

# SUPER MARIO

● BONUS  
SUPER POWER  
TIP BOOK  
Part I

\$2.50

# BROS. 2<sup>TM</sup>

INSIDE  
OUT



**NINTENDO  
POWER**







# CONTENTS

**HOW TO USE  
THIS BOOK** page 4



**WORLD 1**  
page 6-11

**WORLD 2**  
page 12-19

**WORLD 3**  
page 20-27

**WORLD 4**  
page 28-35

## U.S. STAFF

Publisher	M. Arakawa
Editors	Gail Tilden Pam Sather Howard Phillips Lynn Griffes
Game Consultant	Rob Baker
Copy Coordinator	Machiko Oehler

## JAPAN STAFF

Publisher	Tatumi Yamashita
Producer	Tsutomu Otsuka
Concept	Work House, Tokyo
Editor in Chief	Yukio Yamashita
Senior Editor	Ichiro Koike
Editors	Masayoshi Suzuki Spoon Kurano Tomisan Yazawa MAD Asako M. Yamamoto
Layout	Jun Matsui
Cover Artwork	Hideki Ito
Cover Art & Illustration	Zen Kiyoshi

Copyright—© Nintendo  
© TOKUMA SHOTEN  
U.S. Edition:  
Copyright—© 1989 Nintendo of  
America Inc.

Nintendo is a registered trademark  
of Nintendo of America Inc. Super  
Mario Bros. 2 is a trademark of  
Nintendo of America Inc.













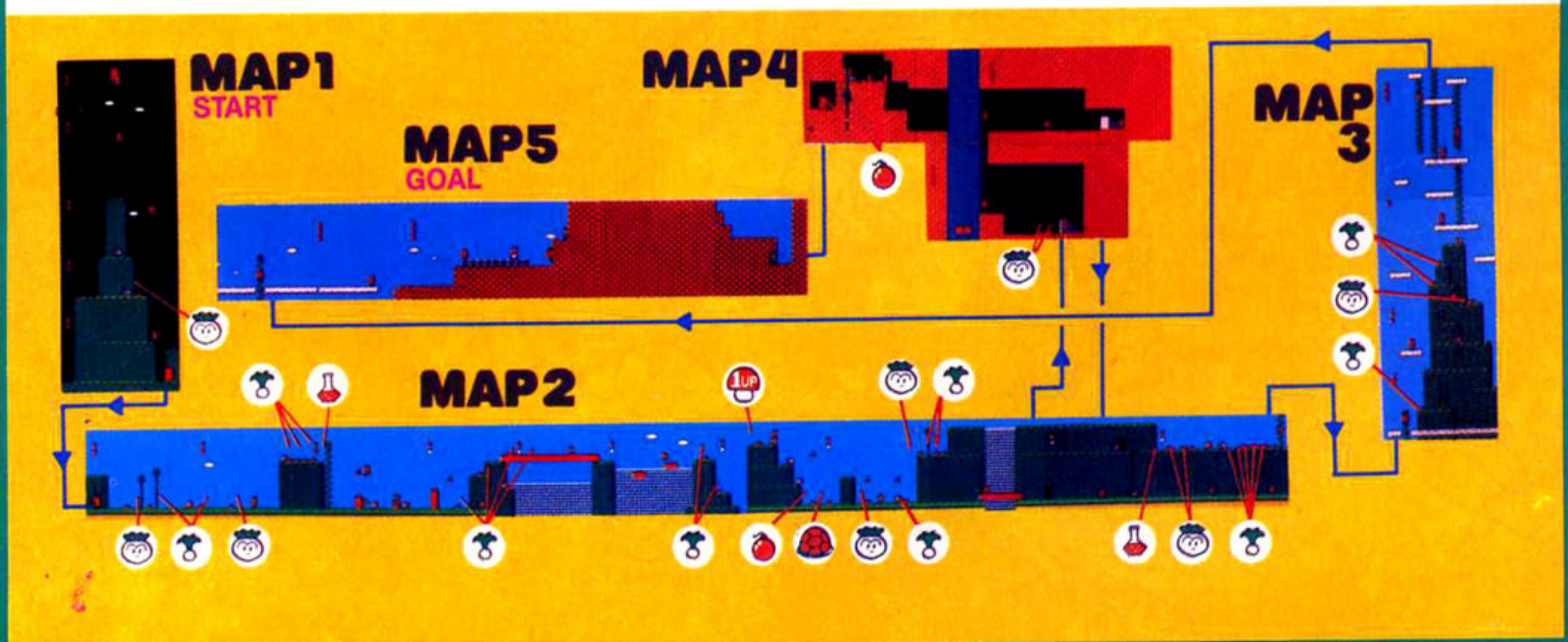
# HOW TO USE THIS BOOK



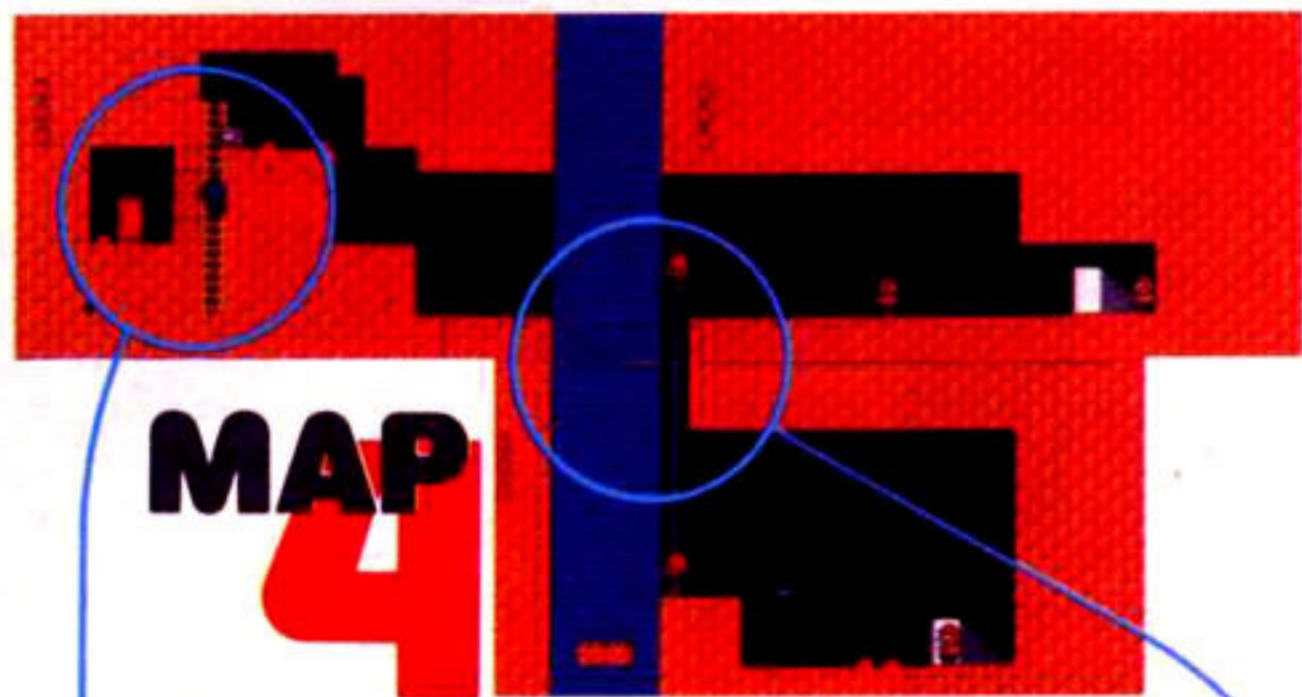
## MAPS & ITEMS

The maps will tell you exactly where you are. In Part I, the maps cover each of Worlds 1 through 4 from the exciting start through the challenging finish. Check your maps regularly as you journey into a land that's stranger than your wildest dreams! You probably already know how to get your hands on the special items that you need. It's as simple and easy as grabbing a clump of grass. Check the maps to find out which patches of grass are hiding the goods. Then head out well prepared for adventure and success!

		~ VEGETABLES	
		~ UNRIPENED VEGETABLES	
	~ BOMB		~ BOB-OMB
	~ 1-UP		~ POTION
	~ TURTLE SHELL		~ ROCKET

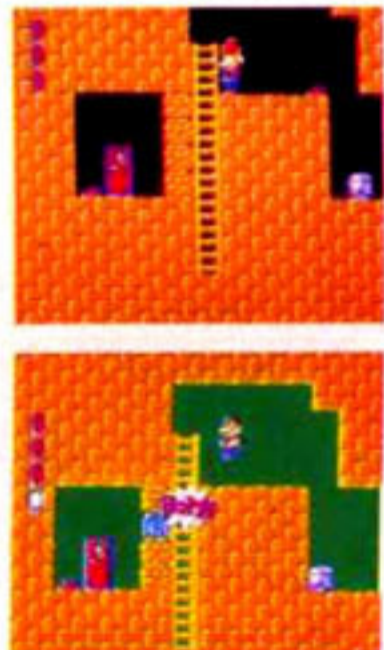


# TIPS & TACTICS



There are some important areas circled on the maps with special tips and tricks. They tell you things like how to get past a sticky spot, or how to beat a nasty opponent. The maps tell you where to throw the potions to get magic mushrooms to increase your life meter. And they will also show you how to defeat the little bosses that appear with irritating regularity at the end of each area. So read this book and follow the instructions. You'll soon master the game and know more about Super Mario Bros. 2 than anyone else!

## BLAST THE WALL AWAY!



You can't get to the goal until you blast through this wall. Pull out the patch of grass on your right and you'll get a timebomb. When the bomb starts flashing, throw it. Be careful, though—if your timing's not right, the wall will still be standing.

## DASH ACROSS THE WATERFALL



Warning: miss the jump-off and you're in the drink.

Pretty soon you're going to run up against a roaring waterfall. Any one of the characters who can help you cross it easily. So, if you want to be sure of making it across, run fast.

If you want to win your way through the magical, hilarious and challenging worlds of Super Mario Bros. 2, this tip book is just what you need. Keep it close at hand as you join the one and only Mario as he and his sidekicks jump, fly, bonk, stomp and zoom through the adventure-filled World of Dreams. You'll find everything you need to take on the challenges and succeed against the wily critters of the World of Dreams right here. We've put together maps to help

you find your way. Use the maps as a guide to get where you want to go and to avoid or conquer pitfalls and pesky characters. These complete maps of Worlds 1 through 4 will certainly make your journey safer, but they don't tell you absolutely everything, so be ready for a few unexpected surprises. The World of Dreams is a strange and wondrous place, and it can never be truly mapped out to every corner. When you do run into trouble, chances are that one of the many

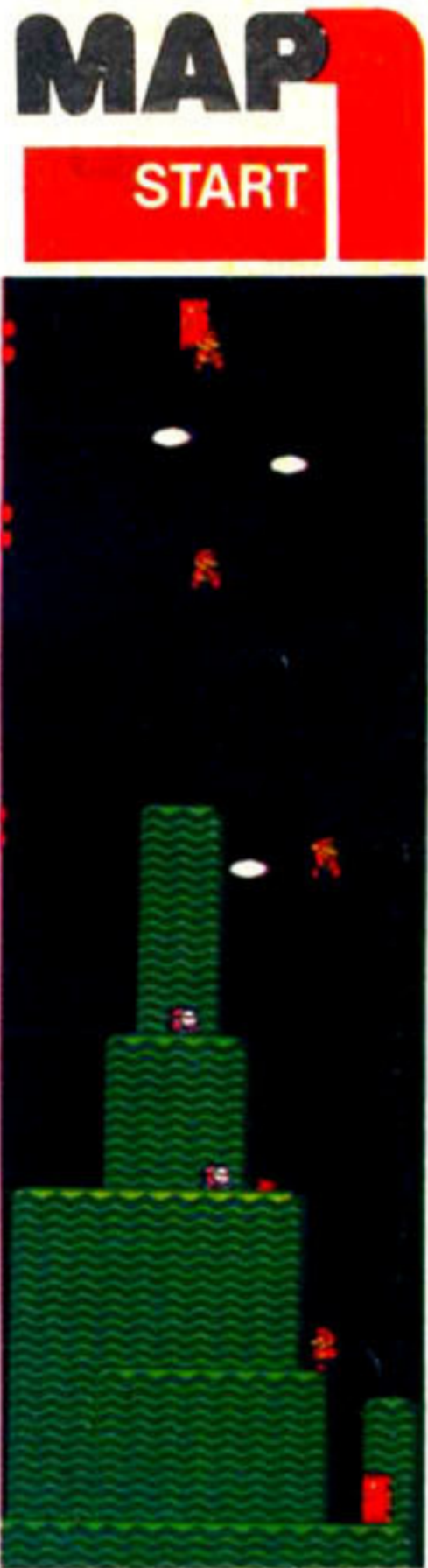
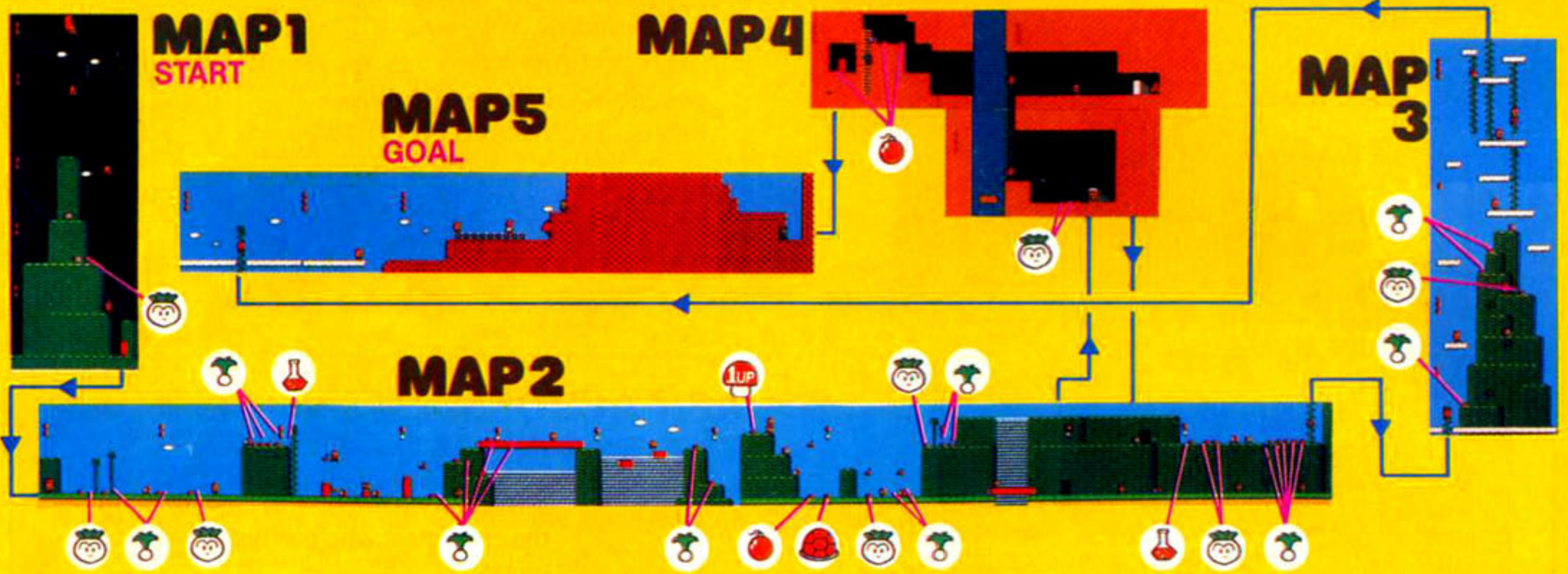
sure-fire tricks and tips from the pros at Nintendo will help you meet the challenge. So watch out, Wart! This is the book that's going to help a whole lot of NES players get past your pests, vegetables, waterfalls and other obstinate obstacles.

# WORLD 1-1

**SUPER MARIO BROS. 2**

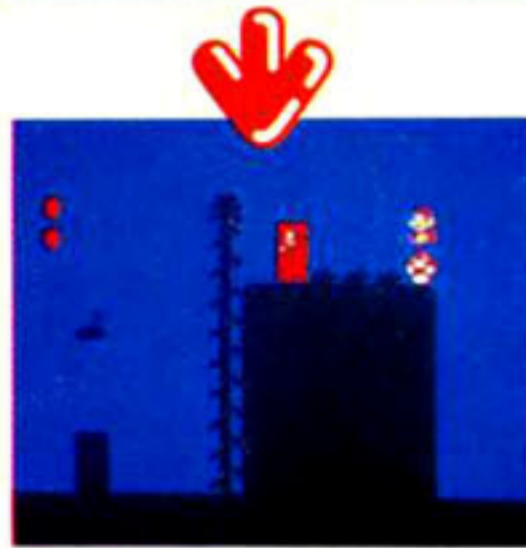
## SET OUT ON THE GREAT ADVENTURE!

Climb mountains, cross valleys and oceans, and brave the darkness. You're off on a wild and crazy adventure. Some powerful enemies are waiting for you to appear, so watch your every step!



### ENTER THE HIDDEN WORLD

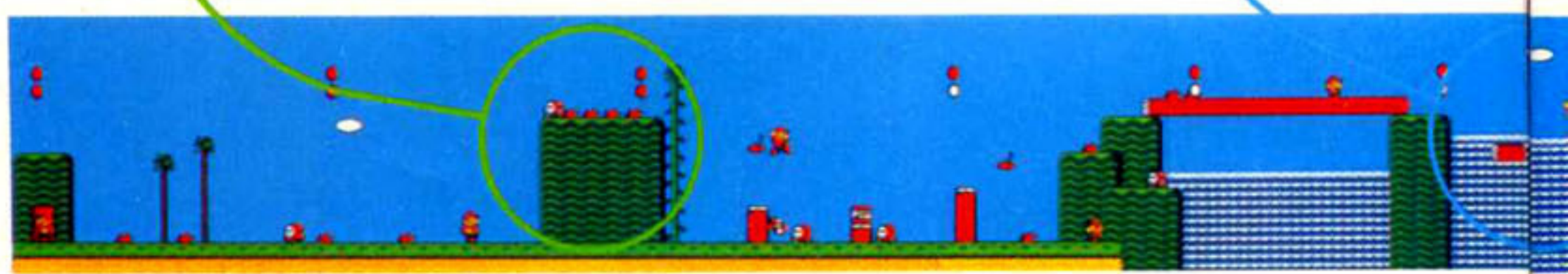
Climb the ivy to reach the hilltop. Grab the grass closest to you, and you will be rewarded with a potion that sends you into the Hidden World. When you get there, look for a power-up mushroom.



### DON'T LOOK—JUST JUMP!

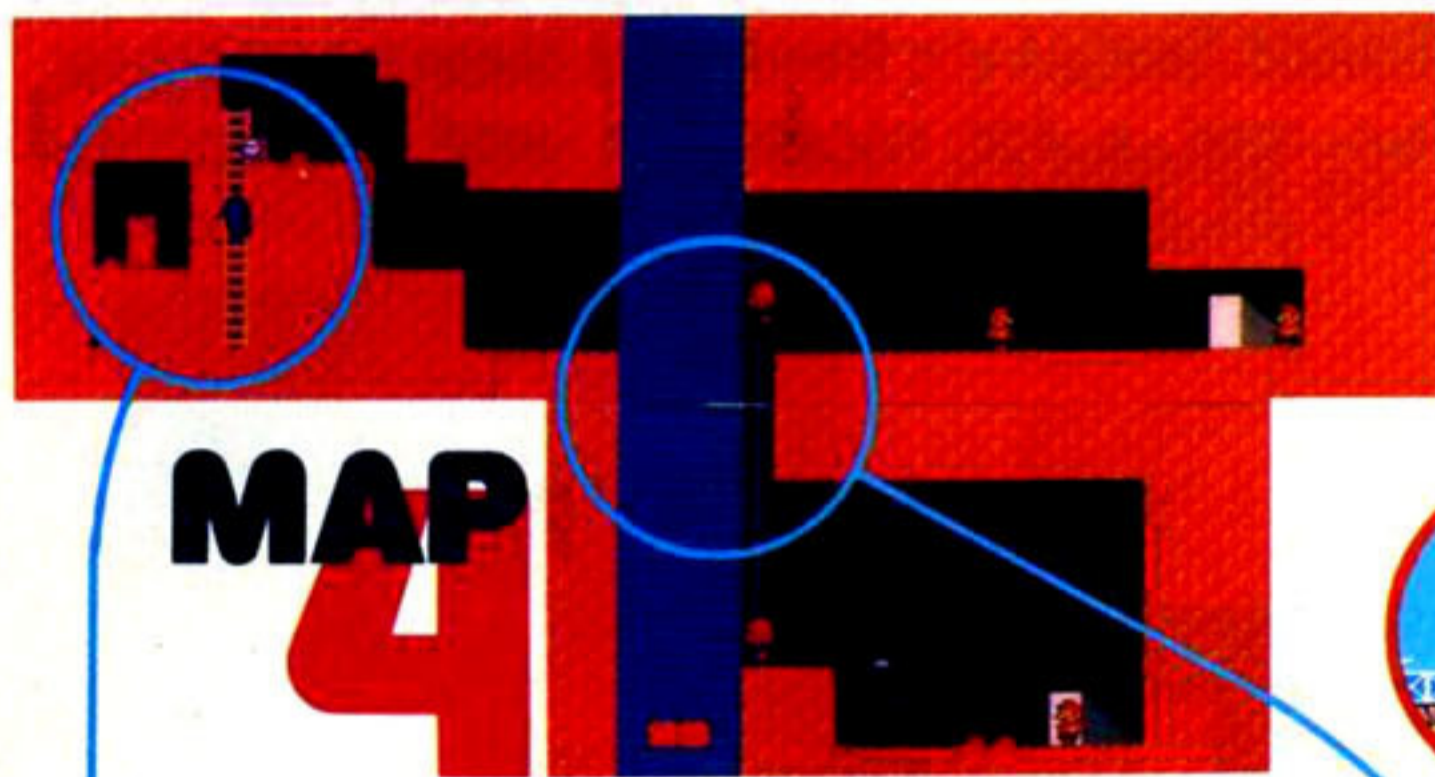


At the river, you will find three logs floating toward you. You can get to the other side by hitching a ride on them, but watch out. Don't jump until you see the tip of the first log!



