



# Mario Kart 64 Operation Card

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

Nintendo



### L Button

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

### START

Pause

### Z Button



### Item Switch

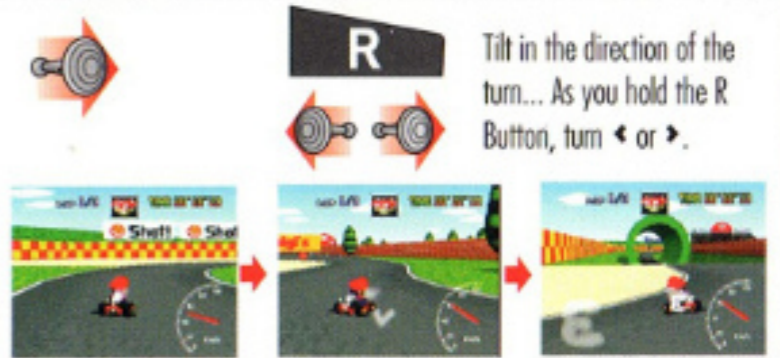
Use this when you have item(s). For further details, see the reverse side of this card.

### B Button

Brake

### Slide

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



### R Button

R

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

### 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** This is the same as the Z Button.

### 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.



When your Kart is stopped...

#### Back



#### Spin-Turn



# 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

**Mushroom** X

Temporarily boosts your speed.

**Triple Mushrooms** X

Three temporary speed boosts - use anytime.

**Super Mushroom** X

For a limited time, you can boost your speed as many times as you want.

**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!

## Attack All

**Thunder Bolt** X

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**

When fired, the Red Shell will chase its target, increasing your chance of hitting an opponent.

**Triple Red Shell** X

Triple shells will revolve around your Kart, making an effective barrier against rival Karts.

**Spiny Shell** X

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

**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.

**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.

\* 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.