





Research Doc  
Written by Slade

Parts of this document are taken from TCRF and other sources.  
A full list of sources can be found [here](#).

## Write Up by the Author

I never really grew up with the original Super Mario 64 like a majority of the people around me did. I grew up in the era where Super Mario 64 DS was considered the *superior version* and a *must-have* for the DS. Yet, this actually didn't affect me in the slightest way possible. I didn't actually learn about the DS version until roughly 2013. That's a story for another time though! I still ended up playing the original N64 version first... and I fell in love with it. When I got my hands on the DS version for the first time, I instinctively figured that I was going to fall in love with the Mario 64 game even more. I was right. So from the point of August 31st, 2013 to what I would say is roughly 6 years later, I'm going to do a write up of the unused content/interesting trivia and to add a personal flair (my experiences with the game). Let's get started!

ICON	MEANING
	A very quick write up of what I think about a certain section, game mechanic, etc. I try to be brief with these. These sections are called "Author's Thoughts..." and a number of them will appear within the document... try to catch them all!
	A quick notice, usually pertaining to incomplete sources, information, speculation, etc. If you see this exclamation point: "you've been warned ahead of time!" Though, you shouldn't worry so much about it. I'm working on this doc all the time and this little box might go away if I revise something. Also, my editor is the best! ;)

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## Unused Text

Let's start with what I consider the most interesting. Unused text! \*FIREWORK EXPLOSIONS\* Now, there's actually quite a bit of this within the files of SM64DS. I'm going to break it down by character to make things easier to read.



**Author's Note!** The article below references many users and sections on The Cutting Room Floor. I have made sure each was credited for their work, but there is a chance I may have missed someone. Send me an [email](#) if I missed them and I will adjust this document accordingly. Thanks!

## Action Replay

What is Action Replay? I'll save you some time and tell you that it is a brand of cheat devices. These cheat devices can be found on the internet and allow codes to be placed into them more efficiently. These codes are able to: A) unlock things in games that would not be accessible otherwise, B) give you access to other cheats (unlimited lives or coins), or C) even access to areas in games that were made inaccessible during development and are - in turn - unused.

## King Boo


You can't fight King Boo with Yoshi. However, by using Action Replay to access the fight with Yoshi, you may notice that there is indeed different text, indicating that Yoshi was originally able to fight King Boo.

This string is marked as "00DE" and is displayed **before** the fight with King Boo begins.

Japanese	English Translation
ケケケ...	Heh heh heh...
オレさまは キングテレサ。 おぼけの なかの おぼけだ!	I am the almighty King Boo! A ghost among ghosts!

オレさまのおそろしさを たっぷり あじあわせてやる。 にかさないぞ…。 ケケケ…	I'll serve you up a helping of horror! You won't get away... Heh heh heh...
---	--

Source: TCRF Wiki User GlitterBerri ([link to reference](#)) ([link to user](#))



**Author's Thoughts...** I believe this may have been scrapped early on. As far as I know, Yoshi can't travel to Big Boo's Haunt at any point in SM64DS. The real question, I suppose, is: "Why?" I guess I'm sort of glad, but also, not? Yoshi was *never* my *favorite* character. He was still nice to have around though...

This string is marked as "00E2" and is displayed **after** the fight with King Boo, right before the key appears.

Japanese	English Translation
ケケケ…  オレたち おばけは いつでも よみがえるからな。 また あおうぜ。 ケケケ…	Heh heh heh... We are ghosts -- We'll always come back to haunt you. Until we meet again... Heh heh heh....

Source: TCRF Wiki User GlitterBerri ([link to reference](#)) ([link to user](#))

## Chief Chilly


You can't fight Chief Chilly with Yoshi. However, by using Action Replay to access the fight with Yoshi, you may notice that there is indeed different text, indicating that Yoshi was originally able to fight Chief Chilly.


This string is marked as "01E6" and is displayed **before** the fight with Chief Chilly.

Japanese	English Translation
むっ…おまえ、ヒゲがないな。 ハッハーン、ただのザコか。 だが ワシも ちょっとヒマだ。	Hmm? I see you have no mustache. Poor, bald, little creature.