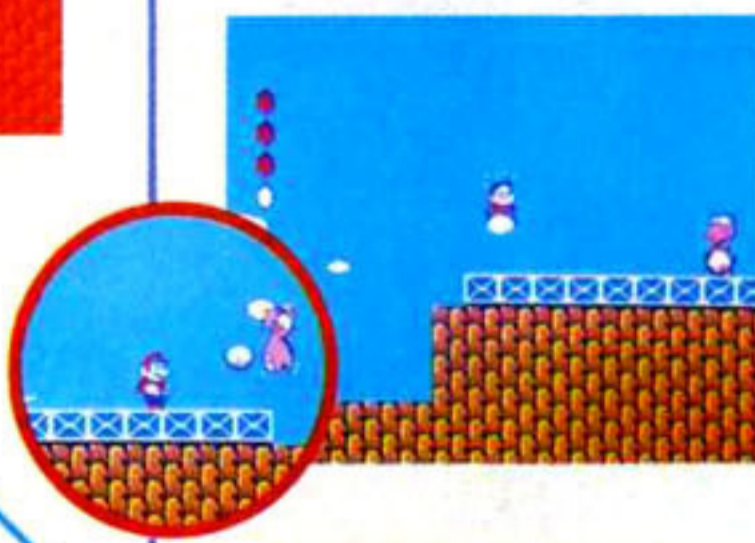
# SUPER MARIO BROS. 2

## MAP 5 GOAL



## MAP 4

### HEEEERE'S BIRDO!



If you want to beat this bothersome bird, catch the eggs he launches at you and wing 'em back. Once you've caught the eggs, hide behind the stone steps and wait for your chance. Hit him three times, and you've got him!!

### BLAST THE WALL AWAY!



You can't get to the goal until you blast through this wall. Pull out the patch of grass on your right and you'll get a timebomb. When the bomb starts flashing, throw it. Be careful, though—if your timing's not right, the wall will still be standing.

### DASH ACROSS THE WATERFALL



Warning: miss the jump-off and you're in the drink.

Pretty soon you're going to run up against a roaring waterfall. Any one of the characters who can help you cross it easily. So, if you want to be sure of making it across, run fast.

## MAP 3



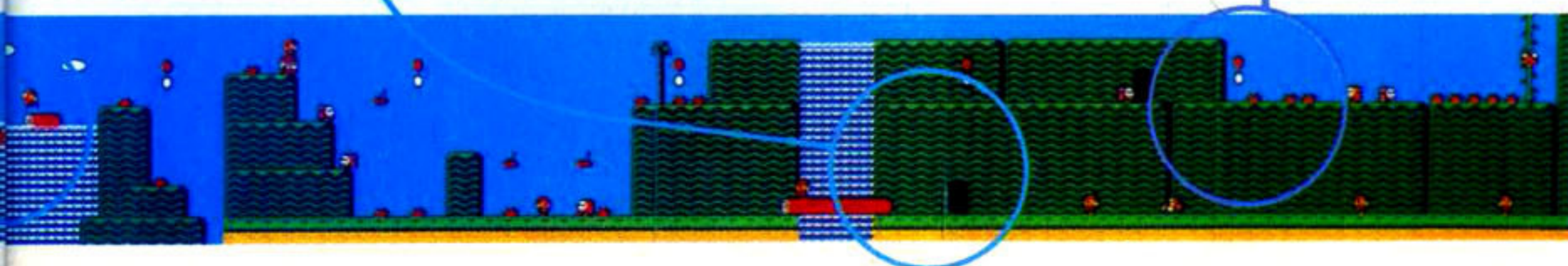
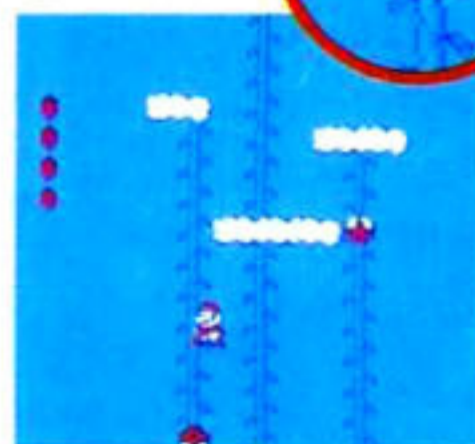
### DISCOVER ANOTHER ROUTE

Pass through the entrance on Map 2 (see photo below) and come out on Map 4 (see above). The right hand route takes you through Map 3, but by blasting the wall to the left, you can get to Map 5 instead.



### BEWARE OF HOOPSTER

Watch out for Hoopster when you're jumping from vine to vine. If he's above you, he won't let you climb up. But he can help. Jump when he's below you, and get a free lift.





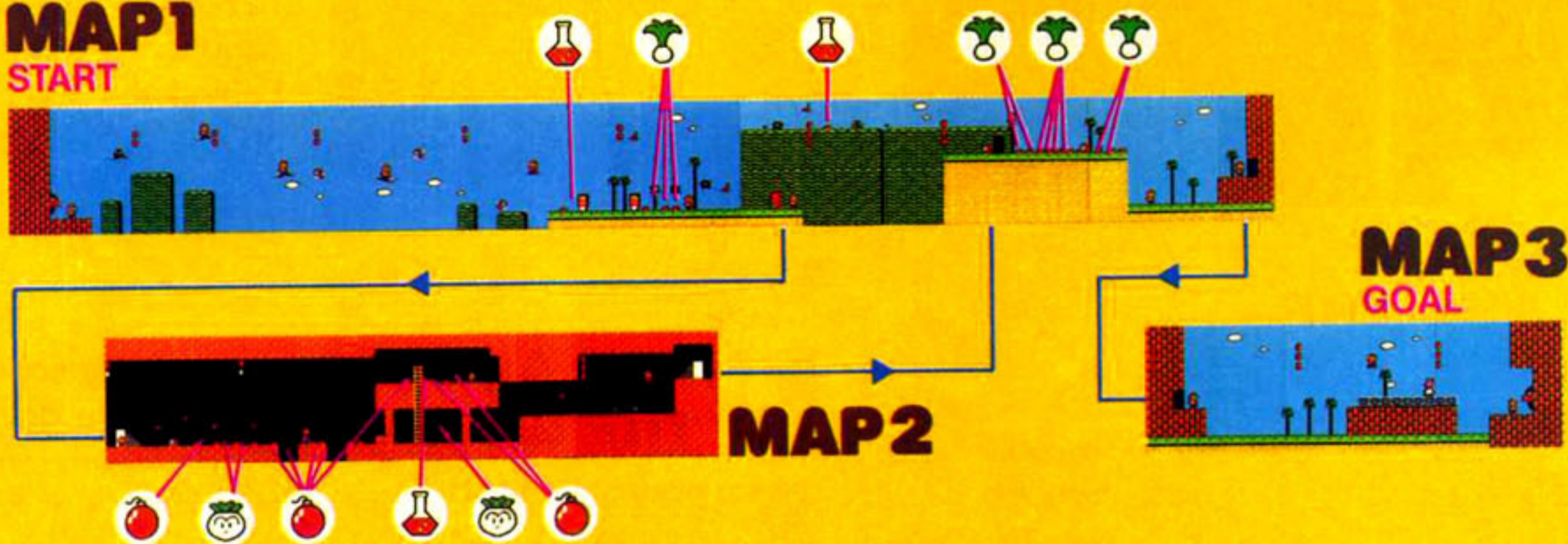
# WORLD 1-2

SUPER MARIO BROS. 2

## MARIO FLIES HIGH!

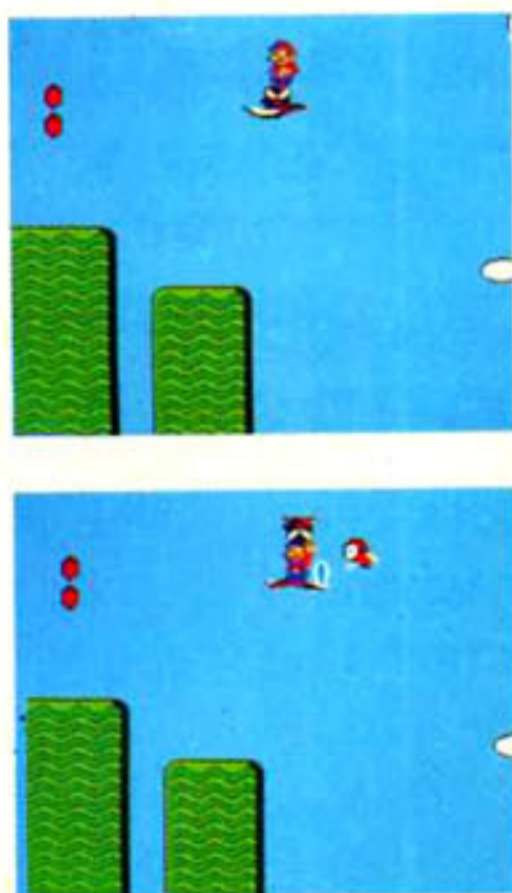
Now Mario's adventure really takes off. Just climb aboard the magic carpet and it's up-up-up and away with Mario! The sky's the limit! New passages, new enemies and a lot more fun and adventure await you.

### MAP1 START



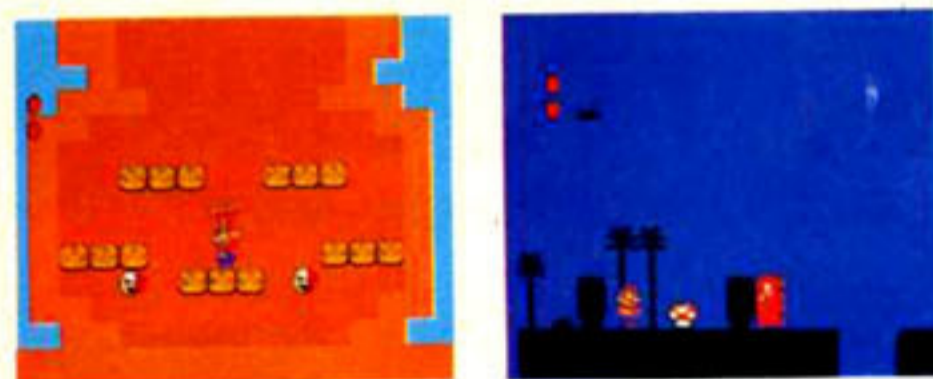
### BOARD A FLYING CARPET!

After you go through the Mask Gate, you'll see Pidgit flying over the mountains. When he gets close, jump on the carpet, and you're off. You won't be able to go anywhere without this carpet. And you'll have to move quickly, because you'll only have it for 10 seconds!

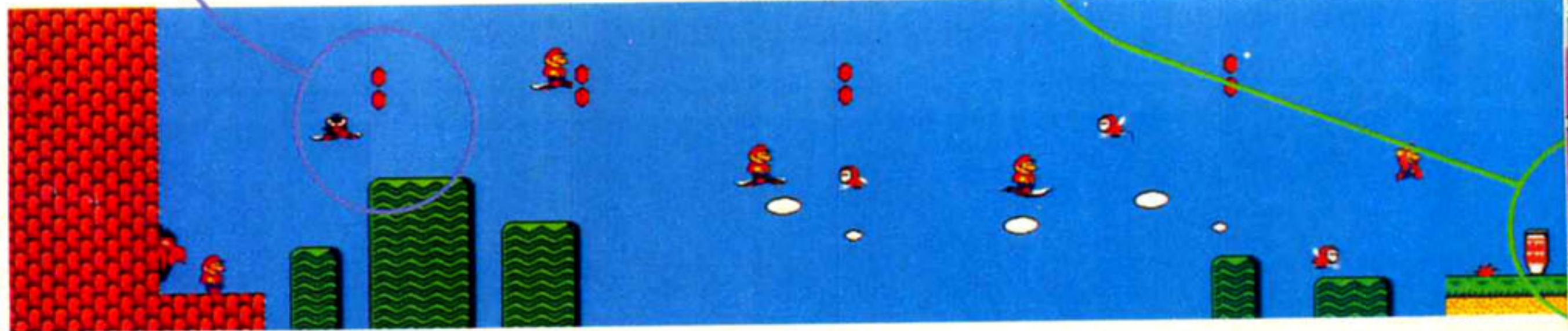


### 1-UP AND A KEY ARE INSIDE THE JARS

These may appear to be two ordinary jars, but they're far from it! Look inside. In the left one, you'll find a 1-UP. In the right jar you'll find a key that opens the door on the right. You can get a mushroom here—if you use the potion when you enter Sub-Space between the two jars.



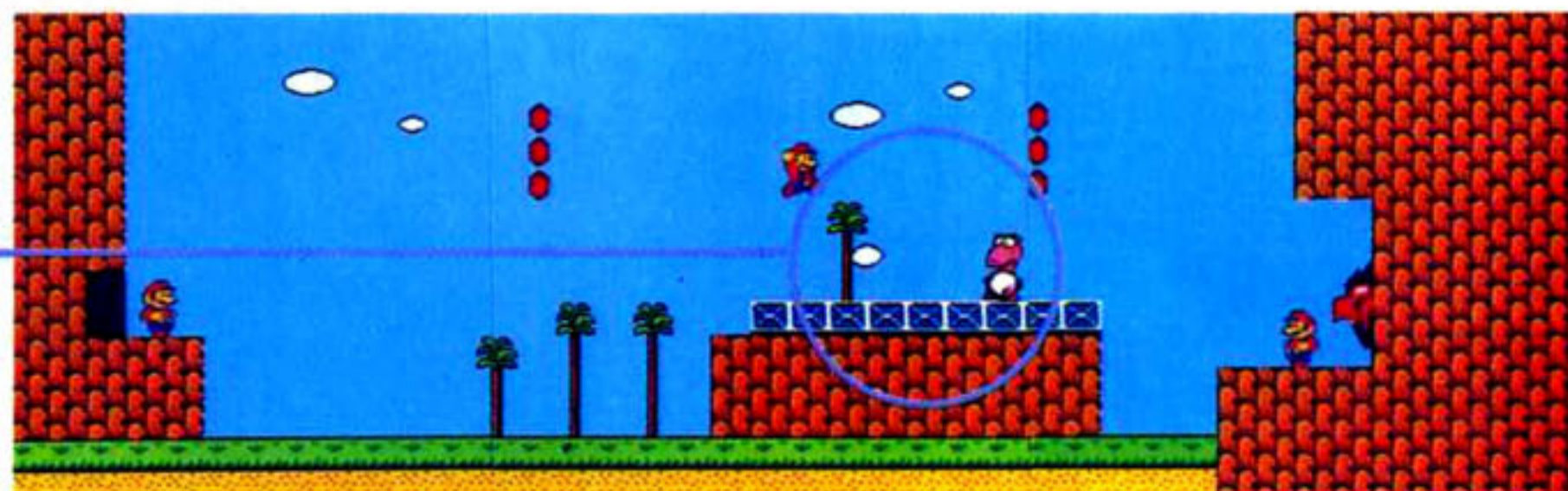
### MAP 1 START



# SUPER MARIO BROS. 2

## UH, OH, IT'S BIRDO!

Birdo is the little boss of World 1-2. Remember when you beat him in World 1-1 by hitting him with eggs? Well, you can defeat him here the same way, with three hits.



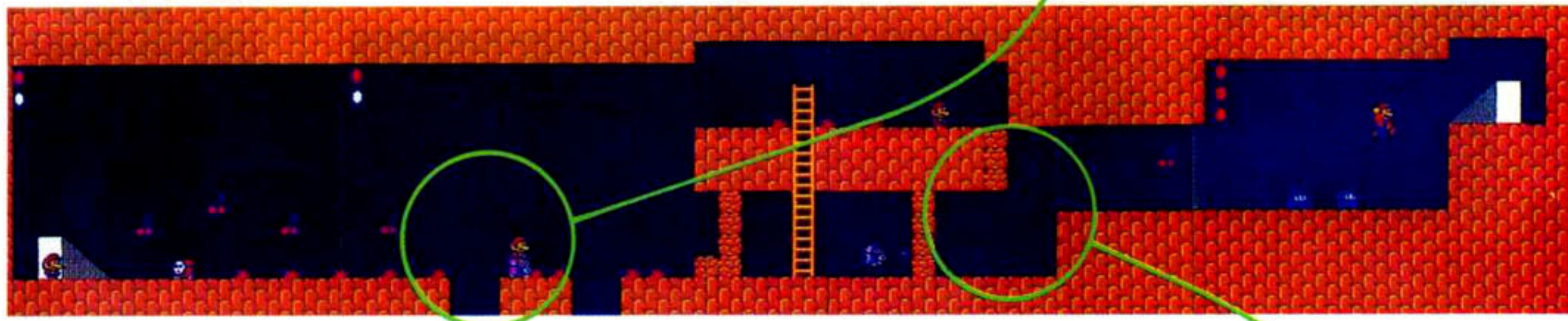
**MAP 3**  
GOAL

## GRAB STARMAN AND MAKE TRACKS!

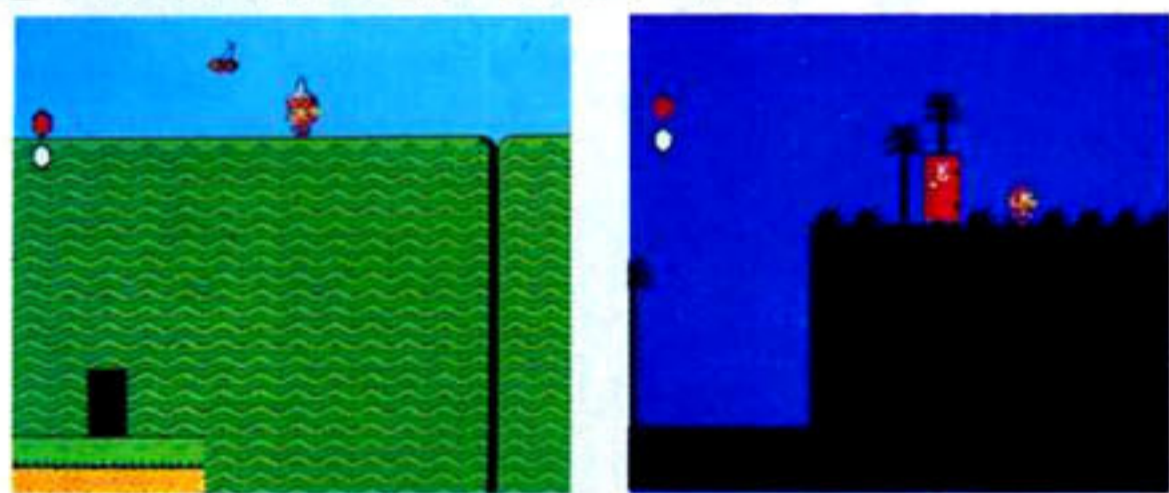
Map 2 has three cherries. If you already have two or more cherries from Map 1, you'll run into Starman. Take Starman to make yourself invincible, and send Ninji and Snifit running.



**MAP 2**



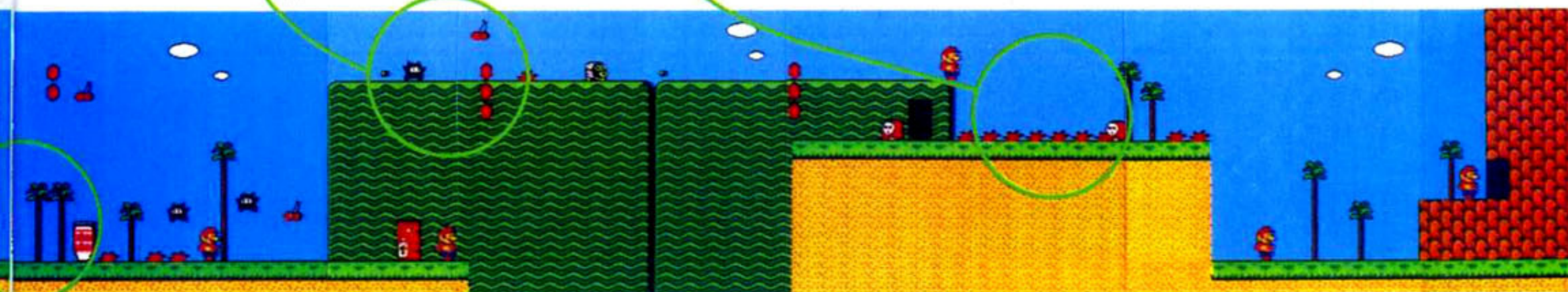
## USE THE POTION WELL!



Leave Map 2, turn left, and you'll find the potion by Snifit. Take the potion, move right, and use it at the place where you see all the grass. You'll enter Sub-Space and WOW! The coins are all yours!

## SUB-SPACE

You know there's a mushroom here, but the rock is in your way, right? Approach it with two bombs and step down with the potion in your hands. The mushroom is yours for keeps!

