= Super Mario 64 =

Super Mario 64 (Japanese : ???????64 , Hepburn : S?p? Mario Rokuj?yon) is a 1996 platform video game developed and published by Nintendo for the Nintendo 64 . Along with Pilotwings 64 , it was one of the launch titles for the console . It was released in Japan on June 23 , 1996 , and later in North America , Europe , and Australia . It is the best @-@ selling game on the Nintendo 64 , with more than eleven million copies sold . An enhanced remake called Super Mario 64 DS was released for the Nintendo DS in 2004 .

In the game , Mario explores Princess Peach 's castle and must rescue her from Bowser . As one of the earlier three @-@ dimensional (3D) platform games , Super Mario 64 is based on open world playability , degrees of freedom through all three axes in space , and relatively large areas which are composed primarily of true 3D polygons as opposed to only two @-@ dimensional (2D) sprites . The game established a new archetype for the 3D genre , much as Super Mario Bros. did for 2D sidescrolling platformers . In the evolution from two dimensions to three , Super Mario 64 places an emphasis on exploration within vast worlds that require the player to complete multiple diverse missions , in addition to the occasional linear obstacle courses as in traditional platform games . While doing so , it still preserves many gameplay elements and characters of earlier Mario games .

The game has left a lasting impression on 3D game design , particularly notable for its use of a dynamic camera system and the implementation of its 360 @-@ degree analog control . The title is acclaimed by many critics and fans as one of the greatest and most revolutionary video games of all time .

= = Gameplay = =

Super Mario 64 is a 3D platformer where the player controls Mario through several courses . Each course is an enclosed world in which the player is free to wander in all directions and discover the environment without time limits . The worlds are filled with enemies that attack Mario , as well as friendly creatures that provide assistance , offer information , or ask a favor (such as pink " peace @-@ loving " Bob @-@ omb Buddies) . The player gathers stars in each course ; some stars only appear after completing certain tasks , often hinted at by the name of the course . These challenges include defeating a boss , solving puzzles , racing an opponent , and gathering coins . As more stars are collected , more areas of the castle hub world become accessible . The player unlocks doors in the castle with keys obtained by defeating Bowser in special courses . There are many hidden mini @-@ courses and other secrets to the game , most containing extra stars required for the full completion of the game .

There are three special cap power @-@ ups appear in certain areas on many stages . The Wing Cap allows Mario to fly ; the Metal Cap makes him immune to most damage , allows him to withstand wind , walk underwater , and be unaffected by noxious gases ; and the Vanish Cap renders him partially immaterial and allows him to walk through some obstacles such as wire mesh , as well as granting invulnerability to some forms of damage . Some courses contain cannons that Mario can access by speaking to a pink Bob @-@ omb Buddy . After entering a cannon , Mario can be shot out to reach distant places . When the player has the Wing Cap equipped , cannons can be used to reach high altitudes or fly across most levels quickly .

Mario 's abilities in Super Mario 64 are far more diverse than those of previous Mario games . The player can make Mario walk , run , jump , crouch , crawl , swim , climb , kick , or punch using the game controller 's analog stick and buttons . Special jumps can be executed by combining a regular jump with other actions , including the double and triple jumps (jumping two and three times in a row , respectively) , long jump and backflip . There are also special maneuvers , such as wall jumping ? jumping from one wall to another in rapid succession to reach areas that would otherwise be too high . The player can pick up and carry certain items , an ability which is used to solve various puzzles , and swim underwater at various speeds . Mario 's life energy slowly diminishes while underwater , representing how long he can hold his breath .

= = Plot and setting = =

Super Mario 64 is set in Princess Peach 's Castle , which consists of three floors , a basement , a moat , and a courtyard . The area outside the castle is an introductory area in which the player can experiment , testing his or her player skills . Scattered throughout the castle are entrances to courses via secret walls and paintings . Super Mario 64 begins with a letter from Princess Peach inviting Mario to come to her castle for a cake she has baked for him . However , when he arrives , Mario discovers that Bowser has invaded the castle and imprisoned the princess and her servants within it using the power of the castle 's 120 Power Stars . Many of the castle 's paintings are portals to other worlds , in which Bowser 's minions keep watch over the stars . Mario explores the castle for these portals to enter the worlds and recover the stars . He gains access to more rooms as he recovers more Power Stars , and eventually traverses three different obstacle courses , each leading to its own battle with Bowser . Defeating Bowser the first two times earns Mario a key for opening another level of the castle . After Mario defeats Bowser in the final battle , Peach is released from the stained @-@ glass window above the castle 's entrance . Peach rewards Mario by kissing him on the nose and baking the cake that she had promised him .

