

Wii™



SUPER MARIO ALL STARS™

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INSTRUCTION BOOKLET

MODE D'EMPLOI

FOLLETO DE INSTRUCCIONES

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

| | | |
|-------------------|-------------------------|----------------|
| Convulsions | Eye or muscle twitching | Altered vision |
| Loss of awareness | Involuntary movements | Disorientation |

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E

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SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest version of the system menu, and if necessary a Wii system menu update screen will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the Wii system menu in order to play the Game Disc.



When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.



★ CONTENTS ★

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Title Abbreviation Guide

This instruction booklet uses abbreviated versions of the titles of the games on the disc. Below is a key to these game titles and their abbreviations.

- Super Mario Bros. ▶ SMB
- Super Mario Bros.: The Lost Levels ▶ SMB: LL
- Super Mario Bros. 3 ▶ SMB 3
- Super Mario Bros. 2 ▶ SMB 2

CONTROLS

All four games on this disc can be played with the Wii Remote™ controller (horizontal), Classic Controller™ (including the Classic Controller Pro™), or GameCube controller.

For the purposes of this instruction booklet, the controls will be explained using the Wii Remote controller (horizontal). Please see pages 6 and 7 for information on the Classic Controller (including Classic Controller Pro) and GameCube Controller.

CONTROLS FOR THE MAIN MENU, SMB, SMB: LL, AND SMB 3

NOTE: Actions written in **RED** indicate main-menu navigation. Actions written in **BLUE** are only available when playing SMB 3.

• Control types can't be changed when playing with the Wii Remote. However, you may still do so when using the Classic Controller (including Classic Controller Pro) or GameCube controller.

+ Control Pad

- **Select option**
- **Move**
- **Enter pipes and doors**
- **Crouch**
- **Slide down hills** **SMB 3**

+ Button

- **Confirm selection**
- **Pause menu**

1 Button

- **Dash (Hold while pressing **+ +**)**
- **Throw fireball**
- **Hold / Kick item** **SMB 3**
- **Wag tail** **SMB 3**

A Button

- **Close file-selection screen**

B Button

- **Close file-selection screen**

HOME Button

- **HOME Menu**

- Button

- **Close file-selection screen**

2 Button

- **Delete save file**
- **Jump**
- **Swim**
- **Fly** **SMB 3**

CONTROLS FOR SUPER MARIO BROS. 2

• Super Mario Bros. 2 features slightly different controls than SMB, SMB: LL, and SMB 3.

| | |
|------------------------|-----------------------------------------------|
| Walk | + + |
| Dash | 1 + + + |
| Enter door or gateway | + + |
| Crouch | + + |
| Climb ladder or chain | + + |
| Jump | 2 |
| Power Squat Jump | Briefly hold + + , then press 2 |
| Uproot / Dig / Pick up | 1 |
| Throw | 1 |

SPECIAL CONTROLS

| | |
|------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|
| Deleting high scores for SMB or SMB: LL | At the game's title screen, press A + B + 1 + 2 at the same time |
| In SMB 2, restarting your game from the last checkpoint (Costs 1 life) | Press + to pause the game, then press A + B + - at the same time |

Changing Control Types

When playing with a Classic Controller (including Classic Controller Pro) or a GameCube Controller, you can choose between control types A and B on the file-selection screen **P.09**.

Toggle between control types with **-** on the Classic controller (including Classic Controller Pro) or **Z** on the GameCube controller.



Control Type

★ ADDITIONAL CONTROLS

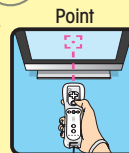
When using the Classic Controller (including Classic Controller Pro) or GameCube controller, your controls are as follows:

| | Classic Controller | GameCube Controller |
|--------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|---------------------------------------------------------------------------|
| Select item | | |
| Confirm selection | | |
| Close file-selection screen | / | / |
| HOME menu | | (on the Wii Remote) |
| Pause menu | | |
| Move, Enter Door / Pipe / Gateway | | |
| Slide Down Hill SMB 3 | (While on a hill) | (While on a hill) |
| Dash / Throw fireball Hold / Kick object, etc. SMB 3 Wag tail SMB 3 | (TYPE A) / (TYPE B) / / | (TYPE A) / (TYPE B) / / |
| Jump / Swim / Fly SMB 3 | (TYPE A) / (TYPE B) | (TYPE A) / (TYPE B) |
| Delete High Scores for SMB or SMB: LL | At the title screen, press + + + | At the title screen, press + + + |
| Climb ladder or chain SMB 2 | | |
| Power Squat Jump SMB 2 | (TYPE A) Briefly hold then press / (TYPE B) Briefly hold then press | (TYPE A) Briefly hold then press / (TYPE B) Briefly hold then press |
| Uproot / Dig / Pick up SMB 2 | (TYPE A) / (TYPE B) / / | (TYPE A) / (TYPE B) / / |
| Throw SMB 2 | (TYPE A) / (TYPE B) / / | (TYPE A) / (TYPE B) / / |
| While playing Super Mario Bros. 2, restart your game from the last checkpoint you reached. (Costs 1 life.) SMB 2 | Press to pause the game, then press + + | Press to pause the game, then press + + |

GETTING STARTED

Insert the Super Mario All-Stars Game Disc in the disc slot on your Wii console. Your Wii console will automatically power on.