ヒゲのないヤツでも あいてをしてやる。 さあ、かかってこい!!	It's not a fair fight for you, but luckily, I'm not a fair fighter. Let's go!
---------------------------------------	---

Source: Uncredited translation on TCRF Wiki. ([link to reference](#))

	<b>Author's Thoughts...</b> It would seem that Yoshi was originally going to fight Chief Chilly. That much has been made clear with these unused strings of text. However, due to the abilities that developers decided to give Yoshi, this ultimately had to be scrapped.
---	--

	<b>Author's Note!</b> The following excerpt from TCRF contains a roughly translated version of the Italian localization unused text into English.
---	---

A translation of the Italian text also shows an “alternate beginning” of sorts. Though we know this is only due to localization.

Italian	English Translation
Mhm? Non hai i baffi. Povera, piccola, creatura imberbe. Sarebbe come rubare le caramelle a un bambino... ma io adoro le caramelle!	Mhm? You don't have a mustache. Poor, small, clean shaven creature. This will be like taking candy from a baby... but I do love sweets!

Source: Uncredited translation on TCRF Wiki. ([link to reference](#))

This string is marked as “01E6” and is displayed **after** the fight with Chief Chilly, right before the key appears.

Japanese	English Translation
おお、なんということだ・・・ なんということだ・・・ このワシがヒゲのない ヤツにまけるとは・・・ ヒゲだけがじまんの ワシの じんせいはいったい・・・	I simply cannot believe that I lost to a hairless pip-squeak like you! My mustache was my only joy. Now what am I going to do?

Source: Uncredited translation on TCRF Wiki. ([link to reference](#))



**Author's Thoughts...** Yoshi was sort of underrated as a character. I enjoyed my time playing as him in the game. In my opinion, they made it so you can unlock Mario \*very\* early on, but it would've been nice to keep Yoshi just a tad longer. Not too much though!

## Boo

Boo! ...Not funny? \*Eye Roll\* Okay. Now it's time for everyone's favorite character. This character's leftover text would have appeared in Big Boo's Haunt exclusively. In the French and Spanish games, the string was left blank. In the Italian game, the string was written in English.

Japanese	English	German
クックック.. とりついてやる。 ヒッヒッヒ! カベも とおりぬけてやる。 こんなこと できるか? ケッケッケ!	Eh he he... You're mine, now, hee hee! I'll pass right through this wall. Can you do that? Heh, heh, heh!	lih hi hi hiii... Du gehörscht jetzt mir, hiii hiii! Ich gehe direkt durch diese Wand. Kannst du das auch? Hi hi hiii...

Source: Uncredited translation on TCRF Wiki. ([link to reference](#))

I decided to run the German text through a translator, here's what I got.

German > English Translated
I hi hii hiii ... You are mine now, hii hiii! I go straight through this wall. Can you too? Hi hi hiii ...

**Something even more interesting:** this text also goes unused in the original Super Mario 64 game on N64. Perhaps they tried to find a way to implement this in SM64DS, but couldn't find a place for it?



**Author's Thoughts...** Very interesting! Some games see strings of text translated with different meanings across all regions. Yet again, Nintendo kept most of them pretty much the same for SM64DS across regions... I wonder why? Maybe for continuity?

Misc.

It is worth noting that the Toad in the Rec Room says something completely different to each of the characters. Before I point out each difference, here's what the Toad says to all the characters.

<b>Mario</b>	<b>Luigi</b>
<p>Oh, no! Oh, no! I can't believe I lost the keys to Princess Toadstool's secret drawer!            She's going to chew me out big-time!            Will you find the keys for me, Mario?            This is just between you and me, but you can open the drawer when you have a key.            The drawer leads to the Rec Room, where Princess Toadstool used to play games as a child.</p>	<p>Oh, no! Oh, no! I lost the keys to Princess Toadstool's secret drawer!            She's going to chew me out big-time!            Will you find the keys for me, Luigi?            This is just between you and me, but you can open the drawer when you have a key.            The drawer leads to the Rec Room, where Princess Toadstool used to play games as a child.</p>
<b>Wario</b>	<b>Yoshi</b>
<p>Oh, no! Oh, no! I lost the keys to Princess Toadstool's secret drawer! She's going to chew me out big-time!            Will you find the keys for me, Wario?            Just between you and me, you can open the drawer when you have a key.            The drawer leads to the Rec Room, where Princess Toadstool used to play games as a child.</p>	<p>Oh, no! Oh, no! I lost the keys to Princess Toadstool's secret drawer! She's going to chew me out big-time!            Will you find the keys for me, Yoshi?            This is just between you and me, but you can open the drawer when you have a key.            The drawer leads to the Rec Room, where Princess Toadstool used to play games as a child.</p>

Source: Uncredited on TCRF Wiki. ([link to reference](#))

Now, here are the differences.

