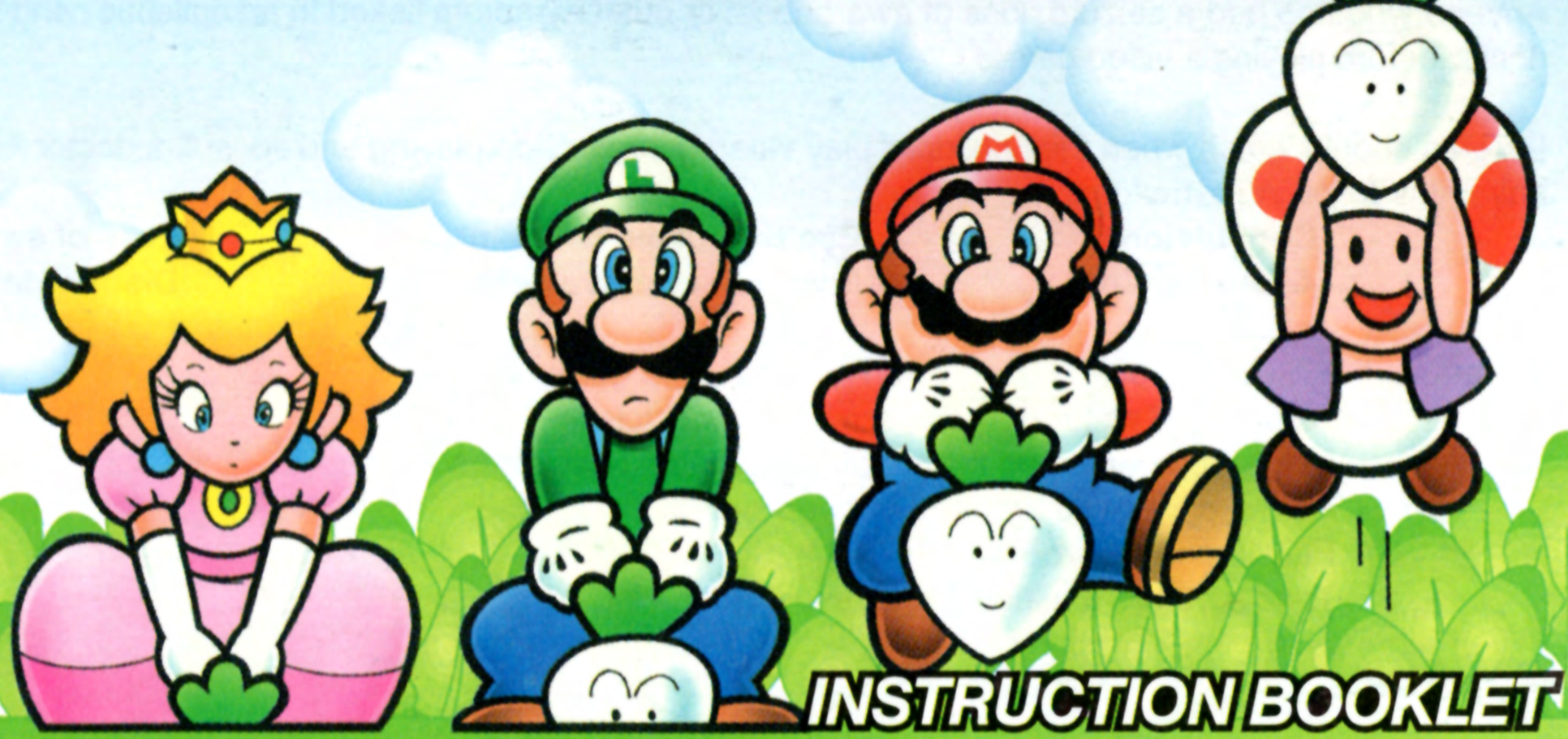
GAME BOY ADVANCE®

AGB-AMAE-USA

SUPER MARIO ADVANCE®



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

CONTENT RATED BY ESRB

This product has been rated E by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772, or visit www.esrb.org.

Official Nintendo Seal of Quality

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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- Super Mario Bros. 2 is a one-player game.

- *Mario Bros. Battle is for two to four players.*
- *Mario Bros. Classic is for one to four players.*

Single-Pak Linking Instructions

Here's all of the information you need to link multiple Game Boy Advance systems using one Super Mario Advance Game Pak.

Necessary Equipment

- Game Boy Advance systems: *One system per player*
- Super Mario Advance Game Paks: *One*
- Game Boy Advance Game Link® Cables:
  Two players, one cable
  Three players, two cables
  Four players, three cables

Linking Instructions

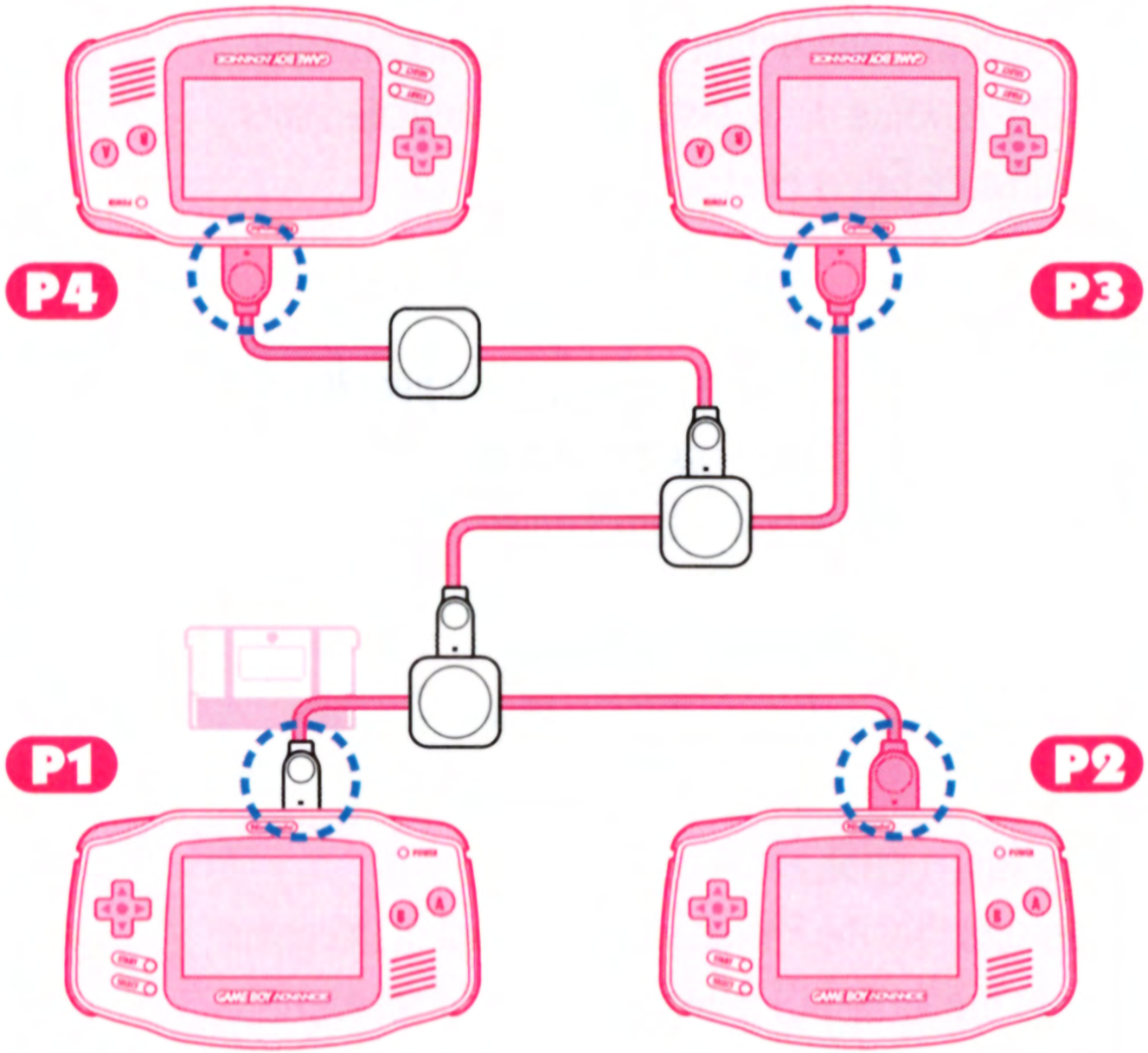
1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Super Mario Advance Game Pak into Player 1's Game Pak slot.
2. Connect the Game Link cables.
3. Insert the Game Link cables into the External Extension Connectors (EXT), making sure to insert the small, purple connector into Player 1's game system and the larger, gray connectors into the other game systems.
4. Turn each system's Power Switch ON.
5. Now, follow the controller instructions on page 40.

(!) When playing with only two or three players, do not connect any game systems that will not be used. Consult the diagram on the right when connecting Game Link cables to Game Boy Advance systems. (Note that the Game Pak goes into Player 1's system and that the Game Link cable's small connector is purple and the larger one is gray.)

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When the Super Mario Advance Game Pak is inserted into any system other than Player 1's Game Boy Advance.
- When more than four Game Boy Advance game systems are linked.