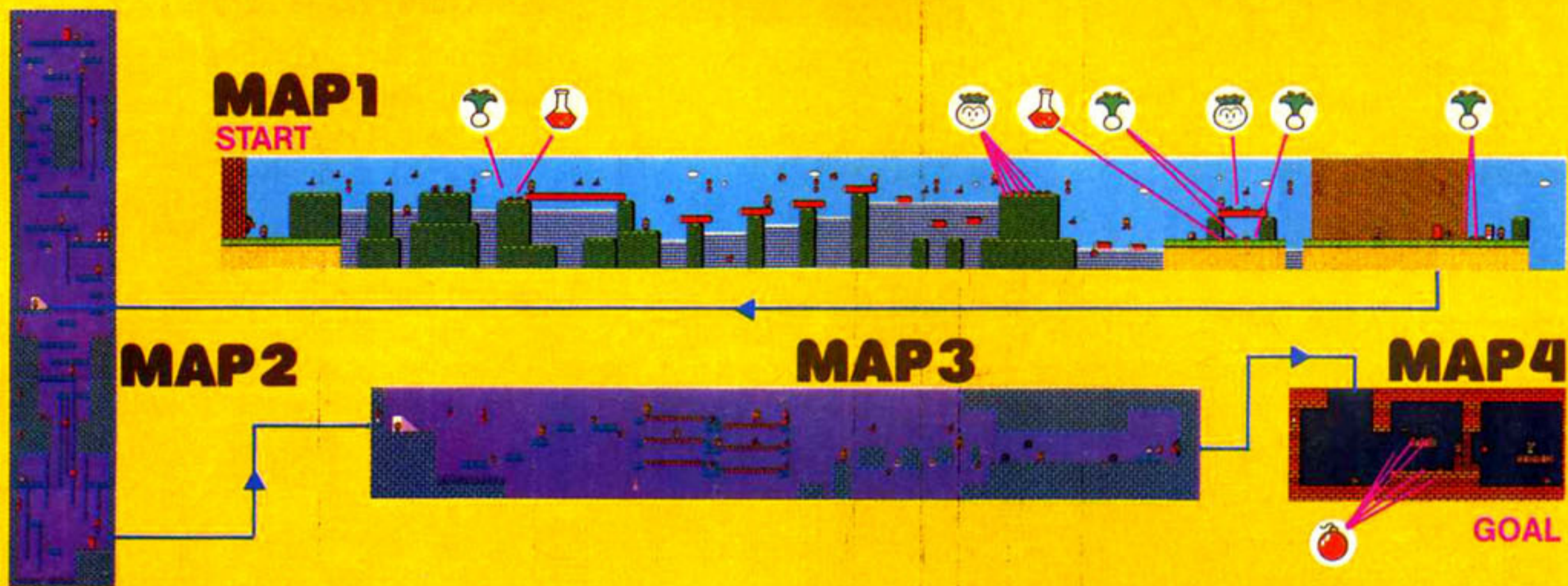


# WORLD 1-3

**SUPER MARIO BROS. 2**

## CROSS THE WATERFALL!

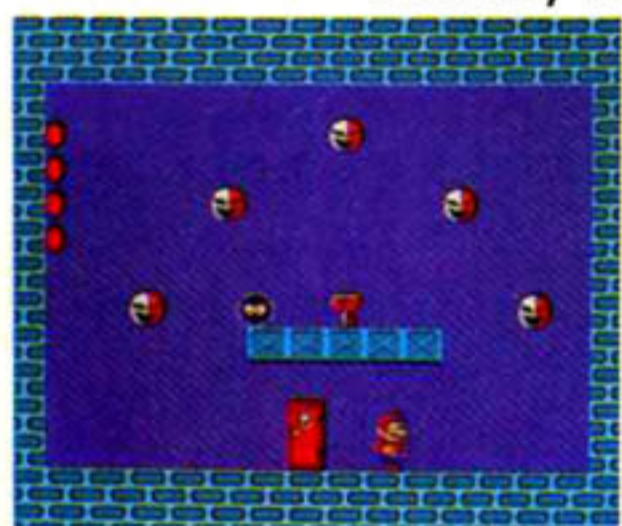
This is the last stage of World 1. Congrats! You're doing great. Now, cross the waterfall, find the magic key underground, and climb all the way up. At the top, you'll run into Mouser—not a friendly guy.



### MAP 2

#### FIRST, TAKE THE KEY!

At Map 2, climb up to the top room, take the key, and carefully head back down the way you came. There's a locked door in the bottom of the room. Remember—you can't go down until you've gone up. This is the World of Dreams, after all!



#### NOW YOU'RE IN SUB-SPACE!

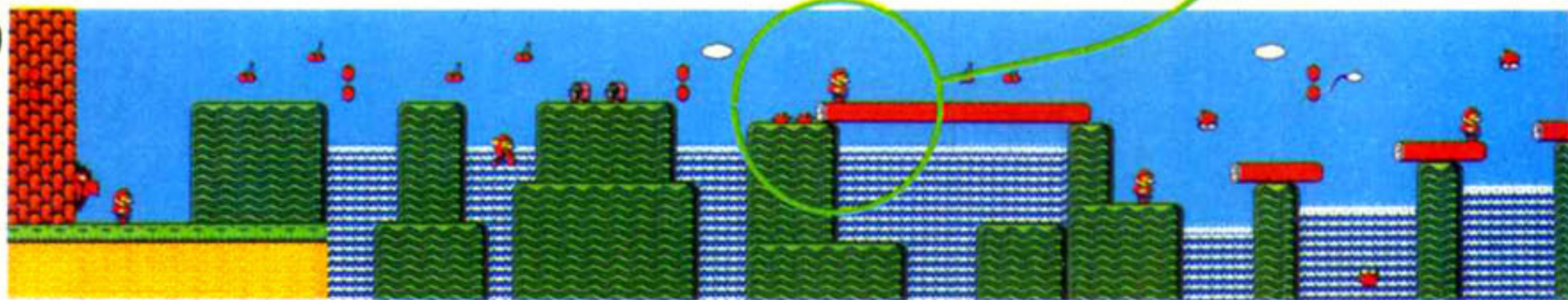


See that potion at the center of the bridge? Use it, enter Sub-Space,

and take the mushroom. Watch out. From now on, you're going to run into many dangerous and troublesome Trouters. You better keep your life meter high!

### MAP 1

START



# SUPER MARIO BROS. 2

## MAP 4 GOAL



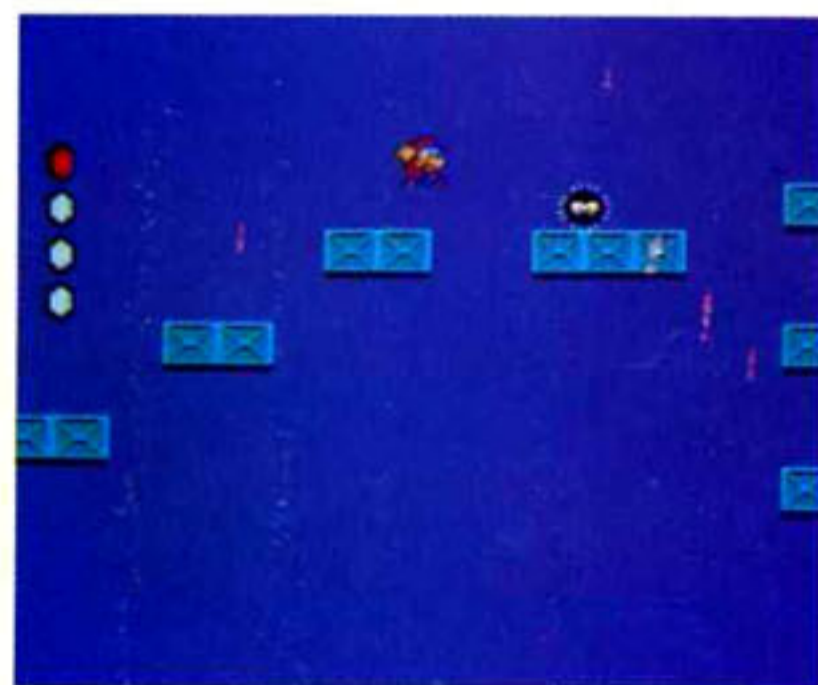
## BLAST MOUSER!

Mouser is the ruling boss of World 1. Defeating him is the first step toward bringing peace back into the world. Use your bomb to help Mario get through the wall. Then catch the bombs Mouser throws at you, and throw them back. Hit him three times, and he's gone—poof! It's easy.

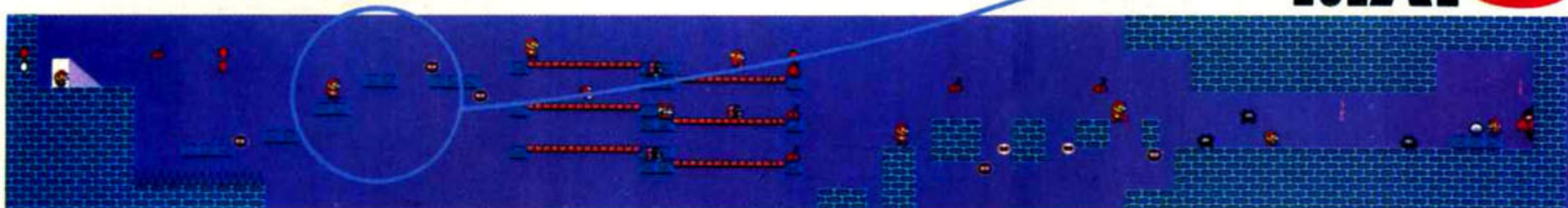


## BEWARE OF SPARK!

You'll see lots of Sparks on Map 3. Snifit will be shooting at you, too. And Mouser comes later!



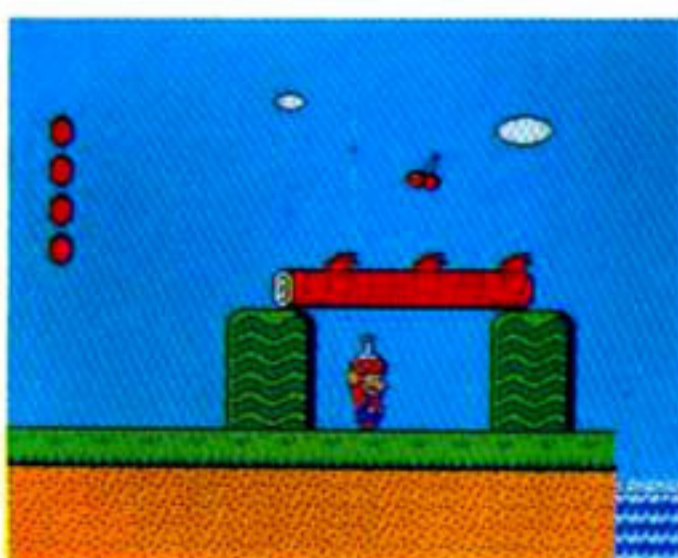
## MAP 3



## NOW YOU'VE GOT TO CHOOSE—MUSHROOM OR WARP?

The potion is under the log bridge at the end of the waterfall. You can use it one of two ways. You can take the potion back to the top of the hill with the waterfall, enter Sub-Space, and get a

mushroom and five coins. Or, you can take the potion back to the jar at the end of Map 1, enter Sub-Space, and warp to World 4. The choice is all yours, but either way, you must watch your step.



# WORLD 2-1

**SUPER MARIO BROS. 2**

## ENTER THE WORLD OF DESERTS!

There are new dangers here: quicksand that sucks you down if you stand still and stacked bricks that block your path. Don't sweat it! Keep going. You'll make it if you're fast, smart and a little lucky.



### WHICH CHARACTER IS GOING TO BE YOUR BUDDY?

Watch out for the many traps of the World of Deserts. You're bound to run into the snaggle-toothed Cobrat. Also, beware of Panser's fire attacks. Maybe you should

switch to a better jumper?



### WRONG JAR!

OK, you've defeated the Cobrats and entered the jar. What's wrong? There's nothing inside but Snifit and a pile of shells. Don't worry—those shells will turn into weapons if you take them outside.



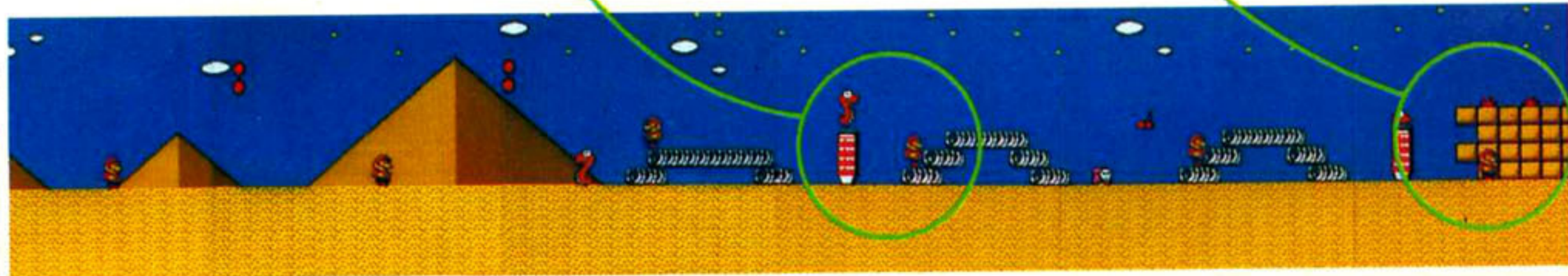
### SUB-SPACE



See the four patches of grass? The one on the left is the potion. Use it here, enter Sub-Space, and take the mushroom and coins. Your life meter can never be too high.

### MAP

START



# SUPER MARIO BROS. 2



## MAP 3 GOAL

### LOOK FOR ATTACKS FROM BEHIND!

You'll never guess who's the little boss of World 2-1 — Birdo. Long time no see! All you have to do is throw three eggs at him again. But be careful that Mario doesn't drop into the valley behind him.

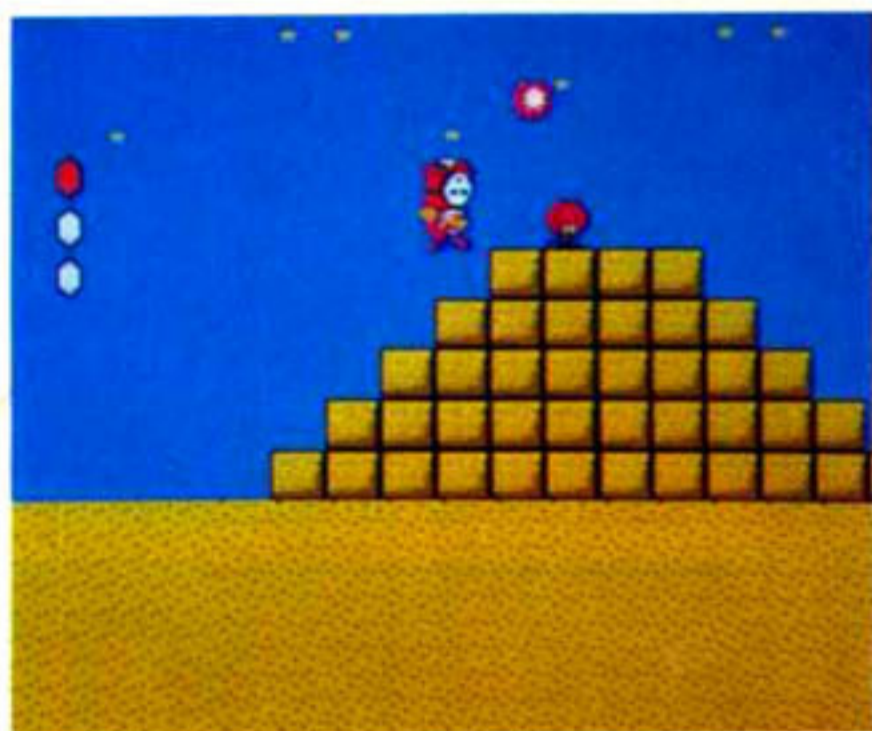


### LEAVE THE HOLE DIGGING TO LUIGI!

Dig holes with the B Button and go down to the ladder. But watch out for Shyguy—he's coming at you from the side. This is the time for Luigi to show you how fast he can dig a hole!



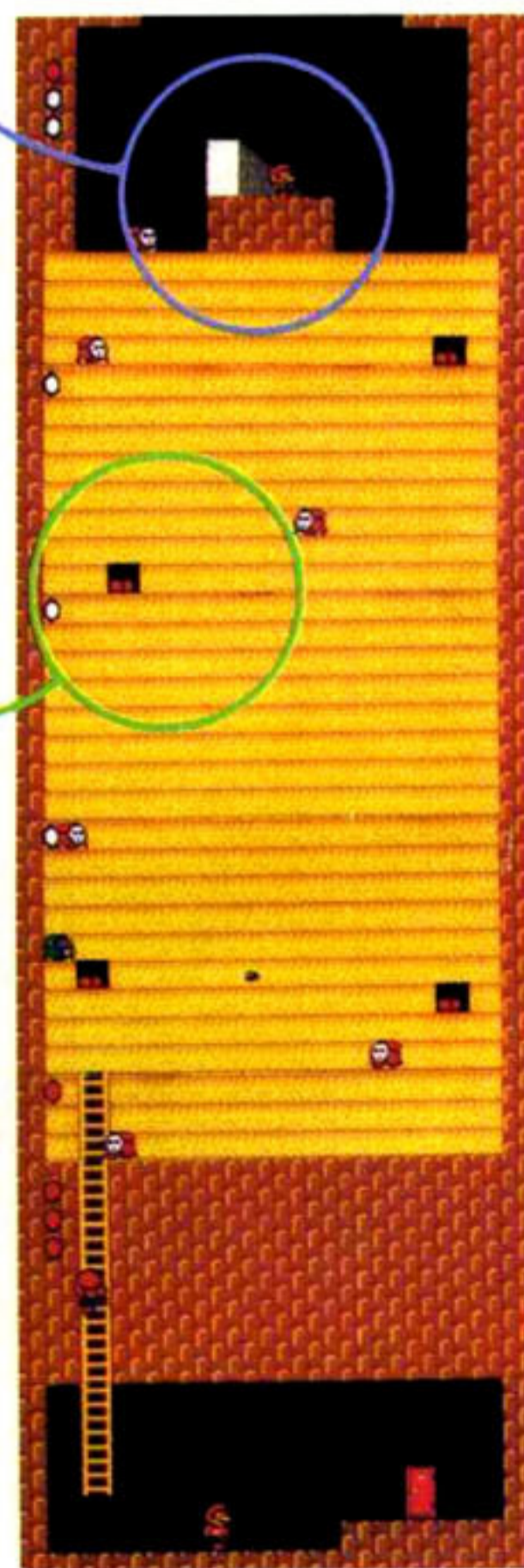
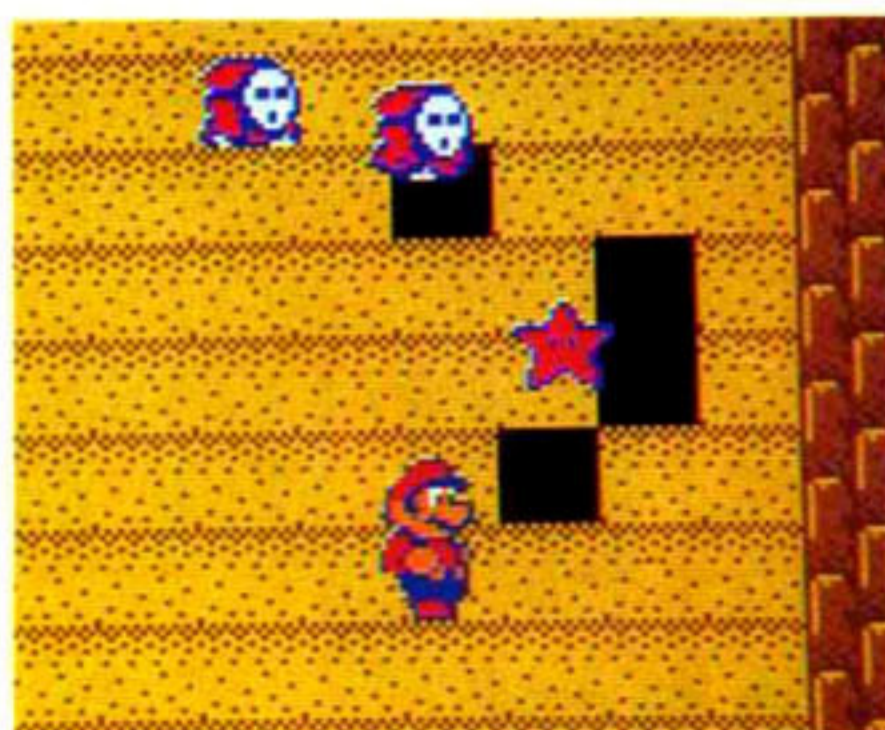
### HEAVE SHYGUY AT PANSER!



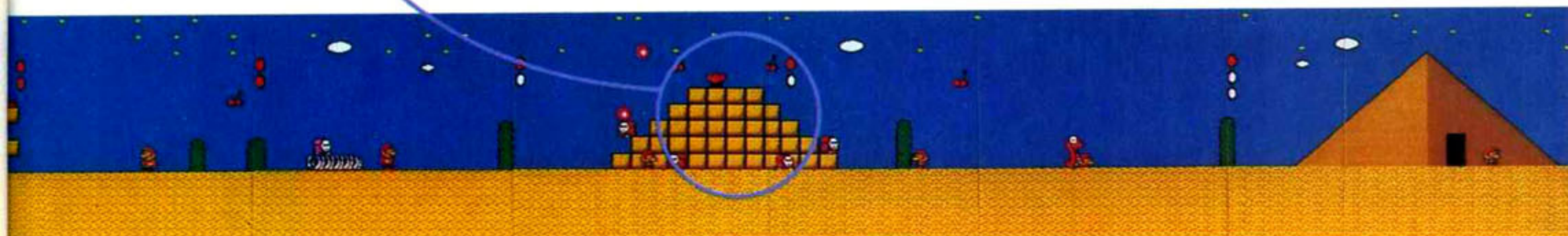
Panser is spitting flames at the top of the steps. Be careful! Look for Shyguy below, pick him up and throw him at Panser. Now you can get by safely.