Mario	Luigi, Wario, and Yoshi
Oh, no! Oh, no! I can't believe I lost the keys to Princess Toadstool's	Oh, no! Oh, no! I lost the keys to Princess Toadstool's
Wario	Mario, Luigi, and Yoshi
Just between you and me, you can open the drawer when you have a key.	This is just between you and me, but you can open the drawer when you have a key.
Mario and Luigi	Wario and Yoshi
secret drawer! She's going to chew me out big-time!	secret drawer! She's going to chew me out big-time!

Source: Uncredited on TCRF Wiki. ([link to reference](#))



**Author's Thoughts...** I can't remember for the life of me whether or not I noticed these *very slight* differences. But I found out about the slight differences in writing very recently, actually. I'm surprised I didn't see these sooner. I'm usually pretty observant.

That's all of the unused text within Super Mario 64 DS worth noting... Let's move on to something else shall we.

## Unused Maps/Locations

### Map Select

No, not like the castle hub world. This is a debug feature you can access using Action Replay codes. When done correctly, the DS ROM's build date will appear at the top of the screen as well as a list of levels.

```
2005-01-13 08:50:39 Administrat
▶ 0 Test Map
1 Main Castle Map
2 Castle 1F
3 Main Garden Map
4 Castle 1B
5 Castle 2F
6 BombHei Map
7 Baffan King Map
8 Kaizoku Irie Map
9 Kaizoku Ship
10 Snow Mt
11 Snow Slider
12 Teresa House
13 Cave
14 Tire Land
15 Tire Mt
16 Desert Land
17 Desert Py
18 Water Land
19 Snow Land
20 Snow Kama
```



The ROM build dates can be found in a text file called “BUILDTIME”. They are displayed in this [section](#).



Also, selecting a map which does not have a star select screen (i.e. Bowser World, Castle, etc.) will bring you to a screen which displays a Bowser emblem, star, and life counts.

### BUILDTIME text file

This text file contains all ROM build dates for Super Mario 64 DS. They are, as follows:

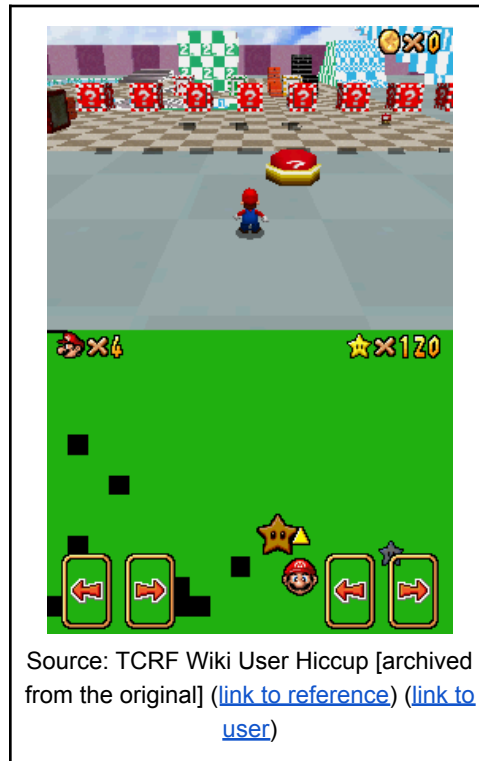
USA	Japan
2004-10-15 23:29:24 Administrator	2004-10-25 18:50:33 Administrator
USA Revision 1	Japan Revision 1
2004-11-05 21:13:01 Administrator	2004-11-09 12:31:12 Administrator
US Kiosk Demo	Europe
2004-11-11 11:16:17 Administrator	2005-01-13 08:50:39 Administrator
China	Korea
2007-05-16 11:41:10 yosimoto	2007-05-18 22:30:30 Administrator



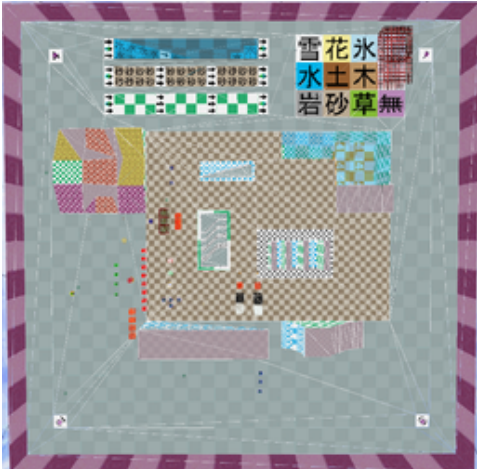
**Author’s Thoughts...** Check out the users who built each release of SM64DS. Notice anything odd? The game released in China was built by yosimoto. I can’t find any record of a Nintendo employee with that name. Not saying there isn’t one, though!

