

Text Standards

Use this list when compiling text for manuals, screen text and documents relating to Nintendo hardware systems and software. This allows us to be consistent, accurate and correct in the use of Nintendo terminology.

- The + on Nintendo controllers is known as the "+ Control Pad."
- The analog joystick on the Nintendo® 64 controller is known as the "Control Stick."
- All of the features on the controllers are buttons and should be capitalized when referred directly. i.e. Press the A Button to make Mario jump. (Press the A, B, Y, L or R Button to advance to the next..)
- The select and start buttons should be capitalized and referred to as simply START or SELECT. i.e. Use SELECT to move the cursor to the next line. (Not: Use the SELECT Button to move the...)
- Use triangles to indicate directions for the + Control Pad. (↑ ↑ ↑) i.e. Press ▼ on the + Control Pad to look up. (Arrows are permitted for directional sequences when the controller is programmed in eight directions e.g. fighting games.
- Use arrows to indicate directions of the Control Stick () i.e. Push the Control Stick to halt.
- The array of button on the Nintendo® 64 controller labeled C is collectively known as the C Buttons. Singularly each is known as the C[↑], C[↑] or C[↑] Button. *i.e.* Use the C Buttons to look up, down, right or left. *or* Press the C[↑] Button to lean to the right.
- Game Pak is always initial caps. i.e. Rapidly switching the POWER may cause a battery-backed Game Pak to lose your stored information.
- When referring to a labeled switch or position on a piece of hardware, always capitalize the entire word. *i.e.* Do not press RESET until the POWER switch is in the ON position.
- Use the word "socket" to refer to the outlets that controllers are plugged into. *i.e.* "Correctly insert up to four controllers in the sockets on the face on the Nintendo® 64."
- Use "Game Link® cable" when referring to multi-player use. "Connect up to four Game Boy® Advance systems using the Game Link® cable."