- Once powered on, your console will display the screen shown on the right. After reading the information, press .



- On the Wii Menu, point at the Disc Channel and press .
 - If the game does not appear as an option on the Wii Menu, please read the System Menu Update. **P.03**



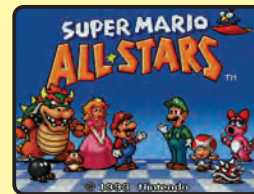
Wii Menu

- On the Channel Preview Screen, point at Start and press .
 - If this is your first time playing Super Mario All-Stars, the system will create a save file for the game. One empty block on the Wii console is necessary to create this save file.



Channel Preview Screen

- You'll be brought to the main title screen. If you want to play the game with two players, connect to controllers at this screen. For more information on how to connect controllers, consult the Wii Operations Manual.



Main Title Screen

★ SELECT GAME SCREEN

At the main title screen, press **(+)** to enter the Select Game screen. Cycle through game titles with **(←)**, and select the game you want to play with **(+)**.

| Game | # of Players |
|----------------|------------------------------------|
| SMB | 1-2 Players (Alternating) |
| SMB: LL | 1 Player |
| SMB 3 | 1-2 Players (Alternating & Battle) |
| SMB 2 | 1 Player |



Select Game Screen

If you want to play the software with two players, please connect two controllers at the main title screen. For more information on how to connect Wii Remote controllers, consult your Wii Operations Manual.

- You can play through Super Mario Bros. and Super Mario Bros. 3 with two players using a single controller. Players take turns playing.
- Two controllers are necessary to battle in Super Mario Bros. 3 **(▶ P.19 SMB 3)**.

★ SELECTING A SAVE FILE

After you've selected a game, you will select a save file. To play through your game from the beginning, select a file marked **New** with **(+)**. To continue a previous game, select a file with save data. If you've finished any worlds or, in the case of SMB: LL, stages, you can replay them from the save screen by pressing **(←)** and **(1)**.



File-Selection Screen

Deleting a Save File

To delete a save file, select the file and press **(2)**. When the message **Erase File?** appears, select **Yes** and press **(2)** again.

- Once deleted, save data cannot be recovered. Be careful when deleting data.
- For information on deleting this game's save file from the Wii system memory, please refer to the Wii Settings and Data Management section of the Wii Operations Manual.

★ ENDING YOUR GAME AND SAVING YOUR PROGRESS

When you run out of lives and are presented with a Game Over message **(▶ P.12, 13, 17, 30)**, a screen like the one on the right will appear. From here, select your next action with **(←)** and confirm one of the following three selections with **(+)**: **Continue**, **Save & Continue**, **Save & Quit**. The content preserved via the save function varies from game to game.



- When you resume play from a preexisting save, you can't change the number of players participating in the game.

★ SAVING IN SUPER MARIO BROS.

Saving will record the number of lives remaining, the world where you left off, and any high-score data. Progress through a world you've yet to beat will not be saved.

- When playing with two players, the game will record the world the player with more progress is currently playing.

★ SAVING IN SUPER MARIO BROS.: THE LOST LEVELS

Saving will record the number of lives remaining, the world and stage where you left off, and any high-score data.

★ SAVING IN SUPER MARIO BROS. 3

Saving will record the number of lives remaining, the last world you successfully cleared, and any items remaining to you. Progress through individual stages on a world you've yet to beat will not be saved.

★ SAVING IN SUPER MARIO BROS. 2

Saving will record the number of lives remaining and the last world where you left off. Progress through a world you've yet to beat will not be saved.

Using the Pause Menu and Saving

During game play for any title, you can press **(+)** to bring up the pause menu. This menu contains the same options presented to you at the Game Over screen.

From here, selecting either **Save & Continue** or **Save & Quit** will let you record your progress.



SUPER MARIO BROS.™

Fight Bowser's forces to save Princess Peach™ and restore peace to the Mushroom Kingdom!

Story

The Mushroom Kingdom was the peaceful home of the Toads until the day Bowser and his wicked minions invaded. Using powerful magic, Bowser™ transformed the Toads into bricks and quickly conquered the land.

Only Princess Peach had the power to remove Bowser's curse and save her people. But Bowser kidnapped the princess and hid her in his castle. All hope seemed lost, and darkness reigned...

When the Mario Brothers, Mario™ and Luigi™, heard this story, they decided to rescue Princess Peach and defeat the evil Bowser. Can the brothers save the beautiful princess before it's too late?



