SUPER SMASH BROS.

NINTENDO⁶⁴

INSTRUCTION BOOKLET

EmuMovies

Nintendo

EXHIBIT

CONTENTS

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

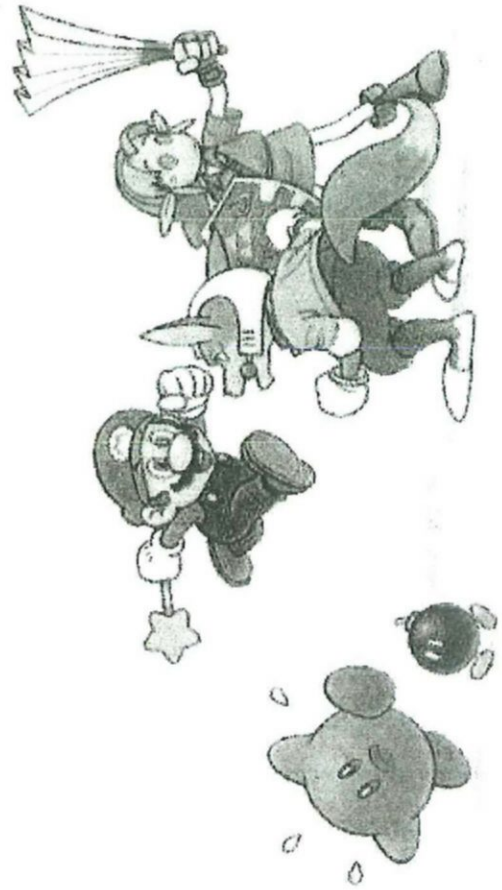Original Nintendo Seal of Quality

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.
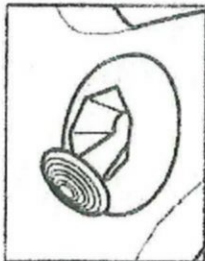
THE NINTENDO 64 CONTROLLER

Control Stick Function

The Nintendo 64 Control Stick uses an analogue 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.
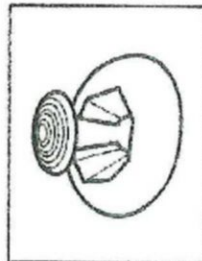
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.
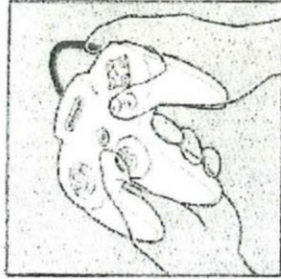
Holding the Nintendo 64 Controller

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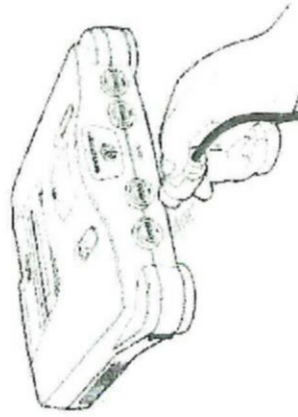
You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.

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

START
Pause

Control Stick

Move	
Dash	
Jump	
Mid-air Jump	
Crouch	
Jump Down	

B Button Special Attacks

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

B + ↓

B + ↑

R Button
Grab enemy/Drop item

C Buttons
Jump

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!

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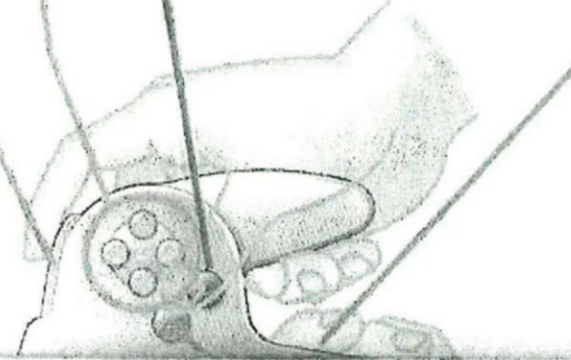
Super Smash Bros. features two unique types of Control Stick functions—the Tilt and the Tap. These two moves form the basis for all your character's moves.

TILT ⊙ Tilt and hold the Control Stick.

TAP ↗ Quickly Tilt and release the Control Stick.

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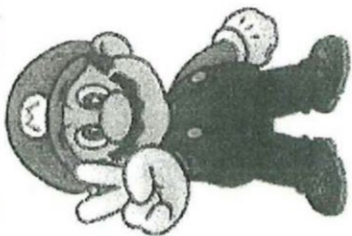
The 1P Mode offers four different options for single players: 1P Game, Training Mode, Bonus 1 Practice, and Bonus 2 Practice.

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!

Get Ready for the Fight of the Century!

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

Mode Select Screen

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

1P MODE
ring four single-
r modes. See page 7
etails.

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

OPTIONS
page 13 for details on
g the game options.

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

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