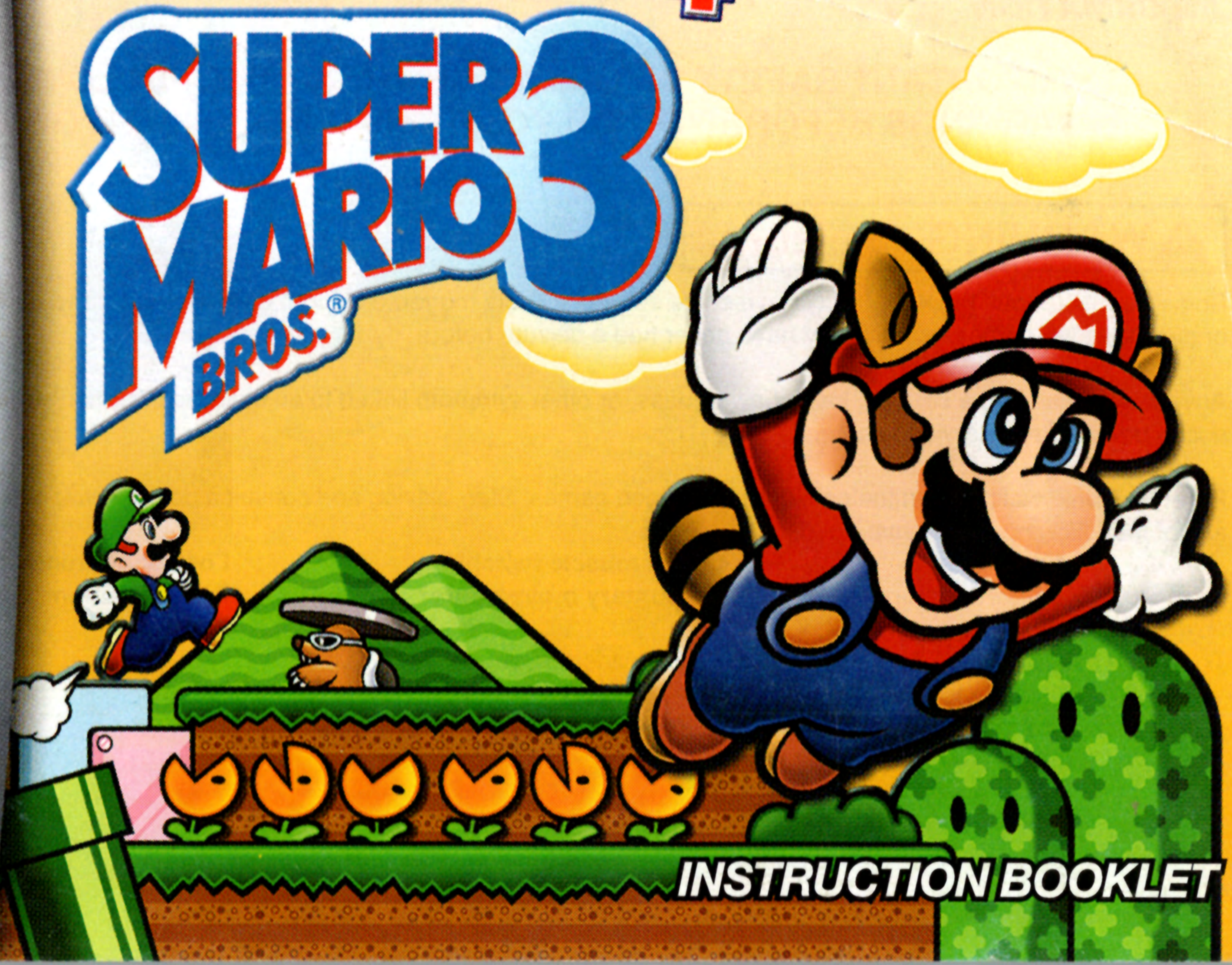
AGB-AX4E-USA-1

GAME BOY® ADVANCE

SUPER MARIO® ADVANCE 4

SUPER MARIO 3 BROS.®



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 blackouts 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.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at **www.nintendo.com/games**, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit **www.nintendo.com/community**.

If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

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

Shared Controls

Resetting the Game

- Press and hold START, SELECT, and the A and B Buttons simultaneously to reset the game at any time.

Erasing Game Data

- After powering on, press and hold SELECT and the A, B, L and R Buttons simultaneously to erase all game data. To erase your data, choose "Yes" on the screen that appears after pressing the buttons. However, if you erase all data, all of your progress will be lost and cannot be recovered, so be careful when choosing to erase data.

1 Single-Pak Linking Instructions

Here's all of the information you need to link multiple Game Boy Advance systems using one Super Mario Advance 4: Super Mario Bros. 3 Game Pak.

Necessary Equipment

- Game Boy Advance systems: *One system per player*
- Super Mario Advance 4: Super Mario Bros. 3 Game Paks: *One*
- Game Boy Advance Game Link® cables (sold separately):

  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 4: Super Mario Bros. 3 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 large, gray connectors into the other game systems.
4. Turn each system's Power Switch ON.
5. Now, follow the controller instructions on page 42.

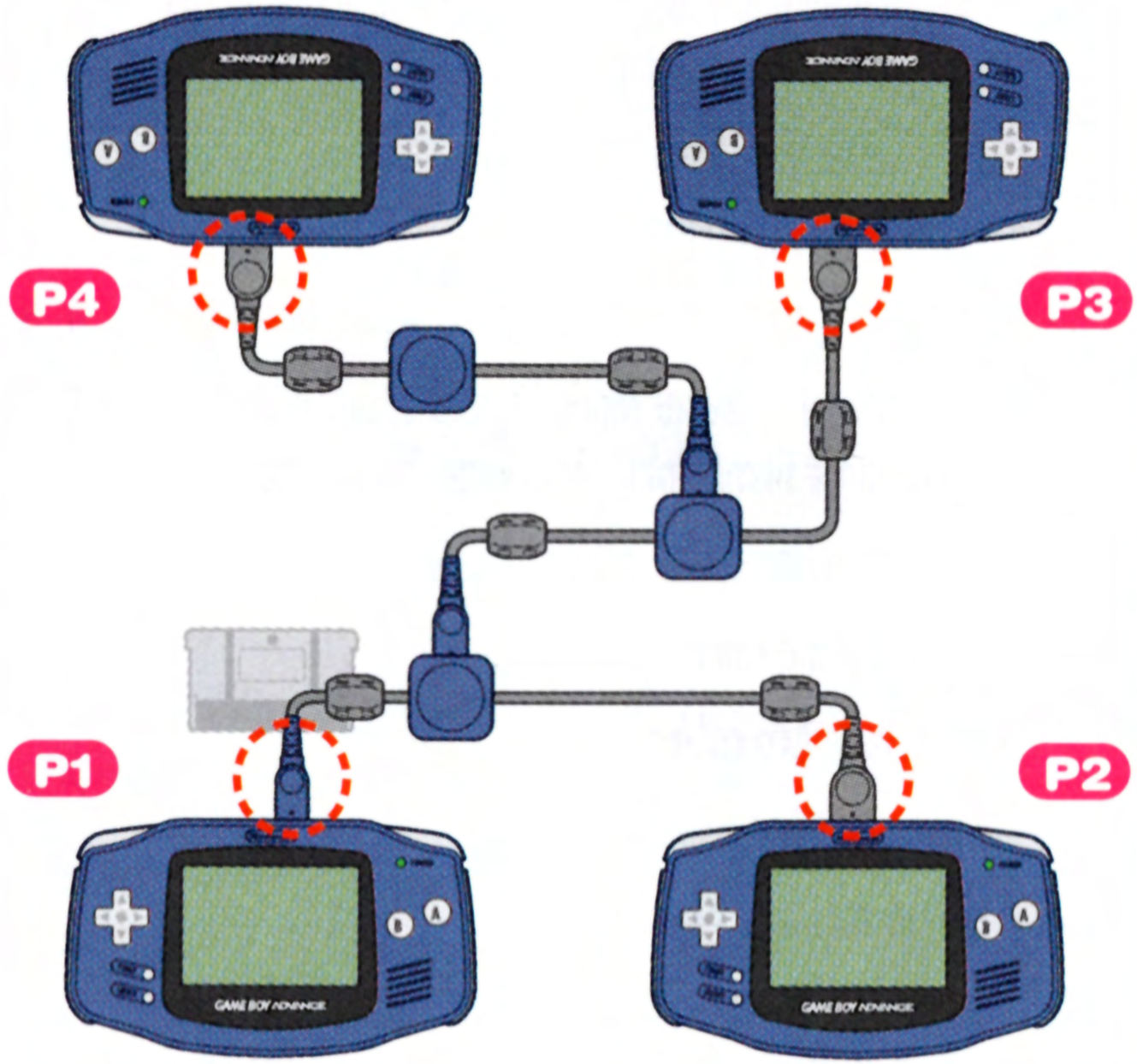
*When playing with only two or three players, do not connect any game systems that will not be used.