★ SUPER MARIO BROS. TITLE SCREEN

Choose from either **1-Player Game** or **2-Player Game**. In 2-Player Game, you and a friend can take turns playing. Player 1 goes first and will play as Mario. Player 2 goes second and will play as Luigi. Your turn ends when you either lose a life or complete a stage.



• Press **A** + **B** + **1** + **2** at the same time on the title screen to erase the high score.

• You cannot change the number of players when restarting a saved game.

In a 2-Player Game, you can play using only one controller that you hand back and forth. When using two controllers, you will need to connect each controller at the main title screen before you start the game **P.08**.

★ PLAYING THE GAME

Defeat enemies and reach the flagpole at the end of each stage before time runs out! Clearing three stages and a castle stage will allow you to advance to the next world.

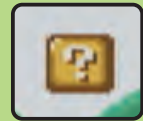


★ ITEMS

The following items will appear on stages. Items are sometimes hidden in **Blocks** and **? Blocks**. You must hit them from below to make them appear.



Block



? Block

| | | |
|--|-----------------------|--------------------------------------------------|
| | Super Mushroom | Transforms you into Super Mario. |
| | Fire Flower | Transforms you into Fire Mario. |
| | Super Star | Makes you invincible for a short period of time. |
| | 1-Up Mushroom | Gives you one extra life. |
| | Coin | Collect 100 of these to gain one extra life. |

★ LOSING A LIFE AND GAME OVER

Touching enemies, falling into holes, or running out of time will cause you to lose a life. When you lose all of your lives, the game is over. Touching an enemy as Super Mario or Fire Mario will cause you to turn back into Mario, but you will not lose a life

▶ P.25

• If one player gets a Game Over during a 2-Player game, he or she can choose to either Continue or Quit.

SUPER MARIO BROS.™: THE LOST LEVELS

The Lost Levels takes place in a Mushroom Kingdom under even tighter control by Bowser's forces. While the controls are the same as in Super Mario Bros., the stages are much more difficult.

★ SUPER MARIO BROS.: THE LOST LEVELS TITLE SCREEN

Choose **Mario Game** to play as Mario, or choose **Luigi Game** to play as Luigi.

- Super Mario Bros.: The Lost Levels is a 1-Player game.
- Press **A** + **B** + **1** + **2** at the same time on the title screen to erase the high score.



Differences Between Mario and Luigi:

| | |
|--------------|-------------------------------------------------------------------|
| Mario | Stable control without sliding. |
| Luigi | Slides and doesn't stop as quickly as Mario, but can jump higher. |

★ DIFFERENCES FROM SUPER MARIO BROS.

The story, game screen, and play style are the same as in Super Mario Bros. The items that appear are mostly the same, with one exception: the poison mushroom. This new item can cause you to lose your life if you grab it, so beware!

- Unlike SMB, you can save individual stages you have cleared in Super Mario Bros.: The Lost Levels.



Poison Mushroom



★ LOSING A LIFE AND GAME OVER

Touching enemies or poison mushrooms, falling into holes, or running out of time will cause you to lose a life. When you lose all of your lives, the game will be over. Touching an enemy or poison mushroom as Super Mario or Fire Mario will cause you to turn back into Mario, but you will not lose a life. **P.25**

SUPER MARIO BROS.™ 3

Bowser's at it again! Mario and Luigi must travel through a variety of exotic locations and fight Bowser's minions if they want to restore peace to the Mushroom World!

Story

Thanks to the brave deeds of Mario and Luigi, the Mushroom Kingdom, gateway to the rest of the Mushroom World, has been freed from the evil clutches of Bowser and his Koopas.



Vowing revenge, Bowser orders the seven Koopalings to go out into the Mushroom World and wreak havoc. These troublemakers steal royal magic wands from each country in the Mushroom World and use the power to turn each country's king into an animal. Now it's up to Mario and Luigi to recover these wands and return the rulers to their human forms.

"Good-bye and good luck!" cheer Toad and Princess Peach as they see Mario and Luigi off on their adventure deep into the heart of the Mushroom World.



★ SUPER MARIO BROS. 3 TITLE SCREEN

Choose between 1-Player Game, 2-Player Game, or Battle Game. Confirm your selection with **+**. Battle Game allows you to play a special game against another player **P.19**.



• You cannot change the number of players when continuing a saved game.

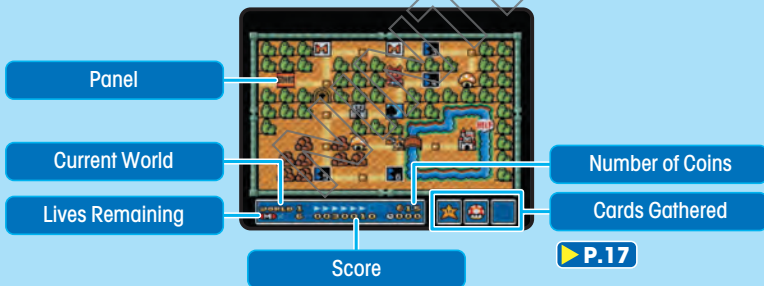
Both the Battle Game and entering a battle on the map screen (available under certain conditions during 2-Player Game) require two controllers. Before starting the game, connect any controllers you want to use at the main title screen **P.08**. You can return to the main title screen from the Super Mario Bros. 3 title screen by pressing **1**. You can also return to the main title screen while playing the game by pressing **+** and selecting the appropriate option from the pause menu.