## test\_map

The first of the two test levels in the game. I find this to be one of the more... interesting ones. Here, let me show you what I mean by that.



Here is a better version of the lower screen map. As well as the legend for said map.

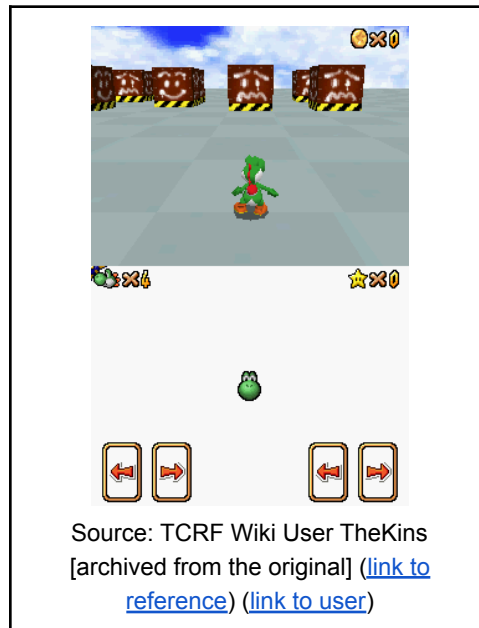
MAP	LEGEND
 <p>The map shows a square level with a purple border. The top row contains a blue water area, a green and white checkered area, and a red and white checkered area. The middle row contains a blue water area, a brown soil area, and a brown wood area. The bottom row contains a brown rock area, a brown sand area, and a green grass area. The rest of the level is a grey floor with various obstacles and items.</p>	<p>Top Row - 雪 (Snow), 花 (Flower), 氷 (Ice)</p> <p>Middle Row - 水 (Water), 土 (Soil), 木 (Wood)</p> <p>Bottom Row - 岩 (Rock), 砂 (Sand), 草 (Grass), 無 (Nothing)</p>



**Author's Thoughts...** The test screen map (lower screen) is pretty barren. This *could* be because the test map was created well before the map was implemented. they maybe decided it wasn't worth the trouble to implement it on a developer map.

test\_map\_b

The least interesting of the two, and funnily enough, the last test map within the games' files.



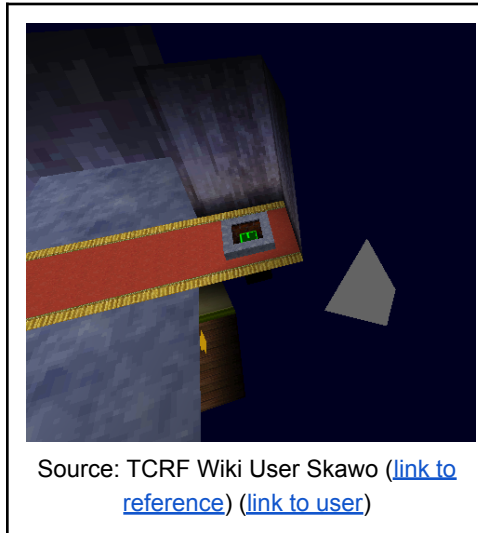
*Oh, wow. That lower screen graphic is kind of ugly.* Anyways, that's besides the point... It looks like this was used to test the effects of Tox Boxes. Also, notice that small spike-looking icon in the top-left corner? It is assumed that is where the spikes from the Bowser battles lay, for testing purposes.

## Original Peach's Room

The original room from the Nintendo 64 game still lays within the files of the game! As many know, this was replaced in SM64DS with the Rec Room feature. YouTube user [Dillon The Red Flash](#) ([link to channel](#)) was able to implement this room back into game, albeit with glitched wall textures. Click [here](#) to watch the video on their channel. YouTube user [Prince Frizzy](#) ([link to channel](#)) was able to implement the room back into game, as well as the room's original textures. Click [here](#) to watch that video on their channel.