Consult the picture to your right when connecting Game Link cables to Game Boy Advance game systems. Note: the Game Pak goes into Player 1's game system. The Game Link cable's small connector is purple, and the large 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 4: Super Mario Bros. 3 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

2 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 4: Super Mario Bros. 3 Game Paks.

Necessary Equipment

- Game Boy Advance game systems: *One game system per player*
- Super Mario Advance 4: Super Mario Bros. 3 or any other Super Mario Advance 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 4: Super Mario Bros. 3 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 controller instructions on page 44.

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

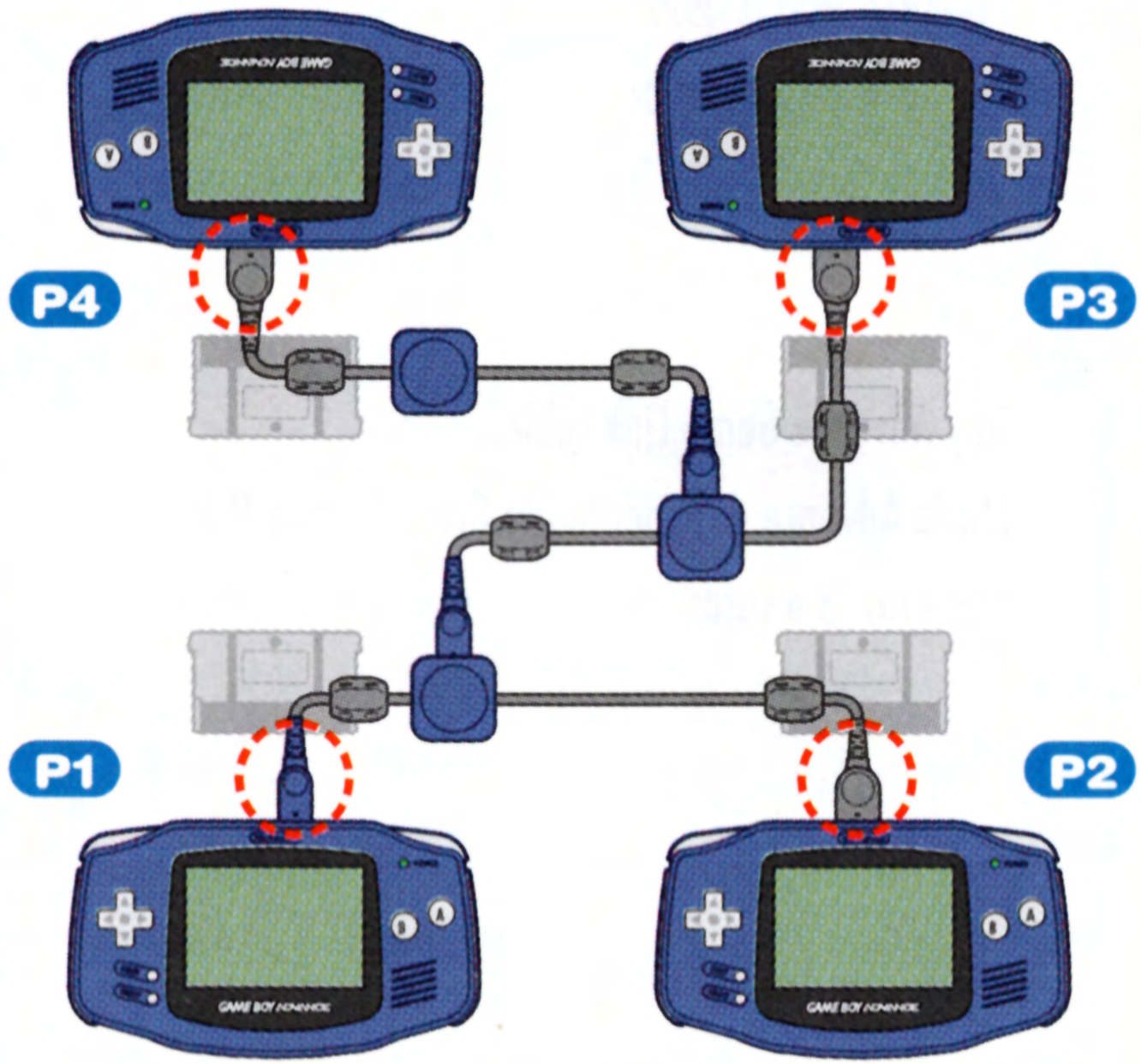
*Whoever plugs the small, purple connector into his or her Game Boy Advance will be Player 1.

Consult the picture to your right when connecting Game Link cables to Game Boy Advance game systems. Note: the small Game Link cable connector is purple, and the large 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 more than four Game Boy Advance game systems are linked.



Game Boy Advance and Game Link Cable Setup.

3 Linking a Game Boy Advance and the e-Reader

Necessary Equipment

- 2 Game Boy Advance systems or equivalent hardware systems

(Equivalent systems include Game Boy Advance, Game Boy Advance SP or Nintendo GameCube/Game Boy Player combination)

- 1 e-Reader
- 1 Game Boy Advance Game Link cable
- 1 Super Mario Advance 4: Super Mario Bros. 3 Game Pak
- Super Mario Bros. 3-e cards

Linking Instructions

1. Check to see that the power on both hardware systems is OFF. Insert the Game Pak in Player 1's hardware system and the e-Reader in Player 2's hardware system.

2. Connect the Game Boy Advance Game Link cable to Player 1's hardware system through the EXT Port and the EXT Port on Player 2's e-Reader.

*When the e-Reader is connected to a Game Boy Advance SP, connect the cable to EXT Port 1.

3. Turn each system's Power Switch ON.

4. See page 36 and the instructions in the e-Reader manual for more details.

- It is also possible for Player 1 to use a Game Boy Advance SP or a Nintendo GameCube/Game Boy Player combination.

Troubleshooting

The following circumstances might cause a communication error or control problems:

- A cable other than a Game Boy Advance Game Link cable is being used.
- There is a loose connection.
- The Game Boy Advance Game Link cable is disconnected during communication.
- The hardware systems are connected incorrectly.

* When linking to a Game Boy Advance or a Game Boy Player with an e-Reader inserted, insert the cable in the EXT port on the e-Reader.

* When linking to a Game Boy Advance SP with an e-Reader inserted, insert the cable in the EXT port on the Game Boy Advance SP.

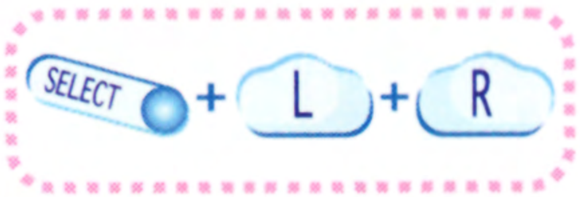
OPTIONS

1 The Options Screen

Press the L and R Buttons simultaneously on the game-selection screen to access the Options screen. Choose the option you want to change by pressing the + Control Pad Up or Down. To return to the game-selection screen, either press the L and R Buttons simultaneously or press the B Button.

2 Using Sleep Mode

Easy Sleep



By turning the Sleep Mode option ON, you can put the game into Sleep Mode mid-game. To do this, press SELECT and the L and R Buttons simultaneously.

Auto Sleep

By turning this Sleep Mode option ON, the game will automatically go into Sleep Mode if you do not press any buttons for one minute.
*You can also enter Sleep Mode mid-game through the Pause menu. (See pg. 25 for details.)

*To exit either Sleep Mode, press SELECT and the L and R Buttons simultaneously to return to where you were in the game. The battery is still being used in limited capacity when in Sleep Mode, so please be careful.