Game Boy Advance and Game Link Cable Setup

Multi-Pak Linking Instructions

Here's all of the information you need to link multiple Game Boy Advance game systems using multiple Super Mario Advance Game Paks.

Necessary Equipment

- Game Boy Advance systems: *One system per player*
- Game Paks: *One Game Pak per player*
- Game Boy Advance Game Link Cables:
  Two players, one cable
  Three players, two cables
  Four players, three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Super Mario Advance Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn each system's Power Switch ON.
4. Now, follow the instructions on page 42.

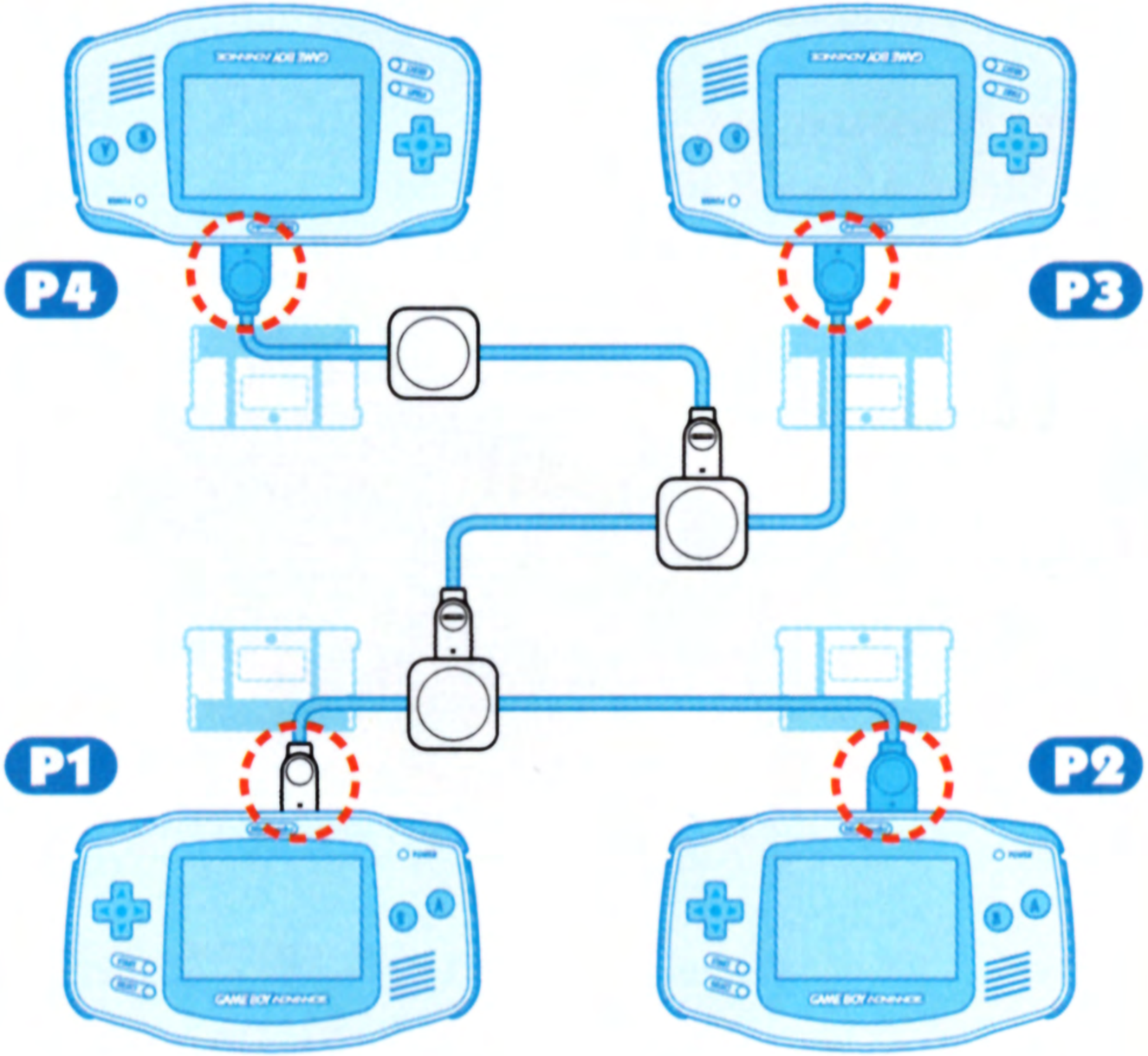
! When playing with only two or three players, do not connect any game systems that will not be used.

! The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1. Consult the diagram on the right when connecting Game Link cables to Game Boy Advance game systems. (Note that the small Game Link cable connector is purple and the larger one is gray.)

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
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- When any Game Link cable is incorrectly connected to any game system.
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Game Boy Advance and Game Link Cable Setup

CONTROLS

L Button

Change the camera angle

R Button

Dash



+ Control Pad

◀ ▶ Press left and right to move these directions.

▲ Press up to enter doors.

▼ Press down to duck.

▼ Hold down to use a Super Jump.

Press the A and B Buttons together to perform various actions.

START

Pause your game.

SELECT

Change the camera angle.

START + SELECT + A + B Buttons

Press all at the same time to reset the game.

A Button

- Confirm selections.
- Jump.

B Button

- Cancel selections.
- Lift and throw enemies and items.
- Dash.

SELECT + R Button

Press SELECT and R at the same time to turn your game system's liquid crystal display off and activate an energy-saving Sleep Mode.

! You can turn Sleep Mode on at any time, but it will not prevent your game system from turning off if the batteries run out.

SELECT + L Button

Press SELECT and L at the same time to cancel Sleep Mode.



Super Mario Bros.2

Subcon's Story

One night, Mario had a mysterious dream. He dreamed he was climbing a long stairway that led up and up to closed door. When he reached the top and opened the door, he found himself gazing out at a world he had never seen, stretching out to the horizon. Then he heard a voice say, "This is Subcon, the land of dreams. The evil toad, Wart, has used his magic to lay a curse upon the land. Please defeat Wart and free us from his spell. Oh - and remember that Wart hates vegetables. Hurry! We need your help!" And then a bolt of lightning suddenly split the sky, and Mario woke up to find himself on the floor. He had fallen out of bed!



A few days later, Mario and his friends hiked to some nearby mountains for a picnic. Upon reaching their picnic spot, they looked around and found a small cave. When they entered the cave, they were amazed to discover the land Mario had seen in his dream stretching out before them.

GETTING STARTED





1 Super Mario Bros. 2

Insert the Super Mario Advance Game Pak into your game system and turn the Power Switch ON.

On the Title Screen, select Single Player and press the A Button or START to proceed to the Game Select Screen. Select Super Mario Bros. 2 on the Game Select Screen.

Super Mario Bros. 2 is a single-player game. It cannot be used with the Game Boy Advance Game Link cable.







2 Selecting a File

- Select one of the three files from the File Select Screen to begin.
- If there are previously cleared levels saved, you can use the ◀▶ to select a level.
- When you want to erase a game file, select ERASE and then choose the file you want to delete.

⚠ To delete ALL files at one time, press and hold SELECT, START and the L, R, A and B Buttons at the same time when turning the Power Switch ON. Continue holding all of the buttons for five seconds. Be careful! You cannot restore erased game data.





GETTING STARTED

3 Selecting a Character

There are four characters for you to choose from. Their abilities are all different, so choose the one that suits you best.



His skills are the most balanced of the characters.

Mario



CHECK!



Each characters' abilities will be displayed below them on the Character Select Screen. They are, from left to right, power, speed and jump. You can use a different character for each section, so choosing the character best suited for each stage will make it easier to clear it.



Luigi



He's got loads of jump ability, but he's rather slow.



She can float on air for about 1½ seconds when you hold the A Button down.