## The Mysterious Chunk

I'll admit it, this one is really weird. Just outside of the entrance to the battle with Big Boo, if you position the camera just right, there is a gray shape floating off in the distance. It is made from 3 gray triangles and has no data other than that. This was most likely an oversight as it was not fixed in USA or Japan Revision 1.



**Author's Thoughts...** I remember seeing this in my first playthrough of the game and thought my DS screen was glitching out or something relative to the game. It definitely spooked the \*younger me\* and I didn't touch my DS for a week after that. It was really freaky!

## Unused Objects & Enemies

A lot of these are of interest, Especially the first one we'll be going over.

### Cap Blocks

I know what you're thinking, "Aren't these already in the game?" and to that I'd say, "you're sort of right?" They changed how this works.

**In the final game:** Caps were spread across levels either on the ground or on enemies within the level.

**In development, however:** This isn't the case! Here, take a look while I explain.



In the test map, there exists **three** boxes. One marked *W*, another marked *L*, and another marked *M*. We know for a fact these were going to be used to spawn a characters cap, judging by the following data.

Internal Name	Object	Actor	Files
<ul style="list-style-type: none"> <li>• CAP_BLOCK_M</li> <li>• CAP_BLOCK_W</li> <li>• CAP_BLOCK_L</li> </ul>	<ul style="list-style-type: none"> <li>• 33</li> <li>• 34</li> <li>• 35</li> </ul>	<ul style="list-style-type: none"> <li>• 23</li> <li>• 24</li> <li>• 25</li> </ul>	/data/normal_obj/obj_hatena_box/ <ul style="list-style-type: none"> <li>• obj_cap_box_m</li> <li>• obj_cap_box_w</li> <li>• obj_cap_box_l</li> </ul>

These can be spawned back into the US and Europe games and function (mostly) as intended.

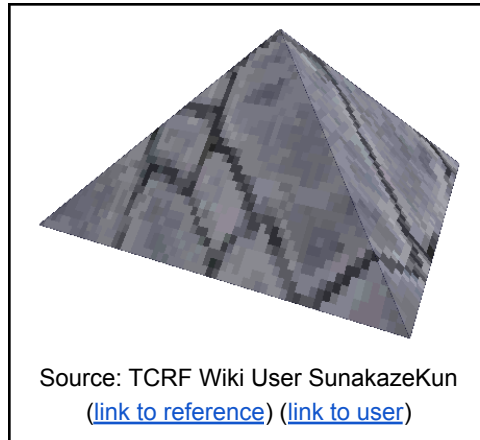
The codes to spawn these individual blocks back into the game are as follows.

Block	USA	Europe
<b>M Block</b>	1210443A 00000017	021130EC 00000021
<b>L Block</b>	1210443A 00000018	021130EC 00000022
<b>W Block</b>	1210443A 00000019	021130EC 00000022

**Author's Note!** The USA codes can only be used on US copies of the game and will replace trees with the blocks. However, the Europe codes do not and will just spawn the blocks near the player. This was a rather important distinction I wanted to make!

## A Giant Rock Pyramid...Thingy.

Yep, you read that correctly. This is an unused object that never appears in the final game. It is assumed that this *might* be used, though has not been corroborated, so I decided to throw it in here anyway. It is worth noting the object is only solid on the top.



Internal Name	Object	Actor	Files
<ul style="list-style-type: none"><li>• KI_HASIRA_DAI</li></ul>	<ul style="list-style-type: none"><li>• 182</li></ul>	<ul style="list-style-type: none"><li>• 59</li></ul>	<ul style="list-style-type: none"><li>• /data/special_obj/ki_hasira/</li><li>• ki_hasira_dai</li></ul>

Was that not the most interesting unused object to be left in a game? No? Okay then, moving on...

## Multiplayer

Yes. Multiplayer has two unused objects. Stairs and a barrier. They look.... Rather boring. Here, take a look.



Internal Name	Object	Actor	Files
<ul style="list-style-type: none"> <li>• MC_DODAI</li> <li>• MC_HAZAD</li> </ul>	<ul style="list-style-type: none"> <li>• 296</li> <li>• 297</li> </ul>	<ul style="list-style-type: none"> <li>• 340</li> <li>• 341</li> </ul>	/data/special_obj/ <ul style="list-style-type: none"> <li>• mc_dodai.bmd</li> <li>• mc_hazad.bmd</li> </ul>

## FIRERING

This object, when spawned in, crashes Super Mario 64 DS. No objects within SM64 or SM64DS call to it. Its location within the files is located within an overlay that does not load in the regular system. It may have been used as a sub-object.

