



By Ezra

Characters

- Bowser
- King Bomb-omb
- Princess Peach
- Toad
- Yoshi
- Koopa the Quick
- Goomba
- Lakatu Bros.
- Luigi
- MIPS
- Piranha Plant
- King Boo
- Mario
- Big boo
- Boo

Characters pt 2

- Mad Piano
- Mother Penguin
- Baby Mario
- Dorrie
- Eyerok
- Kamek
- Koopa Troopa
- Monty Mole
- Nabbit
- Thwomp
- Chain Chomp
- Big Goomba
- Baby Penguin

The background of the page features several thin, curved lines in a light gray color, some solid and some dashed, creating a sense of motion or a stylized orbit. On the left side, there is a large green speech bubble with a white outline. Inside the bubble, the text "How to play" is written in a white, sans-serif font. Above the main bubble, there is a smaller, solid green rectangular block.

How to play

Welcome to IGN's Super Mario 64 Walkthrough. This page contains links to help you find every Power Star in every course for Super Mario 64. Click on any of the link's below to be taken to the full walkthrough describing the simplest way to get that Power Star.

Where it got its name

- Super Mario 64 gets its name from the Nintendo 64 console, which has a 64-bit CPU that helped with the console's 3D capabilities.
- Super Mario 64 is considered one of the greatest video games ever made. It established a new standard for 3D platform games with its dynamic camera system and 360-degree analog control.

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History

Super Mario 64 was officially released in Japan in June 1996, North America in September, and in Europe and Australia in March 1997. During its first three months of sale in North America, it sold more than two million copies and grossed \$140 million in the United States, becoming the best-selling video game of 1996.

Facts

- Super Mario 64 is a platform game developed and published by Nintendo for the Nintendo 64. It was released in Japan and North America in 1996 and PAL regions in 1997. It is the first Super Mario game to feature 3D gameplay, combining traditional Super Mario gameplay, visual style, and characters in a large open world. In the game, Bowser, the primary antagonist of the Super Mario franchise, invades Princess Peach's castle and hides the castle's sources of protection, the Power Stars, in many different worlds inside magical paintings. As Mario, the player collects Power Stars to unlock enough of Princess Peach's castle to get to Bowser and rescue Princess Peach.
- Director Shigeru Miyamoto conceived a 3D Super Mario game during the production of Star Fox (1993). Development lasted nearly three years: about one year on design and twenty months on production, starting with designing the virtual camera system. The team continued with illustrating the 3D character models—at the time a relatively unattempted task—and refining sprite movements. The sound effects were recorded by Yoji Inagaki and the score was composed by Koji Kondo.
- Super Mario 64 was highly anticipated by video game journalists and audiences, boosted by advertising campaigns and showings at the 1996 E3 trade show. It received critical acclaim, with reviewers praising its ambition, visuals, and gameplay, though some criticized its virtual camera system. It is the best-selling Nintendo 64 game, with nearly twelve million copies sold by 2015.
- Retrospectively, Super Mario 64 has been considered one of the greatest video games of all time. Numerous developers have cited it as an influence on 3D platform games, with its dynamic camera system and 360-degree analog control establishing a new archetype for the genre, much as Super Mario Bros. did for side-scrolling platform games. It was remade as Super Mario 64 DS for the Nintendo DS in 2004, and has been ported to other Nintendo consoles since. The game has attracted a cult following, spawning many fangames and mods, a large speedrunning presence, enduring rumors surrounding game features, and challenges that attempt to beat the game with certain restrictions, such as not being allowed to press the A button, requiring deep understanding about the game's mechanics and bugs.



The End



Questions to ask



Let's play