Peach

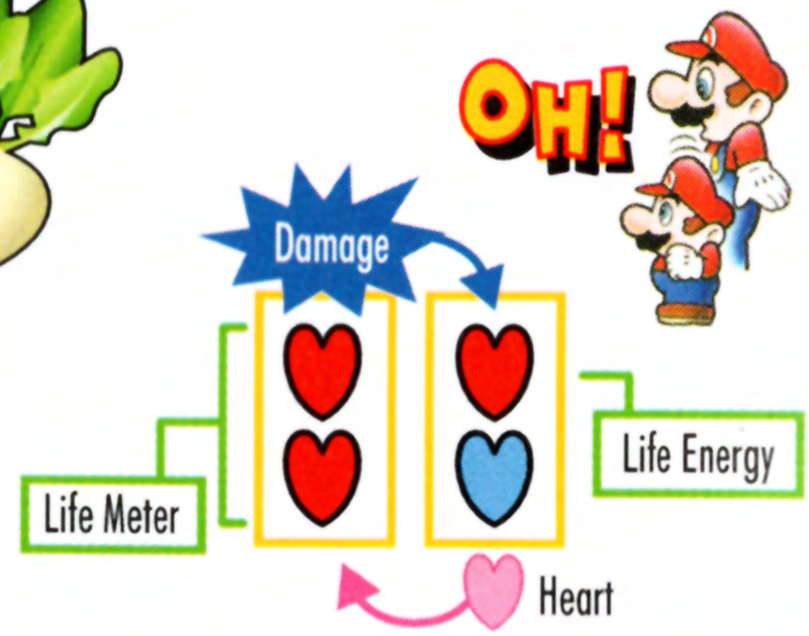


Toad

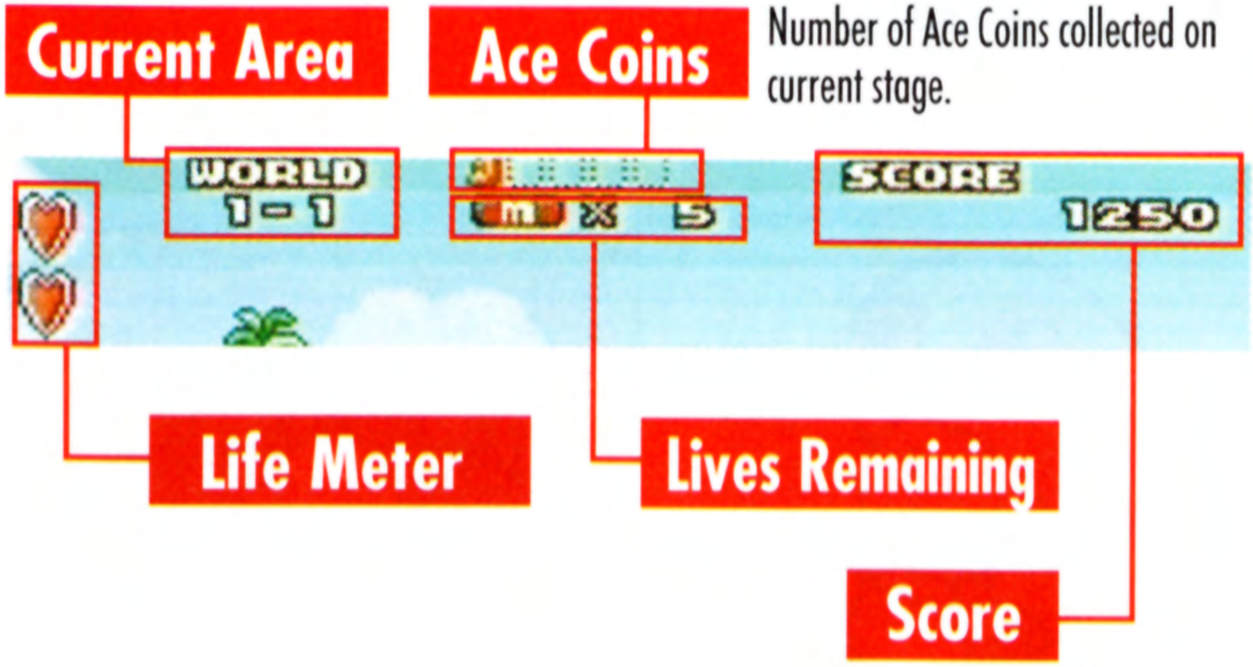


He has the weakest jump but lots of power.

RULES



1 Viewing the Game Screen



! When your life energy is reduced to one, you will shrink down to normal size.

2 The Life Meter and Life Energy

In Super Mario Bros. 2, you can gain and lose life energy as well as increase your life energy capacity. At the beginning of the game, your Life Meter, which is displayed as a heart or a series of hearts, has a maximum capacity of two, but it's only half full. During game play, your Life Meter can increase to a maximum of five hearts. When you take damage, your life energy will decrease one heart at a time, but your Life Meter's maximum will not decrease.

3 Obstacles



There are holes and waterfalls throughout the game. If you fall into any of them, your life energy will drop to zero. Be careful when moving around or jumping over these obstacles.

4 About Saving



When you want to save your progress and continue, or save and quit, press START at any point during game play to display the Pause Menu. Choose the saving option you want and confirm your selection with the A Button.

5 Game Over



You will have five lives at the beginning of the game. When you lose all five, your game will be over. The Pause Menu will then be displayed, and you will have three saving options to choose from.

! If you choose Save and Quit after your game ends, you will start at the beginning of the world where you saved the next time you play.

! If you choose Try Again from the Pause Menu, you will restart the current area from the beginning.

MOVES

1 Basic Controls







Standing Jumps

Press the A Button while standing still to jump from that spot. You won't be able to jump very high like this.

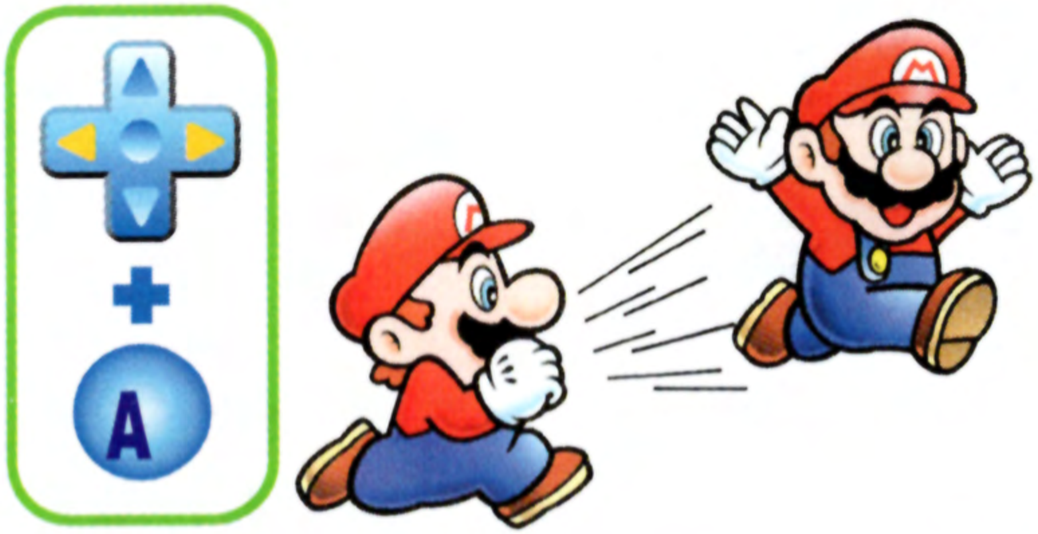






Super Jumps

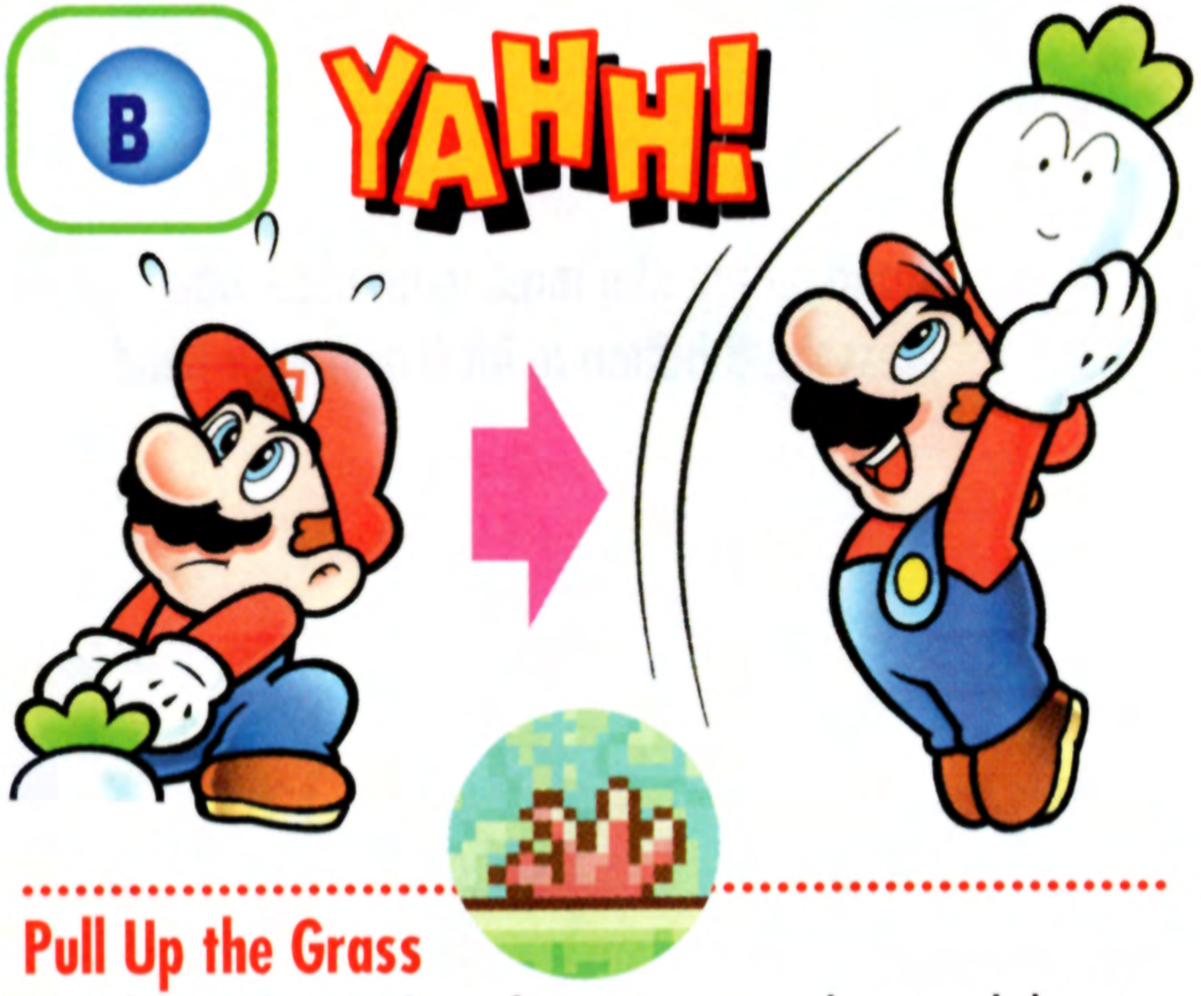
If you hold ▼ your character will begin to flash. If you jump while flashing, you will be able to jump $1\frac{1}{2}$ times higher than normally possible.