3 Game Boy Player Compatibility

When playing with the Game Boy Player, press the Z Button on the Nintendo GameCube Controller to get to the Options menu. Once there, select the screen filter option and choose sharp.

Using the Game Boy Player

If this screen appears when you turn the power ON, that means there are added features if you play this game on the Game Boy Player. When you play Super Mario Advance 4: Super Mario Bros. 3 on the Game Boy Player, the Rumble Feature will make you feel like you're part of the game.

*The Rumble Feature will not work if...
-You are using a Game Boy Advance as your Controller.
-A hardware accessory is connected to the Game Boy Player.

GAME BOY® PLAYER

Fire Emblem: ©2003 Nintendo / INTELLIGENT SYSTEMS

Pokémon Ruby & Sapphire: ©2003 Pokémon.
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Game Boy Hits the Big Screen!

Now you can play Super Mario Bros.® 3 and all your favorite Game Boy games on your television. The Game Boy Player easily snaps onto the bottom of your Nintendo GameCube and lets you play the entire Game Boy library of over 1,000 games. The Game Boy Player is even compatible with the Nintendo e-Reader and the Game Boy Advance Game Link cable, allowing you to scan your favorite e-Cards or link to other Game Boy Advance systems for multiplayer fun with your friends!

Metroid Fusion: ©2002 Nintendo

Golden Sun The Lost Age: ©2001-2003 Nintendo/CAMELOT

You can easily switch between the Game Boy Player and Nintendo GameCube, which boasts its own library of megahits, including Super Mario Sunshine™ , The Legend of Zelda®: The Wind Waker™ , Pikmin™2, Ł Mario Kart®: Double Dash!!™ and hundreds more. Gaming has never been better, andŁ it's Nintendo GameCube and the Game Boy Player that make it all possible!

(All Products Sold Separately.)

SUPER MARIO BROS. 3

Story

The Mushroom Kingdom has remained a peaceful place, thanks to the brave deeds of Mario and Luigi. However, the Mushroom Kingdom forms an entrance to the Mushroom World, a place where all is not well. Bowser sent his seven children to make mischief in this normally peaceful land. As their first order of business, they stole the royal magic wands from each country in the Mushroom World and used them to turn the kings into animals. Mario and Luigi must recover the royal magic wands from Bowser's seven kids to return the kings to their true forms. As Mario and Luigi set off on their journey deep into the Mushroom World, Princess Peach and Toad have but one thing to say: "Good-bye, and good luck!"

Controls

L Button

- Open the item window. (Press again to close the window.)

✚ Control Pad

- Move up, down, left, and right.
- ▲ Open doors.
- ▲ + A Enter pipes above you.
- ▼ Squat, Enter pipes beneath you.

START Start

- Stop the game and open the Pause menu.
  (See pg. 23 for details on the Pause menu.)
- Select options.

SELECT Select

- Open the Replay Data screen from the Map screen.
  (See pg. 25 for details.)

R Button

- Open the menu for Demo Cards and Power-Up Cards. (If pressed again, the menu will close.)

*While playing the game, the R Button functions the same as the B Button.

A Button

- Jump.
- Swim.
- Descend slowly as Raccoon Mario.
- Select options.

B Button

- Dash.
- Swing Raccoon Mario's tail.
- Throw a fireball.
- Cancel option selections.

Getting Started

1 Select a Game!

Insert a Game Pak into the Game Boy Advance and turn the power ON. When the title screen appears, select Single Player and press START or the A Button. When the game-selection screen opens, select SUPER MARIO BROS. 3.

2 Select Your Save File!

- When the file-selection screen opens, select between File 1, File 2, or File 3.
- If you choose Level Card and connect an e-Reader, you can play other levels. (See pg. 36 for details.)
- When you want to delete data, choose Delete File and select the data that you want to erase.

NOTE: The first time you turn on the game it will auto-format itself. Do not turn the power off when this happens.

3 Select the Game Mode!

After selecting from File 1, File 2, or File 3, the mode-selection screen will open. Choose either Mario or Mario & Luigi and press START (or the A Button) to begin the game when the game.

- **Mario** — A single-player game with just Mario.
- **Mario & Luigi** — Players alternate playing both Mario and Luigi. Chose this mode when you want to play with a friend.

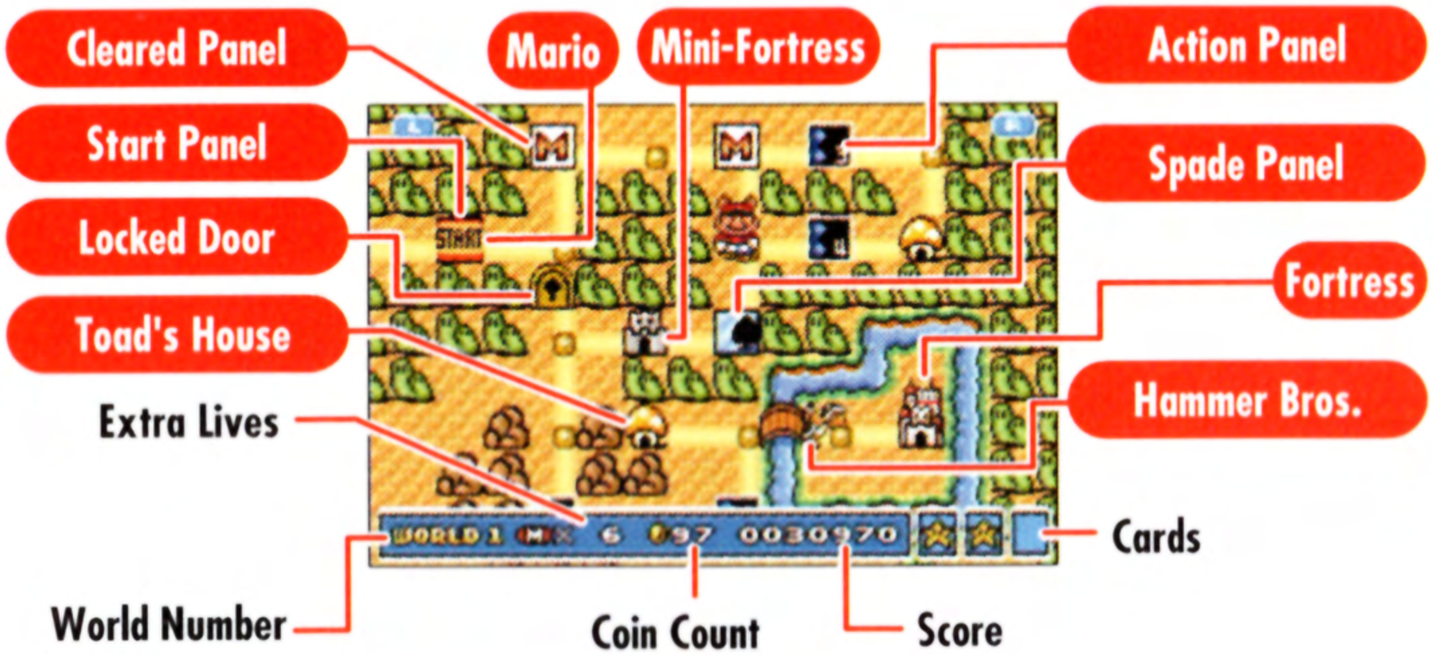
4 Game Contents

There are eight Mushroom Worlds through which Mario and Luigi travel. The Bros. move over a map looking for the fortresses where Bowser and his children are hiding. You can choose which road to take, but there are places you can't go without clearing certain levels. You'll start with five extra lives.

How to Play

1 How to Read the Map

When the Map screen appears, control Mario (or Luigi) with the + Control Pad and try to clear that world. Press the A Button on any panel to enter that area.



Start Panel

Mario starts here.

Cleared Panel

This appears after an Action Panel has been cleared. You'll see an "M" if Mario cleared it and an "L" if Luigi did.

Action Panel

This panel puts you in the middle of the action! If Mario is defeated while in an Action Panel, he returns to the map.

Spade Panel

Here, you'll play a special minigame. The object is to line up the pictures. Every time you press the A Button, a row slows down and stops. If you can complete a picture, you'll earn extra lives!