### TAKE A CHERRY AND KEEP GOING

The cherries are hidden in the sand. If you picked up some at Map 1, you'll meet Starman here. Grab him, and you can dig your holes with no trouble at all—piece of cake!



## MAP 2

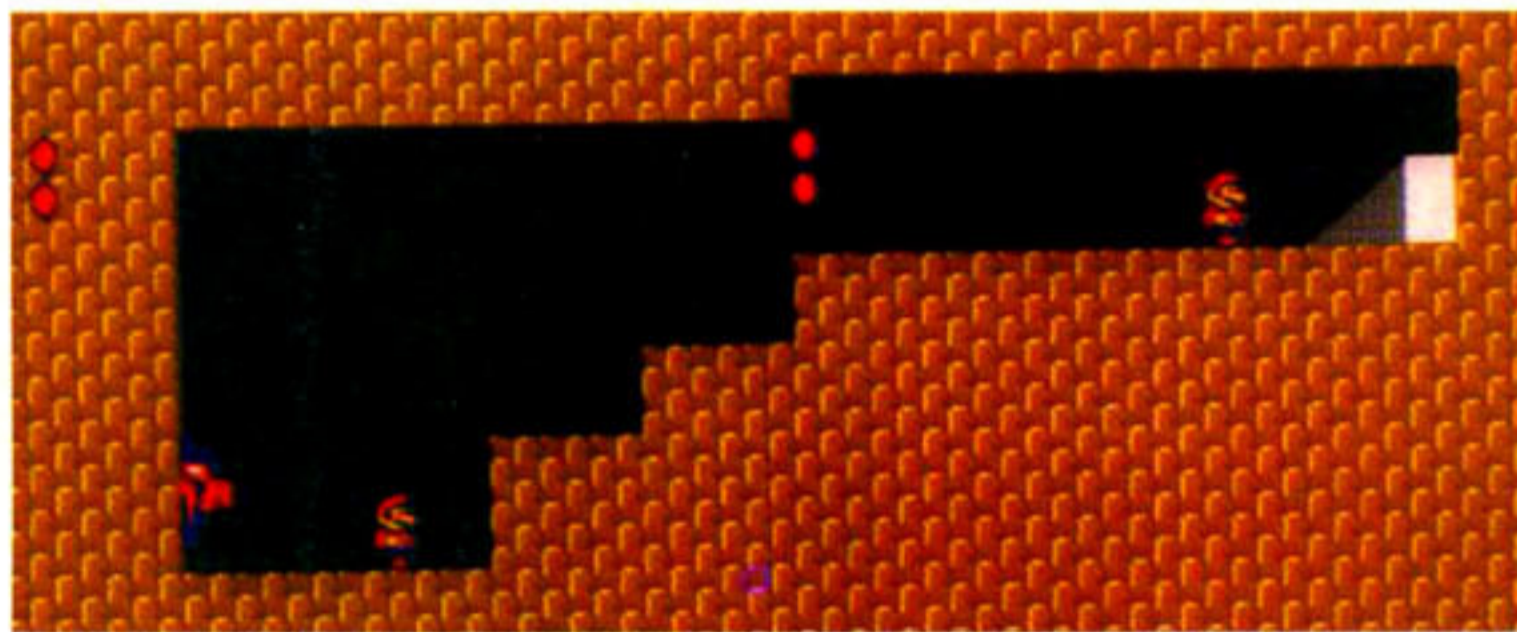
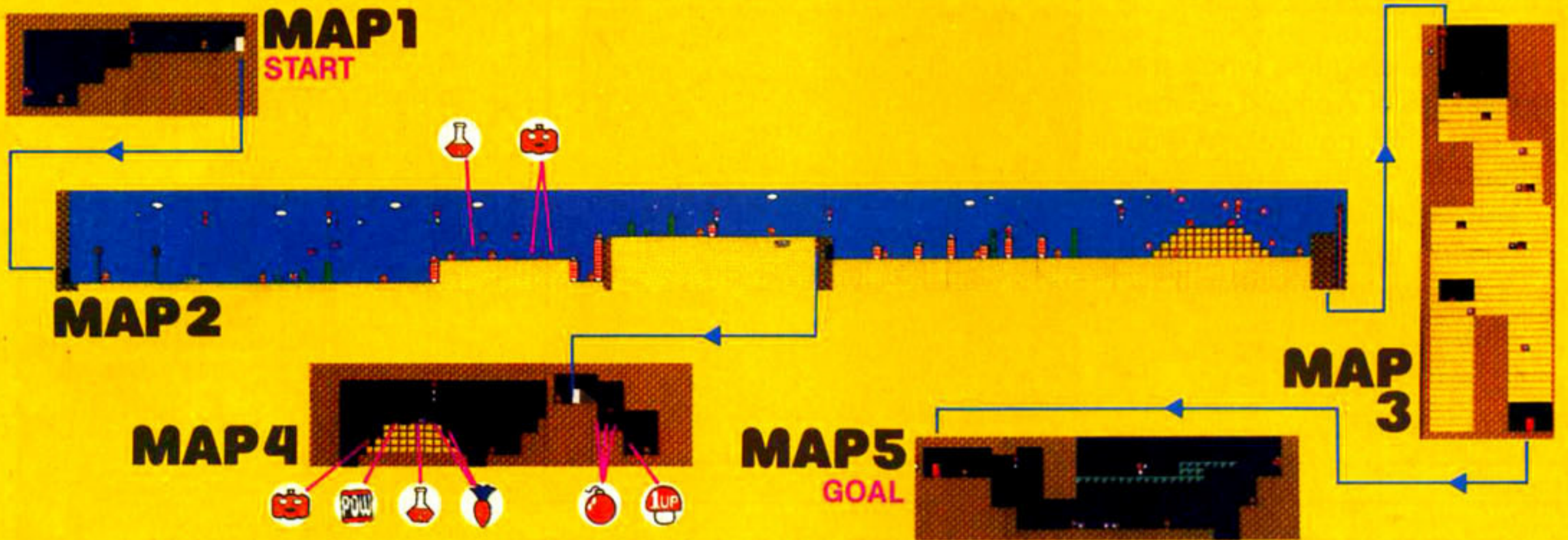


# WORLD 2-2

**SUPER MARIO BROS. 2**

## COBRAT ATTACKS!

World 2-2 is not that different from the level you've just come through. But there are some new dangers, like jars with armies of Cobrats and a deceptive path on Map 3 that leads to a dead end. Just keep moving and be careful of the sparks.

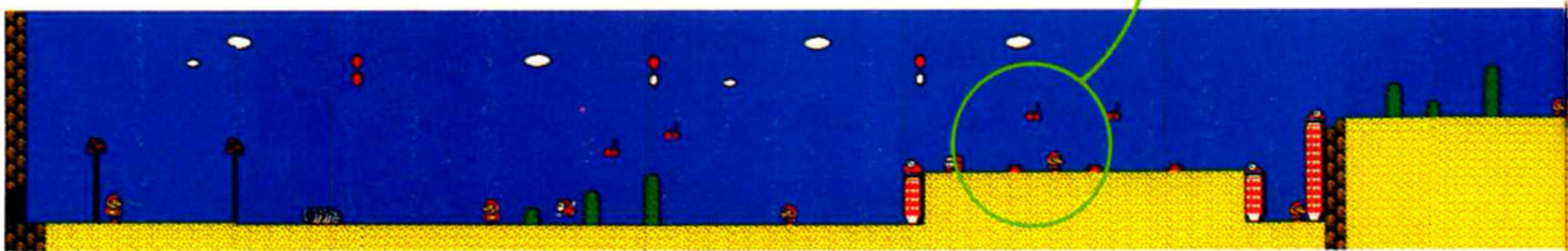
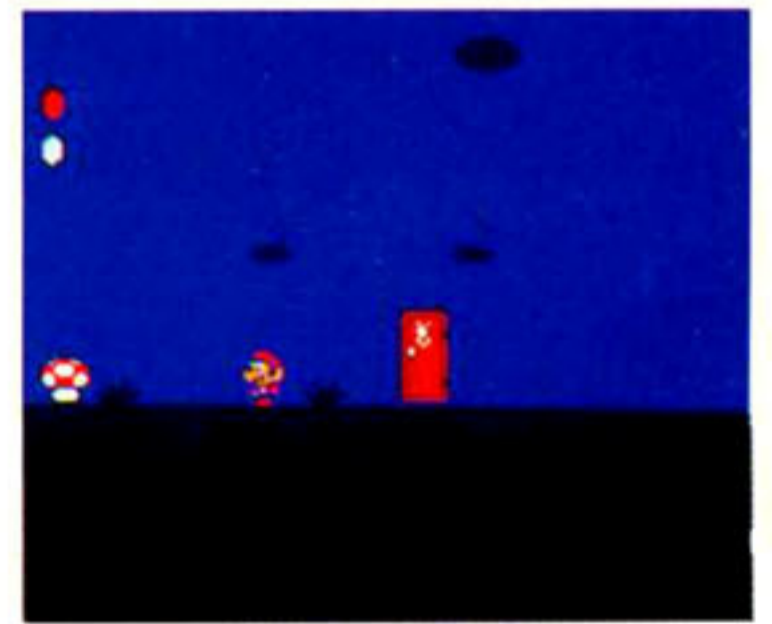


**MAP 1**  
START

**MAP 2**

### SUB-SPACE

The potion lies in the first patch of grass you see in World 2-2. Don't wait—use it and get the mushrooms and coins in Sub-Space.



# SUPER MARIO BROS. 2

## YOU CAN'T USE THE POTION HERE!

The potion makes the door to Sub-Space appear, and gives Mario mushrooms and coins. But don't push your luck. If you use the potion more than twice in one world, you won't be able to get any coins! And we all know that coins are the name of the game!

Second time lucky—lots of coins!



Third time around and—rats—all you get are sprouts!



## BOUNCE OFF THE BONES!

This quicksand is definitely quick! No matter how much you press A, you're still in trouble. But all is not lost. Leap on the bones falling down and quickly jump to the other side. That's easy enough, isn't it? But watch out for Cobrat's attacks on the other side. Run from the entrance to Map 4 and head for the underground.

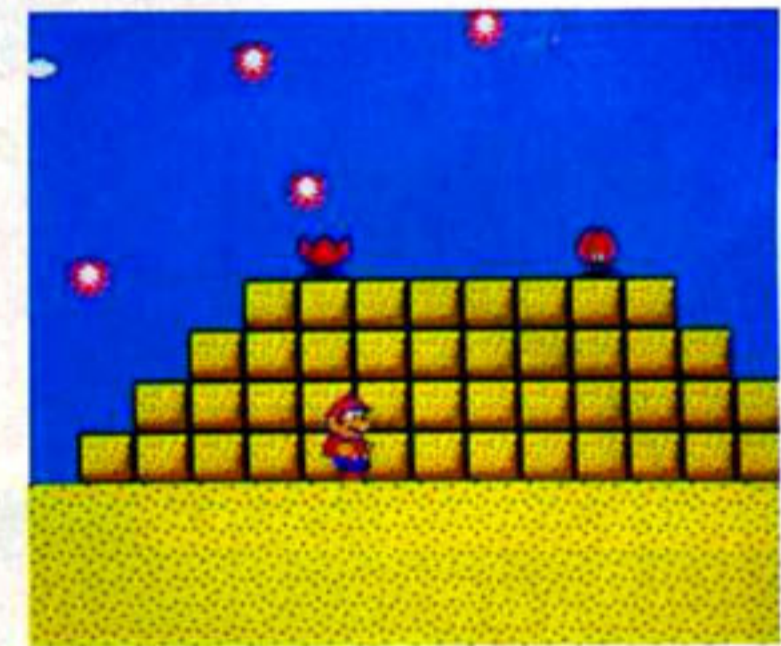


## BEWARE OF POKEY!

This is going to be as bad as it was in World 1. Cobrats are pouring out of the jar non-stop, spitting bullets at you as they come. Either jump on their heads, throw the Cobrats down, or hide in one of the rooms of a jar. Try to steer clear of Pokey. He can do a lot of damage. If you mess with him, go for his weak spot. He's kind of softheaded.



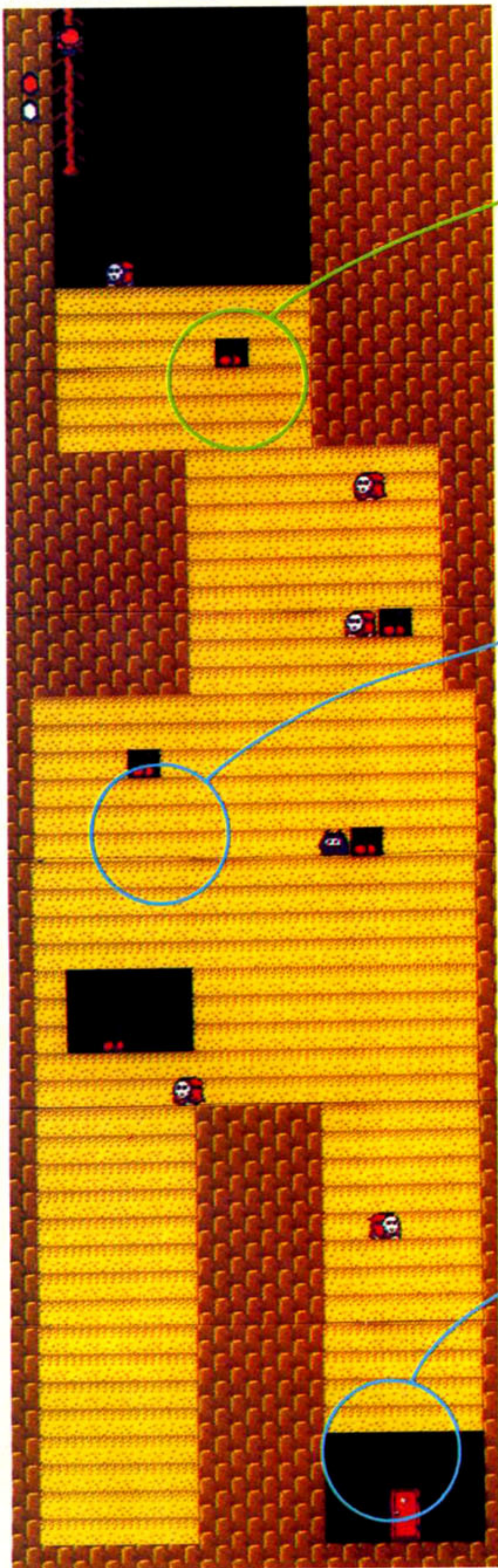
## SPEED OFF TO SAFETY



Don't relax just because you made it past that river of Cobrats. There's trouble ahead up at the top of those stone steps—double trouble! Two Pansers are waiting to give you a flaming hot welcome. If you can't find anything at the bottom of the stone steps to cool their jets, your best bet is to "hot foot" it to safety.

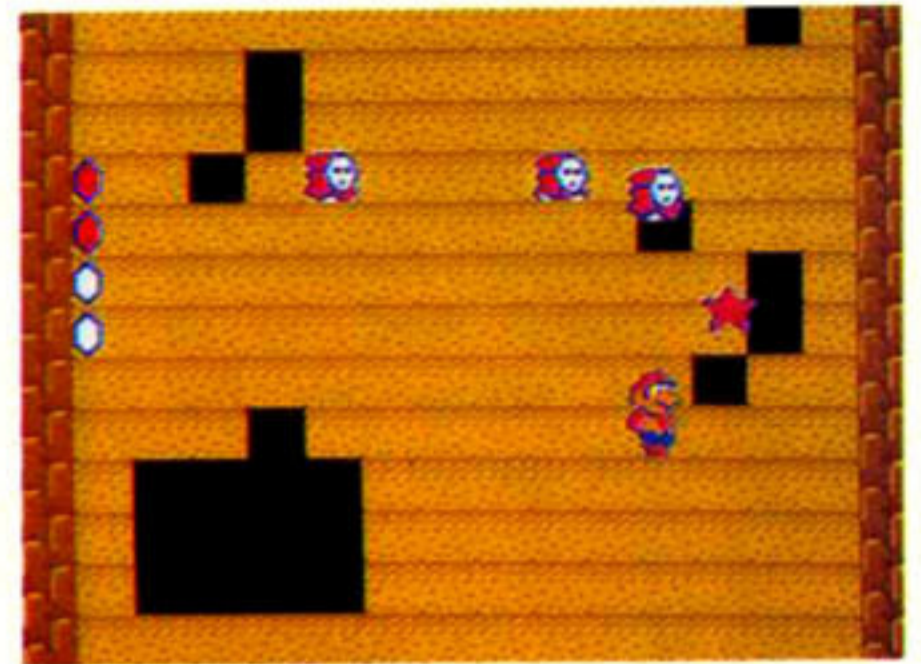


# MAP 3



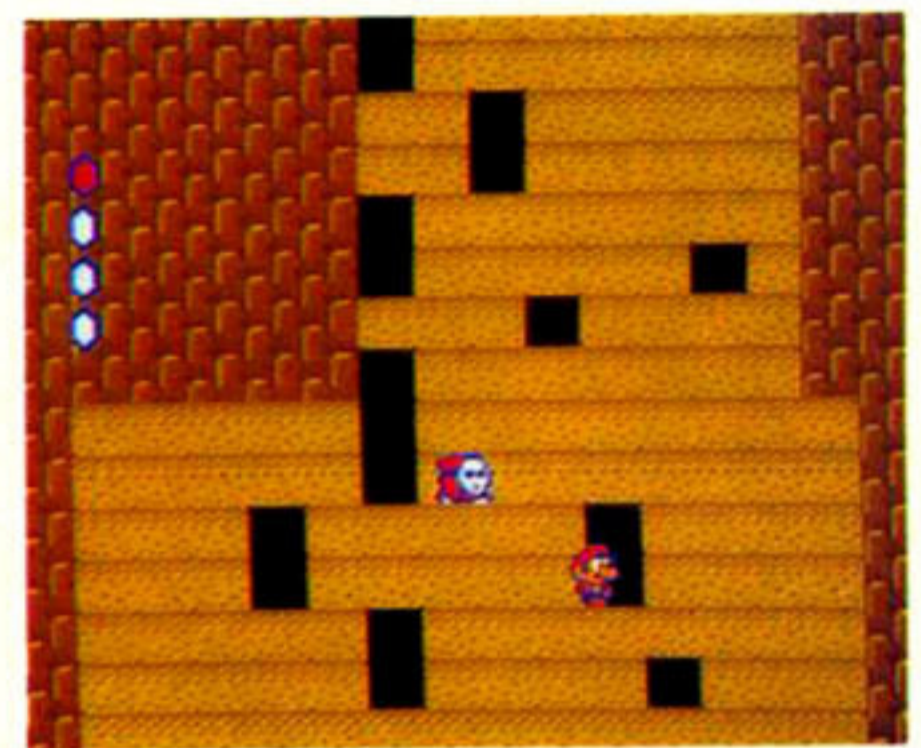
## GET STARMAN'S HELP!

Remember in World 2-1, how you had to grab cherries while you dug your way down to the sand to get Starman? Do the same thing right here. Just take him along with you, and get going with an invincible Mario!



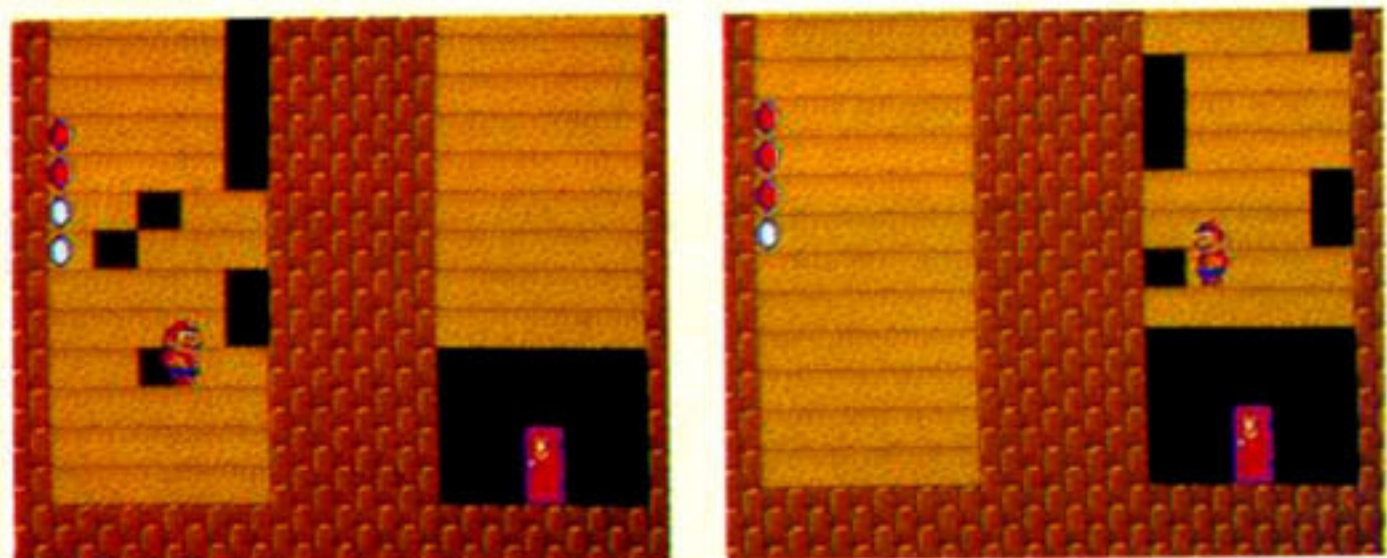
## ZIG ZAG!