Running Jumps

Press the A Button while pressing either ◀ or ▶ to perform a running jump. You can jump higher this way than with a standing jump, so it's easier to avoid enemy attacks.

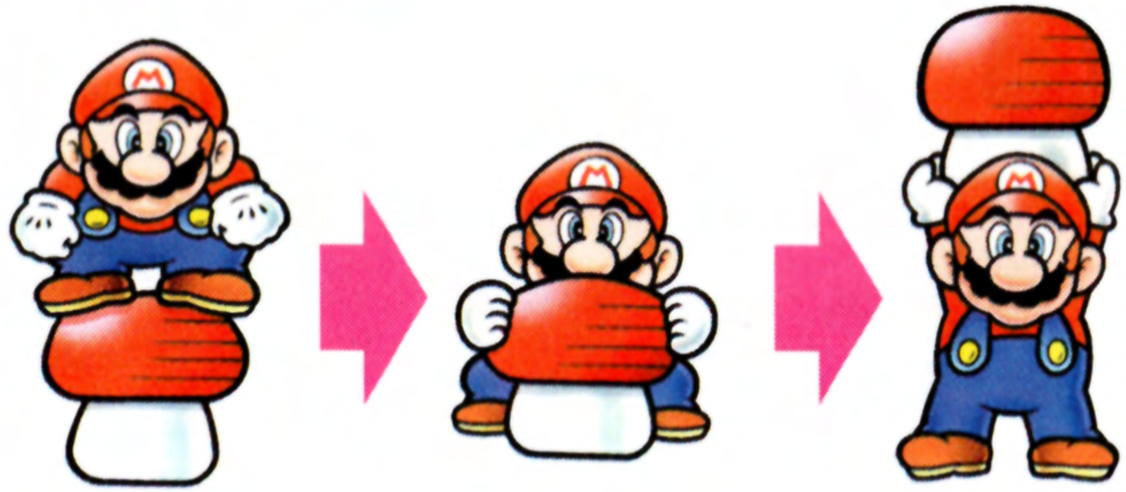
2 Try Grabbing Things



Pull Up the Grass

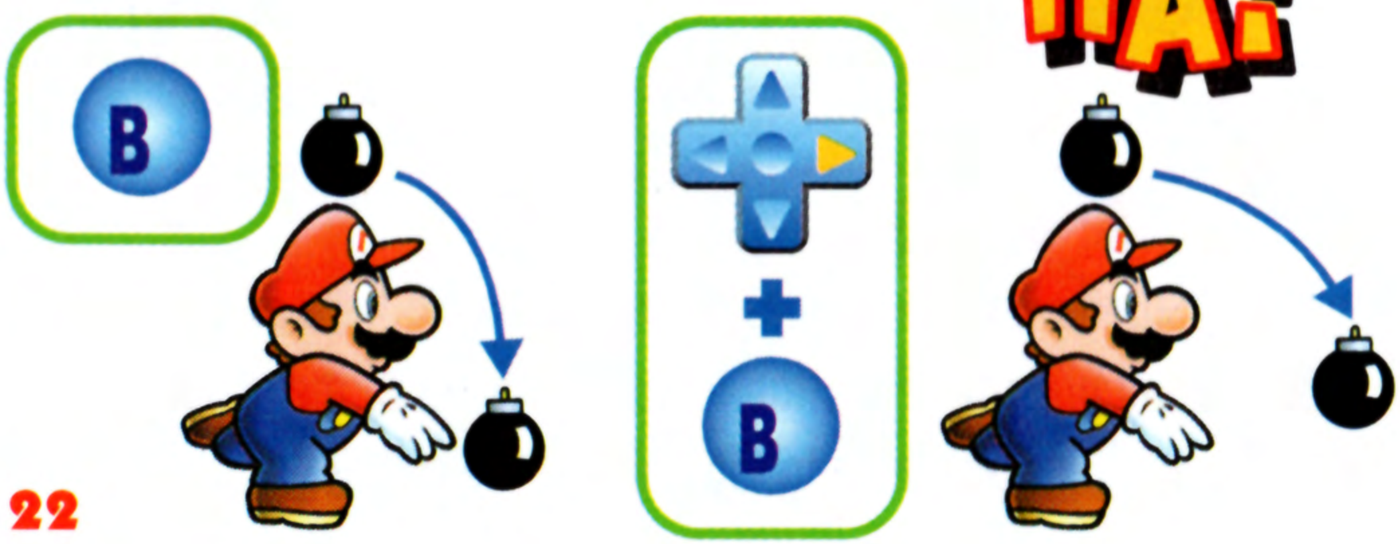
Stand over the patches of grass growing here and there and press the B Button to pull them out of the ground. You'll also be able to dig holes in the soft desert sand.

MOVES



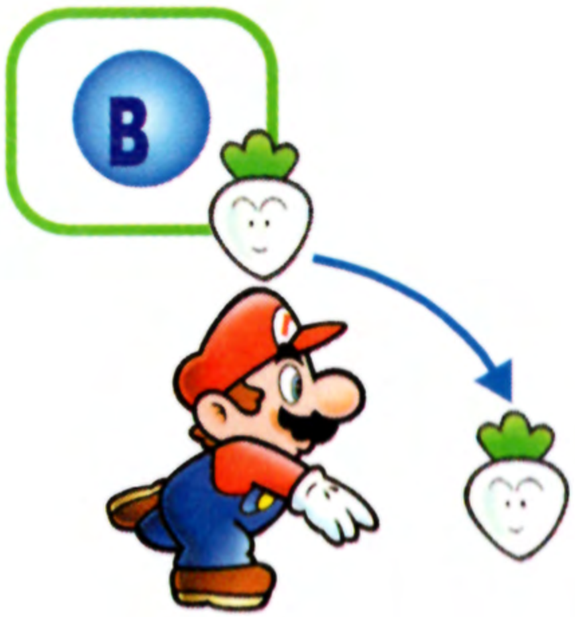
Carry a Mushroom Block

Stand on top of a mushroom block and press the B Button to lift it over your head.



Throw Mushroom Blocks and Bombs

Press the B Button to drop mushroom blocks and bombs at your feet. Press the B Button and either ◀ or ▶ to throw them in that direction.





Throw All Other Items

Press the B Button to toss vegetables and anything other than bombs and mushrooms a short distance. Press either ◀ or ▶ and the B Button to throw them a long distance.



Use Enemies to Attack Enemies

Press the B Button when you are standing on an enemy to lift that enemy up. Press the B Button again to throw the enemy at other targets.



Ready, Set, Dash!

Press the B Button or the R Button while pressing either ◀ or ▶ to dash.

MOVES

3 More Techniques









Successfully Avoid Enemies

Press ▼ to duck and dodge flying enemies. You can also avoid enemies while jumping with ◀ or ▶. Use good timing and control to evade or land on foes.







Climb Vines and Chains

Use ▲ to grab and climb up chains and vines. You can even grab them in mid-jump! You can land on top of enemies on vines and throw them off.













Open Doors and Climb into Vases

Open doors and enter by pressing ▲. Some doors are locked, so you'll need keys to open them. To enter vases, jump on top of them and press ▼.

Use Bombs to Destroy Walls

Brick walls block your path in some towers and caves. Use bombs to destroy them and clear the way. Some of these walls contain hidden items, too.





ITEMS

1 Veggies & Other Items



Vegetables

Carrots, radishes and more! Pull them out and throw them at your enemies.



Giant Vegetables

These monsters let you take out multiple enemies in a single throw. But they're so big, it takes time to pull them up.



Small Vegetables

These young vegetables may not look like much, but try throwing them anyway.



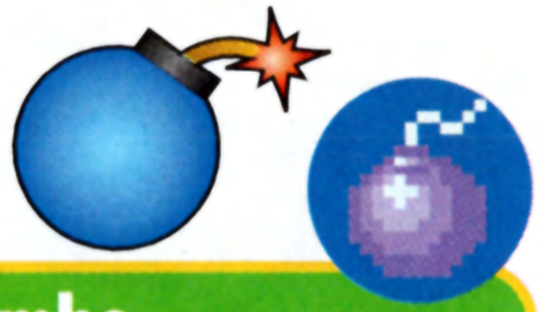
Heart Radishes

Pick one of these helpful vegetables to restore one heart in your life meter.