Mushroom
2 Extra Lives
(2-Up)

Flower
3 Extra Lives
(3-Up)

Star
5 Extra Lives
(5-Up)

Mini-Fortresses & Locked Doors

The Mini-Fortresses are guarded by Boom Boom, a tough servant of Bowser. When you defeat him, you will get a Magic Ball. The Mini-Fortress will crumble to the ground and the Locked Door on the map will open.

Toad's House

Mario can get some useful items here. Stand in front of the treasure boxes, and press the B Button to open them.

Hammer Bros.

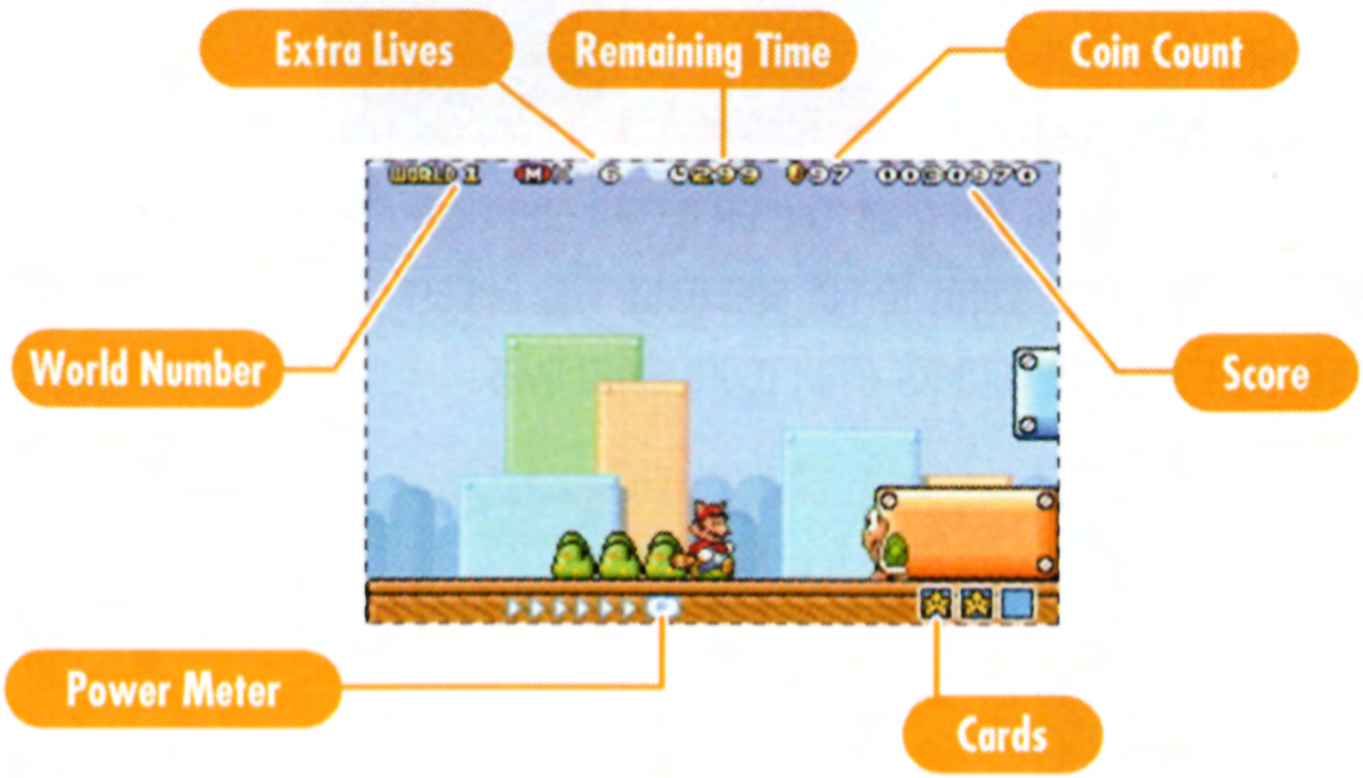
The Hammer Bros. are bound to be hanging around somewhere on the map. As soon as you meet up with them, you'll have to fight them. If you can beat them, you'll be rewarded with a special item.

Fortress

This is the final destination of each world. You must retrieve the magic wand and save the king!

2 Reading the Action Screen

Once you've entered an Action Panel, maneuver Mario (or Luigi) to defeat the enemies and move toward the goal. If you can reach the goal safely, you'll clear the area. Press START if you want to pause the game and bring up the Pause menu. (See pg. 25 for details.)



3 Goal

At the end of each action scene, you'll find a goal. In the center of the goal, there are three flashing cards. Jump up and touch the goal to grab a card and clear the level. Collect three cards to get one extra life. Collect three of the same card for even more extra lives.

- 3 Mushroom Cards
  2 Extra Lives

- 3 Flower Cards
  3 Extra Lives

- 3 Star Cards
  5 Extra Lives

4 Mini-Games and Game Over

If you have only one life remaining, any of the following actions will end the game:

- Running into an enemy or getting bit by one as normal Mario.
- Falling into a hole or into the water.
- Getting squished.
- Not reaching the goal in time.

5 Pause Menu

When you want to pause or end the game, press START. The screen shown on the right will appear. Choose "Sleep" from the menu to put the game into Sleep Mode. To exit Sleep Mode, press SELECT and the L and R Buttons at the same time. When you want to end the game, choose "Save & Quit." (See pg. 26 for details.)

*You can pause from either the Map or the Action screen.

6 Replay

If you press SELECT on the map, the Replay screen will appear. You can save up to two replays.

7 Saving

There are two ways of saving.

After Clearing Fortresses and Airships

Make sure to save before exiting a game. After clearing a Mini-Fortress or Airship, the game will ask if you want to save your data. All you have to do is choose Yes, and you will save your game. Even if you get a GAME OVER, you can still start again from this point.

Ending the Game

Choose "Save and Quit" from the Pause menu by pressing the A Button to save. You can now start your game from this point. When you restart your game, however, the save data will be erased, so be careful.

8 Using Items

The items you get in the game will be stored in the item screen. To use an item, press the L Button, use the + Control Pad to choose the item, and press the A Button to confirm your selection. Increase the number of items you have by scanning e-Cards. (See pg. 36 for details.)

9 Items and Blocks

Coin

If you collect 100 coins, you'll earn an extra life.

Starman

When you enter an Action Panel, you will be invincible for a short time.

Super Mushroom

This turns Mario into Super Mario.

Fire Flower

This changes Mario into Fire Mario.

Super Leaf

The coolest item in Super Mario Bros. 3! It changes Mario into Raccoon Mario.

Frog Suit

This changes Mario into Frog Mario. Use the A Button to swim faster.

Tanooki Suit

This changes Mario into Tanooki Mario. Tanooki Mario can turn into a statue.

Hammer Suit

This changes Mario into Hammer Mario. He's even stronger than Fire Mario!

P-Wing

This gives you the power to fly through a level until you run into an enemy.

Lakitu's Cloud

This allows you to skip past an Action Panel without playing it.

Hammer

This lets you break rocks on the map.

Anchor

This stops the Koopalings' Airships from moving on the Map.

Music Box

With this, you can make the Hammer Bros. and others fall asleep on the map.

Magic Whistle

Not much is known about the legendary Magic Whistle. See if you can find it!

Switch Block

Step on this to make strange things happen.

? Block

Hit this from below to get coins or items.

