Button Attacks

A Weak Attack

+ A Strong Attack

+ A SMASH Attack

Combine A with Tilts and Taps in different directions for different attacks. Try various combinations while jumping for aerial attacks!

B Button Special Attacks

B See Character Descriptions on page 18 for each character's Special Attacks.

+ B

+ B

Super Smash Bros. features two unique types of Control Stick functions—the Tilt and the Tap. These two moves form the basis for all your character's moves.

TILT

Tilt and hold the Control Stick.

TAP

Quickly Tilt and release the Control Stick.

Z Button

Z Shield

Z + A Grab enemy/Drop item

Tap left or right while pressing Z to roll. If thrown by an enemy, press Z as you land to resume your fighting stance.

Get Ready for the Fight of the Century!

Mario, Link, Pikachu, and a host of all-star Nintendo characters are on the scene and ready for the fight of their lives! But Super Smash Bros. is anything but a typical fighting game. Each character uses his signature moves to build up his opponent's Damage Meter, then delivers the finishing blow to send him flying off the stage. The higher the reading on the Damage Meter, the easier it is to knock your opponent off. But don't forget to defend against his attacks, or you may get knocked off yourself!

Mode Select Screen

Press START on the Title screen to reach the Mode Select screen and the following four options:

1P MODE
Featuring four single-player modes. See page 7 for details.

VS MODE
Featuring Free-for-All and Team Battle modes of play. For more info, see page 11.

OPTIONS
See page 13 for details on setting the game options.

DATA
Get information on the characters as well as VS Mode standings. See page 13 for more details.

1P Mode

The 1P Mode offers four different options for single players: 1P Game, Training Mode, Bonus 1 Practice, and Bonus 2 Practice.

1P Game

Battle your way past various enemies and through bonus stages to the reach the final boss. Choose your character on the Character Select screen by moving the cursor and chip to the character of your choice, then pressing the A Button. To change characters press the B Button, then drop the chip on another character by pressing the A Button again. Change your character's appearance with the C Button. High scores for the game and for each character are shown in the bottom-right corner of the screen.

Stock Life and Difficulty Level

Move the cursor to the yellow arrows in the Options section, and press the A Button to scroll through the choices. Choose to fight with up to five lives, and set the difficulty level to any setting between Very Easy and Very Hard.

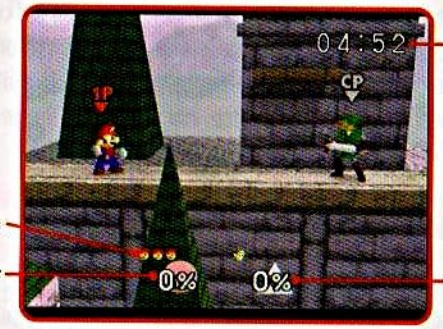
Time Limit

Change the time limit for each level to either five minutes or no limit by moving the cursor to the arrows in the Time section and pressing the A Button.

The battle begins when you press START!

The Battle Screen

In the 1-Player game you must knock your enemy off the stage to clear each level. In some levels you fight more than one enemy, while in others one or more characters will fight on your side. Attack your enemy to build up his Damage Meter, then deliver the finishing blow! If your own Damage Meter reaches 100%, your enemy may be able to knock you off. Also, it is very easy to fall from some stages, so take care not to do yourself in! Fight your way through all the levels to face the final boss!



Time Remaining (appears only when using five minute time limit)

1P Remaining Stock Life

1P Damage Meter

Computer Player Damage Meter

Challenge Match!

If you've met certain conditions in defeating the boss in the 1-Player game, you will enter a Challenge Match with a mystery opponent. If you defeat that opponent, you can use that character the next time you play!

Scoring

High scores are kept for both the game and for each character. Receive points for clearing each board, for each second remaining on the timer, and for damage done to enemies. There are also special bonuses for clearing the level quickly, not using items, and clearing the level without taking any damage. With more than twenty special bonuses, there are plenty of ways to rack up points!