Mushroom Blocks

Use these as steps to reach high places or throw them at enemies.



Bombs

These will begin to flash when you pick them up, then they'll explode a few seconds later.



POW Blocks

Throw these to the ground to knock out all enemies on screen.



Coins

Collect coins for the Slot Machine. One coin will give you one play.



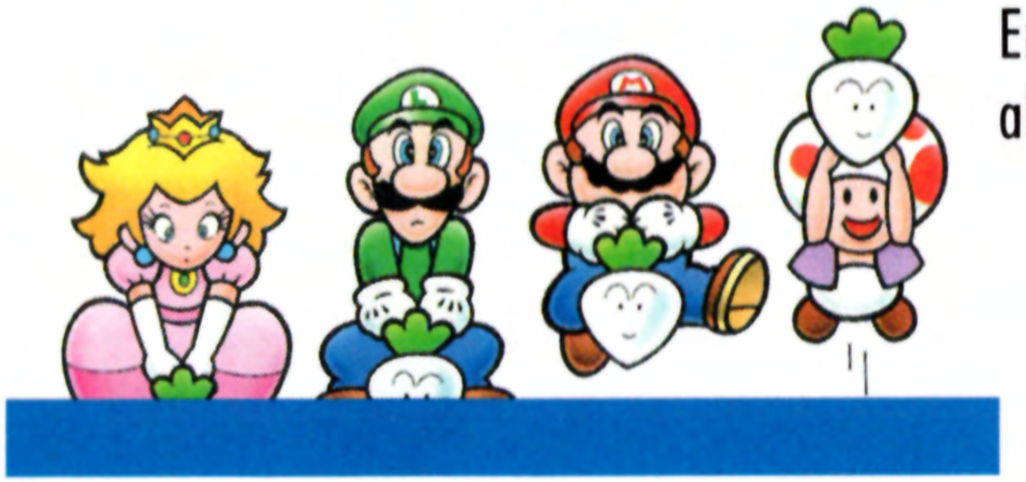
Shells

Throw these down and they'll slide along taking out all enemies in their paths. Enemies hit with shells will always produce hearts.



Ace Coins

There are five Ace Coins per area. Collect them all to get a 100%-clear rating.



ITEMS



Mushrooms

These may appear when you enter a warp to Subspace. Pick them up to add extra hearts to your life meter.



1-Up Mushrooms

Make sure to grab valuable 1-Up Mushrooms when they appear. They'll give you extra lives.



Hearts

Hearts appear when you pick a Heart Radish or vanquish multiple enemies. Grab them to recover life energy.



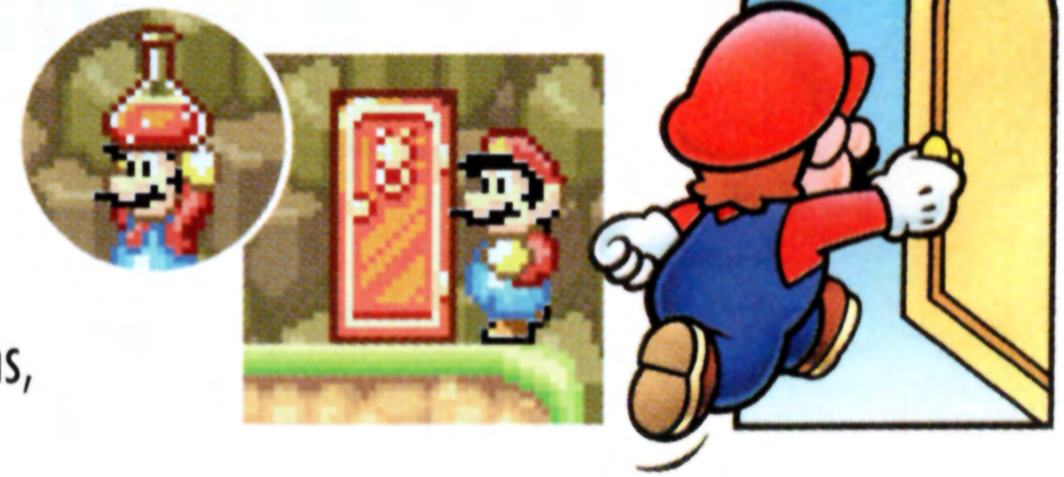
Keys

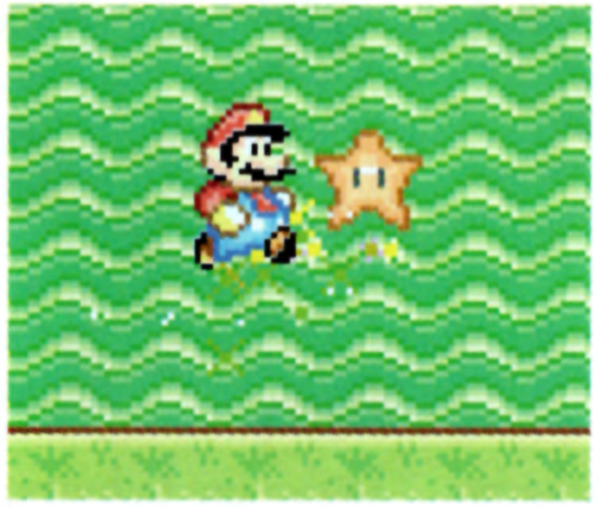
You'll need keys to open locked doors. Carrying them will not slow you down.

2 Special Items

Magic Potions

If you pick up a magic potion and toss it down, a door to Subspace will appear. Press ▲ to enter the doorway. In Subspace, the grass you pull up will sometimes produce coins, and depending on where you open the doorway, 1-Up Mushrooms may also appear.





Cherries

When you get five cherries on a level, a Starman will appear. Chase down the Starman to become invincible for a short period of time.



Time Stop

When you pick your fifth vegetable, time may momentarily stop and your enemies will become motionless. But watch out–if you run into them, they will still cause you damage.

ENEMIES



Red Shy Guys

If you topple a giant Red Shy Guy, a heart will appear for the taking. There are Shy Guys of different colors, too.



Gray Snifits

Gray Snifits shoot nightmare bullets from their mouths. Keep a look out for Red and Blue Snifits as well.



Red Beezos

Beezos are pesky airborne foes. Study their flight patterns to avoid being hit.



Flurry

You've got to hurry to avoid these ice-skating snow monsters.



Pidgits

These flightless crows are the bearers of bad dreams. They soar through the sky on magic carpets given to them by Wart.



Sparks

You'll find Sparks circling blocks and steps. It's best to use POW blocks to turn off their power.



Phantos

Phantos comes to life when you take the key they're guarding. Beware– Phantos will chase you from screen to screen.



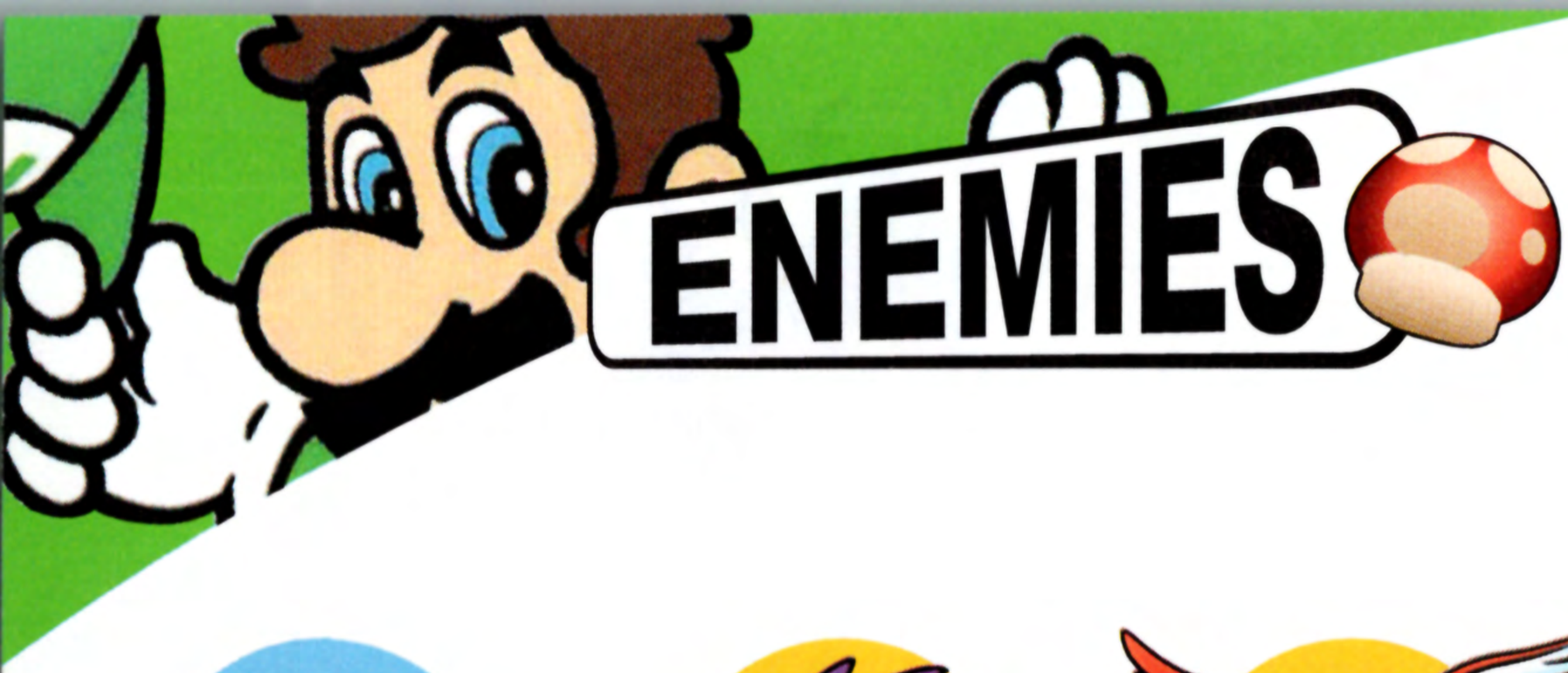
Pansers

These fiery flowers are real hotheads. You'll be safe if you can avoid their fireballs.



