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 and first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.
EVERYONE

THIS PRODUCT HAS BEEN RATED 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.

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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You can visit our web site at www.nintendo.com for game play assistance. For automated game play tips and news, call Nintendo's Power Line at: 1-800-289-0707.

This may be a long distance call, so please ask permission from whoever pays the phone bill.

Rather talk with a game counselor?
1-900-289-0707  U.S. $1.50 per minute
1-900-451-4400  Canada $2.00 per minute

• Press and hold START, SELECT, and the A or B 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.

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• Yoshi's Island is a single-player game.

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Shared Controls
• Resetting the Game
Press and hold START, SELECT, and the A and B Buttons simultaneously to reset the game at any time.

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Single-Pak Linking Instructions

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

Necessary Equipment
- Game Boy Advance systems: One system per player
- Yoshi's Island: Super Mario Advance 3 Game Pak: 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 Yoshi's Island: Super Mario Advance 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 32.
* 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.

Single-Pak Link

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 Yoshi's Island: Super Mario Advance 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.
Multi-Pak Linking Instructions

Here’s all of the information you need to link multiple Game Boy Advance game systems using multiple Yoshi’s Island: Super Mario Advance 3 Game Paks.

Necessary Equipment
- Game Boy Advance game systems: One game system per player
- Yoshi’s Island: Super Mario Advance 3 or 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 Yoshi’s Island: Super Mario Advance 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 40.

*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.
Using Sleep Mode
This game features Sleep Mode. Sleep Mode is a special battery-conserving mode that allows you to leave your Game Boy Advance turned on without displaying anything on-screen. You can pause your game, put it in Sleep Mode, and later resume playing from exactly where you paused.

Option Screen Settings
To choose Sleep Mode settings, press Right on the + Control Pad to view the options screen. Choose Sleep Mode and press the A Button to change Sleep Mode settings.

About Sleep Mode
To deactivate Sleep Mode, simultaneously press and hold SELECT and the L and R Buttons.

Basic Sleep Mode
Turning Basic Sleep ON allows you to activate Sleep Mode by pressing and holding SELECT and the L and R Buttons. Press Left or Right on the + Control Pad to choose a setting, then press the A Button to confirm.

Auto Sleep Mode
Turn Auto Sleep ON to automatically activate Sleep Mode if you do not press any buttons for one minute. Press Left or Right on the + Control Pad to choose a setting, then press the A Button to confirm.

Both Basic and Auto Sleep can be deactivated by simultaneously pressing and holding SELECT and the L and R Buttons.

Pause Screen Activation
It is possible to activate Sleep Mode from the pause screen in Yoshi’s Island. Press START while playing to view the pause screen. Use the + Control Pad to select Sleep, then press the A Button. Confirm whether or not you want to activate Sleep Mode and press the A Button to confirm.

To deactivate Sleep Mode, simultaneously press and hold SELECT and the L and R Buttons. Then choose Continue and press START or the A or B Button to continue playing.

Note: Even when the game is in Sleep Mode, it still uses battery power. Take care to make sure your batteries don’t run out.
This is a story about Baby Mario and Yoshi...
A story that took place a long, long time ago.

A stark hurry across the dusky, pre-dawn sky. In his bill, he carries a pair of brothers. Suddenly, a shadow appears in a gap between the clouds and races toward the stark with blinding speed.

"SCRREEECH!!
THE BABIES ARE MINE!"

Snatching only one baby, the creature vanishes into the darkness from whence it came.
The second baby falls undetected toward the open sea...

OH, NO...!
The kidnapper is Kamek, an evil Magikoopa from the Koopa Kingdom. Having divined that two babies born this morning would bring disaster to the Koopa family, he has arranged for an early-morning ambush. Returning to his castle, Kamek realizes that he missed the other baby. He orders his toadies to retrieve it.

**Go forth and find the other baby!! Don't let his parents get him back! Ever!!**

But the second baby does not fall into the sea after all... it lands safely on Yoshi's back! And right after that, a map falls from the sky!!

This paradise is Yoshi's Island. And on this island live lots of different Yoshis. These Yoshis are naturally laid-back and relaxed, but the baby's arrival is a calamity, and everyone goes into a state of panic. As the Yoshis frantically yell over each other, the baby insistently points at something.