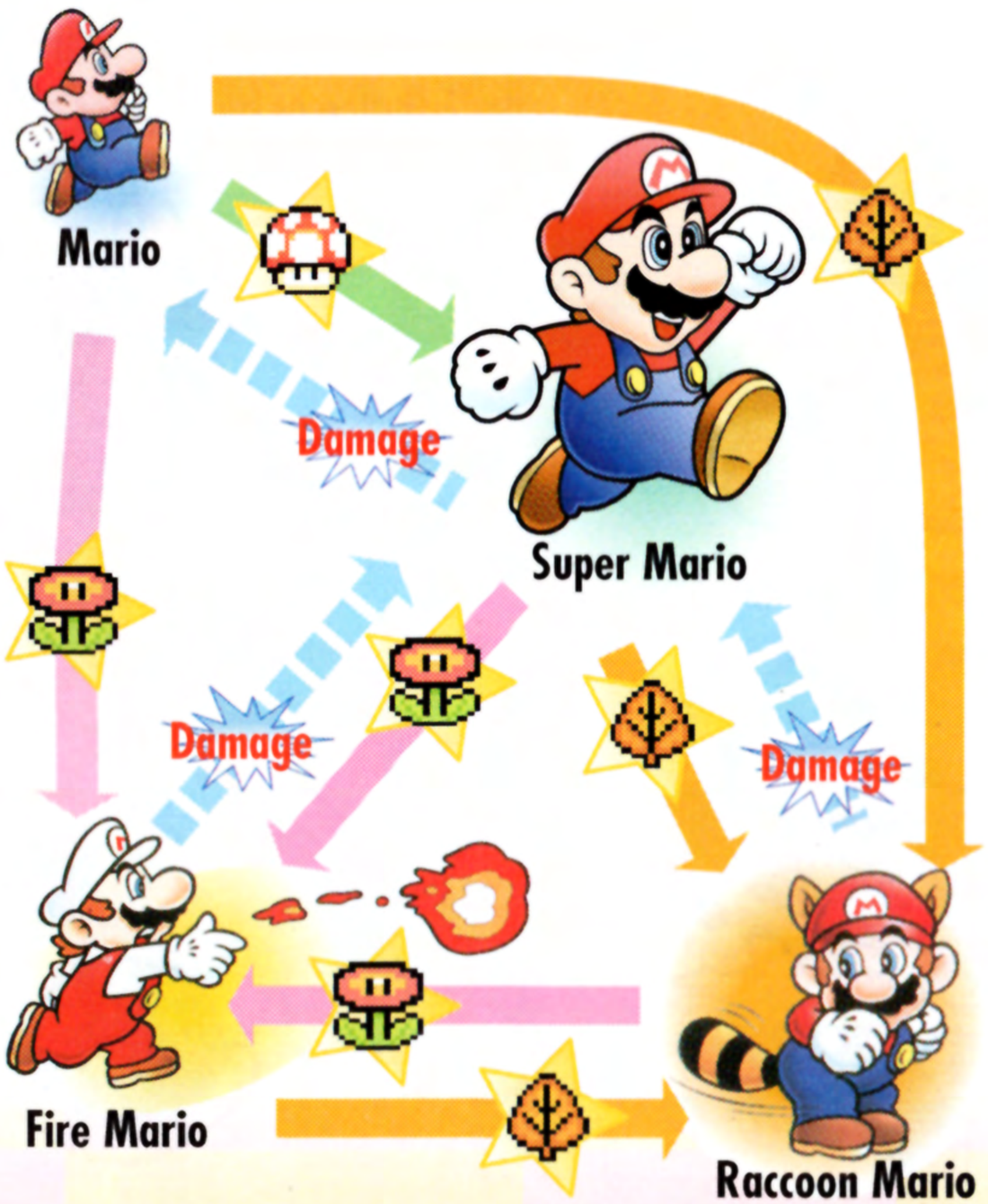
Brick Block

When Mario is powered up, you can break these.

Jump Block

Jump around on these. Some even release items!

Mario's Moves



1 Powering Up

Mario will power up as you get different items. If you get hit by an enemy as Super Mario, you will turn into Mario again, but you won't lose a life.

2 Mario's Basic Moves

Run

When running, Mario can skip over holes that are one space wide.

Jump

The longer you hold the A Button, the higher Mario will jump.

Crouch

Press ▼ on the + Control Pad to crouch.

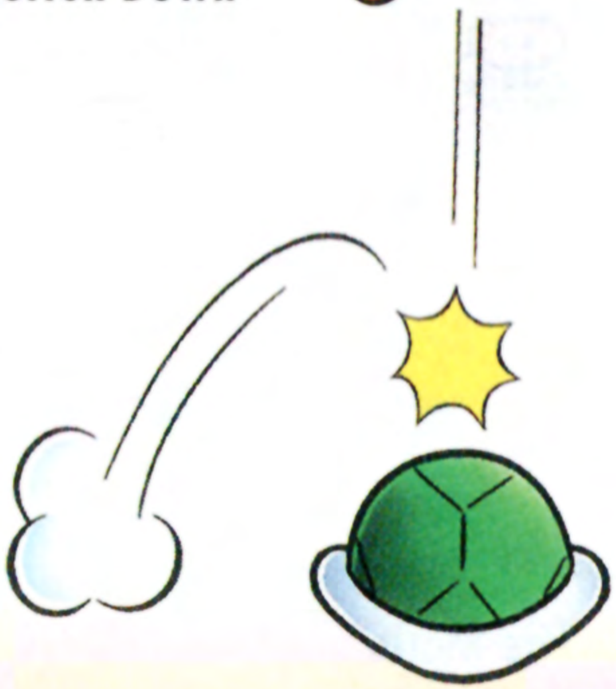
Lift/Carry/ Kick

Lift things by pressing the B Button as you approach them. Run around with the + Control Pad and kick the thing away by releasing the B Button.

Super Jump

When Mario jumps on an enemy, he can jump very high if you press the A Button as he bounces off.

Hold A Button Down



Swim

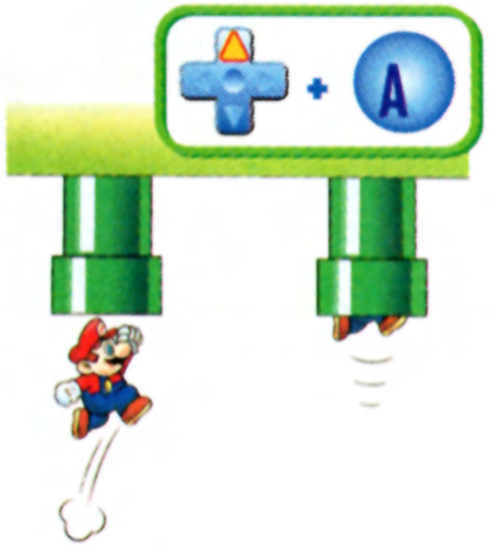
You can swim using the + Control Pad and the A Button.

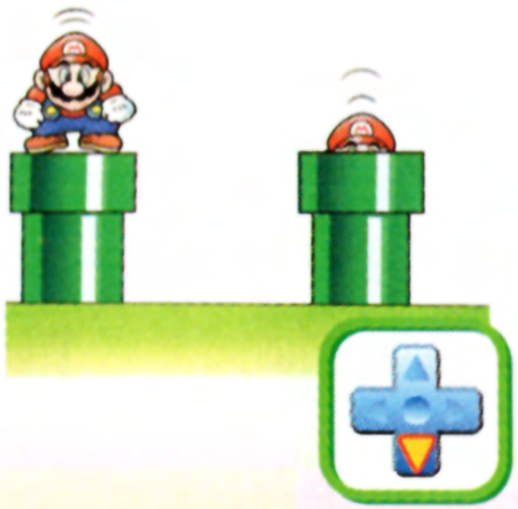
Jump Out of the Water

Press the + Control Pad Up and press the A Button.

Enter Pipes

By pressing the A Button while pressing the + Control Pad Up or Down, you can enter all kinds of pipes.





Slide Attack

Mario can slide down a slope at high speed by pressing the + Control Pad Down. Use this attack to knock out any enemies you hit on the slope.

3 Raccoon Mario

Fly

When Mario has a tail, he can fly for a short period of time. To fly, you must press and hold the B Button to run until the Power Meter is all the way to the right and then press the A Button repeatedly.

Fly
Repeatedly tap the A Button.
The "P" effect only lasts a short while.

Speed up
Fill the Power Meter.

Maximize Power
Once the meter is full, (P) will flash.

Float
Press the A Button repeatedly.

Tail Attack

Swing Mario's tail with the B Button to attack enemies and break blocks.

Float

After jumping, press the A Button repeatedly to float down.

4 Frog Mario

Swim

If Mario has the Frog Suit, he can swim freely by using the + Control Pad. If you press the A Button, Mario swims faster.

5 Tanooki Suit

Transform

Tanooki Mario can turn into a statue for a short period of time if you press the + Control Pad down while pressing the B Button. While Mario is a statue, he cannot be harmed.