Internal Name	Object	Actor	Files
<ul style="list-style-type: none"> <li>• FIRERING</li> </ul>	<ul style="list-style-type: none"> <li>• 321</li> </ul>	<ul style="list-style-type: none"> <li>• 281</li> </ul>	Unknown Location

## Red Koopa




### Author's Thoughts...

Red Koopas would've had more of an *attitude* towards you.  
Now all they are is salty because they weren't kept in the game.  
Boom. Roasted.

Red Koopas would run towards the player. They wouldn't cause damage to you (although, this could be because that functionality was removed before release) but

they're a handful. When you knock this particular Koopa out of its shell, it will run after it to retrieve it. This is when you bump it with a shell to cause a blue coin to appear.

The shell from a Red Koopa can't be ridden. You are able to kick it in a single direction. It will knock all enemies in its path until it crashes into a wall or falls off the map. Having Yoshi, if the shell is eaten, he can spit fire just like his Flower Power ability.

	<p><b>Author's Thoughts...</b> I believe this was going to be how Yoshi gained the ability to spit fire at enemies. They may have added the Red Koopas <u>before</u> the Flower Power ability. In the end, they decided to have everyone use one block instead.</p>
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Here is the Red Koopa's internal name, object, actor, and file location.

Internal Name	Object	Actor	Files
<ul style="list-style-type: none"> <li>NOKONOKO</li> </ul>	<ul style="list-style-type: none"> <li>21</li> </ul>	<ul style="list-style-type: none"> <li>203</li> </ul>	/data/enemy/nokonoko/ <ul style="list-style-type: none"> <li>nokonoko_red.bmd</li> <li>shell_red.bmd</li> </ul> (Also contained within the folder are the animation files.)

Want to add the Red Koopa back into the game? You must have USA Revision 1 or the Europe release in order to do so. Once you have your hands on those, go ahead and change a Koopa's "Parameter1" to 0x0001, **OR** plug these codes into Action Replay.

Version	Code
USA Revision 1 (replaces trees)	1210443A 000000CB
Europe (will appear near you)	021130EC 00000215

### Unused Object Parameters

Fun fact: Tox Boxes are actually able to follow regular paths (ex: follow a particular route, sort of like driving on a highway and taking the first exit) However--they never use this ability in the final game. Instead, they follow particular patterns coded in by developers.





**Author's Thoughts...** I always thought "Tox Boxes" were called "Giant Suffocation Boxes" until I started writing this research doc. If that isn't a clue to how unobservant I actually am... I don't know what else is. Wow.

If the Flower Power object's "Parameter1" has its value set to 1, it acts as a wing cap. There is a chance that at some point in development--the Wing Cap was to be obtained from the Power Flower instead of the "floating balloon" power-up present in the final game.

### Unused Object Behaviors (Peach)

Princess Peach, who usually only appears within cutscenes, has some unused behaviors (which are actually still present within the game.) If you were to place Princess Peach in a map (with a level editor) and press "A" when in front of her, she will go into her default pose of standing upright and completely still. A text box will appear and show the same lines that Bowser will at the beginning of the final boss battle. Whether or not this means you could have talked to Peach at some point in development, has not been proven. Peach has animations for running, staying idle, and jumping, etc. This could mean she was either playable or would appear inside the castle similar to the Toads.

### Unused Graphics

I understand how boring these can be, so please... bear with me.

### Low-Poly Goomba

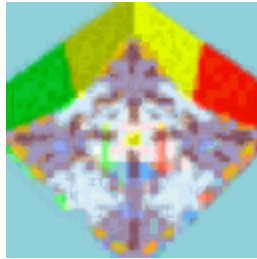


Source: TCRF Wiki User Hiccup ([link to reference](#)) ([link to user](#))

This could possibly be used for resource-management purposes. When the camera gets a certain distance away from the player in the N64 version, a low-poly model of

Mario can (sort of) been seen. This is to conserve resources, It is also unknown why this particular object went unused.

## Battle Fort Painting



Source: TCRF Wiki User Hiccup ([link to reference](#)) ([link to user](#))

It was going to be accessible through a painting. Possibly in the “Upstairs” part of the castle or in the room with the mirrors?

The painting itself looks to depict an earlier version of Battle Fort.

## The 5 Star Door! ...Icon

Sounds like the name of a hotel. Or a name you would give a hotel.