Continuing

If you lose your last stock life before defeating the boss, you have the option to continue. If you choose YES, your point total is cut in half, and you start from the beginning of the level you were defeated on. If you choose NO, your game ends. If you don't choose, time will run out, and the game will end.

Training Mode

The Training Mode is the best way to learn each character's moves. Choose your character, your opponent, and the battle stage, then begin your training session!

The Training Mode Screen

Like the 1-Player battle screen, the Training Mode screen also has Damage Meters for the two contestants, but it has a lot more information than that!

- **Attack Damage Meter**
  This displays the total damage for the last attack combo.
- **Combo Meter**
  This displays the number of attacks in the last combo.

- **Opponent Setting**
  This displays your opponent's current setting.
- **Speed**
  This displays the current speed setting.
- **Item**
  This displays the current item setting.

Training Mode Options

Press START to access the Pause screen. From here you can adjust the following Training Mode options:

- CP - Set the Computer Player's action to Stand, Walk, Evade, Jump, or Attack.
- Item - Scroll between items with the Control Stick. The selected item appears when the A Button is pressed.
- Speed - Set the speed to 1/1 (regular speed), or 2/3, 1/2, or 1/4 speed for slow-motion battle.

Bonus 1 and 2 Practice Modes

Choose your character and test your skills at the two Bonus Levels found in the 1-Player game. The levels are different for each character, so be sure to check them all out as you race for the best time!

VS Mode

The VS Mode is an all-out battle for any combination of two to four human or computer players. Using the Control Stick, move the cursor to the Rules option and select one of the following four settings by scrolling left to right with the Control Stick:

Time	Time Team
A timed free-for-all battle. The winner is the player with the highest number of Knock-offs (KOs) after subtracting the total number of times that the player was knocked off (TKO).	A timed team battle.
Stock	**Stock Team**
A free-for-all battle in which all contestants have a limited stock of life. The last player standing is the winner.	A team battle in which all contestants have a limited stock of life.

After selecting the rules, use the Control Stick to set the time limit for a timed battle, or set each character's stock life for a stock battle.

Options

Enter the Options screen to change settings for the following:

- Handicap - Turn the Handicap for players ON or OFF, or set it to AUTO to have it determined by the computer. Change the actual Handicap setting on the Player Select screen. The higher an opponent's Handicap, the easier it is to knock him off.
- Team Attack - Choose whether or not team members can be hit by one another's attacks in team battles.
- Stage Select - Set to ON to select the battle stage yourself or OFF to have the computer randomly select one for you.
- Damage - Set the damage rate for attacks. At 50%, you knock your opponent half as far.

Press the B Button to exit the Options screen.

VS Start

Press the A Button when VS START is highlighted in the VS Game Mode screen to enter the Character Select screen.

- Select Free-for-All or Team Battle.
- In Team Battle, assign characters to one of three teams (Red, Green, or Blue).
- Set player control to human (HMN), computer (CP), or none (N/A).
- When the Handicap option is ON, set the Handicap for each human player.
- Set the difficulty level for each computer player.

Press START to let the battle begin!

- To quit VS Mode during battle, press START to enter the Pause screen, then press the A, B, Z and R Buttons simultaneously.

Results Screen

When the battle ends, the winner is announced, and the results are displayed. For timed matches, the first line shows each character's Knock-offs, the second line shows the number of times they were knocked off, and the third line shows the difference between the two. In timed battles, the player or team with the highest net Knock-offs (KOs minus TKO) wins.

For stock matches, only the number of Knock-offs is shown. The last player standing is declared the winner, even if another player had more KOs.

Sudden Death!

When a VS Mode battle ends in a tie, the winner is decided by a Sudden Death match! Each player has only one life, and his Damage Meter is set to 300%. The last player standing wins the match.

Super Smash Bros. records statistics for all VS Mode battles. Check out the VS Record screen (see page 14) for stats on all your favorite characters!

Options

Select Options on the Mode Select screen to change the following game settings:

Sound

Choose Stereo or Mono. When choosing Stereo, check to see that both the left and right output connections on your N64® Control Deck are connected to your television.

