= Super Mario 64 DS =

Super Mario 64 DS (???????64DS , S?p? Mario Rokuj?yon D? Esu) is a platform video game developed and published by Nintendo for the Nintendo DS handheld game console . The game was a launch title for the Nintendo DS , released in North America and Japan in 2004 ; it was later released in Europe and Australia in 2005 .

Nintendo , who produced the original version of the game , first displayed the game as a multiplayer demonstration at the 2004 E3 titled Super Mario 64 × 4 . In addition to revised graphics , the remake includes new characters , a multiplayer mode , and several minigames independent of the main adventure . As with the original title , the plot of Super Mario 64 DS centers on rescuing Princess Peach from Bowser , with slight changes to accommodate the additional characters . Yoshi is the initial protagonist in this version , with Mario , Luigi , and Wario as unlockable characters .

Overall , the game was critically and commercially successful . It won video game awards , and received positive comments from the gaming press , that focused on elements of the single @-@ player mode . The multiplayer mode and lack of analog controls used in Super Mario 64 were common complaints among reviewers . The game sold well in territories , was ranked on best @-@ selling lists , and , as of September 30 , 2015 , has sold 11 @.@ 06 million copies worldwide .

= = Plot = =

The game begins with Mario receiving a letter from Princess Peach inviting him to come to her castle for a cake she has baked for him . Mario arrives at Peach 's castle , along with Luigi and Wario . The trio disappear as they enter the castle , and Lakitu , the game 's camera operator , informs Yoshi of the disappearance . Yoshi explores Peach 's castle to find Mario , Luigi , Wario and Peach .

Scattered throughout the castle are paintings and secret walls , which act as portals to other worlds where Bowser and his minions guard the Power Stars . After recovering most of the power stars and defeating Bowser 's minions , Yoshi acquires keys that access other areas of the castle , where he finds Mario and his friends captured .

First , Yoshi defeats Goomboss and frees Mario as they continue searching the castle to find more Power Stars . Second , Mario defeats King Boo and frees Luigi who uses " invisibility power " to get Wario 's key . Third , Luigi defeats Chief Chilly and frees Wario using the key . Mario and his friends then tackle three obstacle courses , with each ensuing a battle with Bowser . After defeating him twice , they received a key that opens even more levels of the castle .

After collecting 150 power stars , Mario and his friends reach the highest area of the castle , where they ensue a final battle against Bowser . Eventually , after Bowser 's defeat , Mario and his friends return to Peach 's castle , where they free Peach from a stained @-@ glass window above the entrance . As a reward for saving Peach , she kisses Mario on the nose and bakes the cake she had promised . The game ends when Mario , Luigi , Peach , Yoshi and Wario wave goodbye to the player as Lakitu films and then flies away . A photo with Peach 's cake then appears .

= = Gameplay = =

Super Mario 64 DS is a 3D platformer in which the player controls four different characters through numerous levels to collect 150 Power Stars , 30 more than the original game . Each level 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 inhabited with enemies that attack the characters as well as friendly creatures that provide assistance , offer information , or ask for help . 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 the player collects stars , more areas of the castle become accessible .

Power @-@ ups in Super Mario 64 DS take the form of special hats resembling those worn by

Mario , Luigi , and Wario (voiced by Charles Martinet) , and are available in some levels . Acquiring one such hat will change the player 's character into the corresponding character . The hats fall off if the character is hit , but can be reacquired . Yoshi is able to start a level wearing the hat of any of the available characters . Another power @-@ up item , the " Power Flower " , provides each character with a different ability : Mario is able to float , similar to Super Mario World 's balloon item ; Luigi becomes invisible and transparent , similar to the invisible hat in the Nintendo 64 version ; Wario becomes coated by metal , which makes him temporarily invincible to enemy attacks and sink underwater , similar to the metal hat in the original version ; and Yoshi is able to breathe fire . Each ability is necessary to complete specific areas in the game . Other items include the " Super Mushroom " , which increases the character 's size and strength , and the feather , that only Mario can get , and which allows the character to fly in the same fashion as in Super Mario 64 . However , in multiplayer VS . Mode , other characters can get wings , in Yoshi 's case , he grows wings out of his body like in Super Mario World .

  The game uses both of the system 's screens to offer new options . The top screen displays the normal gameplay , while the bottom touchscreen can function as an overhead map and touch controls . The overhead map displays the current course the player traverses and displays item locations . The touch controls include virtual buttons , which rotate the top screen 's camera angle , and directional character controls , which can operate with either the DS stylus or the player 's thumb using the DS wrist strap . In addition to the single @-@ player adventure , the game includes 36 minigames and a multiplayer mode . Minigames are made accessible by catching rabbits in the main game . All minigames use the touchscreen to play , and are based on different themes : racing , card games , puzzles , and so forth . The multiplayer mode uses the wireless DS Download Play where up to four players compete against each other using Green , Red , Blue , and Yellow Yoshi (voiced by Kazumi Totaka) ? character hats appear in the stage allowing players to transform into either Mario , Luigi , or Wario . Wario can stun opponents by picking them up , swinging them , and throwing them .