= = Development = =

= = = Concept = = =

The development of Super Mario 64 took less than two years during the development of the Nintendo 64 gaming system and the Super Nintendo Entertainment System era , but producer and director Shigeru Miyamoto stated that he had conceived of a 3D Mario game concept more than five years prior , while working on Star Fox . He considered utilizing the Super FX chip in order to develop a proposed Super Nintendo Entertainment System game to be called Super Mario FX , but instead retargeted the idea to the Nintendo 64 . This was not due to the former system 's technical limitations , but because the N64 controller has more buttons for gameplay . According to former Argonaut engineer Dylan Cuthbert , a game titled Super Mario FX had never reached development status , and that " Super Mario FX " had been used as the internal code name of the Super FX chip itself .
According to Jez San , the ultimate design of Super Mario 64 was influenced by a prototype of Argonaut Software 's cancelled 3D platform game starring Yoshi that later became Croc : Legend of the Gobbos .

= = = Design = = =

The game 's development began with the creation of the characters and camera system . Miyamoto and the other designers were initially unsure of which direction the game should take ; months were spent selecting a camera view and layout that would be appropriate . The original concept involved the game having fixed path much like an isometric type game (similar to Super Mario RPG) , before the choice was made to settle on a free @-@ roaming 3D design . Although the majority of Super Mario 64 would end up featuring the free @-@ roaming design , elements of the original fixed path concept would remain in certain parts of the game , particularly in the three Bowser encounters . One of the programmers of Super Mario 64 , Giles Goddard , explained that these few linear elements survived as a means to force players into Bowser 's lair rather than to encourage exploration .
The development team placed high priority on getting Mario 's movements right , and before levels were created , the team was testing and refining Mario 's animations on a simple grid . The first test scenario for controls and physics involved Mario interacting with a golden rabbit named " MIPS " for the Nintendo 64 's MIPS architecture CPU , who was included in the final release of the game . The developers initially tried to make the game split screen co @-@ op using both Mario and Luigi .

Initially , the two characters would start at separate points in the castle and work their way through the game together . However , developers were unable to make the gameplay work .

One unique challenge that the team encountered early on was related to depth perception , which the team remedied by provisioning a shadow directly beneath each object regardless of the area 's lighting . Developer Yoshiaki Koizumi would go on to call this feature an " iron @-@ clad necessity " which " might not be realistic , but it ? s much easier to play . "

Miyamoto 's guiding design philosophy behind Super Mario 64 was to " include more details " than found in games prior to the Nintendo 64 , featuring " an entire world in miniature , like miniature trains " with " all the emotions of the characters " . Some details were inspired by the developers ' personal lives . For example , the Boos are based on assistant director Takashi Tezuka 's wife , who , as Miyamoto explained , " is very quiet normally , but one day she exploded , maddened by all the time Tezuka spent at work . In the game , there is now a character which shrinks when Mario looks at it , but when Mario turns away , it will grow large and menacing . "

Super Mario 64 features more puzzles than earlier Mario games . It was developed simultaneously with The Legend of Zelda : Ocarina of Time , but as Ocarina of Time was released more than two years later , some puzzles were taken from that game for Super Mario 64 . Information about Super Mario 64 first leaked out in November 1995 , and a playable version of the game was presented days later as part of the world premiere for the Nintendo 64 (then known as the " Ultra 64 ") at Nintendo Space World . At this point , the basic controls had been implemented and the game was reportedly 50 % finished , featuring 32 courses , although about 2 % of mapping was complete . Miyamoto thought he could create more courses , up to 40 plus bonus levels . However , the actual number turned out much lower in the final game , as only 15 courses could fit . According to Nintendo of America chairman Howard Lincoln , Miyamoto 's desire to put more into Super Mario 64 was a major factor in the decision to push the Nintendo 64 's release date back from Christmas 1995 to April 1996 .

= = = Audio = = =

The music was composed by veteran composer Koji Kondo , who created new interpretations of the familiar melodies from earlier games as well as entirely new material . Super Mario 64 is one of the first games in the series to feature Charles Martinet as the voice of Mario . It also features the voices of Leslie Swan (then Senior Editor of Nintendo Power) as Princess Peach , who also wrote the English text for the game .

= = = = Track list = = = =

= = Reception = =

Super Mario 64 received widespread critical acclaim and is the best @-@ selling Nintendo 64 game . By May 2003 , eleven million copies had been sold . Super Mario 64 had become the second most popular title on Wii 's Virtual Console by June 2007 , behind Super Mario Bros.