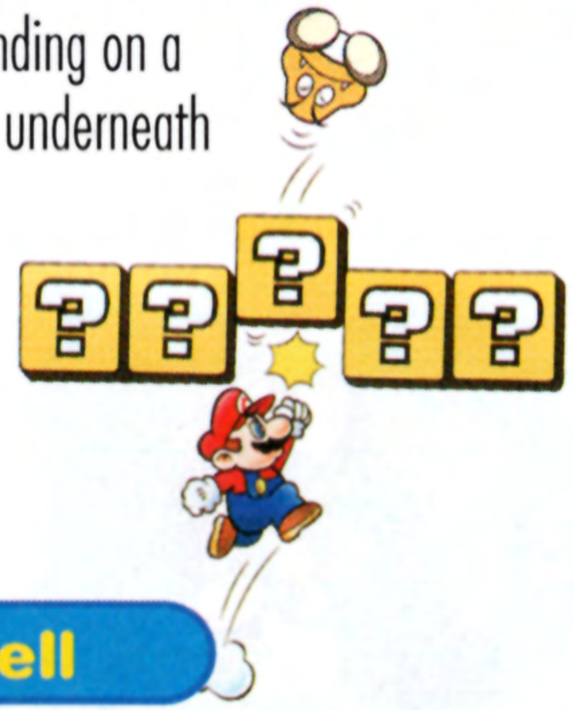
6 How to Defeat Enemies

Jump on them

Careful! There are some enemies that you can't jump on.

Punch the Block They're On

If you see an enemy standing on a block, hit the block from underneath to topple your foe!

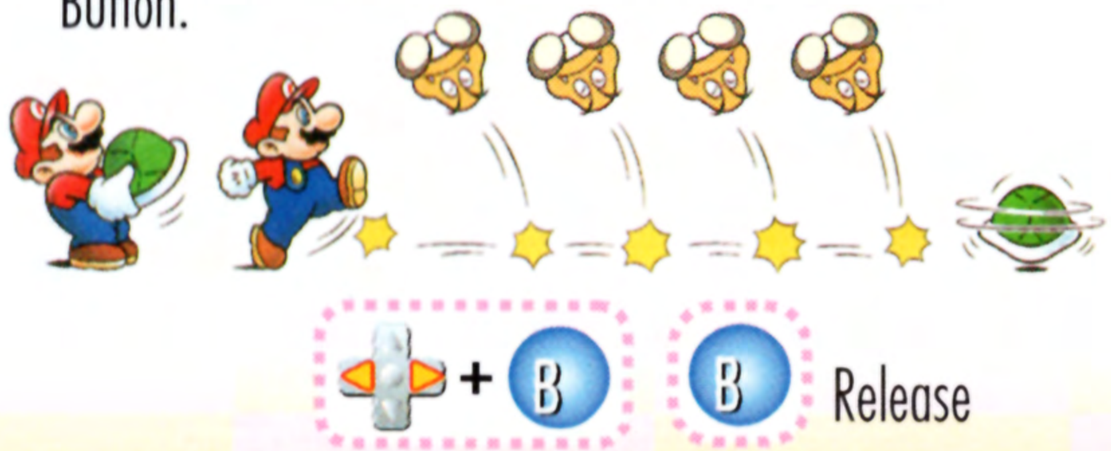


Throw a Fireball

Become Fire Mario and press the B Button. If you turn into Hammer Mario, you can attack enemies that you couldn't as Fire Mario.

Hurl a Shell

Pick up a shell by using the + Control Pad and holding the B Button down. To let the shell go, release the B Button.



Mario and Luigi

1 Rules

In this game, two players can play together. One player controls Mario, and the other controls Luigi. They take turns progressing through the game. When one player either clears a course or loses a life, the other player takes over.

2 Handing Off Extra Lives

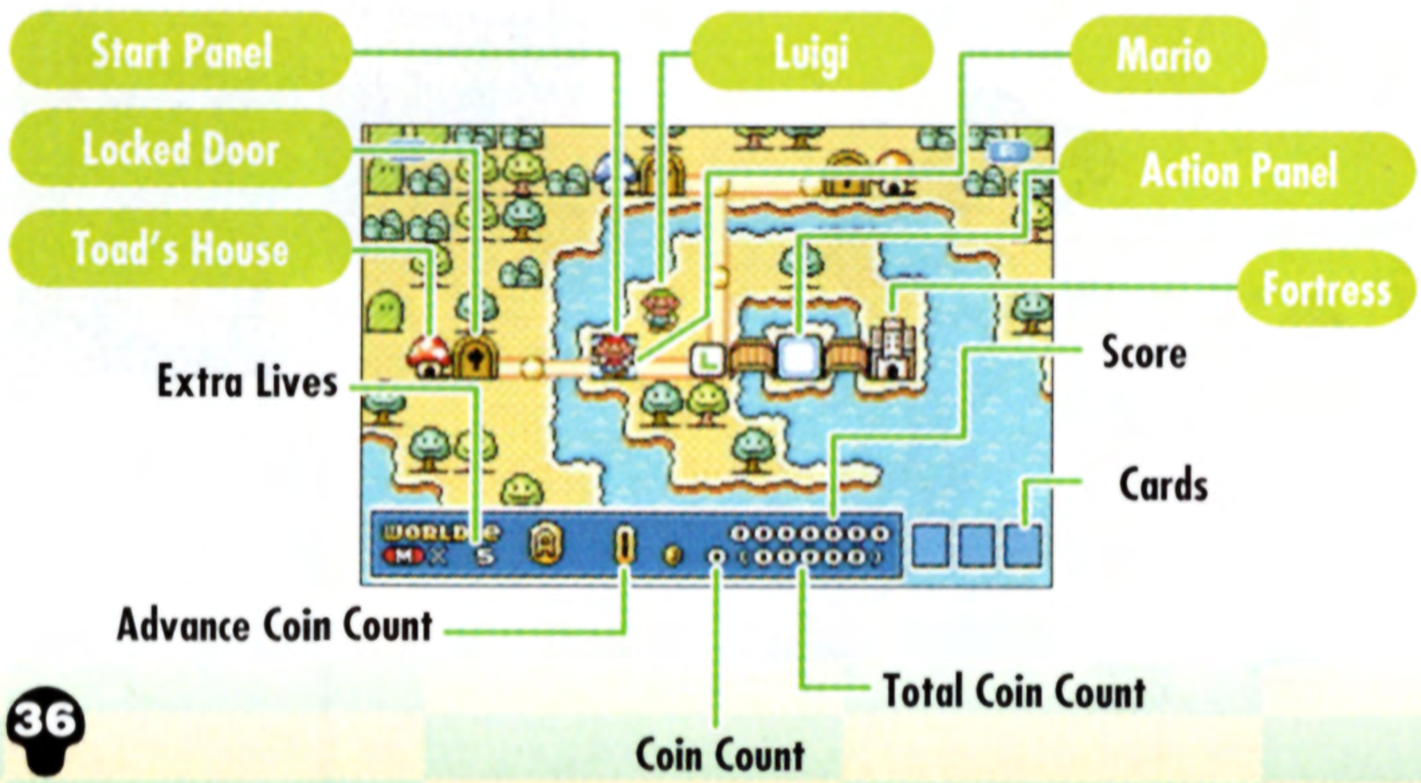
When you're on the map, place the "M" for Mario or the "L" for Luigi over the other player's symbol. Press the B Button to view the player hand-off screen. Here, you can give your remaining lives to the other player.

Using e-Reader Cards

*To play with e-Reader Cards, you will also need the Nintendo e-Reader (sold separately).

1 Using Level Cards

To play a level card, choose Single Player and then Super Mario Bros. 3. On the file-selection screen, choose Level Card, then move Mario or Luigi to an action panel and press the A Button. When the Level Card list appears, press the A Button. Follow the instructions on page 37 to scan a Level Card to add a new level on your Game Boy Advance game!



2 Using Other Cards

In addition to Level Cards, there are also Demo Cards and Power-Up Cards. These cards can be used anywhere in the game. To scan these cards, just choose a Super Mario Bros. 3 save file and press the R Button on the map screen. Then, follow the instructions for scanning cards.

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Demo Cards

With Demo Cards you can watch how an expert plays the game. These are helpful when you want to know how to proceed through the game or when you want help in getting an item.

Power-Up Cards

Power-Up Cards are cards that give you items. You can retrieve items from the window and power up when you need to. There are some items that you can get only with the cards. Some even introduce strange events in the game.