Source: TCRF Wiki User Hiccup ([link to reference](#)) ([link to user](#))

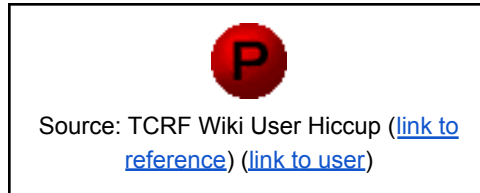


**Author’s Note!** The name of this graphics file is *obj\_door0\_star10*. If you think that sounds familiar, you might be thinking of a different door. The 8-star door!\*

\*While not confirmed, the file name contributes to the fact that the 8-star door may have gone through different iterations during the development cycle.

Doors have star counts of 1, 3, and 10 on the first floor. However, it would seem that a 5 star graphic was planned.

## The Powerup Item



Files	Texture inside nsbmd
<p>/data/normal_obj/</p> <ul style="list-style-type: none"><li>obj_powerup_item.nsbmd</li></ul>	<ul style="list-style-type: none"><li>obj_powerup_kari (object_powerup_temporary)</li></ul>

This was *probably* just a placeholder graphic for the Power Flower, as they share the same file name. Let's just... ignore this one.

## Coincentration Graphics



So uh, Nintendo the original Coincentration sprite set (from *Super Mario Advance 4*) inside SM64DS. I think it's kind of obvious that these were never used in the final game, but in case I am the one breaking that news to you, I'm sorry.



**Fun Fact!** Coincentration's internal name is *wrecking\_crew* -- which is a reference to a NES game of the same name. Cool, right?

## Le Crash Debugger... screen.

IT'S THE BLUE SCREEN OF DEATH! \*dun dun dun\*



```
UF 2004-10-15 23:29:24 Administr
StageNo 0:Test Map
PlayerID 0
LayerNo 1
RoomNo 0
LoopProc 4:DELETE
ProfName 3:0:STAGE
file-id 0261
IR0 IE:00140009 IF:002c0009

GameHeap Broken
45=232
```

Source: TCRF Wiki User Rabadabid ([link to reference](#)) ([link to user](#))

No, no. Just kidding. This technically isn't unused, as you can access it in the final release.

Steps to access this screen are as follows.





1. Crash the game (eject the cartridge, perform a glitch, etc.)
2. Hold **L+R+A+Left Arrow** and then release.
3. Hold **Down+B** and then release.
4. Hold **Start+Select** and then release.

This screen also exists in other games such as *Animal Crossing: Wild World* and *New Super Mario Bros.* ... this screen is used to debug crashes and errors within the game, since it assists in pinpointing where an issue with the code is located.

## Territorial/Regional Differences

Depending on where you live, you may get the same game with slight differences within each. Here are some of the differences between countries.

### Title Screen

Int'l (Americas)	Japan	Korea	China
 <p>Source: TCRF Wiki User Rabadabid (<a href="#">link to reference</a>) (<a href="#">link to user</a>)</p>	 <p>Source: TCRF Wiki User Hiccup (<a href="#">link to reference</a>) (<a href="#">link to user</a>)</p>	 <p>Source: TCRF Wiki User Hiccup (<a href="#">link to reference</a>) (<a href="#">link to user</a>)</p>	 <p>Source: TCRF Wiki User Hiccup (<a href="#">link to reference</a>) (<a href="#">link to user</a>)</p>

The title screen varies slightly by region. Here are each of the differences in the title screen listed out for you.

- The Int'l version does not have the metal border, black outline, or multi-colored "Super" logo.
- The Japanese version has a metal border, as opposed to wood, and has a black outline around "DS" for emphasis. The logo is also positioned at a different angle than the Int'l version.
- The Korean version sees the removal of the "Rec Room" icon, as it is not featured in that country. The logo is also positioned at a different angle than the Int'l version.
- The Chinese version uses full Chinese text for the logo and buttons instead of a subtitle. The logo is also positioned at a different angle than the Int'l version. The word "DS" is also slightly smaller.

- The background on the Japanese, Korean, and Chinese version is a deep blue instead of the Cyan used in the Int'l version.

## Korean Version

As the Korean version sees many changes, I figured it'd be best to list them all out.