The game has been praised in the gaming press , and is still highly acclaimed . It has collected numerous awards , including various " Game of the Year " honors by members of the gaming media , as well as Nintendo 's own best @-@ selling Player 's Choice selection . In addition , Super Mario 64 has been placed high on " the greatest games of all time " lists by many reviewers , including IGN , Game Informer , Edge , Yahoo ! Games , GameFAQs users , and Nintendo Power . Electronic Gaming Monthly awarded the game a Gold award in its initial review , and in Edge magazine , Super Mario 64 was the first game to receive a perfect score . British magazine Maximum gave it their " Maximum Game of the Month Award " , making it the only import game (since Super Mario 64 had not yet been released outside Japan) to win that honor , and attested it to be the greatest game the magazine had ever reviewed . Game Informer initially rated the game a 9 @.@ 75 , but re @-@ rated it a 9 @.@ 0 a decade later in a " Retro Review " . The Japanese gaming magazine Famitsu

rated Super Mario 64 a 39 / 40 . Common praise focused on the presentation , while criticism was directed at the camera system . Nintendo Power lauded the graphics , sound , and gameplay , but commented the shifting camera angle took getting used to . Next Generation Magazine praised many aspects of the game : musical score , graphics , lack of loading times , and the scale of the game , though they commented that the game is less accessible than previous Mario titles , citing the camera 's occasional , erratic movements and lack of optimal angle as frustrating . Maximum found the game 's strongest points to be its sense of freedom and the fact that revisiting levels unearths new areas and challenges .

Video game publications and developers praised Super Mario 64 for its design and use of the 3D gameplay . The game is counted by 1UP.com as one of the first games to have brought a series of 2D games into full 3D . Maximum commented that " The old 2D platform genre is essentially dead with the arrival of this game . The limitations inherent with the genre have been swept away in the wake of Mario 64 . " In the transition to 3D , many of the series conventions were rethought drastically , placing an emphasis on exploration over traditional platform jumping , or " hop and bop " action . While its quality was disputed by some , it has been argued that it established an entirely new genre , different from that of previous games in the series . Time Magazine focused on the realistic kinetic animation and the controls provided by the integration of the new pressure @-@ sensitive controller into the game , calling it the " fastest , smoothest game action yet attainable via joystick at the service of equally virtuoso motion " , where " [f] or once , the movement on the screen feels real " .

GameSpot called it one of the 15 most influential games of all time , and rated the Nintendo 64 version a score of 9 @.@ 4 and the Wii Virtual Console version an 8 . Game Informer commented that even a decade later the game still offers hours of entertainment . They also commented on the camera system , stating that by present @-@ day standards the camera system " would almost be considered broken " . Game Revolution 's retrospective review referred to the graphics as " beautiful " , but criticized the camera angles , saying " it doesn 't work as well as it should " . The game placed 6th in Official Nintendo Magazine 's " 100 greatest Nintendo games of all time " . In 2009 , Game Informer put Super Mario 64 13th on their list of " The Top 200 Games of All Time " . Official Nintendo Magazine referred to the game as a " masterpiece of game design " , stating that Nintendo was able to take its " number @-@ one 2D franchise and convert it flawlessly into 3D " . Michael Grayford of Liquid Entertainment stated he was initially " very turned off " by the openness of the game the first time he played it . Upon playing it later , he was " highly pleased " and stated " each level brought some new unique cool gameplay element and I was never bored " . Warren Spector , former lead designer at Ion Storm , stated it was " not possible to squeeze this much gameplay into a single game " and " no game has done a better job of showing goals before they can be attained , allowing players to make a plan and execute on it " . He also praised the exploration aspect of the game , commenting that " [allowing players to] explore the same spaces several times while revealing something new each time is a revelation " .

= = Impact and legacy = =

Critics acknowledge Super Mario 64 as a key contributor to the anticipation , and initial success , of the Nintendo 64 console . Though the system was initially very successful , it eventually lost much of its market share to Sony 's PlayStation . 1UP.com attributed this decline to Nintendo 's use of cartridges and the design of the Nintendo 64 controller , which were reportedly implemented by Miyamoto for Super Mario 64 .

The game also set many precedents for 3D platformers to follow . GameDaily listed the game as one of the " Most Influential Video Games " and stated it " defined the 3 @-@ D platform experience , influencing numerous designers to create their own , original offerings " . GamesTM noted many game companies , including Nintendo , have tried to develop a platform game to match up to Super Mario 64 . Nintendo 's first party developer , Rare , reflected in 2013 that during the development of 2001 's Conker 's Bad Fur Day , they had originally drawn inspiration from their deep analysis of the gameplay and camera mechanics of Super Mario 64 : " We were just copying Mario , weren 't we ?

Which , to this day , is still the best 3D camera . " Super Mario 64 is notable for its sense of freedom and non @-@ linearity . A central hub , where controls can be learned before entering levels themselves , has been used in many 3D platformers since . In addition , the game 's mission @-@ based level design is an inspiration for other game designers . Martin Hollis , who produced and directed GoldenEye 007 , says " the idea for the huge variety of missions within a level came from Super Mario 64 " . In 2012 , Dan Houser , a prominent figure in the development of the Grand Theft Auto series , stated , " Anyone who makes 3D games who says they 've not borrowed something from Mario or Zelda [on the Nintendo 64] is lying . " Tetsuya Nomura , a leading designer at Square Enix , stated in 2016 that Super Mario 64 was the impetus for the creation of the Kingdom Hearts series .