Yes! The baby can sense his brother's location. All the Yoshis quickly agree to help carry the baby to its destination by using a relay system not unlike the old pony express. The Green Yoshi draws first honors. With the young baby on his back, he sets out in the direction the baby is pointing...
**Controls**

- **L Button**
  - Lock Cursor: Press to lock the aiming cursor when throwing eggs. (Press a second time to unlock the cursor.)

- **R Button**
  - Throw Eggs: Press once to activate the aiming cursor. (Press Down on the + Control Pad to deactivate it.)
    - Patient Style: Press the R Button a second time to throw an egg.
    - Hasty Style: Release the R Button to throw an egg.

- **A Button**
  - Jump: Press and hold the A Button to float in the air briefly.
  - Ground Pound: While in the air, press Down on the + Control Pad to pound the ground!

- **B Button**
  - Stick Tongue Out (Eat): Press Up on the + Control Pad to aim up!
  - Spit Out: Press the B Button again to spit out the enemy.
  - Make Eggs: Press Down on the + Control Pad to lay an egg.
  - Special Attack: If Yoshi has grabbed a watermelon, he can do a special attack. (See page 26 for details.)

**+ Control Pad**

- Move
- Enter doors
- Enter overhead pipes
- Duck
- Enter pipes underfoot
- Scroll around screen

**Pause the game and view the pause screen. (See page 22 for details.)**

**View the status screen. (See page 30 for details.)**
Get Ready to Play!

Insert your Game Pak into your Game Boy Advance and turn the power ON. On the title screen, choose One-Player Game and press START. On the game-select screen, choose Yoshi’s Island. Yoshi’s Island is a one-player game.

Choose a File

Press START on the Yoshi’s Island title screen to view the File Menu. Use the + Control Pad to choose a file and press the A Button to confirm. (The B Button will return you to the Yoshi’s Island title screen.)

This game features an auto-save function. (See page 28 for details.)

The Stage-Select Screen

Yoshi’s Island has six worlds, and each world has eight stages. On the stage-select screen, move the cursor to any stage and press the A Button to enter it.

Stages 1-8

Graphics for stages that haven’t been cleared appear in black and white. Once a stage is cleared, the graphic appears in color. You can play through stages you’ve cleared as many times as you like. Enemy bosses await in stages four and eight of each world.

Score

This allows you to see the highest scores for each stage and world.

Aiming Cursor Setting

Choose this to set your egg-throwing target cursor to either the Patient or Hasty style.

Worlds 1-6

Use the + Control Pad to select this tab, then press the A Button to display the stages for the world you’ve selected.

Press the L or R Button to scroll around the stage map.
Playing the Game

1. Clearing Stages

To clear a stage, jump through the GOAL! ring and hand Baby Mario off to the next Yoshi. Defeat as many enemies and bosses as you can while you try to make your way to the end of each stage.

2. Star Power

When this number reaches zero...

If you get hit by an enemy and take damage, Baby Mario will fall off of Yoshi's back. When this happens, the power of the stars will protect Baby Mario for a short while. A timer appears to show just how long this protection lasts. If the counter reaches zero, Baby Mario will be swept away by Kamek's toadies. Try to get Baby Mario back on Yoshi's back before time runs out!

Stars

Your star power is at ten at the start of each stage.

Star power is set to ten whenever you start a stage, but that number goes up by one for each star that Yoshi grabs in the stage. The power can increase to a maximum of 30. Even if you take damage and the number falls, it will automatically be set to ten again after you get Baby Mario back.

Helpful Techniques

If Baby Mario floats too high in the sky for you to grab him, you can hit him with an egg to bring him back down. You can also grab him with your tongue by shooting your tongue upward.
The Middle Ring

Midway through each stage is a ring of light called the Middle Ring. Once you get through this ring, you will restart the stage from nearby if you fail before completing the stage. Also, as you pass through it, your star power will rise back to ten.

If you fail and get the Game Over message, you will have to restart the stage from the beginning.

The Pause Menu

Anytime you press START while in one of the stages, you can view the pause menu. Use the + Control Pad to make a selection and press the A Button to confirm.

Continue
Continue playing your game.

Return to Map
Leave the stage and return to the stage-select screen to choose a new one. (Stages you haven’t cleared won’t be displayed.)