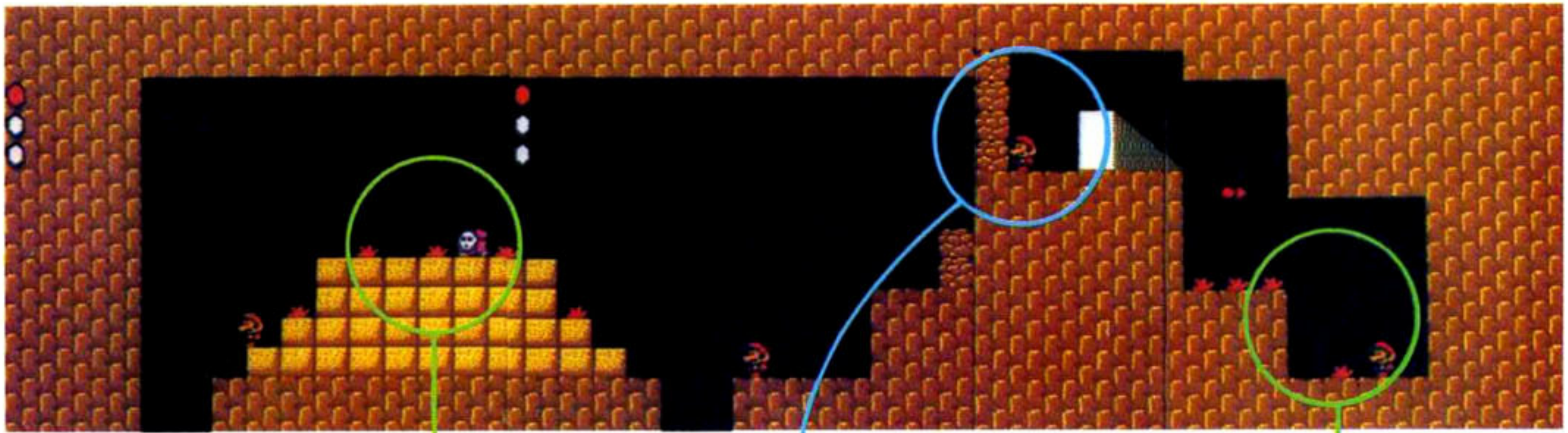
Maybe you weren't able to get Starman. Oh well, in that case, don't dig your hole straight down. Try zig-zagging your way instead, and Shyguy won't be able to touch you. He never did learn the zigzag maneuver.



## ALWAYS TAKE THE PASSAGE ON THE RIGHT!

The end of Map 3 divides into two passages. Take the right one. The left one leads down to a dead end, and you'll get stuck climbing all the way back up again. The right one will lead you to the door with no problems. Just remember, the right is right, right?





## MAP 4

### SUB-SPACE

Where's the potion? Try the second clump of grass from the right. Go into Sub-Space for coins and a mushroom.



### BLAST A WALL

Three bombs. As soon as you pull them, make a Squat Jump, jump up, and blast off the wall.



### TAKE A 1-UP

Pull out the grass at the very bottom and get a 1-UP!



### USE THE MUSHROOM BLOCK!

There he is again, Birdo, the little boss of World 2-2. He's doing his thing—spitting fireballs and eggs at you. Carry three mushroom blocks up and hit him from above. Now you've got him beat!



## MAP 5

GOAL

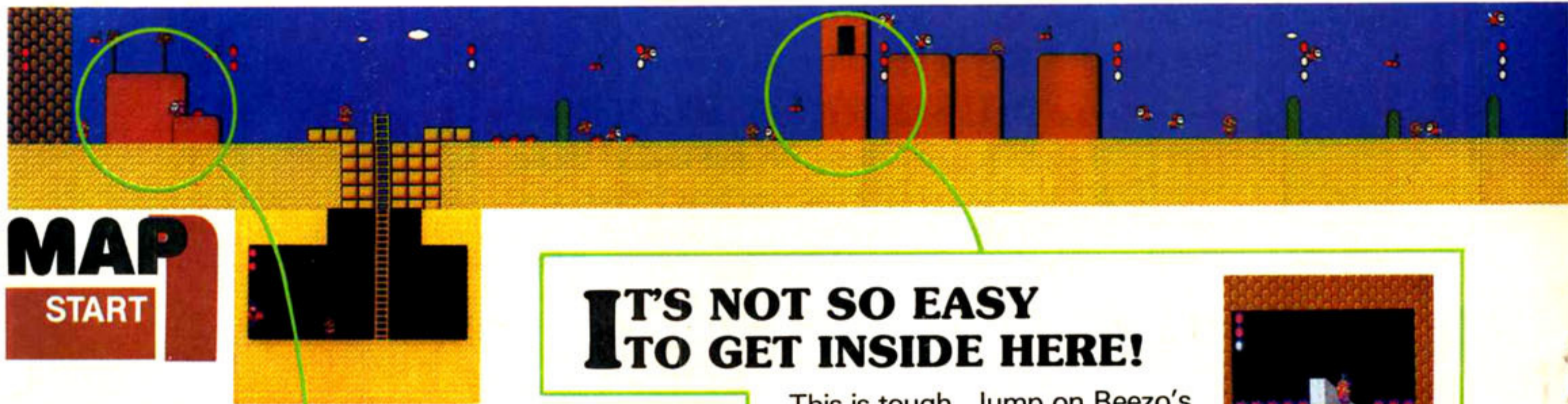
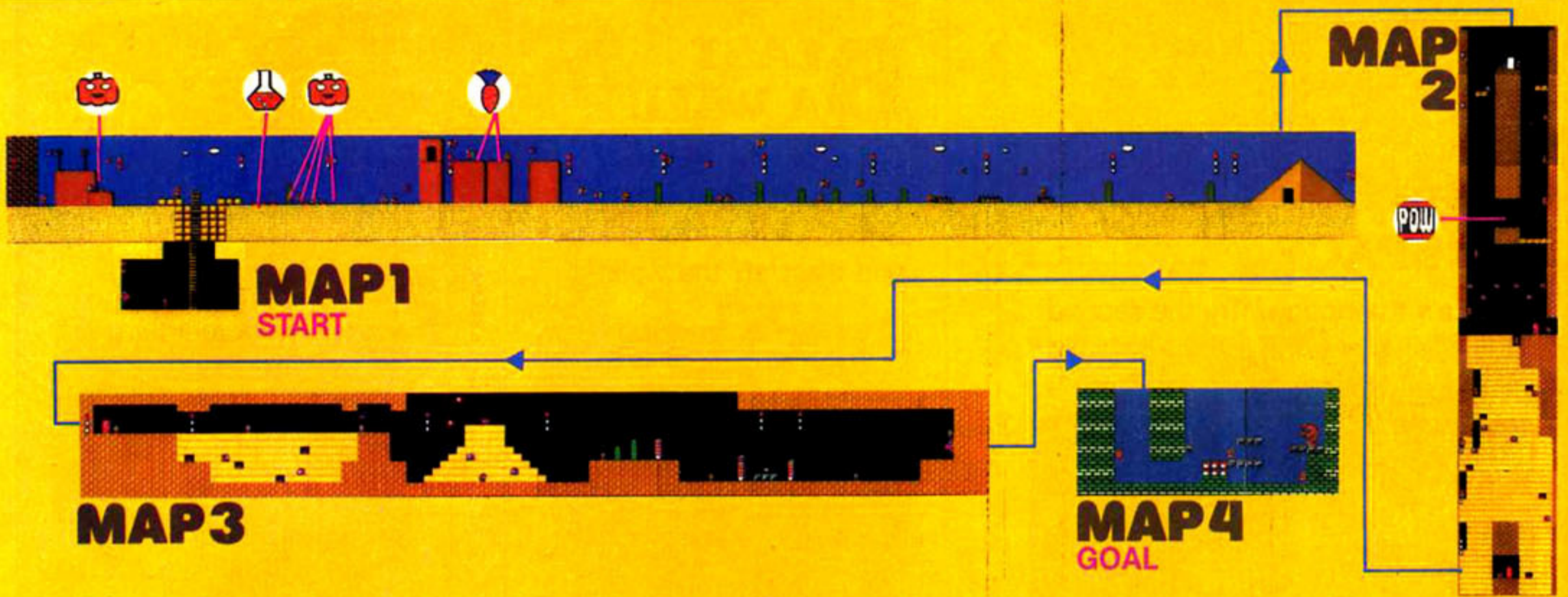


# WORLD 2-3

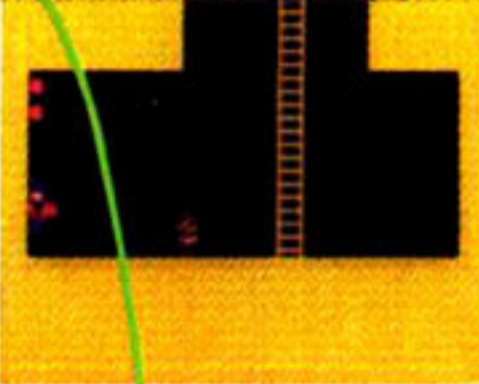
**SUPER MARIO BROS. 2**

## THE END OF THE WORLD OF DESERTS!

You've finally made it through World 2. Congratulations! Now that you've come this far, the rest should be easy, right? Don't let your guard down. Tryclyde, has three heads and he spits flames from every one of them—talk about bad breath!



**MAP START**



### SUB-SPACE

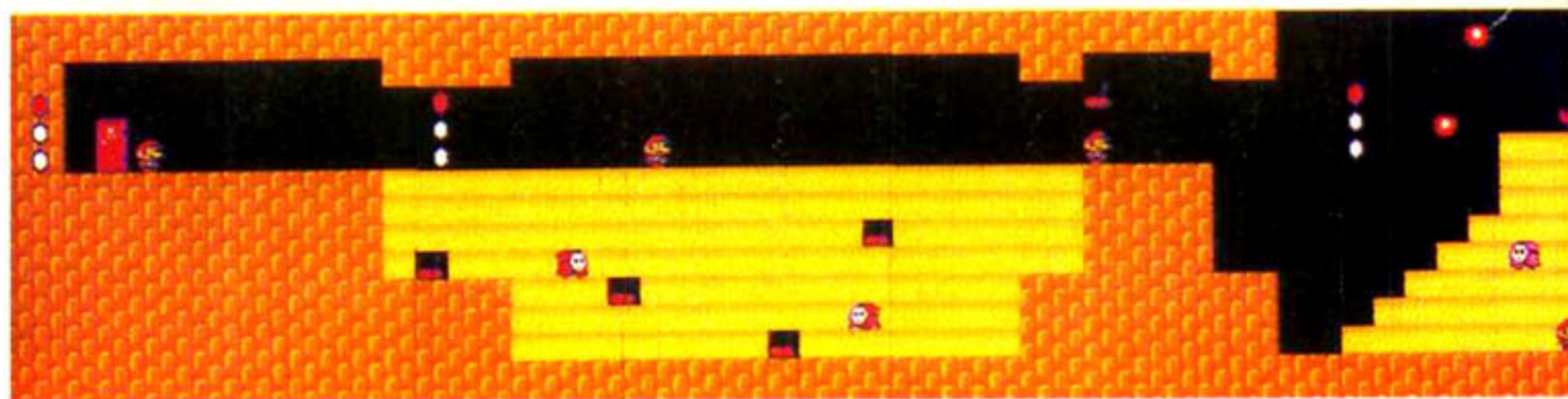
Climb up the ladder from underground and pull out the clump of grass on your right. There's the potion. Create a Sub-Space on the hill on the left, and get a mushroom and a coin.



### IT'S NOT SO EASY TO GET INSIDE HERE!

### MAP 3

This is tough. Jump on Beezo's head, jump again, and go to the door at the top of the hill. Go into this room, get the potion, and open the door to Sub-Space. You'll get one mushroom and a pile of coins.

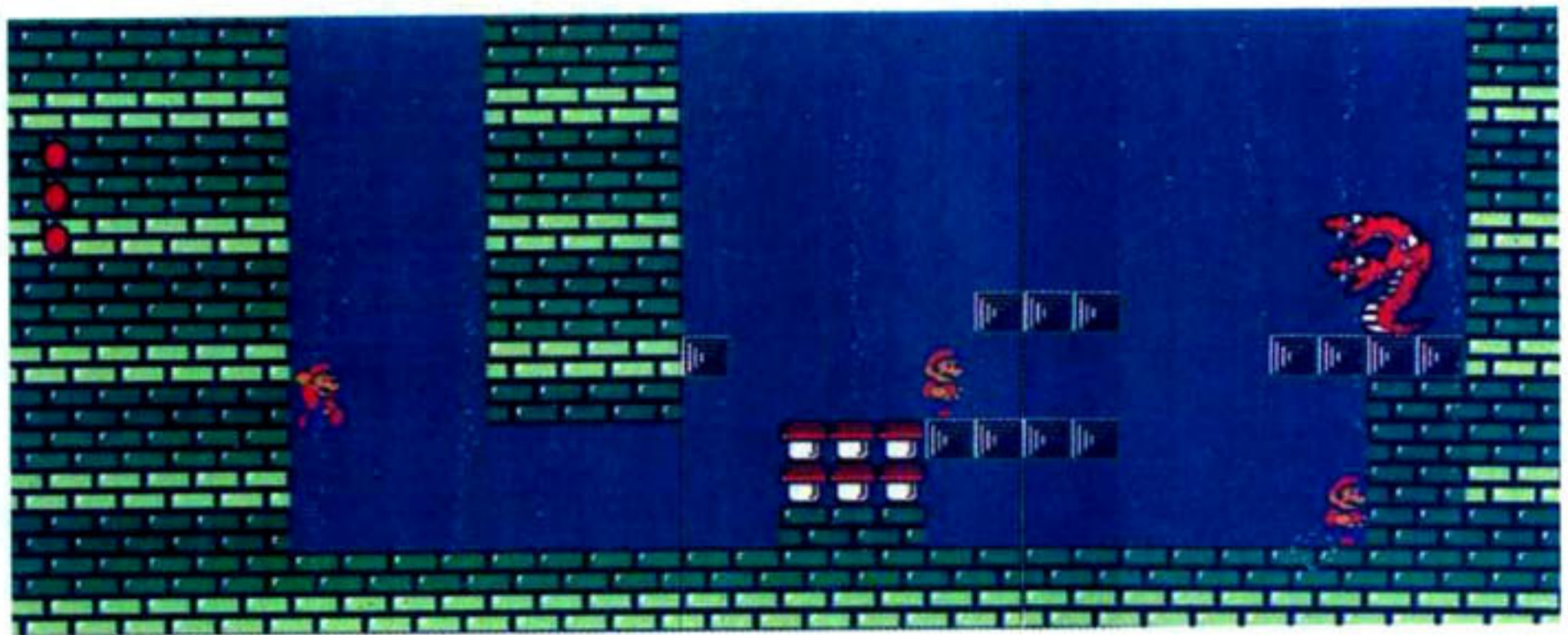
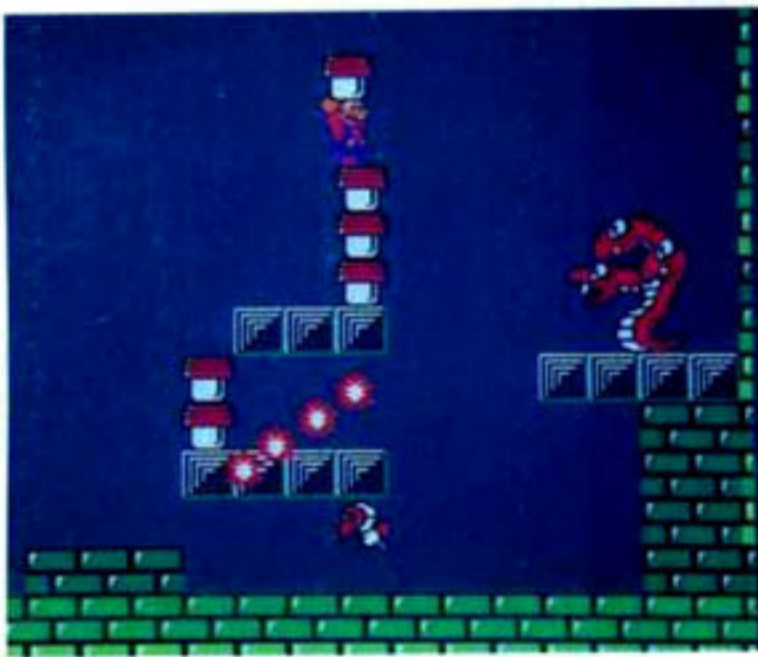


# SUPER MARIO BROS. 2

## MAP 4 GOAL

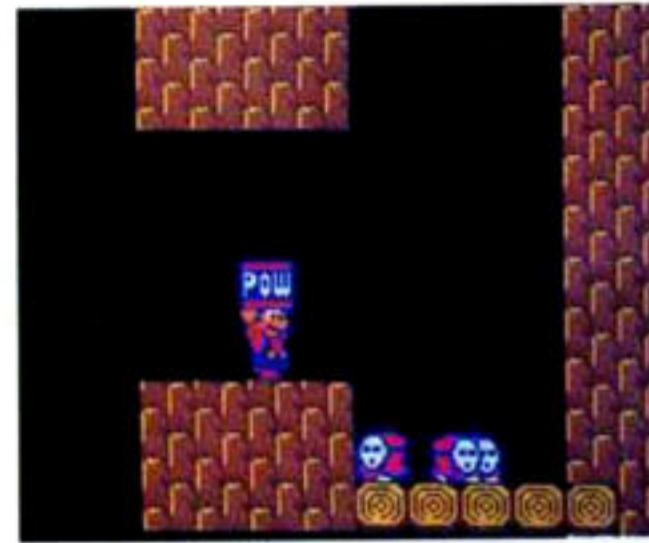
### DEFEAT TRYCLYDE!

You can avoid Tryclyde's attack easily enough. Just build a wall with your mushroom block. From the top of the wall, let him have it with the three mushroom blocks you have left and you'll clobber him.



### GET THEM ALL WITH POWS!

After you enter the door of Map 2, go down to the right. Use your POWs on the Shyguys.

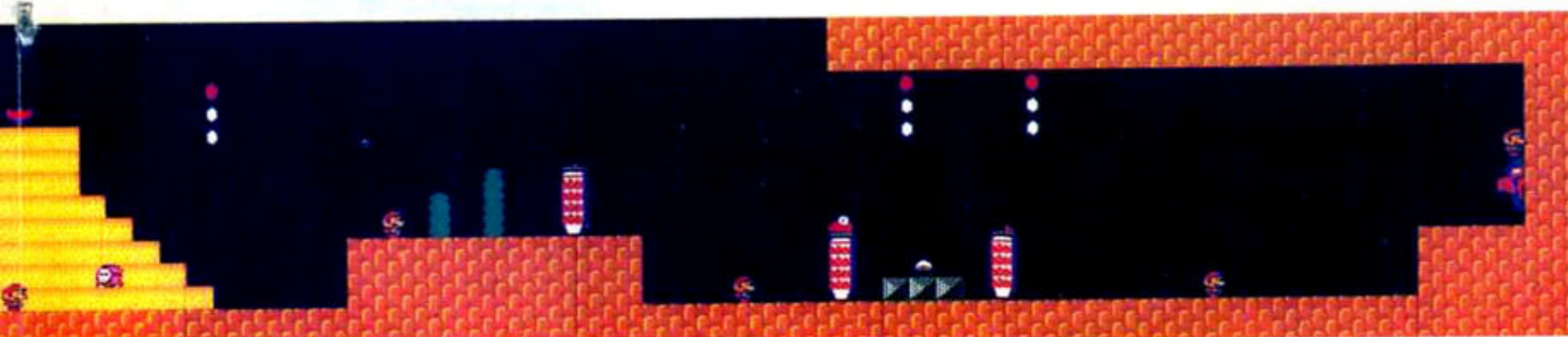
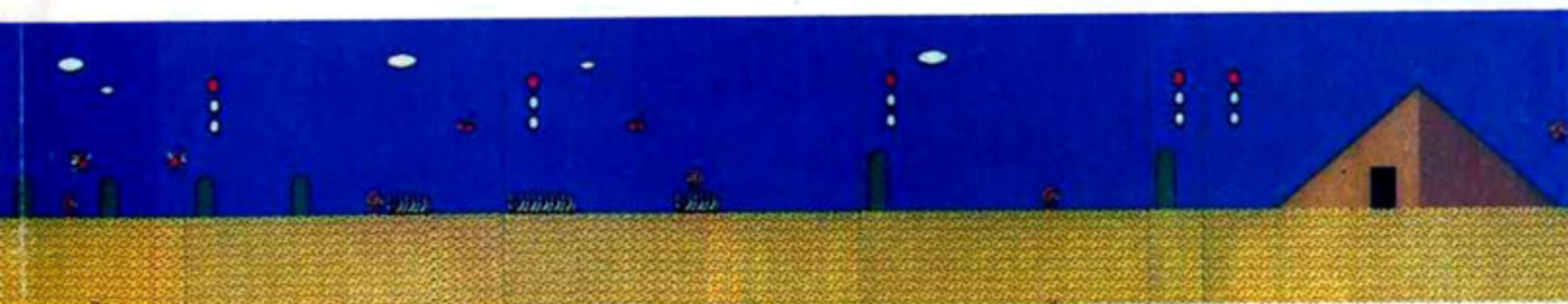
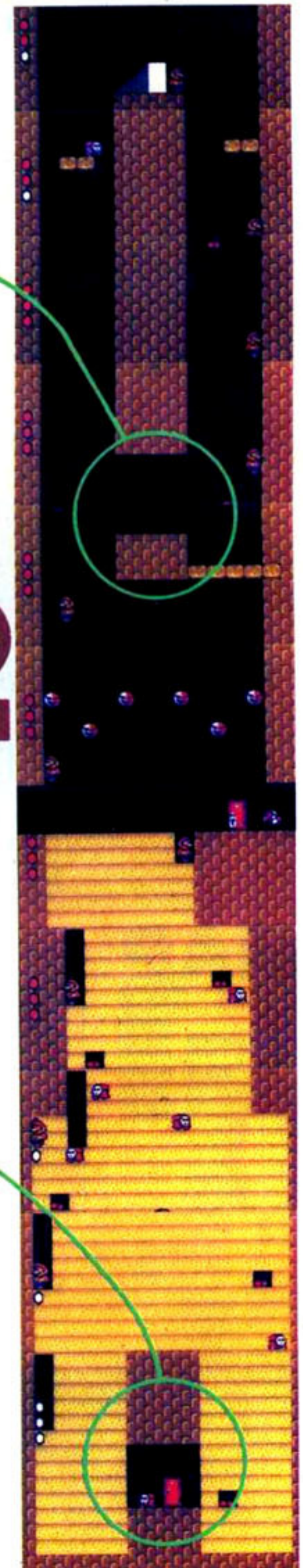


## MAP 2

### TAKE A KEY AND THEY'RE ALL YOURS!

In the middle of Map 2, you'll come to a door that leads to Map 3. But it's locked! If you want to get in, you'll have to go through the door at the very bottom of

Map 2, take the key, and come back up again. But watch out—Phanto will come after that key. And he has a number of nasty ways of getting exactly what he wants!