3 Scanning Cards

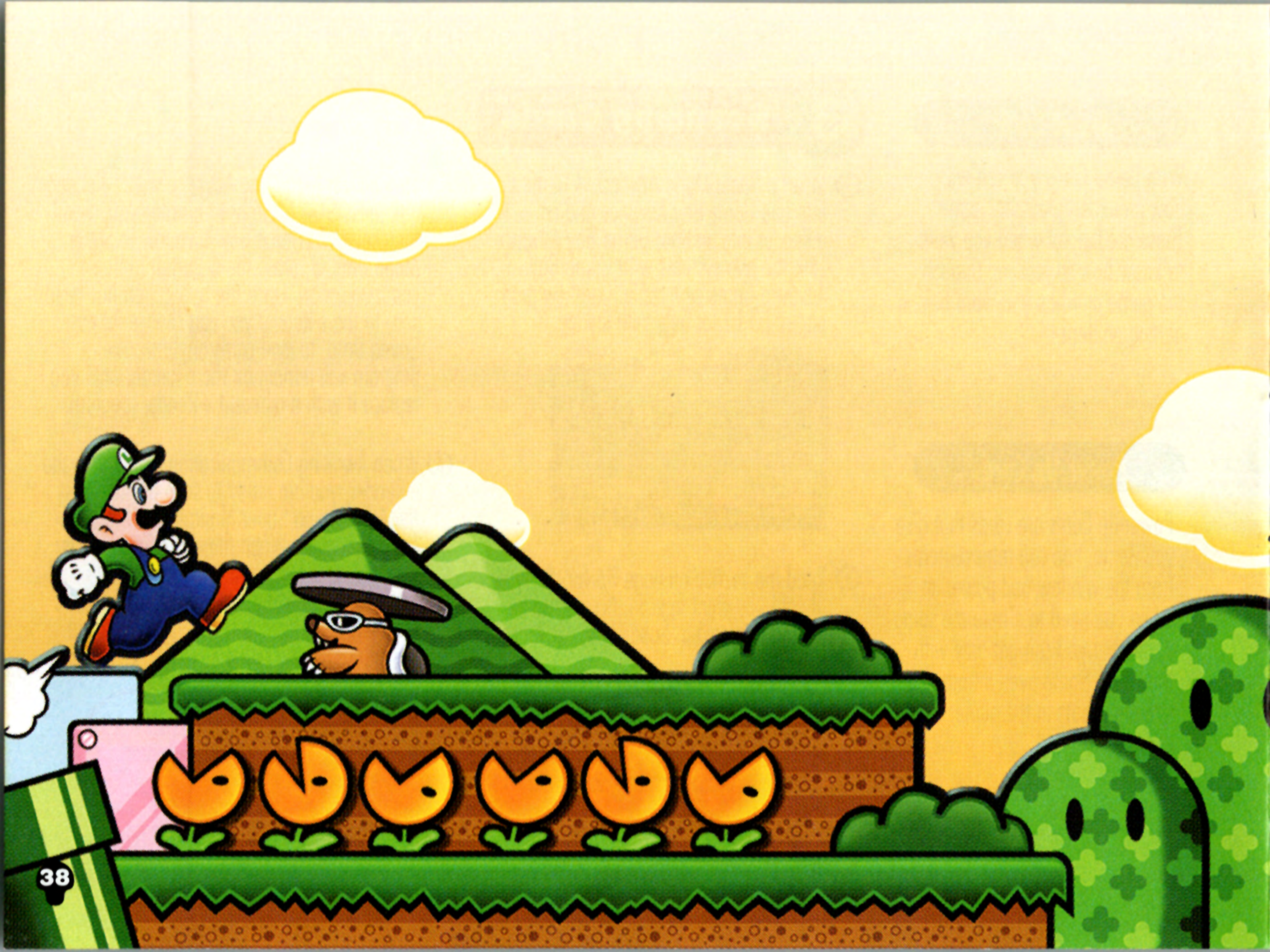
Ⓐ Insert a Super Mario Advance 4 Game Pak into one Game Boy Advance and an e-Reader into another Game Boy Advance. Link the two systems with Game Boy Advance Game Link cable. Carefully read pages 10-11 for help with linking.

Ⓑ Read the section on page 36 for the type of card you want to scan. Access the appropriate area in Super Mario Advance 3.

Ⓒ Turn on the Game Boy Advance with e-Reader and press START. Choose Communication and then select To Game Boy Advance. In Super Mario Bros. 3, press the A Button to begin communication. Once the application has been sent to the e-Reader you can choose Access Saved Data to load cards anytime. The program will remain on the e-Reader until you replace it with a different e-Reader program.

Ⓓ When Awaiting Communication appears on the e-Reader, you are ready to scan a card. Press the A Button on Super Mario Bros. 3 to begin communication. When the e-Reader instructs you to scan a card, swipe the appropriate card through the e-Reader. Once communication is complete, your card is scanned and you can see its data in the game.

- On the Game Boy Advance with the Game Pak inserted, press the A Button when "Prepare for communication" appears. On the Game Boy Advance with the e-Reader, swipe the card when "Please swipe the card" appears.
- Once "The Level Card has been read" appears on the Game Boy Advance with the Game Pak inserted, press the A Button to challenge the new level.



MARIO BROS.

Select a Game

Before Beginning

One to four people can play Mario Bros. Classic, and two, three, or four players can go head-to-head in Mario Bros. Battle.

Mario Bros. Battle

Single-Pak

- 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.

Multi-Pak

*Playing with multiple Game Paks means there will be no load time.

*Game play is identical in both Single-Pak and Multi-Pak Mario Bros. Battle.

*You can use this Game Pak together with any of the Super Mario Advance games.

Mario Bros. Classic

- If you are playing single-player 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.

Controls

L Button

- Move the screen up and down (depending on Mario's location).

Control Pad

- Move with ◀ and ▶.
- Press ▼ to duck.
- Press and hold ▼ to build up energy for a power jump.
- Choose time limits.

START

- Pause.
- Begin playing.

R Button
• Dash.
A Button
• Jump.
• Confirm time-limit selections.
B Button
• Pick up items or rival players.
• Dash.
• Cancel time-limit selections. (Return to the previous screen.)
POWER
ADVANCE

Mario Bros. Battle

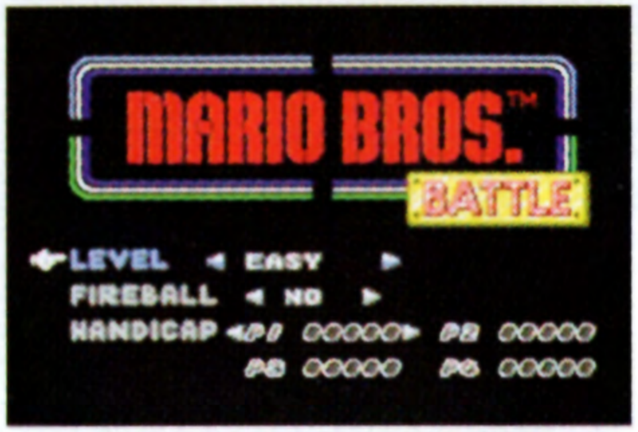
Getting Started

1 Single-Pak

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 on-screen.
- Next, select the game level and set the handicap options (the number of coins each player has at the start of a game). Use ▲ and ▼ to select a menu item and ◀ and ▶ to change settings.
- Player 1 must press the A Button to send the game settings to the other players' Game Paks.



*Mario runs across the game screens while game data is being loaded. The loading process is finished when Mario reaches the right sides of the screens.

*When playing with Game Link cables, turn all game system Power Switches OFF before inserting the cables. For more information on linking with the Game Boy Advance Game Link cables, see page 4.

Other Players

- While Player 1's game system is checking the cable connections, the Game Boy logo will appear on all other connected game systems.
- After Player 1 presses START, a flashing Nintendo logo appears on all other connected game systems. This signals that game data is being loaded.

Each player's Mario appears on-screen while the game is loading. The Mario you see is the color of the Mario you will control in-game.

When playing with four players, each player appears in this order on-screen.

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

2 Multi-Pak Battle

Multi-Pak game play is the same as Single-Pak game play, but there are no load times.

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 and press START to bring up the Mario Bros. title.
- Press START again to bring up the Game Select screen. Choose Battle on this screen.
- Now, select the game level and set handicap options (the number of coins each player has at the start of a game).
- Press ▲ or ▼ to select a menu item and ◀ or ▶ to change settings.
- When you press the A Button, a different-colored Mario will appear for each player. Press START to begin the game.