Sleep
Pause your game and activate Sleep Mode. To deactivate Sleep Mode, simply press SELECT and the L and R Buttons simultaneously. See page 11 for details about Sleep Mode.

Basic Items

Coins
You’ll find coins all over the place. Collect 100 of them to get a 1-Up.

Red Coins
There are 20 red coins hidden in each stage. If you get all of them before you reach the goal, it will dramatically affect your score. They also get added to your coin count.

Eggs (Carry up to Six)
Toshi can carry up to six eggs at a time. You can swallow enemies to make eggs, or you can get eggs by hitting certain blocks. When you use any egg other than a green one, an item will appear.

Yellow Egg
Red Egg
Flashing Egg

Coin Two stars Red coin

Special Flowers

There are five flowers in each stage. Collect all of them for a 1-Up. Flowers are worth a lot of points.
**Switches and Things**

There are a number of switches and similar items in the stages. If you can't use them all properly, you may not be able to get through some areas...

- **Message Blocks**: Hit them from below to get helpful hints.
- **Switches**: Step on these to reveal hidden objects and cause other special things to happen.
- **Winged Clouds**: When you hit these with eggs, stars or coins will pop out. Or something else might happen...
- **Arrow Clouds**: When you hit these with eggs, the eggs you throw will ricochet in the direction the arrow is pointing.
- **Pipes**: When you come across pipes underfoot, press Down on the + Control Pad to enter them. If you happen to find an overhead pipe, press Up on the + Control Pad and the A Button to enter it.
- **Keys and Doors**: In the different stages you may see locked doors with keyholes. Keys for these doors should be hidden somewhere nearby. Find the key, then stand in front of the door and press Up on the + Control Pad to enter it. You can enter normal doors that you find in a stage in the exact same manner.

**Mini-Battles**

When you find a key and enter a locked door, a Mini-Battle might begin. By defeating your enemy in the Mini-Battle, you can win special items or extra lives.

- **Throwing Balloons**: Press the buttons in the order shown on-screen to pass the balloon to your opponent. Whoever is holding the balloon when it bursts loses.
- **Popping Balloons**: Press Down on the + Control Pad while jumping to do Ground Pounds. Pop as many balloons as you can. Whoever finds the ★ first wins.
- **Spitting Watermelon Seeds**: Eat the watermelons and press the B Button to spit out the seeds at your opponent. The first one whose damage meter reaches zero loses.
- **Gathering Coins**: Collect as many of the falling coins as you can within the time limit. Whoever collects the most coins wins.
Yoshi's Abilities

1 Watermelons & Special Attacks
You may find watermelons in some of the stages you explore. They generally come in one of three glorious colors. If Yoshi grabs a watermelon with his tongue, he will shoot out a special power when you press the B Button.

- **Green Watermelon**
  - Spit Seeds
- **Red Watermelon**
  - Spit Fire
- **Blue Watermelon**
  - Spit Ice

2 Super Stars & Superstar Mario
If you grab a Super Star in any of the stages, Baby Mario will power up and become invincible for a while. When he’s powered-up, Baby Mario can do a great deal of damage to all enemies. The controls change when you control Baby Mario.

- **Dash**
- **Climb Walls**
- **Float**

(Hold)

3 Morph Yoshi
Touch a morph bubble to cause Yoshi to transform briefly into the item in the bubble. Some of these items have special capabilities.

- **Helicopter**
  - Use the + Control Pad to fly it.

- **Submarine**
  - Press the A or B Button to shoot a torpedo.

- **Mole Tank**
  - Use the + Control Pad to drive it.

- **Train**
  - Press the A or B Button to dash.

Before transforming back into Yoshi, hit the Yoshi block to call Baby Mario to you.
The Goal & Your Score

Goals
At the end of every stage is a goal roulette, and if Yoshi can get past it, then the stage will be considered cleared. Cleared stages and scores are automatically saved using the auto-save feature.

Scoreboard
Once you reach the goal, a scoreboard will be displayed, and it will tally up your score for that stage. To view your current score midway through a stage, press SELECT to switch to the status screen. (See page 30 for details.)