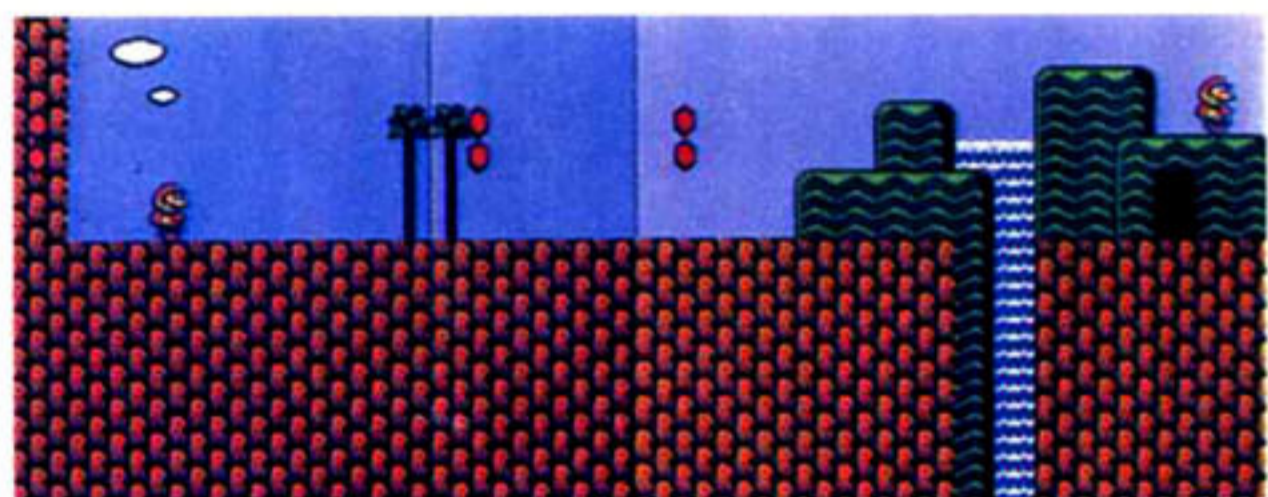
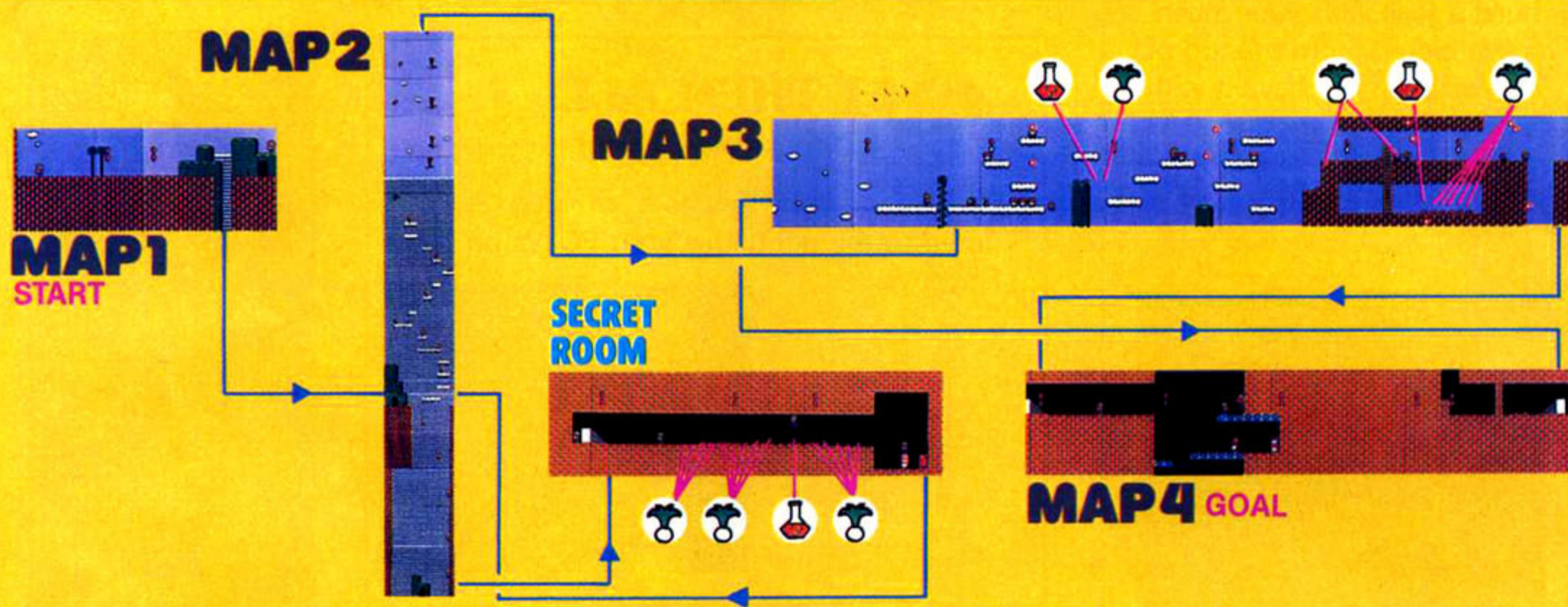


# WORLD 3-1

**SUPER MARIO BROS. 2**

## WELCOME TO THE WATERFALL ABOVE THE CLOUDS

Surprise, surprise! In this world, you'll come across a huge waterfall. Do you dare brave a climb to the top? Consider this. If you drop down to the bottom—carefully—you can enter a secret room at the very bottom.



**MAP 1**  
START

Inside the secret room, there's a potion hidden in the grass. You can use it for warping or for taking coins. The question is, can you find it?

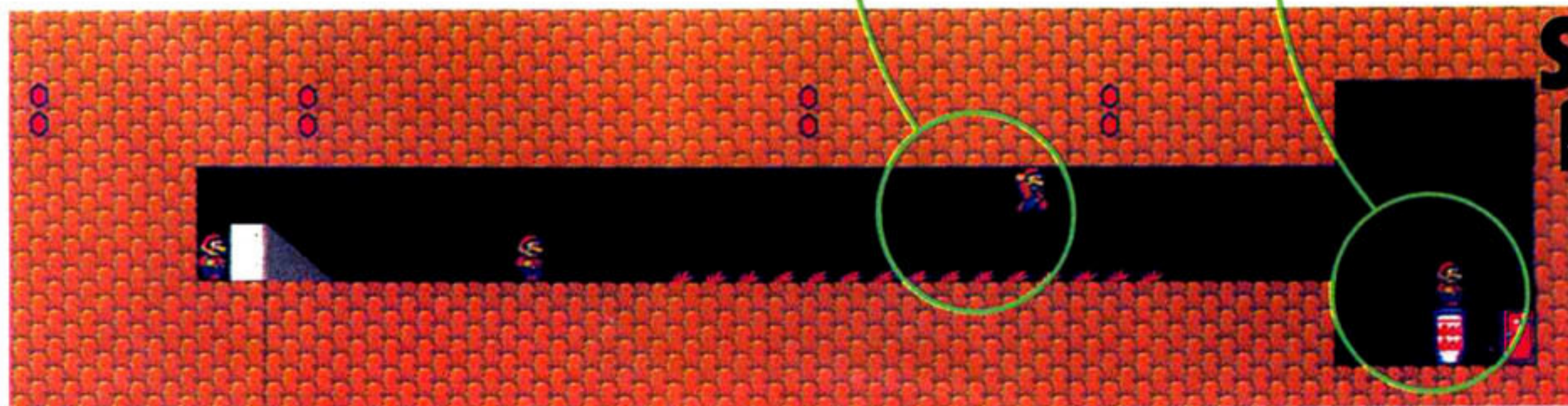
### NOW YOU HAVE TO CHOOSE: COINS OR WARP?



Use your potion if you want a coin.



If you want to warp to World 5, enter Sub-Space and go into the jar.



**SECRET ROOM**

# SUPER MARIO BROS. 2

## HERE COMES THE FLYING CARPET AGAIN

Defeat the rascally Pidgit just like you did in World 1-2 and fly up on the carpet. Now hold onto the vine and go to Map 3.



## SHORTCUT FOR THE PRINCESS

If you are playing the game with the Princess, pile up mushroom blocks on the left side of the cloud and jump from there. You'll find a secret door.

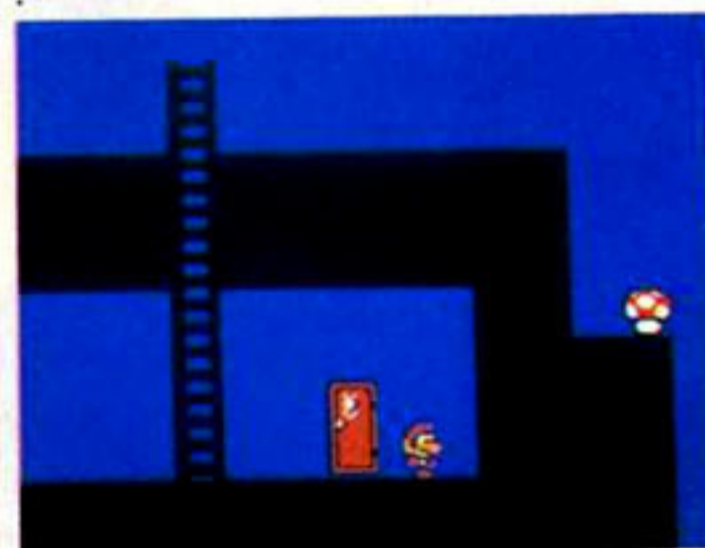


## MAP 3

## SUB-SPACE 1 & 2

Ready? This potion is hard to get. So are the mushrooms in Sub-Space.

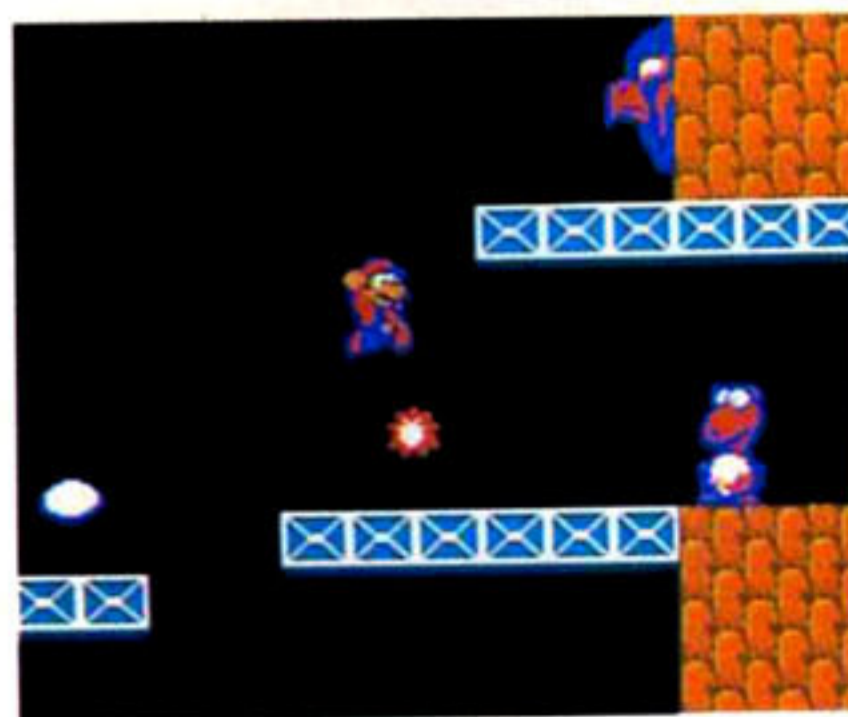
Descend the ladder. In the patch of grass on your right lies the potion. You must take care because the mushroom is on the edge of the cliff.



## MAP 2

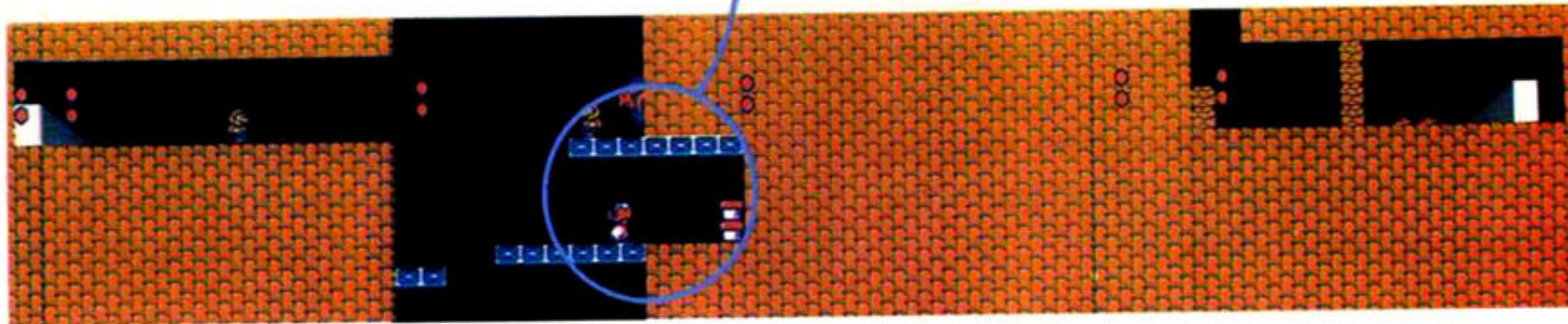
## BIRDO AGAIN!

Birdo has gotten really sneaky now. He spits eggs in quick, tricky motions. Mario has to move fast and dodge with skillful squats and jumps to avoid disaster.



## MAP 4

GOAL

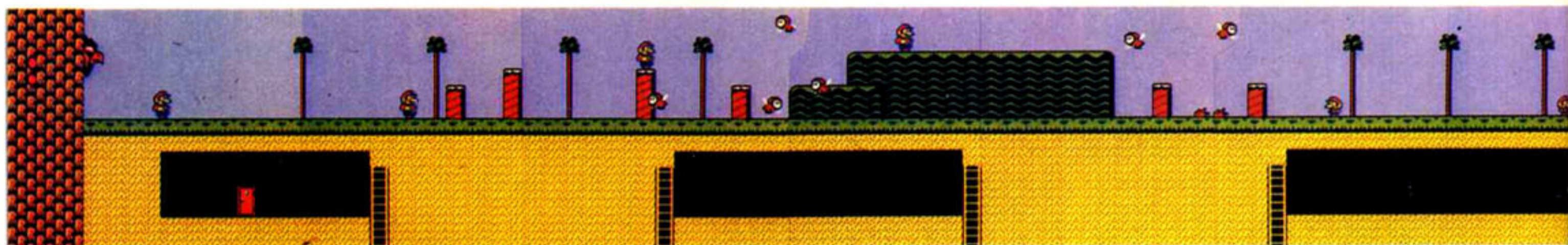
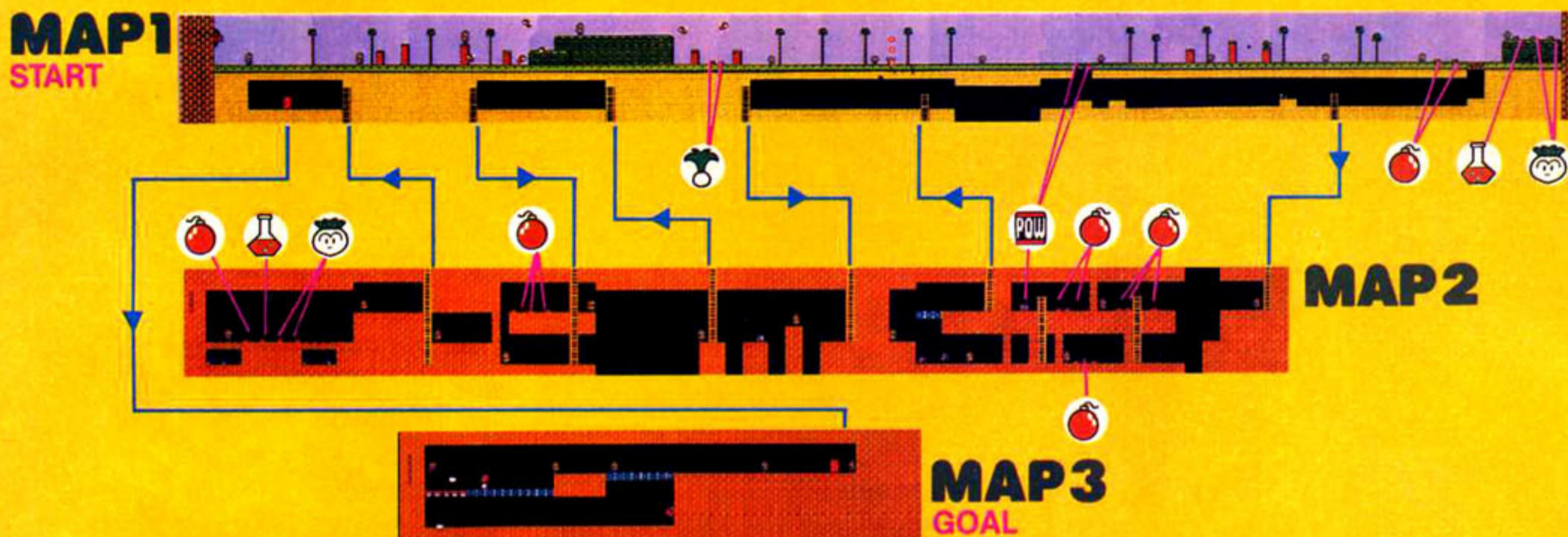


# WORLD 3-2

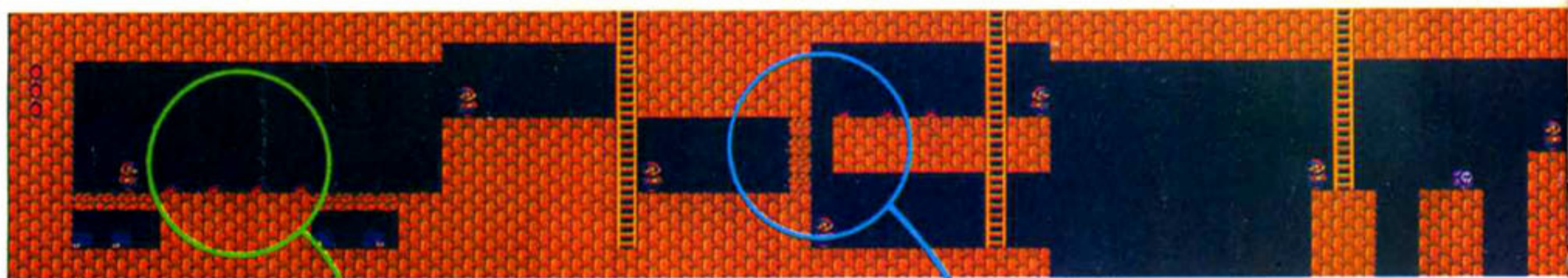
SUPER MARIO BROS. 2

## UP AND DOWN LADDERS IN THE UNDERGROUND

Welcome to World 3-2. Here, the only way to get to Map 3 is by going up and down the ladders between Maps 1 and 2. Watch out for sneak attacks and make plenty of headway by blasting off your bombs where necessary.



MAP 1  
START  
MAP 2



### SUB-SPACE 2

Now you've finally cleared the underground. Good! Before you enter Sub-Space, be sure to destroy the floor on the right with a bomb—if you want the mushroom, that is.



### DON'T GET HURT!

This wall will crumble if you know how to use your bombs. It won't be easy, though, because this is one tough wall. Someone in the World of Dreams used a lot of cement to build it. Time your throw carefully.



# SUPER MARIO BROS. 2



## DEFEAT BIRDO



It's a cinch to defeat Birdo here. You already know how. Just throw the eggs he spits back at him or use the mushroom block on your left. And good-bye Birdo.