Hoopsters

You'll find Hoopsters hanging on vines and ropes. They're real speedsters, so step lively!





Trouters

Trouters inhabit the waters in the land of dreams. They'll try to block your path near rivers and waterfalls.



Porcupos

These annoying creatures are covered in spines, so jumping on them is not the best solution.



Albatosses

Albatosses were just average residents of Subspace until Wart ordered them to carry Bob-ombs about.



Tweeters

Tweeters hang around with boss characters. They're no friends of yours, so get rid of them quickly.



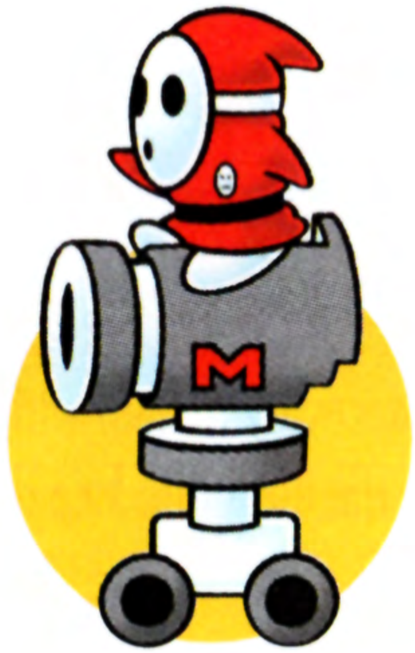
Cobrats

You'll find Cobrats hidden in jars. When you approach, these troublesome little snakes will pop right out to attack. Think twice when jumping onto jars.



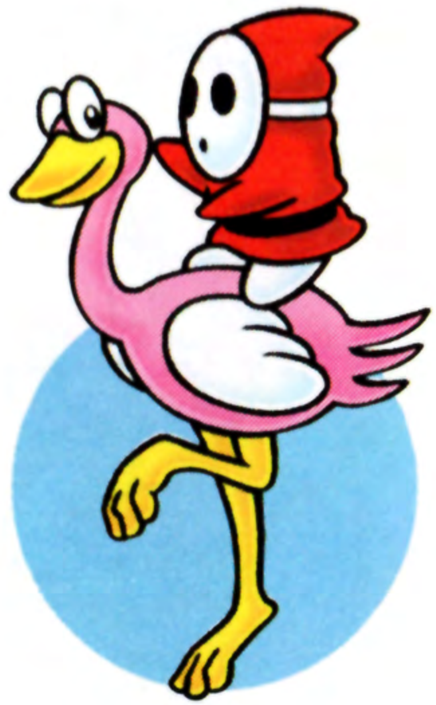
Pokeys

These characters can be quite a thorn in your side. You'll find them in desert areas.



Autobombs

These cannons-on-wheels can be very helpful. Steal them away and use them to cross areas with spiked floors.



Ostros

You've nothing to fear if you can separate Ostros and their riders. Their tremendous speed is something to beware. If you knock them out of action, hearts will appear.

ENEMIES



Birdo

Watch out for Birdo's special egg attack. The best way to deal with Birdo is to catch the eggs and toss them right back.



Mouser

Mouser destroys sweet dreams with his nightmare bombs. He's very proud and doesn't think of himself as an ordinary mouse.



Fry Guy

This flaming fiend was brought to life by Wart. When it gets angry, it will attack by hurling fireballs.



Tryclyde

Once an outsider, Tryclyde was enlisted by Wart because of his evil cunning and triple-strength attack.

Clawgrip

Clawgrip will suddenly grow as it scuttles back and forth. Be careful–it loves to throw rocks, and it has a good arm.





Wart

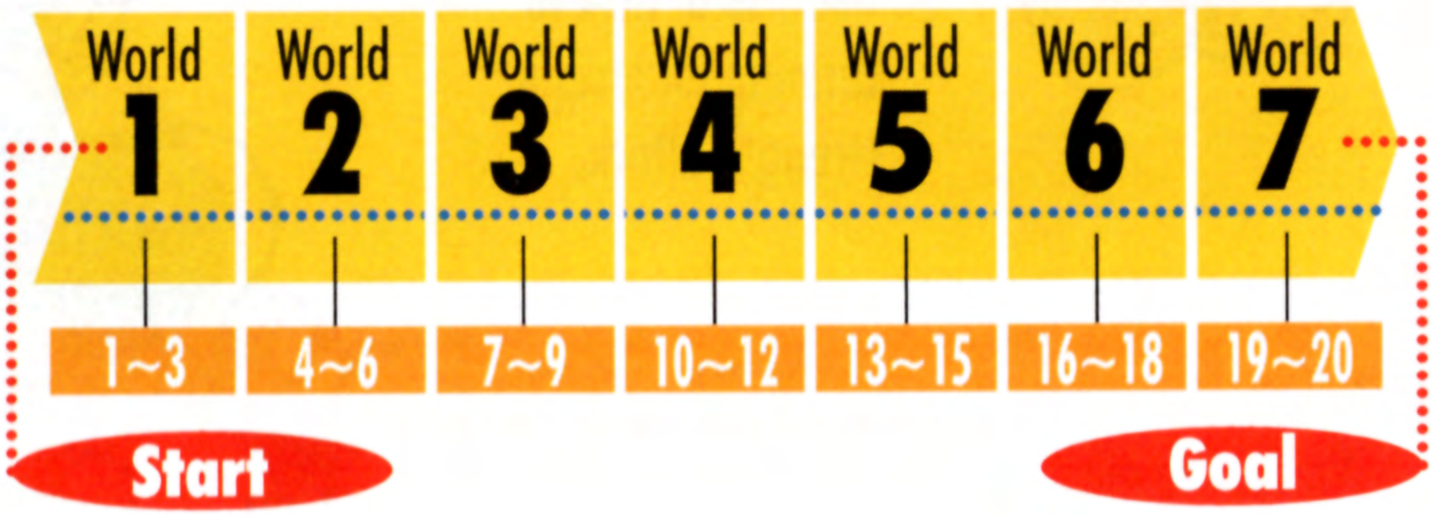
Wart is the most uncontrollable mischief maker in all of the land of dreams. He uses the Dream Machine to create a myriad of monsters.

PLAYING TO WIN

1 Seven Worlds, Twenty Areas

The game includes seven worlds, six with three areas each and one with two areas—a total of twenty areas to explore. There are gates between each area, and you must have the crystal ball to open each gate. Birdo sometimes has the crystal ball, so you must defeat her to get it.

At the end of each area, you'll meet up with a mini-boss, and at the end of each world you'll battle a boss. You'll have to beat them all to reach the end, where you'll test your skills by fighting the biggest baddie of all, Wart.





2 Bonus Chance

After clearing each area, you'll have the chance to win extra lives on the slot machine. The number of coins you collect in each area you complete determines the number of times you can play. Match the pictures on the slot machine to win.



First, you must decide how many coins to wager.

- Wager All Coins
- Wager One Coin
- Reduce Wager by One Coin
- Increase Wager by One Coin

1 Cherry	🍒	1-UP
2 Cherries	🍒🍒	2-UP
3 Cherries	🍒🍒🍒	3-UP
3 Sevens	7 7 7	5-UP
Three of Any Other Picture		2-UP

Wager x Picture Value = Number of Bonus Lives



Mario Bros.



GAME SELECT

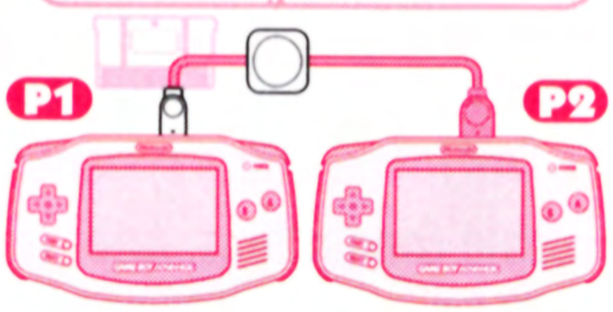
1 Before Beginning

Up to four people can play Mario Bros. Classic; two, three or four can go head-to-head in Mario Bros. Battle. Check to make sure you have the correct number of Game Paks and cables (see pages 7 and 9).