★ PLAYING A 2-PLAYER GAME

When playing a 2-Player Game, Player 1 (Mario) goes first. When Player 1 loses a life or clears a stage, play switches over to Player 2 (Luigi). Any time Mario and Luigi occupy the same space on the map screen, either player can press **2** to enter a battle. Losing a life in a battle does not count toward the number of lives remaining on the map screen.

★ MAP SCREEN

When you begin a new game, you will enter the map screen. Use **+** to move Mario or Luigi around the map, and select a destination to visit by pressing **2**.



Map Screen Key

| | | |
|--|---------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | Start Panel | Mario and Luigi start each world from this point. |
| | Action Scene Panel | Takes Mario or Luigi to an action scene P.17 . You must clear an Action Scene panel to pass through it. |
| | Clear Panel | Replaces an Action Scene panel upon completion. When playing as Mario, these panels will be marked with an M. As Luigi, these panels will be marked with an L. This panel can be passed. |
| | Spade Panel | Lets you enter the Picture Matching minigame. Match the spinning reels to create an image! Press 1 or 2 to stop the spinning reels and create an image of a Super Mushroom, Fire Flower, or Super Star. If successful, you'll be rewarded with extra lives. Each complete image is worth a different number of lives. |
| | N-Mark Spade Panel | Landing on this panel lets you play the Memory Match minigame. Move between cards with + , and select a card to turn over with 2 . Each time you make a pair, you'll receive the item shown on the matched pair. The game is over the second time you fail to make a pair. This panel can be passed. |
| | Mini-Fortress | Each of these enemy strongholds is guarded by a Boom-Boom. Defeat him to earn a magic ball that opens the Locked Door shown on the map. |
| | Locked Door | This door bars your path. Beat the Mini-Fortress to open it. |
| | Toad's House | Enter to receive a helpful item. When inside, stand in front of a treasure box and press 1 to open it. This panel can be passed. |
| | Hammer Bro | Hammer Bro moves around the map and will fight you if you make contact with him. The Hammer Bro differs from world to world. If you win the fight, you will be rewarded with an item. |
| | Fortress | Enter this icon to gain access to the airstrip of the Koopaling terrorizing the current world. Defeat the Koopaling to return the country's king to his true form. |
| | Airship | If you lose a life after entering the fortress, the Koopaling will fly away in his or her airship. You will have to chase down this airship before you can try to take on the Koopaling again. |

★ USING ITEMS

You can only use items you obtain from places like Toad's House on the map screen. Press **1** to see your items. Scroll through items with **+** and item pages with **+**, then use an item by pressing **2**. You can hold up to 28 items at once. If you try to pick up another item while you have a full inventory, the new item will replace the 28th item in your inventory.



★ ACTION SCENES

Run through each stage as Mario or Luigi and make your way to the goal.

Power Meter
Dash to fill the Power Meter. The fuller the meter is, the farther you can jump.

Number of Coins

Cards Gathered

Current World

Lives Remaining





Score

Time Remaining

★ CARDS

You must pick up a card to complete a stage. These cards come in three varieties: Super Star, Fire Flower, or Super Mushroom. When you've gathered three cards, they will automatically be redeemed for extra lives. The number of extra lives you get is determined by the combination of cards you've collected.



| | |
|--------------------------------------------------------------------------------------------------------------------|---------------|
|  Three Super Star Cards | 5 extra lives |
|  Three Fire Flower Cards | 3 extra lives |
|  Three Super Mushroom Cards | 2 extra lives |
|  Any Other Combination | 1 extra life |














★ LOSING A LIFE AND GAME OVER

Touching enemies, falling into holes, or running out of time will cause you to lose a life. When you lose all of your lives, the game is over. Touching an enemy as Super Mario will cause you to turn back into Mario, but you will not lose a life. Touching an enemy as Raccoon Mario or Fire Mario, or while wearing any other Mario suit, will change you back into Super Mario **P.25**





• If one player gets a Game Over during 2-Player, the player can choose to either Continue or Quit.