## MAP GOAL 3

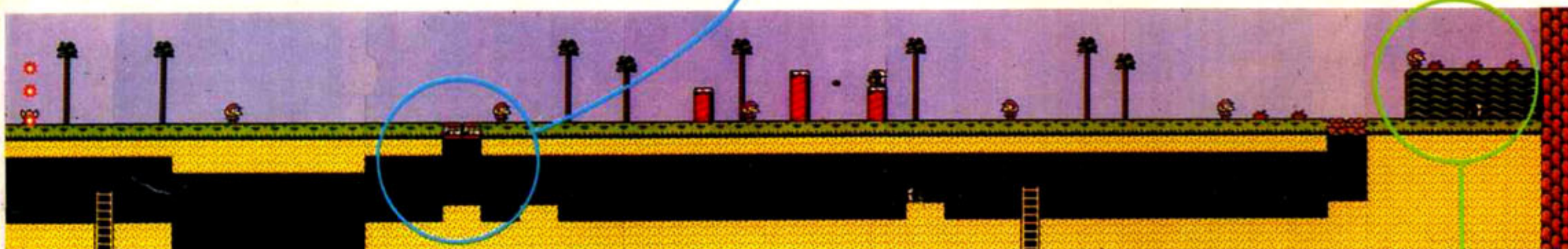
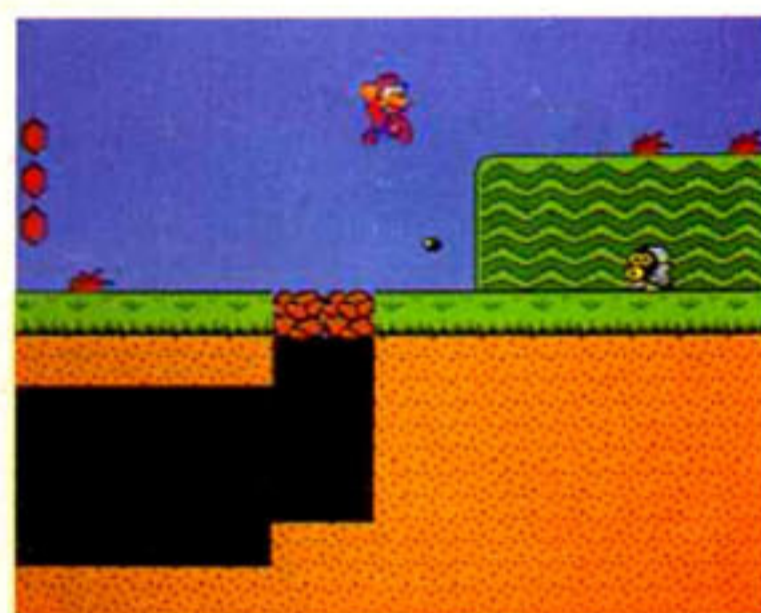
## DON'T TAKE THIS POW!

You'll run into many enemies in Map 1 and you'll probably be tempted to use the Pow. But hold it! If you drop to the underground, you'll never make it to Sub-Space on the right. So don't do it!



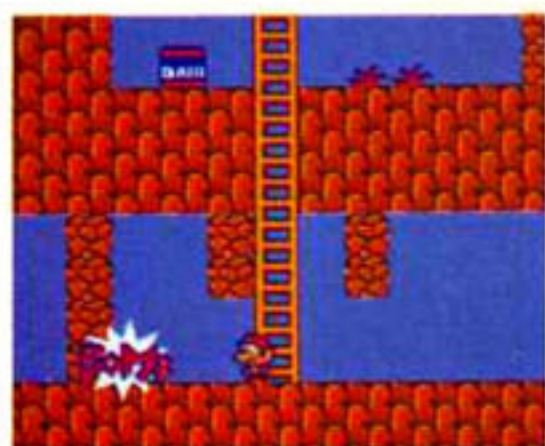
## LOOK OUT FOR SNIFIT!

Use bombs to get to Map 2. But take care of Snifit first, or he'll shoot at you as you head on by.



## MAKE HEADWAY WITH A BOMB

Use the bombs above you to destroy the first and second walls. Use the ones below to destroy the third and fourth walls. Watch out when the bombs explode! After all, you don't want your own trick to backfire!



If you didn't make it this time, go back to Map 1 and try again.

## SUB-SPACE 1



Look to your right, near the walls, and you'll see a mushroom. Take the two coins, too. But watch out for Snifit—he'll attack you from below when you return from Sub-Space.

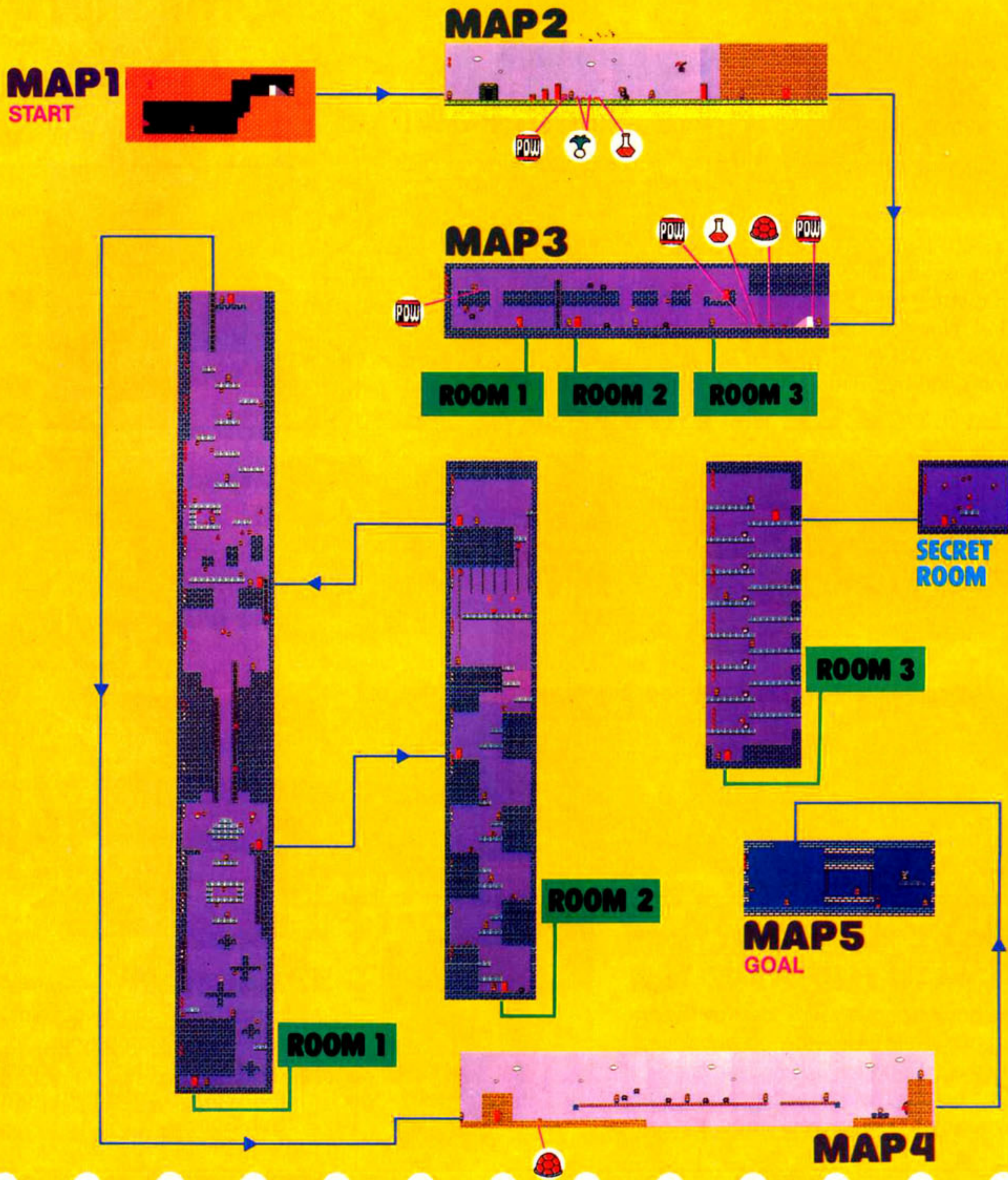


# WORLD 3-3

SUPER  
MARIO  
BROS. 2

## ATTACK DUNGEON!!!

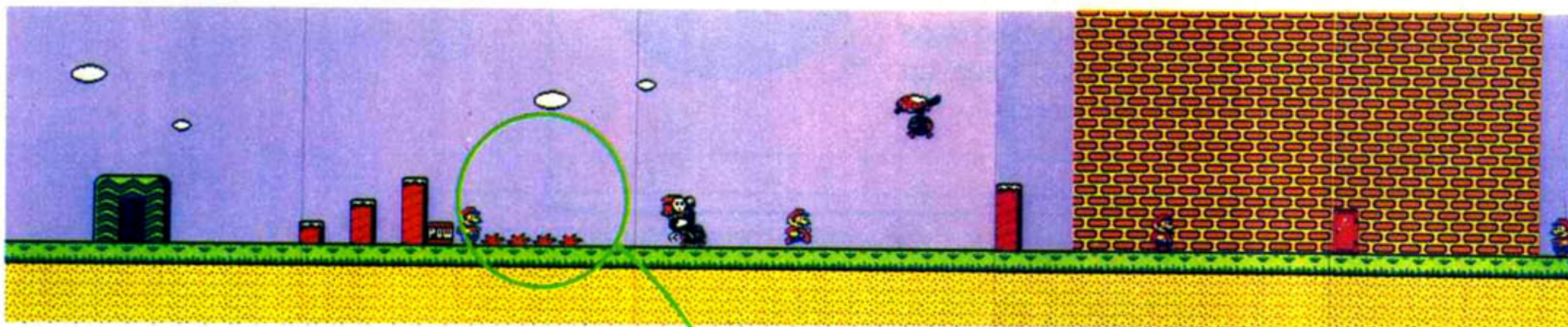
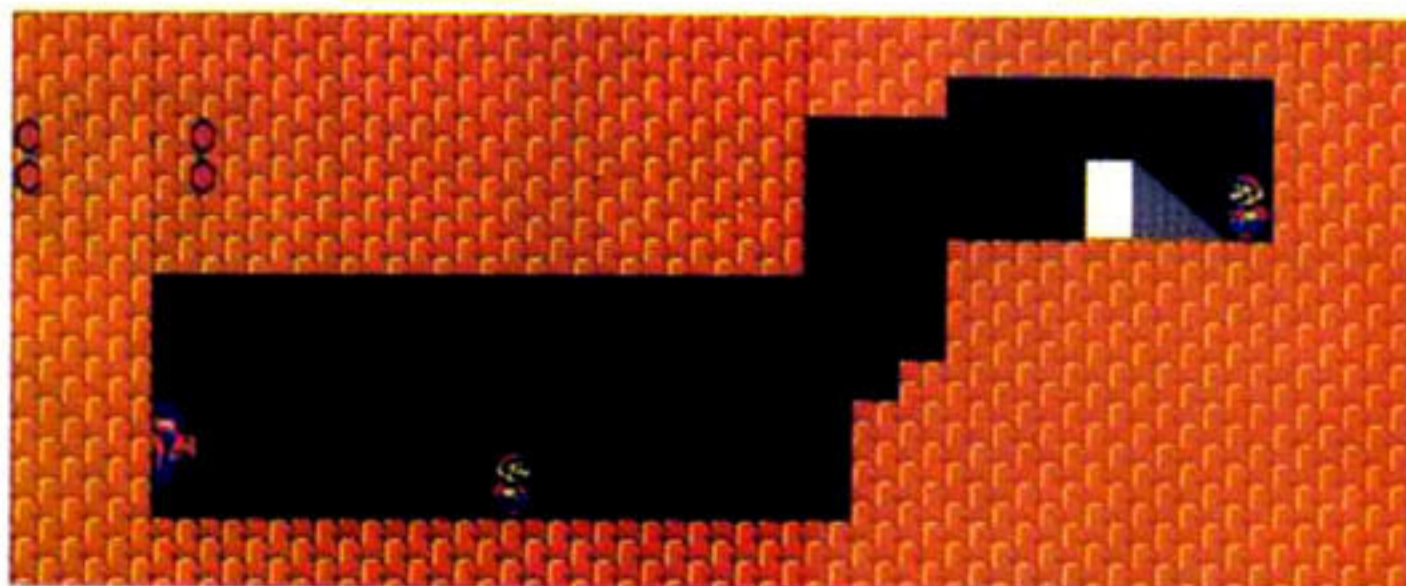
Here you'll find a whole bunch of rectangular rooms. You'll have to go up and then travel down to get inside. But stay sharp because you're going to meet up with lots of Sparks. Watch your step at the very end. Mouser is waiting for you!



# SUPER MARIO BROS. 2

## MAP START

## MAP 2

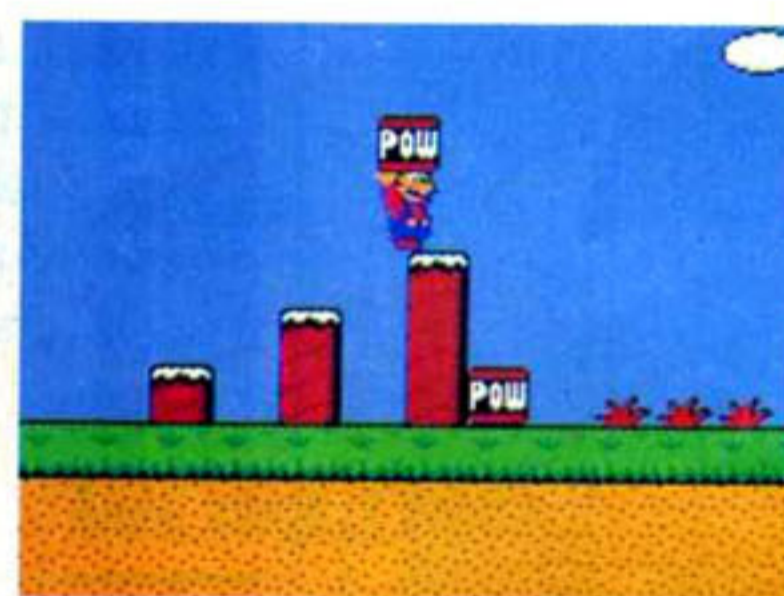


### SUB-SPACE 1 AND DOUBLE POWS!

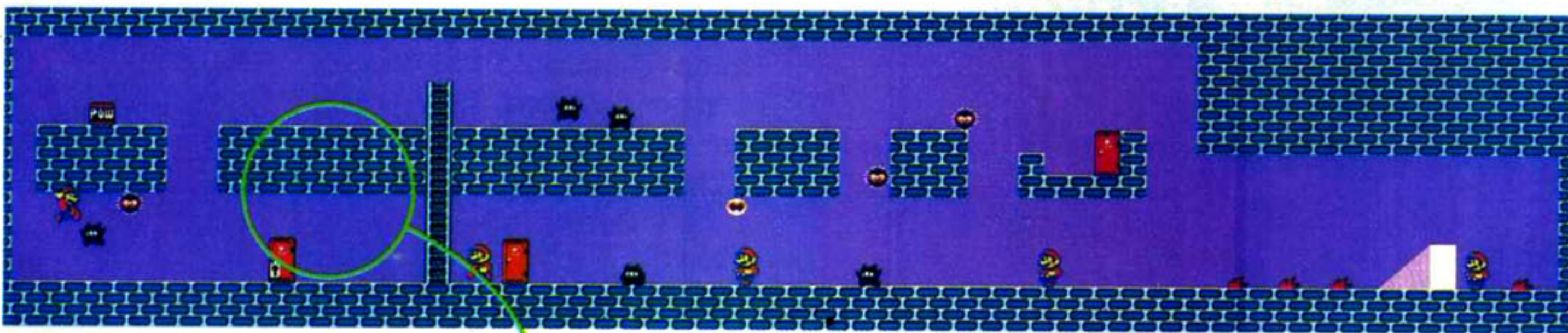
Here at Map 2, you find something really weird. If you have a POW inside Sub-Space, and Sub-Space disappears you'll get two POWs!



Take the mushroom, then lift the POW up high.



Back to Map 2, you're in for a double surprise: two POWs!



### SUB- SPACE 2

There's a mushroom hidden on top of Room 1, but Room 1 is locked! You can get the mushroom if you use the potion between Rooms 1 and 2, but look out for Ninji and Spark. They will do everything they can to give you a bad time.

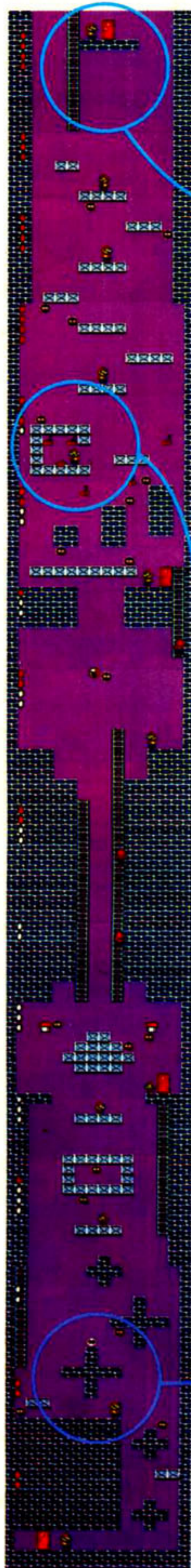


Don't worry. Use a POW and do them in!



Perfect! Now take your mushroom.

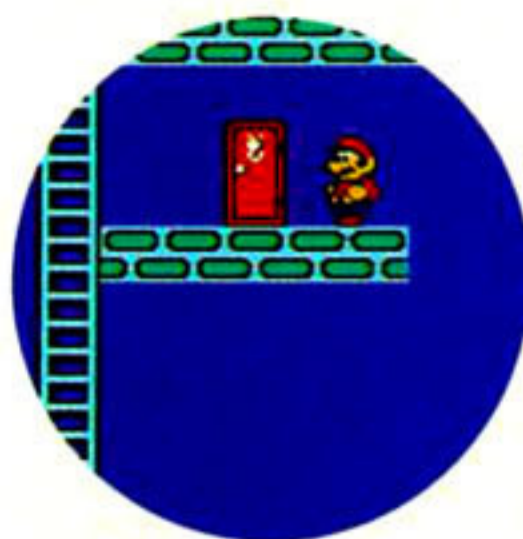
## MAP 3



# ROOM 1

## THERE'S THE GOAL!

Congratulations! You've made it to the exit to Map 4. It wasn't easy getting here, but now you're really getting close to your goal. Keep up the good work!



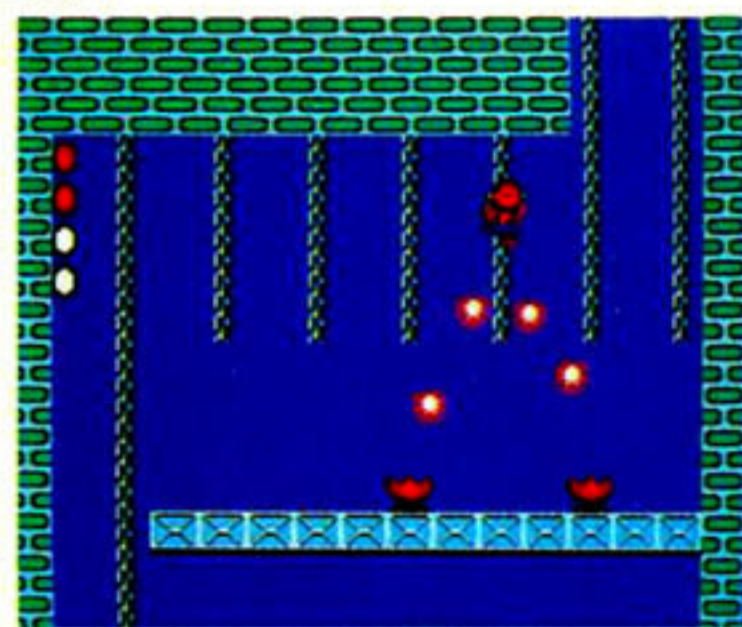
# ROOM 2 DETOUR

There's nothing much in here for you—unless your looking for trouble. But you'll have to enter from Room 1, in order to climb up high enough to find the door to reach Map 4.

# ROOM 2

## TAKE A BREATHER HERE

Hidden in this little patch of grass is the POW. Use it to get that Spark out of your way for good. And don't forget to pick up a cherry. The pickings are easy!



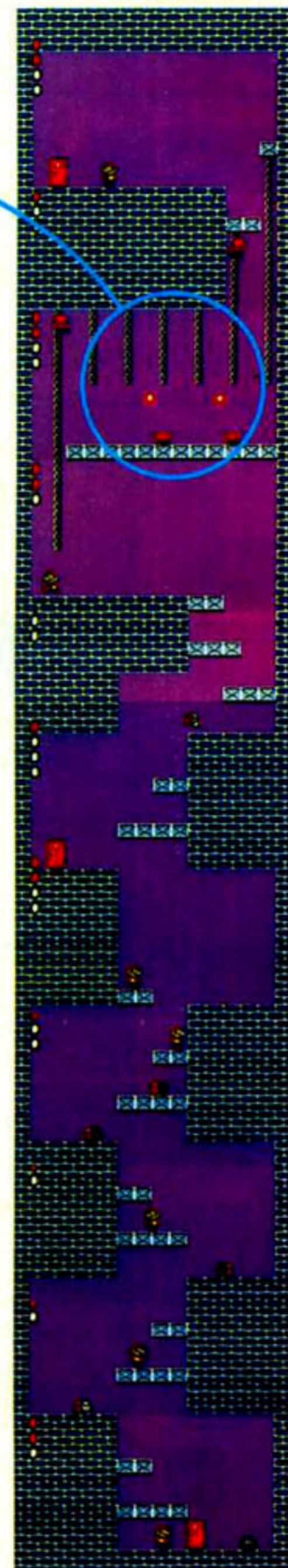
## BEWARE OF THOSE HOT FLAMES



Uh oh, check out these two dangerous Pansers. Stay on your toes or they'll get you—but good. Just keep moving, and don't hesitate. Cross over pronto, and you've got it made.