 Super Mario 64 is the first game to have a " free " camera that can be controlled independently of the character . Most 3D games from the time use a first @-@ person perspective , or a camera that is fixed in position relative to the player 's character , or to the level . To create freedom of exploration , and more fluid control in a 3D world , the designers created a dynamic system in which the video camera is operated by the in @-@ game character Lakitu . The camera system would become the standard for 3D platform games in the future . Nintendo Power stated the camera @-@ control scheme is what transitioned platform games into three dimensions , and that the game , along with The Legend of Zelda : Ocarina of Time , " blazed trails " into the 3D era . Along with camera control , the game also innovated in its implementation of movement . Edge stated the game changed " gamers ' expectations of 3D movement forever " . The Nintendo 64 's analog stick allows for more precise and wide @-@ ranging character movements than the digital D @-@ pads of other consoles , and Super Mario 64 uses this in a way that was unique for its time . At the time , 3D games generally allowed for controls in which the player could either control the character in relation to a fixed camera angle or in relation to the character 's perspective . Super Mario 64 's controls are fully analog , and interpret a 360 @-@ degree range of motion into navigation through a 3D space relative to the camera . The analog stick also allows for precise control over subtleties such as the speed at which Mario runs . Super Mario 64 was one of the first games to implement the system .

 Because of the game 's popularity , rumors about glitches and secrets spread rapidly after its release . A common rumor was that Luigi was a secret character in the game , fueled by illegible symbols in the castle courtyard that were said to resemble the text " L is real 2401 " . This same texture would reappear in The Legend of Zelda : Ocarina of Time on a plaque in Dodongo 's Cavern . IGN received so many questions and supposed methods to unlock Luigi that the staff offered a US $ 100 reward to anyone who could prove that Luigi was in the game . The number of false codes submitted to IGN dropped dramatically , as Luigi 's inclusion was proved to be a myth . The April Fools ' Day 1998 issue of Nintendo Power claims that the cryptic phrase would be discussed on the non @-@ existent page 128 , and also features a facetious article titled " Luigi 64 " , commenting humorously on the rumor .

 On May 5 , 2011 , Super Mario 64 was selected as one of the 80 games to be displayed at the Smithsonian American Art Museum as part of " The Art of Video Games " exhibit that opened on March 16 , 2012 .

 = = Re @-@ releases and remakes = =

 A 64DD version of the original game was created only for demonstration of the prototype drive 's operation and performance at the 1996 Nintendo Space World trade show . Nintendo of America 's Chairman Howard Lincoln explained , " Super Mario 64 is running on the 64DD right now . First they weren 't going to show anything on 64DD , but they decided at the last minute to have a game people recognize . "
 Like Wave Race 64 , Super Mario 64 was re @-@ released in Japan on July 18 , 1997 , as Super Mario 64 Shind? Pak Tai? Version (???????64 ????????????) . This version adds support for Nintendo 's Rumble Pak peripheral and includes the voice acting from the English version . In 1998 , Super Mario 64 was re @-@ released in Europe and North America as part of the Player 's Choice

line , a selection of games with high sales sold for a reduced price . The game was later released on the Wii 's Virtual Console service in the United States on November 19 , 2006 , and in other territories the following weeks . This release adds compatibility with the GameCube and Classic controllers , and enhances the resolution to 480p .

 An enhanced remake for the Nintendo DS called Super Mario 64 DS was available for the launch of the handheld system in 2004 . Yoshi , Luigi , and Wario are additional playable characters , and the game features slightly altered graphics , courses , touchscreen mini @-@ games , and a multiplayer mode . In addition , the number of Power Stars has been raised from 120 to 150 . Reviews were mostly positive , and by March 2008 , 6 @.@ 12 million copies of Super Mario 64 DS had been sold worldwide .

 In 2015 , a fan remake of Super Mario 64 was created called Super Mario 64 HD . The project was later taken down due to a copyright claim by Nintendo .

= = Sequels = =

 A direct sequel titled Super Mario 64 2 was planned for the Nintendo 64DD . Miyamoto mentioned at E3 's 1997 convention that he was " just getting started " on the project . In May 1999 , Super Mario 64 2 was reported to be released in late 1999 ; however , the game was canceled due to the failure of the 64DD , as well as lack of progress in the game 's development .

 Instead , Super Mario 64 was followed by other sequels on subsequent Nintendo systems , such as Super Mario Sunshine for the GameCube and Super Mario Galaxy for the Wii . The sequels built on Super Mario 64 's core design of enhancement items and open ended gameplay . One sequel , Super Mario Galaxy 2 , features a remake of the Whomp 's Fortress level .