Items And Blocks

Items

| | |
|---------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------|
|  Super Mushroom | Changes Mario into Super Mario. |
|  Fire Flower | Changes Mario into Fire Mario. |
|  Super Leaf | Changes Mario into Raccoon Mario. |
|  Frog Suit | Changes Mario into Frog Mario. |
|  Tanooki Suit | Changes Mario into Tanooki Mario. |
|  Hammer Suit | Changes Mario into Hammer Mario. |
|  Super Star | Makes Mario invincible for a short period of time. |
|  P-Wing | Grants Mario the power of flight until he hits an enemy or loses a life. |
|  Lakitu's Cloud | Allows passage through an Action Scene panel without playing the stage. |
|  Hammer | Allows you to break rocks barring your path on the map screen. |
|  Music Box | Makes enemies such as Hammer Bro fall asleep on the map. |
|  Magic Whistle | Allows Mario to warp to other worlds. |
|  Anchor | Keeps an airship from moving around the map. |

Blocks

| | |
|-------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|
|  Block | These blocks can be broken by Mario when he's powered up or hit by a shell. |
|  ? Block | Produces items or coins when hit from below or by a shell. |
|  P-Switch | Strange things happen when Mario steps on this block. |
|  Jump Block | Jump on this block with the right timing to send Mario high into the air. |

★ BATTLE

This 2-Player competitive game can be played by selecting **Battle Game** on the title screen. You may also enter a battle on the map screen during a 2-Player Game by pressing (2) while Mario and Luigi occupy the same panel.

- Battle Game and battles entered on the map screen have different rules.

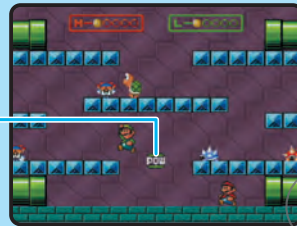
★ BATTLE GAME

To play this mode, select **Battle Game** from the title screen. Flip enemies that come out of the pipe by hitting them from below. Kick them to finish them off. This will cause a coin to come out of the pipe. The first player to collect five of these coins wins. You will also win if the other player loses a life at any time in the round.

- Useful Items may occasionally emerge from pipes on the stage.

POW Block

Hit this block from below to flip every enemy upside down. POW Blocks disappear after being hit three times.



★ BATTLE IN A 2-PLAYER GAME

Flip enemies that come out of the pipe by hitting them from below. Kick them to finish them off and automatically earn a coin. The player who earns three coins first wins. You will also win if the other player loses a life at any time in the round. The winning player gets to take the next turn on the map screen, even if he or she just had a turn!

Occasionally, you will enter a battle on the map screen in which you must race the other player to collect the most coins.

Stealing Cards



Jumping on a player or hitting them from below when in a battle causes that player to lose one card. Whoever touches the card first keeps it!



MARIO'S MOVES (SMB, SMB: LL, SMB 3)

Moves marked with **SMB 3** can only be performed in Super Mario Bros. 3.


★ WALK / DASH

Walk with . To dash, hold (1) while pressing . While dashing, Mario can run over holes one block in width.

★ JUMP

(2) The longer you hold the button, the higher Mario will jump.

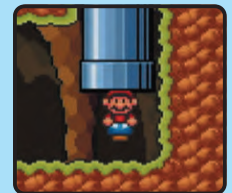
★ CROUCH

Press  when powered up to make Mario crouch. (**SMB 3** : Does not apply to Frog Mario.)



★ ENTER PIPES

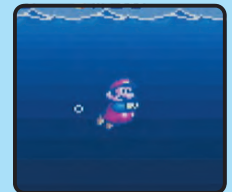
To enter from above: 

To enter from below:  + (2)



★ SWIM

 + (2) Press  to change direction and (2) to swim upward.



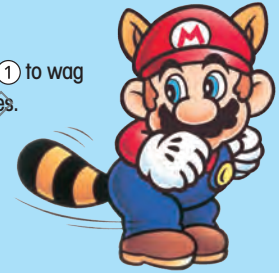
★ **HOLD / KICK ITEM** SMB 3

Press and hold ① to pick up an item. Release ① to kick the item in the direction you're facing.



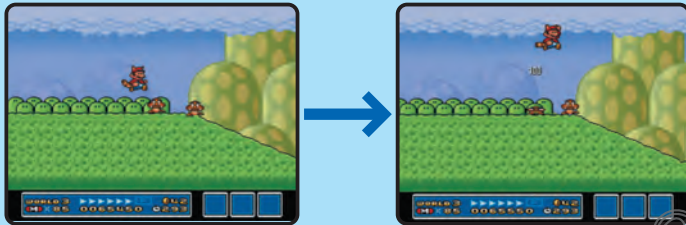
★ **WAG TAIL** SMB 3

When playing as Raccoon Mario or Tanooki Mario, press ① to wag your tail. Use this move to break blocks and attack enemies.



★ **SUPER JUMP** SMB 3

Hold down ② as Mario lands on an enemy's head to make him jump high into the air.



★ **FLY** SMS 3

When playing as Raccoon Mario or Tanooki Mario, dash until you completely fill the Power Meter **P.17**. Then repeatedly press ② to lift off!



★ **JUMP OUT OF WATER** SMB 3

Hold + and press ② while close to the surface to jump out of the water.



★ **FLOAT** SMB 3

When playing as Raccoon Mario or Tanooki Mario, repeatedly press ② after jumping to float as you descend.