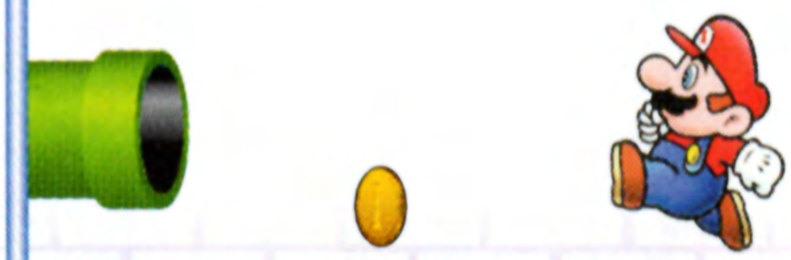
Other Players

- After turning your game systems ON, choose Multiplayer on the Title screen. The other players will then wait while Player 1 sets the game up.
- After Player 1 presses START, a different-colored Mario will be displayed for each player. Press START to begin the game.

Each player's Mario appears on-screen while the game is loading. The Mario you see is the color of the Mario you will control in-game.

When playing with four players, each player appears in this order on screen.

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



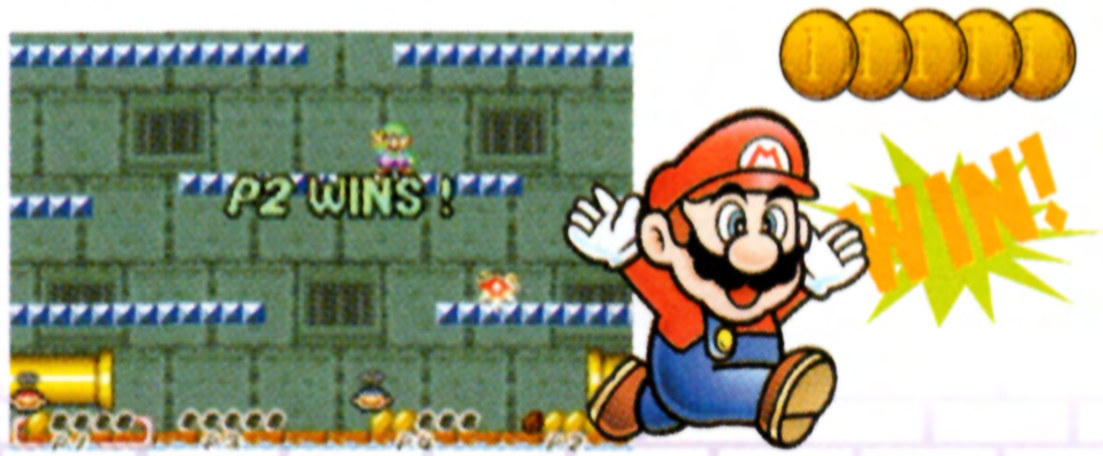
Mario Bros. Battle

How to Play

1 Winning

Grab the Coins!

- The first player to collect five coins wins.
- A coin comes out of one of the pipes at the top of the game screen each time an enemy character is defeated. 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.
- If all players but one are knocked out before 5 coins are collected, then the last player standing is the winner.



2 Mario Moves

- If you bump your rivals from underneath, they'll be stunned and unable to move for a few seconds.
- If you've been stunned, press the A Button repeatedly to recover.
- Jump on top of a rival Mario and 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 someone picks you up, press ◀ or ▶ repeatedly to escape.
- You can jump up and hit the bottom of the POW Block to stun all of your rivals at once. Pick up and carry the POW Block by jumping on top of it and pressing the B Button.

Game Screen

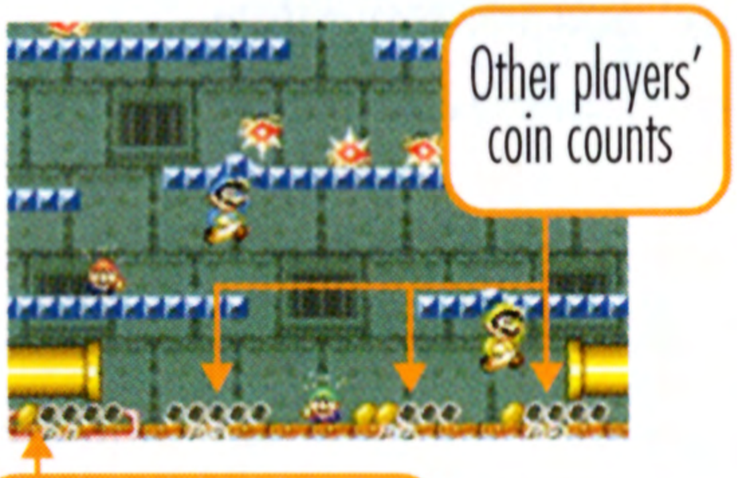
Mario Bros. Battle

1 Check the Game Screen

Game Play

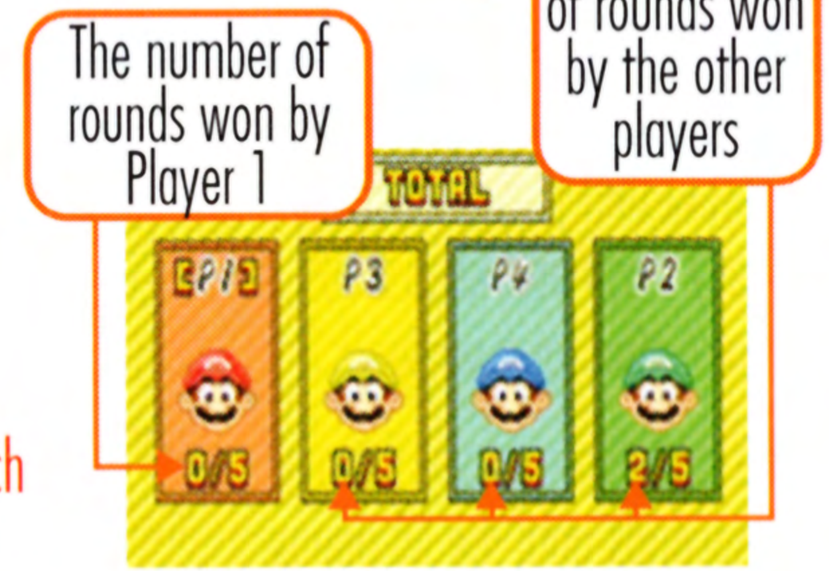
The number of coins collected by each player is displayed during game play

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



After a Round

"You Win" or "You Lose" appears after each round.



Total Results

The total number of victories for each player appears between rounds.

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

2 Enemy Profiles

Spinys

These are the first enemies you'll meet. You just flip them 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.

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.

Freezys

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

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'll need to bump them twice to stun them. They're a lot faster than the Spinys, too.

Using the Garbage Can

1 Use It Well, and Use It Often

When you are playing Two-Player Vs., a garbage can rests on the bottom level in the game. Use it well, for it can sometimes be the key 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 gives your rivals a chance to grab some coins, but you'll receive a special item that might help you turn the tables on them!
- If your opponent is standing on top of the can and 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 or are thrown into the garbage can.

*The garbage can holds four different types of items. One of these, the egg, contains one of three additional items. You never know what you'll get, so don't forget the garbage can when planning your game strategy.

Koopa Shells

These shells damage anything they hit. You need to throw them or kick them to send them sliding away.

POW Blocks

POW Blocks stun all of the enemies on-screen and shrink any rival players when you toss them onto the ground.

Fish Skeletons

These are useless, and they smell funny. Throw them away.

Eggs

Coins

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

Hearts

Hearts turn you into Super Mario!

Starmen

Starmen make you temporarily invincible.

Mario Bros. Classic

How to Play

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.

Player 1/START

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.
- Select Multiplayer and press START.
- Press START on the Title screen to move to the game-selectction screen. Select Classic, and then press the A Button or START to confirm.
- A different-colored Mario appears for each player on the Title screen. Press START to begin the game.

Other Players

- Turn all Power Switches ON and select Multiplayer.
- Once player one presses START, each player's Mario appears on his or her game screen. The Mario you see is the color of the Mario you will control in-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. You can use any Super Mario Advance Game Paks.

REV-D

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REV-P

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