Screen Adjust

If your television is not displaying the game in the center of the screen, use this option to adjust the screen. Use your Control Stick to move the cross to the center of the screen. Press the Z Button to return it to the default setting.

Backup Clear

Use this option to erase the following data:

- Newcomers: Erase Challenger data. You will no longer be able to use the hidden characters.
- 1P High Score: Erase all high scores in the 1-player game.
- Bonus Stage Time: Erase the fastest times for the Bonus Stages.
- VS Record: Erase all character statistics from VS matches.
- Prize: Erase all prize data.
- ALL Data Clear: Erase all saved data.

Data

The Data Mode contains information about each character in the game, as well as VS Mode standings and statistics.

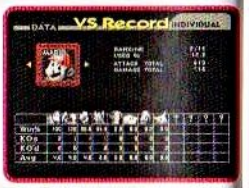
Characters

This option contains profiles on each character appearing in the game. Learn more about the characters, their backgrounds, and their special moves.

VS Record

This option contains stats on each character's performance in VS Mode battles. The first screen shows each character's total Knock-offs against other characters. Press the A Button to view individual statistics for all characters, then press the A Button again to view detailed individual statistics against other characters.

Key to Individual Statistics:



- Win%: Each character's share of the KOs total.
- KOs: The character's total number of Knock-offs.
- TKO: The total number of times the character fell off or was knocked off.
- SD%: The character's Self-Destruction rate--the percent of TKO'd that were self-induced.
- Time: Each character's total play time.
- Use%: The character's share of total play time.
- Avg: The average number of opponents in the character's VS battles.

Key to Detailed Individual Statistics:

- Ranking: The character's overall ranking.
- Use%: The character's share of total play time.
- Attack Total: Total amount of damage given to opponents.
- Damage Total: Total amount of damage taken.

The following detailed stats for a character's performance against each other character are also kept:

- Win%: The character's share of total Knock-offs between the two characters.
- KOs: Number of Knock-offs against that character.
- KO'd: Number of times knocked-off by that character.
- Avg: Average number of opponents in matches with that character.

Items

Many items which characters can use to attack opponents or recover strength appear in the midst of battle. When an individual item appears it can be used immediately, but when a carrier full of items appears, the carrier must be broken before the items can be used.

- To grab an item or use a grabbed item, press the A Button.
- To drop an item, press the Z and A Buttons or press the R Button.
- To throw an item at an enemy, press the Z and A Buttons and TAP the Control Stick.

Check Out These Items!

Carriers

Crate

This contains one to three items. Since it's so heavy, only DK can carry it around.

Barrel

Attack it or pick it up and throw it to break it open and release its contents.

Chansey™ Egg

Break the egg open to get to the item inside. Look for it when the Pokémon Chansey appears.

Capsule

Since this is small, anybody can carry it. Break it open to reveal what's inside.

Throwing Items

Once grabbed, these items are activated by throwing them.

Motion Sensor Bomb

When thrown, these will activate wherever they land. The first character to approach an active bomb is in for a big surprise!

Bumper

Hit an opponent with this item for a little pinball action--but be careful, because the bumper just might bump you!

Bob-omb

When grabbed and thrown at an enemy, this item explodes, but if left alone, it will start walking around until its timer reaches zero...

Poké Ball™

When thrown, the ball opens up, and a Pokémon™ pops out. The Pokémon that appears is random; it performs its special skill then leaves.

Clobbering Items

Grab these items and use them to smash your opponent silly!

Beam Sword

This is an item of great power. It also has the longest range of all Clobbering Items when thrown.

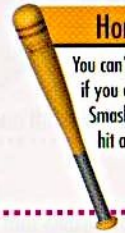
Hammer

A favorite of Mario's in his younger days, the Hammer enraptures any character that grabs it and sends them into a clobbering frenzy!

Fan

Since it's light, it's good for quick attacks. However, it doesn't do much damage and can't be thrown very far.

Home Run Bat



You can't throw it very far, but if you combine it with a Smash Attack you just might hit a home run!

Special Items

Use these items to attack from a distance.