NINTENDO GAME MANUAL

★ SUIT-SPECIFIC POWERS **SMB 3**

Suit power-ups give Mario a variety of unique powers.



Frog Suit



Tanooki Suit



Hammer Suit

★ FROG MARIO

This suit enhances your swimming ability, allowing you to move around in water using only . Press **2** to swim even faster!



★ TANOOKI MARIO

The Tanooki suit grants the powers of Raccoon Mario plus the ability to turn into an invulnerable statue when you press **1** while holding . Mario will automatically return to his Tanooki form after a short period of time or when you release .



★ HAMMER MARIO

Press **1** to throw hammers that can damage enemies. You can also crouch as Hammer Mario to protect yourself from incoming fireballs.



★ DEFEATING ENEMIES

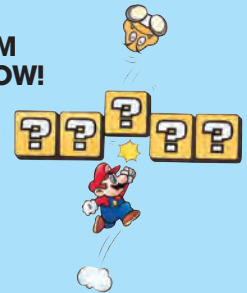
★ JUMP ON THEM FROM ABOVE!

2



★ BUMP THEM FROM BELOW!

2



★ KICK A SHELL!

Walk into a shell using

★ KICK AN ITEM YOU'RE HOLDING! **SMB 3**

While holding an item, release **1**



★ THROW A FIREBALL!

As Fire Mario, press **1**



★ WAG TAIL **SMB 3**

As Raccoon Mario or Tanooki Mario, press **1**



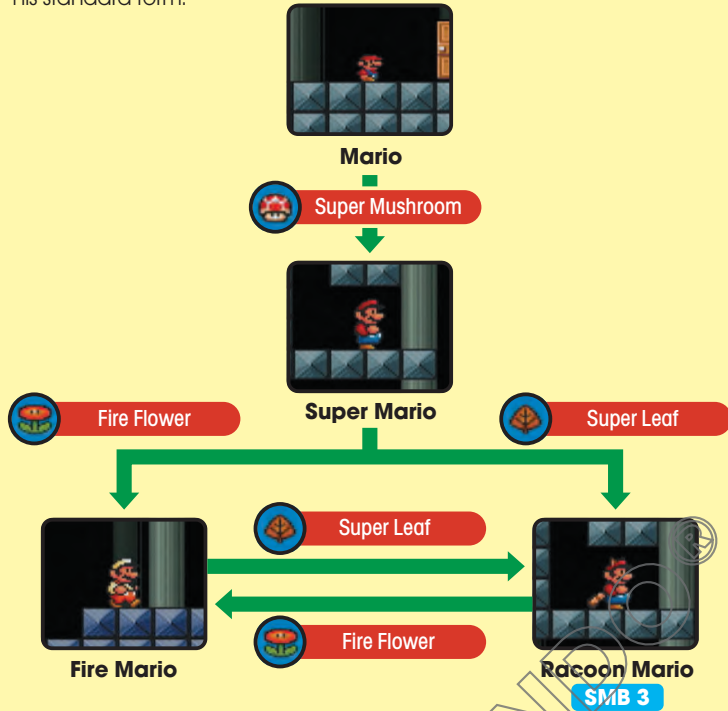
★ SLIDE **SMB 3**

Slide down a hill with . Bump into an enemy while sliding to knock it out.



Powering Up with Items

Certain items will power up Mario and Luigi by giving them a range of special abilities. When you touch an enemy, your character will revert to his standard form.



Special Suits SMB 3

There are three power-up suits in Super Mario Bros. 3: Frog Suit, Tanooki Suit, and Hammer Suit. Grabbing a suit will automatically transform you into the corresponding Mario, regardless of which power-up Mario currently has.



ENEMIES (FOR SMB, SMB: LL, AND SMB 3)

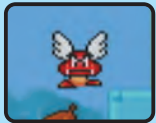
Below is a list of enemies you'll run into while playing Super Mario Bros., Super Mario Bros.: The Lost Levels, and Super Mario Bros. 3:



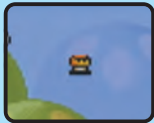
★ THE 7 KOOPALINGS SMB 3



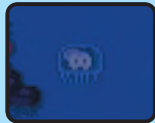
★ ENEMIES EXCLUSIVE TO SUPER MARIO BROS. 3:



Paragoomba



Mugger Micro-Goomba



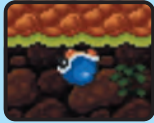
Jelectro



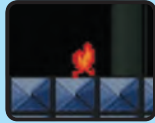
Chain Chomp



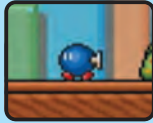
Blooper Nanny



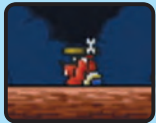
Buzzer Beetle (Upside Down)