Bonus Challenges
On the goal roulette, there will be one flower space for every flower you found in the stage. If the roulette stops on a flower space, you may receive a special item or a 1-Up, or you may get to play a Bonus Challenge.

Choose any one card and receive the item shown on the other side. If your card has Kamek on it, you won’t receive anything.

Points in the Listed World

Points on the Listed Stage

Points in the Listed World

Points on the Current Stage

Current Score

Star Power When Reaching the Goal (20 Max)

Red Coins (20 Max)

Special Flowers (10 points each, 50 Max)

Prizes in the Listed World (5 Max)

Shoot for 100 points!
Press SELECT while in any stage to view the status screen. Check the status screen when you want to view your current score, or when you need special items. Press SELECT a second time to close the status screen and resume playing.

You can use special items you’ve earned in Bonus Challenges and Mini-Battles anywhere you like...except in boss battles. To use a special item, select the one you’d like to use on the status screen and press the A Button to use it.

**Special Items**

<table>
<thead>
<tr>
<th>Special Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10-Point Star</td>
<td>Increase your star power by 10.</td>
</tr>
<tr>
<td>Winged Cloud Maker</td>
<td>Change all the enemies on the screen into Winged Clouds.</td>
</tr>
<tr>
<td>20-Point Star</td>
<td>Increase your star power by 20.</td>
</tr>
<tr>
<td>Magnifying Glass</td>
<td>See where all the red coins are in the current stage.</td>
</tr>
<tr>
<td>Anytime Egg</td>
<td>Give Yoshi a full supply of six eggs.</td>
</tr>
<tr>
<td>Super Green Watermelon</td>
<td>Place a watermelon in Yoshi’s mouth, allowing him to spit seeds.</td>
</tr>
<tr>
<td>Super Red Watermelon</td>
<td>Place a red watermelon in Yoshi’s mouth, allowing him to breathe fire.</td>
</tr>
<tr>
<td>Super Blue Watermelon</td>
<td>Place a blue watermelon in Yoshi’s mouth, allowing him to freeze enemies.</td>
</tr>
</tbody>
</table>

**The Status Screen**

- Total Score in the Current World
- Highest Score in the Current Stage
- Current Score
- Special Items (Up to four are displayed, but you can carry up to 27.)
- Remaining Yoshi
- Current Star Power
- Coins Collected

**World 7**

<table>
<thead>
<tr>
<th>Stars</th>
<th>Coins</th>
<th>Flowers</th>
</tr>
</thead>
<tbody>
<tr>
<td>26/70</td>
<td>5/20</td>
<td>40/50</td>
</tr>
</tbody>
</table>

**Score**

- Total Points: 71m

- Points:
  - 71m
  - 26m
  - 5m
  - 40m
  - 50m
One to four people can play Mario Bros. Classic, and two, three, or four players can go head-to-head in 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.

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 Super Mario Advance or Super Mario World: Super Mario Advance 2.
**Controls**

### L Button
- Move the screen up and down (depending on Mario’s location)

### R Button
- Dash

### A Button
- Jump
- Confirm time-limit selections
- Dash
- Cancel time-limit selections (Return to the previous screen)

### B Button
- Pick up items or rival players

### 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
Getting Started

1. Single-Pak Play

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 \( \uparrow \) and \( \downarrow \) to select a menu item and \( \leftarrow \) and \( \rightarrow \) to change settings.
- Player one must press the A Button to send the game settings to the other players’ Game Paks.

Other Players

- 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 6. 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.

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

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.

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 6 for details.
Mario Bros. Battle

Playing the Game

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 five coins are collected, then the last player standing is the winner.

2 Mario Moves

• 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 knockout before five coins are collected, then the last player standing is the winner.
- If you bump your rival 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.
- 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.
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Game Screen

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

Fireballs
- If you knock these guys out quickly, they’ll freeze the floors and send your sliding away.

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

Crabs
- Crab are pretty tough customers, so you’ll need to bump them twice to stun them. They’re a lot faster than the Spinys, too.
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 rival 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.
Playing with One 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.

Playing with Two to Four Players

Player 1

(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 select 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 to clear the stages.

This game requires multiple Game Paks. When playing with two or more players, you will need one Game Pak per player. You can also use Super Mario Advance and Super Mario World: Super Mario Advance 2 Game Paks.
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