Mario Bros. Battle

To play Mario Bros. Battle, you need the correct number of Game Link cables and either a single Game Pak or a Game Pak for each player.

Single-Pak



Multi-Pak



Mario Bros. Classic

If you are playing one-person Mario Bros. Classic, you need only one Game Pak.



If you are playing Mario Bros. Classic with two or more people, you will need the correct number of Game Link cables and a Game Pak for each player.



- If you are playing with multiple Game Paks, there will be no load time.
- Game play is identical in both Single-Pak and Multi-Pak Mario Bros. Battle.

BATTLE









Single-Pak Setup

Player 1 (the player with the Game Pak)

Insert the Game Pak into your Game Boy Advance and turn the Power Switch ON. From the Title Screen, select Multiplayer and press START. The game system will then check the cable connections. After this is completed, press START when instructed to do on screen.

Next, select the game level and set the fireball and handicap options. Use ▲▼ to select a menu item and ◄► to set up that item. Player 1 will then press the A Button to send the game setup data to the other players' Game Paks.





! Mario will run across the game screens while game data is being loaded. The loading process will be finished when Mario reaches the right side of the screens.

! When playing with Game Link cables, turn all Power Switches OFF before inserting the cables. For more information on linking with the Game Boy Advance Game Link cables, see page 6.)

Other Players

While Player 1's game system is checking the cable connections, the Game Boy logo will be displayed on all other connected game systems.

After Player 1 presses START, a flashing Nintendo logo will be displayed on all other connected game systems. This signals that game data is being loaded.

The Mario that appears on each game screen during loading will be the color of that player's Mario in the game.



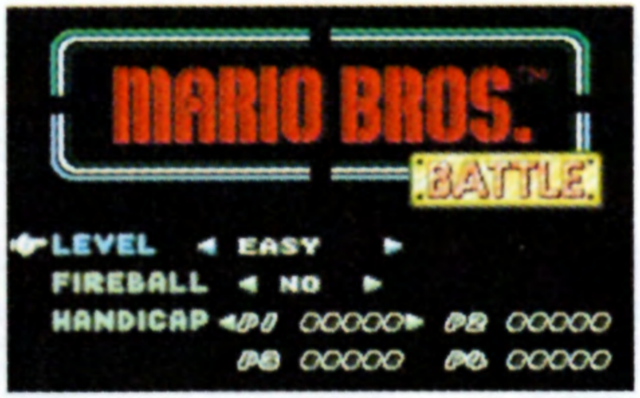


If an error message is displayed, turn all of the Power Switches OFF, check the cable connections, and begin the game setup again.

BATTLE









2 Multi-Pak Setup

Player 1 (the player with the small purple connector inserted into his or her game system)

Insert the Game Pak into the Game Boy Advance and turn the Power Switch ON. On the Title Screen, select Multiplayer then press START. From the Game Select Screen, choose Mario Bros. and press START again. Next, choose Battle then select the game level and set the fireball and handicap options. Use ▲▼ to select a menu item and ◄► to set up that item.

After the game setup is complete, Player 1 will press the A Button to display the Mario Bros. Battle Title Screen on all of the connected systems. There will be a different-colored Mario for each player. (Player 1: Red, Player 2: Green, Player 3: Yellow, Player 4: Blue)





Other Players

After turning your game systems ON, choose Multiplayer on the Title Screen. Each game system will check the cable connections and then ask each player to wait while Player 1 performs the game setup. After Player 1 finishes the game setup, the Mario Bros. Battle Title Screen will be displayed along with a different-colored Mario for each player. Press START to begin the game.

Each player's Mario will be displayed under the title logo, and each will be a different color so players can tell which one they'll control.



When playing Multi-Pak Mode, make sure all of the Power Switches are turned OFF before inserting the Game Link cable or cables. See page 8 for details.

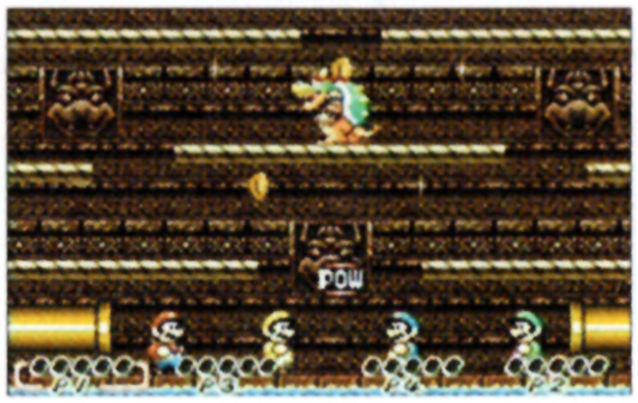


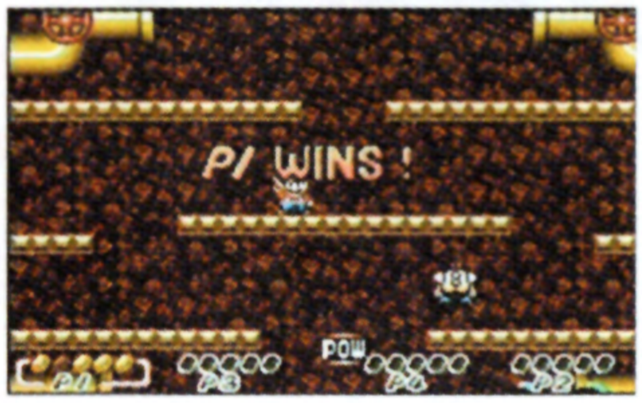


1 Winning

Grab the Coins!

- The first player to collect five coins wins.
- A coin will come out of one of the pipes at the top of the game screen for each enemy character that is defeated.





And Then There Was One

- If all players but one are knocked out, then the remaining player will be the winner.

2 Mario Moves



- If you bump your rivals from underneath, they'll be stunned and be unable to move for a few seconds.
- If you've been stunned, press the A Button repeatedly to return to normal.
- If you jump on top of a rival Mario, press the B Button to pick him up. Press the B Button again to throw the other player at enemies or even into the trash can.
- If you've been picked up by another player, press ◀▶ repeatedly to escape.
- You can jump up and hit the bottom of the POW Block to stun all of your rivals at once.
- You can pick up and carry the POW Blocks by jumping on top of them and pressing the B Button.
- To flip enemies over, jump up and hit the floor beneath them. Once they're on their backs, kick them off the screen to get rid of them.

3 Mario's Condition

Everyone starts the game with Super Mario. When Super Mario is damaged, he becomes Mario. If Mario takes damage, he's out of the game.





BATTLE

1 Pests of the Pipes



Spinys

Flip Spinys over and then kick them off the screen. Be careful, though–they'll get back up after a few seconds, and they'll be faster than before.



Fighter Flies

Fighter Flies can be stunned only when they land on the floor. Good timing is essential to getting rid of these flying pests.



Crabs

Crabs are pretty tough customers, so you need to bump them twice to stun them. They're a lot faster than the Spinys, too.



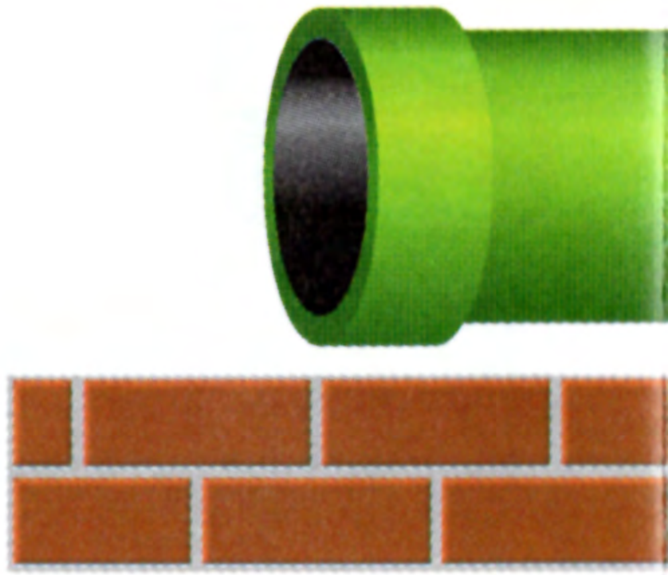
Fireballs

If your timing is good, you'll be able to hit the floor beneath them just as they land to put them out of action.



Freezy

If you don't knock this guy out quick, he'll freeze the floors and send you sliding away.