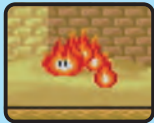
Hot Foot



Bob-omb



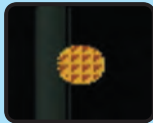
Rocky Wrench



Fire Snake



Spike



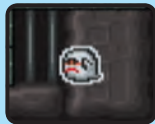
Roto-disc



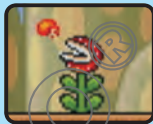
Stretch



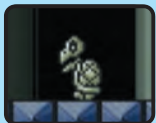
Thwomp



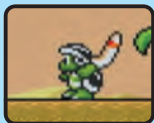
Boo



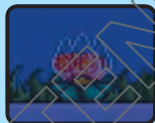
Venus Fire Trap



Dry Bones



Boomerang Bro



Lava Lotus



Boom-Boom

SUPER MARIO BROS.™ 2

Join Mario, Luigi, Princess Peach, and Toad on an adventure through a strange land where uprooted vegetables are weapons and magic potions open portals to dark mirror worlds!

Story



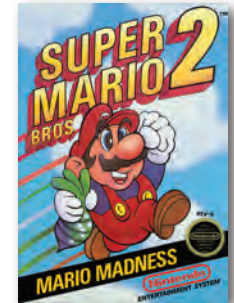
One night, Mario had a strange dream. He found himself climbing a long staircase leading up to a mysterious door. Opening the door, Mario's eyes fell upon an incredible world unlike anything he'd ever seen. A quiet voice spoke to Mario, saying,

"Welcome to Subcon, the land of dreams. Our once-beautiful world now suffers at the hands of the evil Wart. Please help us! Only you can free us from his tyranny. Oh, and remember one thing: Wart hates vegetables."

The next day, while heading out to a picnic with Luigi, Princess Peach, and Toad, Mario told the tale of his strange dream. Hearing this was quite a shock to his friends, who all had the very same dream the night before.

Upon arriving at their picnic spot, the group noticed a small cave. Inside was a long staircase that led up to a door. At the top, the four friends opened the door and stood shocked by what they saw.

It was Subcon – the world of their dreams!



★ SUPER MARIO BROS. 2 TITLE SCREEN

At the title, press **+** to advance to the character-selection screen.

- This game is 1-Player only.



★ CHARACTER-SELECTION SCREEN

This is where you choose your character. Each character has his or her own strengths and weaknesses. You will be given the opportunity to choose a new character any time you enter a new area and each time you lose a life.



Lives Remaining

★ CHARACTER JUMP DIFFERENCES

| | | |
|--|-----------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| | Mario | Average jump height. When holding an item or enemy, jump height slightly decreases. |
| | Luigi | Jumps the highest, but moves through the air slowly. When holding an item or enemy, Luigi's jump is decreased even more than Mario's. |
| | Toad | Has the least jumping power, but jump height is unchanged while holding an item. |
| | Princess Peach | Can float through the air for short periods of time. Jump height suffers the most from carrying an item or enemy. |

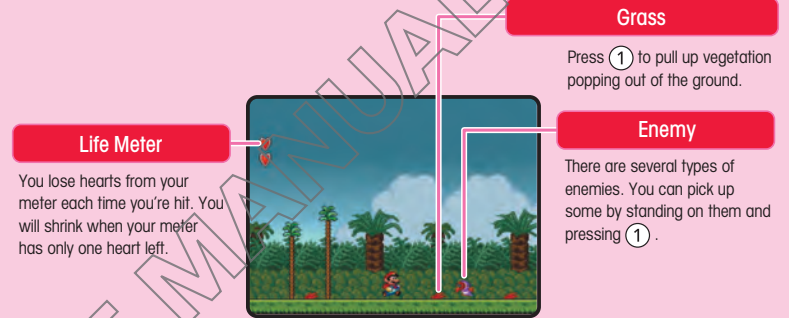
★ OTHER CHARACTER DIFFERENCES

All four characters dash at the same speed but differ in how fast they can move while carrying an item or enemy, how quickly they can uproot buried items, and how fast they can pick up items such as Mushrooms. The chart on the right charts these abilities.



★ GAME SCREEN

Uproot veggies, throw them at enemies, and use items to help you make your way to the boss at the end of each stage.



Grass

Press **1** to pull up vegetation popping out of the ground.

Life Meter

You lose hearts from your meter each time you're hit. You will shrink when your meter has only one heart left.

Enemy

There are several types of enemies. You can pick up some by standing on them and pressing **1**.

★ CLEARING AN AREA

Every area ends in a gate that will only open when you obtain the crystal ball. Additionally, the final area of each world has a boss you must defeat in order to move on to the next world.



★ LOSING A LIFE AND GAME OVER

Losing all the hearts in your life meter or falling into a hole will cause you to lose one life and restart the area from the last checkpoint. When you've lost all your lives, the game is over.

Restarting from the Pause Menu

Should you find yourself trapped with no way of continuing toward the goal, press **+** to pause the game, then press **(A) + (B) + (-)** at the same time. This will restart you from the last checkpoint you reached but cost you one life.