 = = Development = =

  Super Mario 64 DS was developed by Nintendo Entertainment Analysis and Development and published by Nintendo for the Nintendo DS . It is a remake of the Nintendo 64 launch title Super Mario 64 , with the game 's 3D engine mirroring many visual effects used in the original game . Graphical changes include a higher polygon count for character models and the lack of texture filtering . Originally titled " Super Mario 64 × 4 " , it was first shown as a multiplayer demonstration at the 2004 E3 before the Nintendo DS was released . A few months later , Nintendo announced an actual game ? along with many others ? was in development . At the Nintendo DS conference on October 7 , 2004 , the game was on demonstration again and new information was revealed ; the name was changed to Super Mario 64 DS and four different characters (Mario , Luigi , Yoshi , and Wario) would be used in the main , single @-@ player adventure . The demonstration was a more complete version of the game than the E3 version ? the game 's development was 90 % complete at this time ? and highlighted the multiple characters in the single @-@ player mode and included minigames ; the multiplayer mode , however , was not present . Prior to the conference , the appearance of the box art on GameStop 's product page caused speculation the game would be a launch title . Nintendo confirmed the rumor by announcing at the conference that the game would be a launch title of the Nintendo DS in North America and Japan . As the game 's release approached , the release schedule of launch titles altered ; many titles were delayed , while others were announced to be released a few days before the Nintendo DS . Super Mario 64 DS was the only game scheduled to be released with the system . Koji Kondo provided the music for the game , while the voice actors from Super Mario 64 returned as well and this time , Kazumi Totaka joined the cast , playing the role of Yoshi .

 = = Reception = =

Sales

Super Mario 64 DS has been commercially successful . Following its release in Japan , the game sold 241 @,@ 000 copies by December 19 , 2004 , and was the fifth best @-@ selling title on the weekly sales chart of that week . Sales continued to increase , and Super Mario 64 DS had sold 639 @,@ 000 units by February 20 , 2005 . The game frequently appeared on Amazon.com 's sales charts . In the first week of June 2006 , it was listed as the sixth best @-@ selling Nintendo DS title , and had risen to number three by the last week of the month . The game appeared again near the end of July 2006 as the eighth best @-@ selling title . At the beginning of 2008 , Amazon.com charts listed the game as the seventh best @-@ selling Nintendo DS title in the United States . By November 2006 , the game had sold over one million units in Europe , and , by the end 2007 , over two million copies in the United States . As of September 30 , 2015 , Super Mario 64 DS has sold 11 @.@ 06 million copies worldwide .

Critical reception

The game has won awards and met with overall positive reviews from video game journalists . Upon its release , IGN labeled it as an " Editor 's Choice " and awarded it " Game of the Month " for the Nintendo DS , citing the game as a " great achievement " of the system 's capability . In 2005 , the game won a Golden Joystick Award for best handheld game of year . Prior to the game 's release , Craig Harris of IGN reviewed the early demonstration . He commented on the accurate recreation of the original graphics , and stated that the small Nintendo DS screen helps hide any visual flaws . Harris criticized the game 's controls calling them a little " sluggish " and " clumsy " . Though he praised the graphics and new gameplay additions , Harris expressed disappointment that the Mario launch title for the new system was a remake instead of a full game . IGN 's Anoop Gantayat anticipated the game would be a big hit among American video game enthusiasts . In Japan , Famitsu ranked Super Mario 64 DS the 29th most wanted title .

Reviewers praised the game 's accurate recreation of the Nintendo 64 title , additional features , and upgrades . Phil Theobald of GameSpy lauded Super Mario 64 DS , calling it " fantastic " and complimenting the new features : minigames , use of a second screen , and extra stars . He also commented that the gameplay of the original game holds up ten years after its original release . Harris said the original feel of Super Mario 64 is retained , while the new challenges and features build upon it in a way that added to the game 's longevity . He complimented the graphics and audio , and considered the game a good demonstration of the Nintendo DS 's capabilities . Jeff Gerstmann of GameSpot also complimented the graphics , specifically the higher polygon count and smooth frame rate . He called Super Mario 64 DS a " great update of a classic game " , and felt the changes and additional features offered a new experience to fans of the original . In contrast , 1UP.com 's Jeremy Parish felt the game did not offer enough new content to warrant a purchase . He praised the inclusion of extra characters , calling them a " nice twist " , but concluded his review by calling the game a " poorly @-@ conceived port " that should be played on the original system .

Other criticism focused on the game 's controls and multiplayer mode . Theobald felt the lack of an analog stick made the controls more difficult than the original game and required a short period of adjustment . He further stated that the digital pad and touchscreen 's virtual analog control were " tricky " and required practice . Harris echoed similar comments and noted the touchscreen does not provide physical feedback like an analog stick . He added the game was never intended to be played without proper analog controls . Gerstmann referred to the multiplayer mode as " uneventful " and considered it lacking longevity , but commented that it was a good extra that demonstrated the system 's wireless multiplayer capabilities . Theobald agreed it was a nice addition , but considered it a " diversion " that players would tire of quickly .