Fire Flower

Use the Fire Flower to blast your opponents with fiery breath. Be sure to get in close because even breath this bad can't reach too far!

Ray Gun

The Ray Gun can hit enemies from a distance with its long-range laser shot. Unfortunately, it's only a 16-shooter.

Star Rod

With the A Button and the Control Stick, you can shoot 20 stars at your opponents. This can also be used as a Clobbering Item.

Recovery Items

Get your battle strength back by grabbing these items.

Maxim Tomato

This tasty veggie recovers up to 100% on your Damage Meter.

Heart Container

The Heart Container recovers all your strength, returning your Damage Meter to 0%.

Special Items

Depending on how these items are used, you may end up hurting yourself.

Star

The character that grabs the Star becomes INVINCIBLE! ...but only for a short while.

Green Shell

When attacked or thrown, this shell slides around the battle stage, damaging whomever it hits.

Red Shell

Basically the same as the Green Shell, this shell bounces back and forth in the same area of the stage.

MARIO™

The internationally-famous, mustachioed superstar. Mario's distinct jumping action is the key to his success.

Special Moves	
B	Fire Ball
↑ + B	Super Jump Punch
↓ + B	Mario Tornado

Stage: Peach's Castle
A bumper floats above the center of this stage. Watch where you jump, or you'll get bumped sky high!

DONKEY KONG®

Mario's former enemy. This mighty ape is bestowed with tremendous power and overwhelming attacks.

Special Moves	
B	Giant Punch
← + B	Spinning Kong
↓ + B	Hand Slap

Stage: Congo Jungle
The moving barrel beneath the stage could be your salvation if you get knocked off.

SAMUS

The greatest bounty hunter in the galaxy. Samus Aran fights with the super-human power of her hi-tech power suit.

Special Moves	
B	Charge Shot
↑ + B	Screw Attack
↓ + B	Bomb

Stage: Planet Zebes
Anyone who touches the ebbing and flowing sea of acid on the planet's surface will be severely damaged.

FOX

Following in his father's footsteps, Fox McCloud is the young leader of the Star Fox Team. With his trusty blaster, he plunges head-first into battle.

Special Moves	
B	Blaster Shot
↑ + B	Fire Fox
↓ + B	Reflector

Stage: Sector Z
Fox's favorite ship, Arwing, flies past and indiscriminately shoots its lasers across the stage.

PIKACHU™

This popular Pokémon has become so famous that these days everyone knows its name. Pikachu's electricity attacks are a real shock to any opponent.

Special Moves	
B	Thunder Jolt
↔ + B	Quick Attack
↕ + B	Thunder

Stage: Saffron City

Wild Pokémon appear in the middle of the city to attack the fighters. It's best just to stay out of their way.

KIRBY

An 8-inch high creature from a distant star. He may look harmless, but using his Copy ability, Kirby becomes a formidable opponent.

Special Moves	
B	Swallow (● or ♣ to Copy)
↔ + B	Final Cutter
↕ + B	Stone

Stage: Dream Land

Beware the wind that blows from the Whisper Woods--it just might blow you away.

LINK

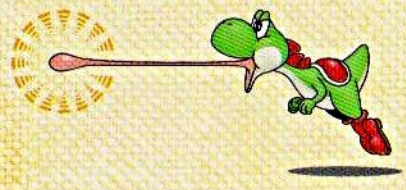
Link is the young fighter who protects the peace in the realm of Hyrule. His skills with the sword are both varied and powerful.

Special Moves	
B	Boomerang
↔ + B	Spin Attack
↕ + B	Bomb

Stage: Hyrule Castle

A tornado spins about the stage, wreaking havoc on all that cross its path.

YOSHI®



Yoshi is the cute dinosaur that lives on a tropical island. You'd be surprised what he can do with a simple egg.

Special Moves	
B	Egg Lay
↔ + B	Egg Throw
↕ + B	Bomb

Stage: Yoshi's Island

You can land on the clouds that float on either side of the stage, but if you do, they won't hold up for long.

Notes

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Notes

IMPORTANT: Rev. B

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