★ BONUS GAME

Each time you clear an area, you can play this game of chance to win extra lives. You get one spin for each coin you've collected. Once the slot machine starts spinning, you can stop a reel by pressing (2). The number of lives you win depends on the combination of symbols that comes up.



| | |
|--|------|
| | 10UP |
| | 3UP |
| | 2UP |
| | 2UP |
| | 1UP |

★ ITEMS TO THROW

As you run through each area of the game, you will find a wide range of items.

Throwable Items

| | | |
|--|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | Vegetable | If you pull up lots of these, you might find a stopwatch! |
| | Sprout | An underdeveloped veggie. Unlike normal vegetables, nothing special ever happens when you pull these out of the ground. |
| | Bomb | Once picked up, bombs will start to flash and then explode. Use their power to take out enemies and destroy certain obstacles. But be careful: if caught in a bomb's explosion, you will take damage! |
| | Shell | When thrown, these slide along the ground, taking out any enemies in their way! |
| | Mushroom Block | Can be used as stepping stools or to damage certain enemies. |
| | POW Block | Throw this to trigger an earthquake that knocks out every enemy standing on the screen. |
| | Key | Used to open locked doors. |
| | Magic Potion | Throw this potion to create a doorway that grants you access to Subspace. |

Items to Collect

| | | |
|--|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | Coin | Pull up grass while in Subspace to earn coins. Each coin earns you an additional spin in the Bonus Game. |
| | 1-Up Mushroom | Occasionally appears when uprooting grass. Increases the number of remaining lives by one. |
| | Stopwatch | Occasionally appears when uprooting grass. Causes all enemies to freeze in their tracks for a short period of time. Hitting frozen enemies still causes damage. |
| | Mushroom | Recovers all lost hearts and extends your life meter by one heart to a maximum of four. When you move on to a new area, the life meter reverts to two marks. |
| | Crystal Ball | Find this item to complete an area. |
| | Heart | Appears when you defeat several enemies. Restores one heart of your life meter. |
| | Cherries | Collecting enough of these will cause a Super Star to appear. |
| | Super Star | Makes you invincible for a short period of time. |


Heading to Subspace

Uprooting grass will occasionally yield a magic potion. Throwing one of these potions creates a doorway to Subspace, a dark mirror world in which you have a brief period of time to find coins, cherries, and Mushrooms.




MARIO'S MOVES (SMB 2)



★ WALK

Press .

★ CROUCH


Press .

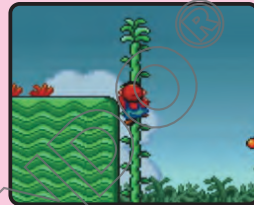
★ DASH

While holding , press .




★ CLIMB UP OR DOWN

While in front of a ladder, chain, or vine, press .




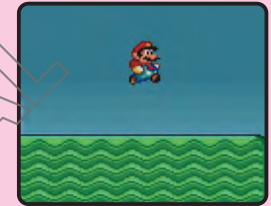
★ ENTER DOOR OR GATEWAY

Press .




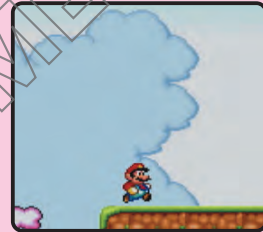
★ JUMP

 This is the standard jump.





★ RUNNING JUMP

While dashing, press  This allows you to leap higher than the standard jump.



★ POWER SQUAT JUMP

Hold  until your character begins to flash. Then press  to leap high into the sky.



★ **UPROOT / DIG**

① Press ① to pull grass out of the ground or to dig through sand.



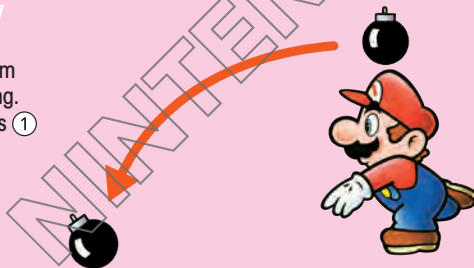
★ **PICK UP**

① Press ① when standing on an item or enemy to lift it. Some enemies can't be picked up.



★ **DROP / THROW**

① Press ① to drop an item or enemy you're carrying. To throw the item, press ① while holding +.



Super Mario Bros. 2 Tips

• If you feel stuck...

Take heart! The way forward might be hidden or even below your feet! Look around to see if you missed anything in the area you can pick up, dig, or climb. Be sure to experiment with everything you can get your hands on!



• Using Mushroom Blocks

Mushroom Blocks are incredibly handy. Not only are they great for throwing at enemies, but they make great footstools and can provide cover from enemies that attack from afar. You can use them as many times as you like, so make good use of them.



• Dealing with Locked Doors

If you find a locked door, that means a key is nearby! Keys can be picked up and carried around like any other item. To open a locked door, stand in front of it with the key in your hands and press +. Beware: when you hold a key, you will be chased by Phanto!