2 Game Screen Stats

The number of coins collected by each player will be displayed during game play

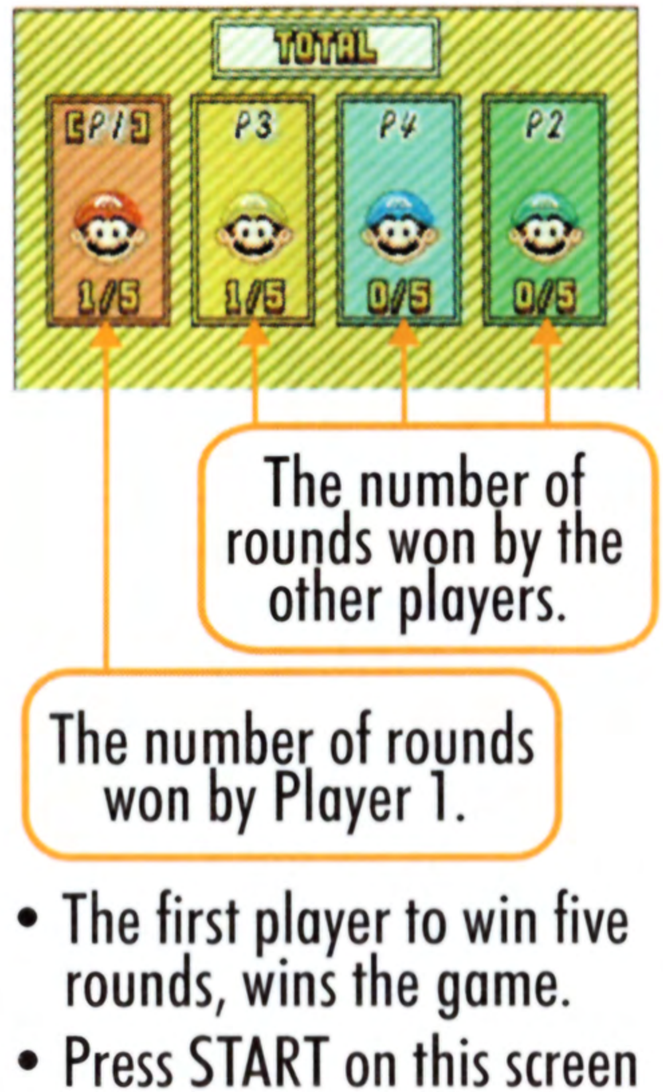


If you press START during game play and choose Try Again, the game will begin again from round one.

You Win or You Lose will be displayed after each round.



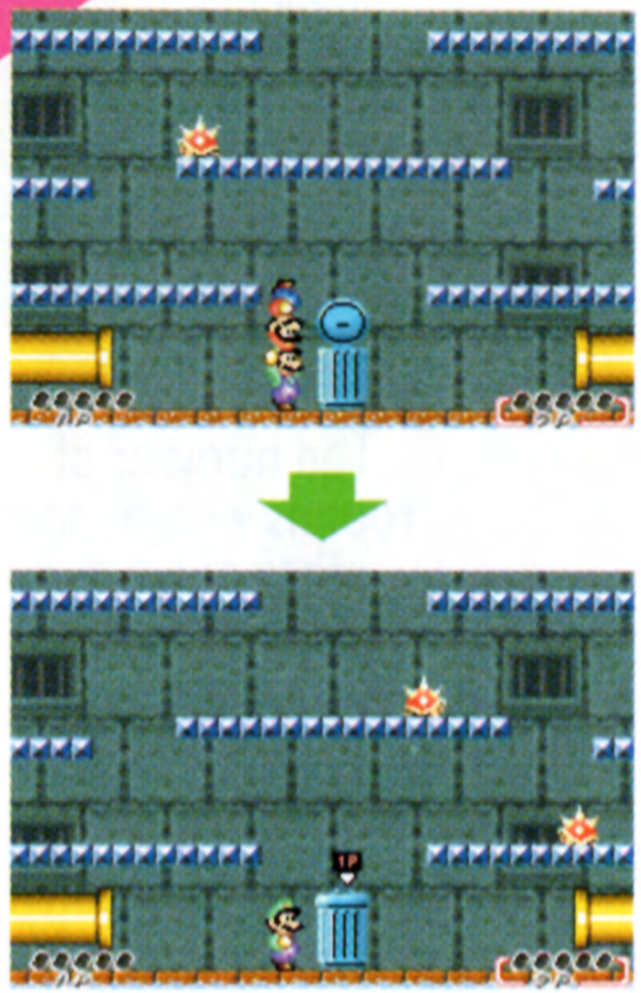
The total number of victories for each player will be displayed between rounds.



- The first player to win five rounds, wins the game.
- Press START on this screen to begin the next battle.

BATTLE

1 Two-Player Garbage Can Gambit



When you are playing Two-Player Vs., the garbage can will appear in the game.

Using it well can sometimes lead to victory.

- If you pick up your rival and carry him or her to the garbage can, the lid will open and you can throw that player inside. It will automatically close and keep that opponent out of action for a while.
- If you're in the garbage can, you'll have to wait a few seconds until the lid opens again. When it opens, jump out and rejoin the game.
- Being trapped in the garbage can may give your rivals a chance to grab some coins, but you'll receive a special item that may help you turn the tables!
- If your opponent is standing on top of the can when you're trapped inside, use the Super Jump to knock him or her off and escape.



- You will receive a random item when you jump into or are thrown into the garbage can.
- There are four items in the garbage can. One of these is an egg, which contains one of three additional items. You never know what you'll get, but don't forget the garbage can when planning your game strategy.





Koopa Shell

This shell will do damage to anything it hits. You need to throw it or kick it to send it sliding away.



POW Block

Throw the POW Block down to stun all of the enemies on screen and shrink the rival players.



Fish Skeleton

This is useless. Throw it away.



Egg Items



Coin

If you're lucky, the egg will contain a coin.



Heart

If you get a heart, you'll become Super Mario!



Starman

You'll be temporarily invincible if the egg contains a Starman.

CLASSIC

1 Single Player



- Insert the Game Pak into your Game Boy Advance game system and turn the Power Switch ON. Select Single Player on the Title Screen and Press START to move to the Game Select Screen. Select Mario Bros., then press the A Button or START to confirm your choice.



- Bump the enemies from below to tip them over. Once they've been flipped, kick them off the screen and out of the game. Defeat all of the enemies to clear that level.







2 Playing with Two to Four Players



Player 1 (The player with the small, purple connector inserted into his or her game system.)
Insert the Game Pak into the Game Boy Advance and turn the Power Switch ON. Press START on the Title Screen to move to the Game Select Screen. Select Classic, and then press the A Button or START to confirm. A different-colored Mario will appear for each player. Press START to begin the game.

Player 1 / START





Other Players

Turn all Power Switches ON and select Multiplayer on the Title Screen. Once Player 1 presses START, a Mario of a different color will appear on each player's screen. Any player can then press START to begin the game.

When playing with two or more players, cooperation is important in clearing stages.

! This game requires multiple Game Paks. When playing with two or more players, you will need one Game Pak per player.



TIPS

1 Super Mario Bros. 2



Vases and Platforms

Some vases will lead to special rooms with spinning platforms. When you find one, collect any special items in the room then ride the platforms to get out.



Scoring Big Points

- In an area with five or more enemies, use a POW Block to defeat them all and get a 1-Up Mushroom.
- If you can take out multiple enemies with one vegetable, you'll get lots of points.
- When you pull up a giant vegetable, try to take out as many enemies as possible to score high.
- Try using different item combinations to attack your enemies.



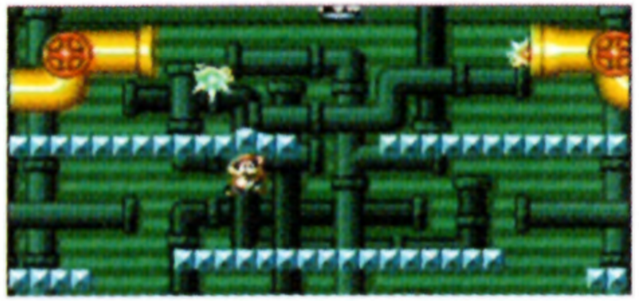
More Tricks and Hints

- Try using bombs to blow up walls to discover hidden objects. (Lifting up mushrooms may be useful, too.)
- Toss big enemies on the ground to get a heart. You can do this over and over to the same enemy.
- If you can knock out two or more enemies by throwing an item or enemy, you'll get a heart.

2 Mario Bros.

Defeating Enemies

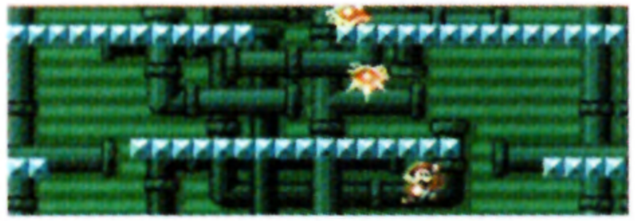
Enemies will bounce in different directions depending on where you hit the floor beneath them.



Hit the floor in front of an enemy to make it bounce backward.



Bump an enemy from directly underneath to send it straight up into the air.



Strike the floor behind an enemy and to send it bouncing forward.

ⓘ In Classic, you can get a lot of points by hitting multiple opponents at one time.



If you don't get to Freezy quickly…



…he'll coat the floor in ice and make things super slippery.

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REV-B

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PRINTED IN JAPAN