- Korea has strict anti-gambling laws that make it so games that feature gambling get an immediate "adults only" rating. If you consider the fact that some mini-games have casino or gambling themes within them, this is probably the reason that the Rec Room was completely removed in the Korean release. With this removal, the mini-game rabbits were also removed and the Toad in Peach's Rec Room was also removed.
- An ! block, similar to the one used for "Author's Notes" in this research doc, was added to the top of the castle. It provides unlimited lives when hit from below and acts as a normal object when hit from above or from the side. The ? Block was moved to make room for this addition. This is not present in any other release of the game.
- The limit on how many lives you can hold in the Korean version was upped from 99 to 100.

## Revision History

Nintendo has had to release updated "Revision" cartridges to fix bugs in the past. USA Revision 1, from what I can tell, is the only version other than Japan Revision 1, that was released to fix bugs. Here is the revision 1 changelog for the USA, courtesy of the users over at TCRF Wiki.

### USA Revision 1

- There are various bugs related to Yoshi's eating ability. Generally, if Yoshi or an object changes state while he's eating (e.g. a Power Flower disappears, or Yoshi takes damage), the game can glitch in various ways or freeze entirely.
  - In Tall Tall Mountain, when Yoshi licks and eats a character transformation hat while Ukiki is jumping in the air, the game will freeze just before Yoshi finishes his transformation process.



**Author's Note!** If anyone can find video of, specifically, the Tall Tall Mountain eating glitch, please send it my way as a [Tweet](#) or through [Email](#).

- If the player collects or eats a transformation hat and their animation state changes (e.g. by collecting a Power Flower or grabbing hold of a ledge), then the transformation hat will remain stuck to the character's feet until another hat is collected or the player leaves the course.
- In Shifting Sand Land, if the player is wearing a transformation hat and lets Klepto bump into them while they are standing still and holding an item, the game will freeze.
- In Bob-omb Battlefield and Tiny-Huge Island, the Koopa Troopa and small Koopa Troopa (respectively) both lack the ability to climb some steep surfaces, and will just walk in place.
- In Whomp's Fortress, if you grab the Super Mushroom, warp to the top of the fortress, make your way to the wooden plank and run up to the side of it, you'll get a constant stream of extra lives.
- In Dire Dire Docks, when the submarine is present, you can jump under one of the back fins and immediately ground pound to be pushed through the water surface, allowing you to walk underwater.

Source: Original TCRF Wiki Research ([https://tcrf.net/Super\\_Mario\\_64\\_DS#Revisional\\_Differences](https://tcrf.net/Super_Mario_64_DS#Revisional_Differences))

## European Version Bugs

These are all of the bugs listed for the European version.

- In Star 5 of Snowman's Land, "Snowman's Silver Stars", entering and exiting the igloo after collecting all five Silver Stars will cause them to respawn. Collecting one will cause everything but Mario to freeze (or cause the game to freeze, if you're riding on a Koopa shell).
- A glitch was introduced that allows you to carry Stars by jumping on a Goomba and eating a Star as Yoshi. They have basic physics when spat out, sliding along the ground.
- One form of the Yoshi tongue glitch is possible in Jolly Roger Bay by licking up a cap and getting squashed by a pillar before the cap goes into Yoshi's mouth.

Source: Original TCRF Wiki Research ([https://tcrf.net/Super\\_Mario\\_64\\_DS#Revisional\\_Differences](https://tcrf.net/Super_Mario_64_DS#Revisional_Differences))

Korean version fixes the second Europe bug... sort of.

The Korean version fixes the game freeze part of the Silver Star glitch, but the rest of the glitch still occurs. Fun!

## Vs. Room model data name

This is... interesting. The model data for the Vs. Room is named ***e3\_start\_map\_r00.bmd***. The “E3” abbreviation is more than likely referring to the *Electronic Entertainment Expo*, which Nintendo regularly attends each year. It is to be assumed that this room was originally created for the E3 demo, then reused in the final version of Super Mario 64 DS.

## Conclusion

So there were a lot of differences within the game. That much isn't surprising... and I have told you a numerous amount of stories throughout this document. I really hope you enjoyed reading this and I look forward to doing more write ups in the future!

## Creation Information

This document was created on February 7, 2019 and was last updated on June 26, 2022 (edits for republication.)

My editor is Chantel Goodhue, she's the best! ;) \*round of applause\*

Much, if not all, of this document sources information found on The Cutting Room Floor. Should the information update, this document may be updated to reflect those changes.

## Have some info for me?

You can send me a Tweet [@sladewatkins](https://twitter.com/sladewatkins).

Or, send me an email: <https://www.sladewatkins.com/contact/>