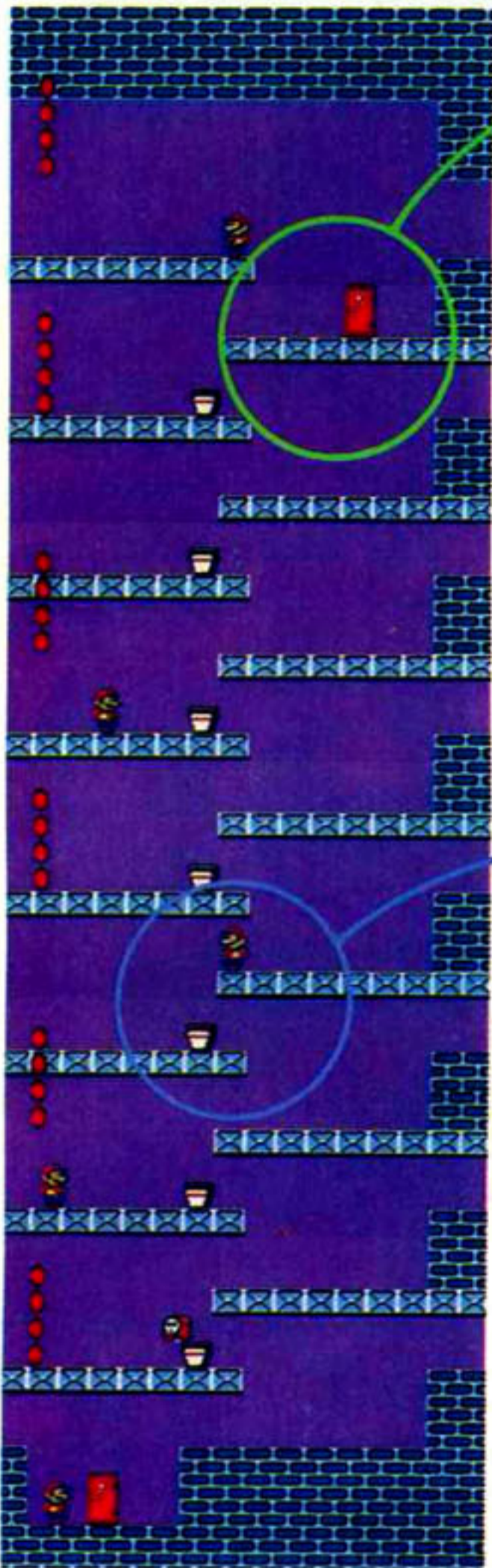
## TAKE YOUR TIME, BUT KEEP MOVING

Sparks really know how to fly and they are after you! Your best escape plan is to make small, steady jumps. That should keep you at least one step ahead of them.



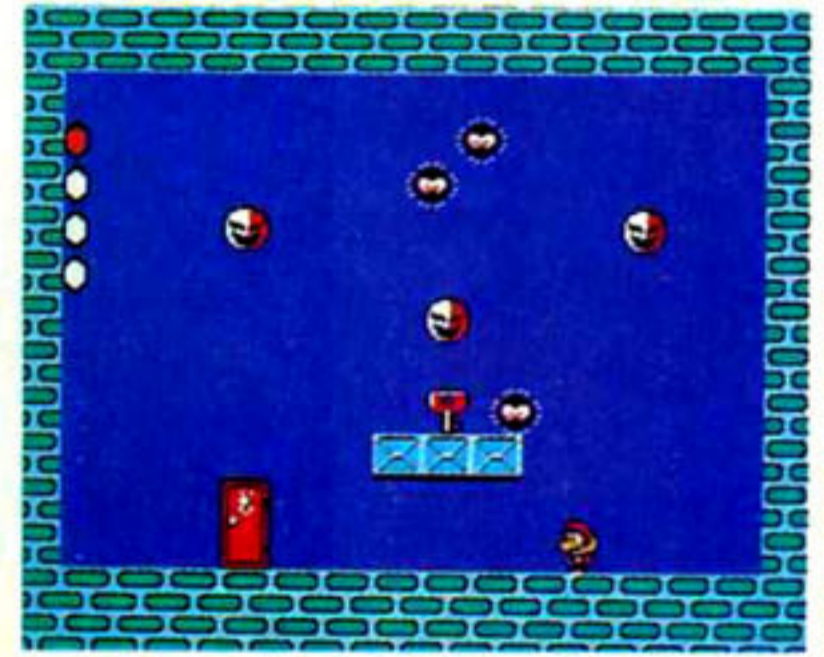
# SUPER MARIO BROS. 2

## ROOM 3



### FOUND WHAT YOU'VE BEEN LOOKING FOR?

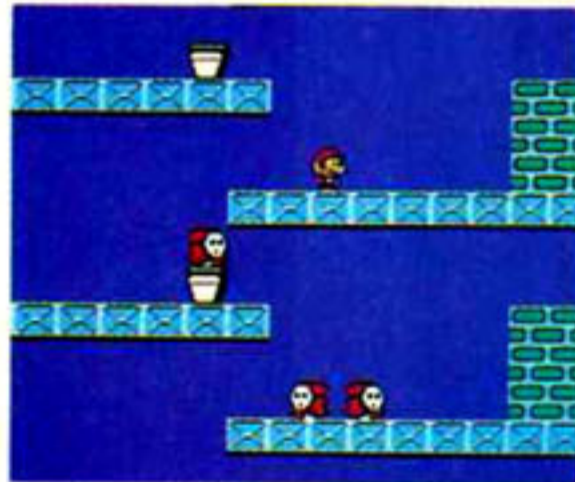
Here's the key that unlocks the door to Map 3. When you take it from the Secret Room, Phanto will come after you. You'll need to pull some fast tricks to keep your key and make him back off.



Take the key and run!

### HERE WE GO AGAIN, SHYGUYS COMING OUT OF THE JAR

Bad news is heading your way fast. Shyguys are coming out of the jar one after another. Don't even try to tangle with them. Make tracks. Move sideways and go up and down the steps to avoid them.



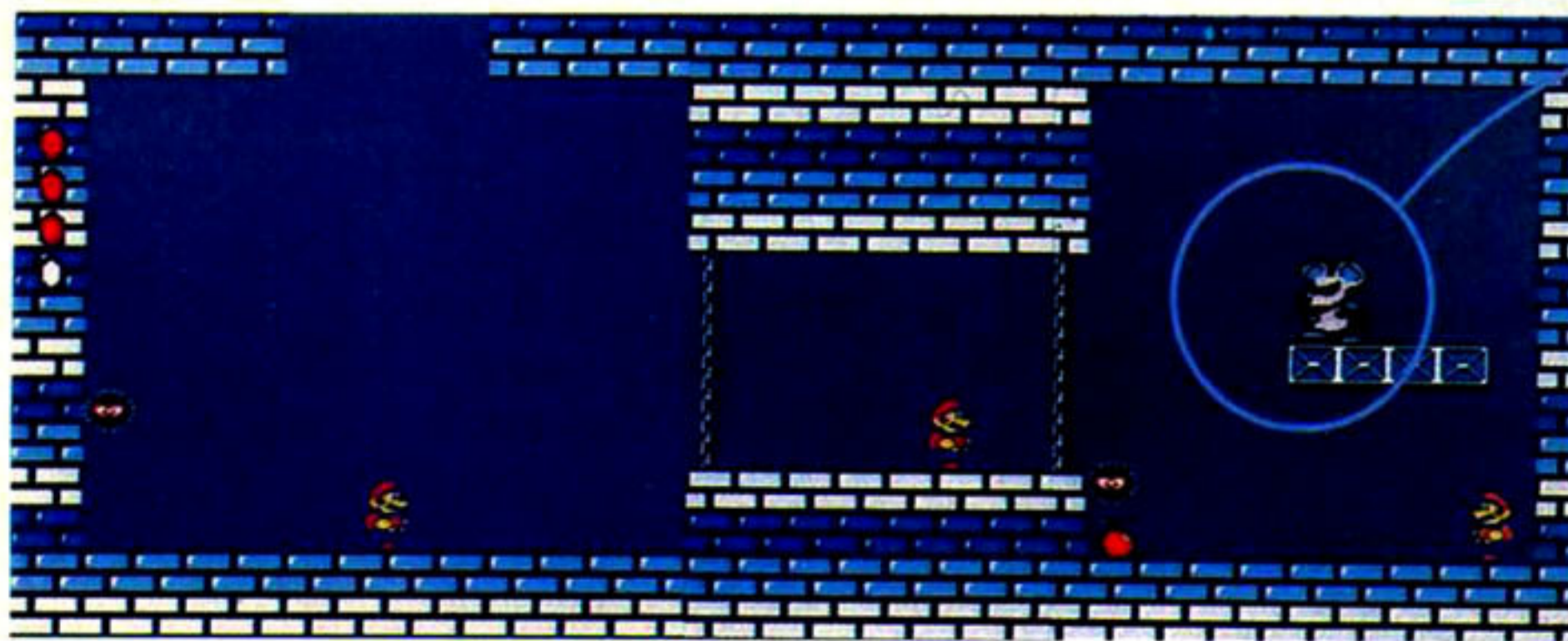
Oh, no. Stop! Don't move a muscle.

### THIS IS IT! YOUR LAST FACE-OFF IN WORLD 3!

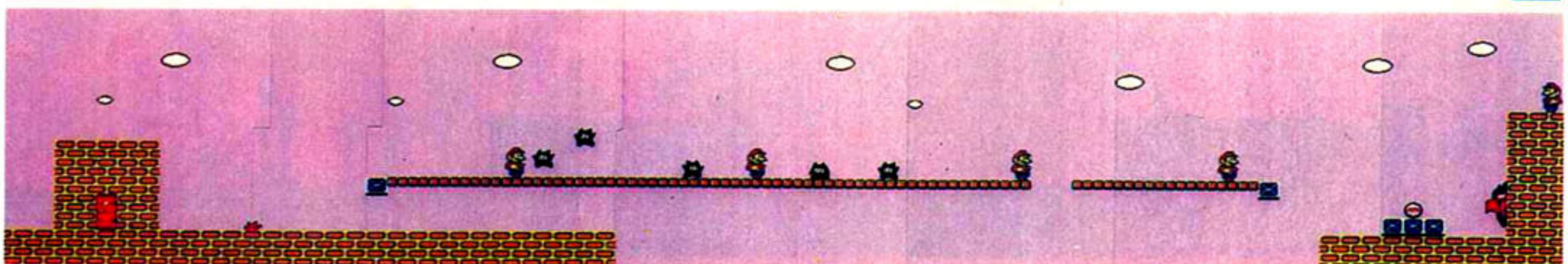
Now it's time to make peace in World 3. But first you'll have to deal with an old enemy. The little boss is Mouser, but you know how to deal with him from World 1-3. Catch the bombs and let him have it with six of them.



## MAP 5 GOAL



## MAP 4



# WORLD 4-1

**SUPER  
MARIO  
BROS. 2**

## ENTER THE ICE WORLD!!

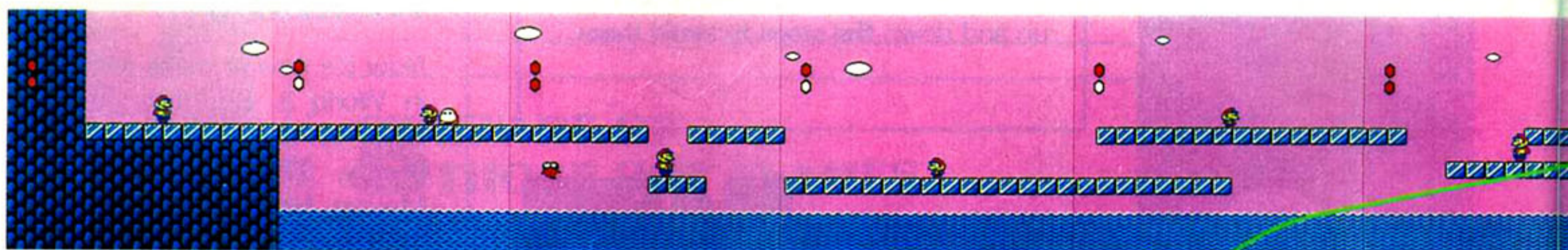
The fourth world Mario enters is encased with ice. Watch your step—it's slippery. And if you fall, it's hard! To make things worse, enemies like Flurry and Autobomb and your old pal Shyguy will be on your heels. Have any ice skates?

### MAP 2

GOAL



**MAP 1**  
START



**MAP 1**  
START

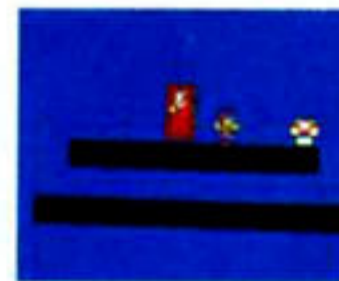
### GET THE BEST OF AUTOBOMB!

The Autobomb follows you everywhere and shoots flames at you. Here's a hint: get rid of Shyguy and get above Autobomb. And look—Autobomb gives you a lift!!

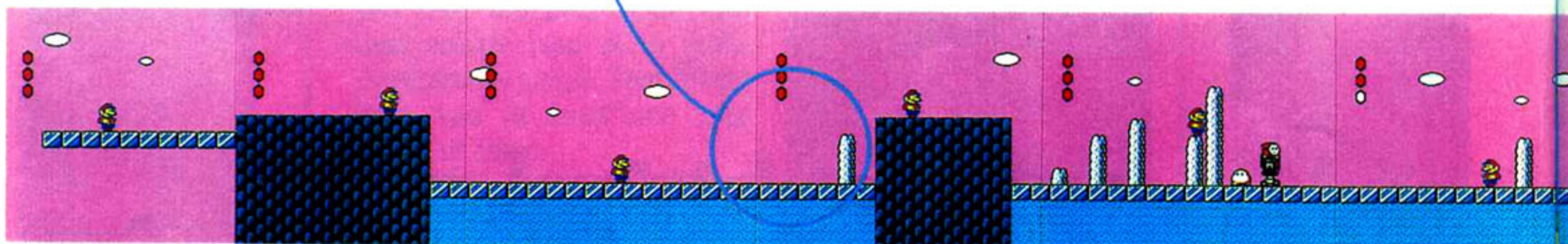


### SUB-SPACE 1

It's going to take plenty of skill, know-how and nerve to get from here to Sub-Space. Be sure to take potions because you're going to need them as never before. Here's another hint—create doors whenever Flurry is not around.

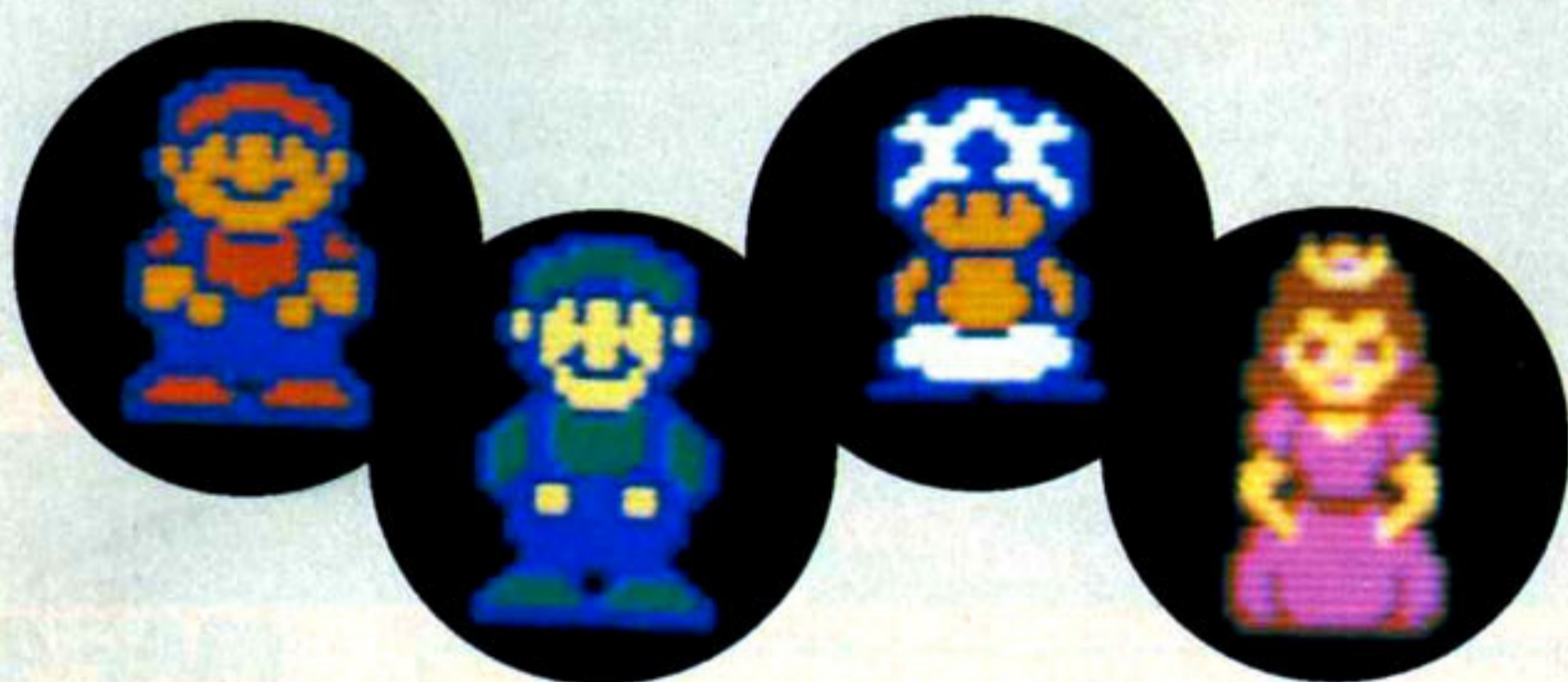


GOAL  
**MAP 2**



# SUPER MARIO BROS. 2

Which character will you take for adventure?

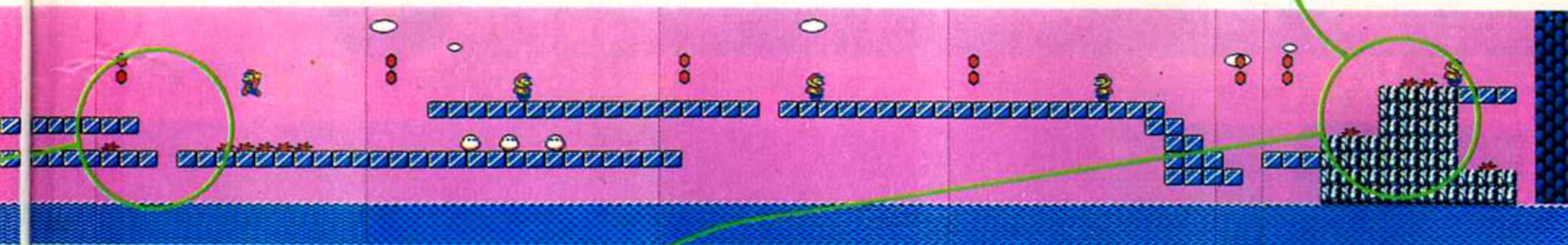
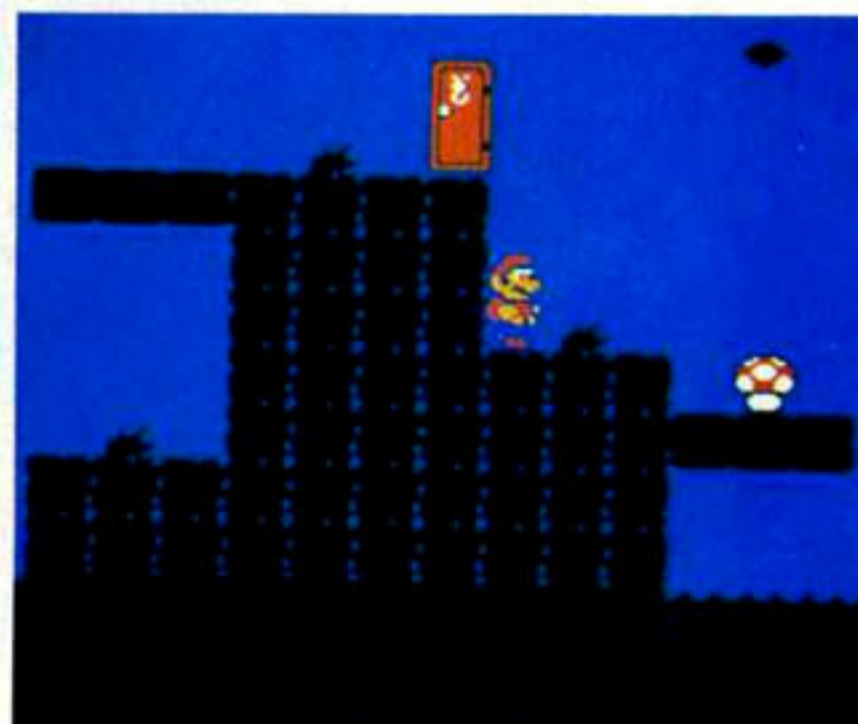


Before you pick your character, think smart. Choosing the right character for you is super important in World 4. If you are good at avoiding enemies with little jumps, take Mario or the faithful Toad. If you are not so hot at

that, make big jumps with Luigi or the Princess. Whatever you do, choose the one that will help you the most at your own skill level.

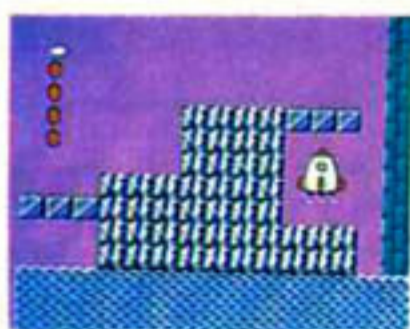
## SUB-SPACE 2

You're finally out of Map 1. Good going! How about taking a breather to build up your strength. These rocks aren't slippery, so you don't have to worry. Relax!



## ROCKET RIDE!

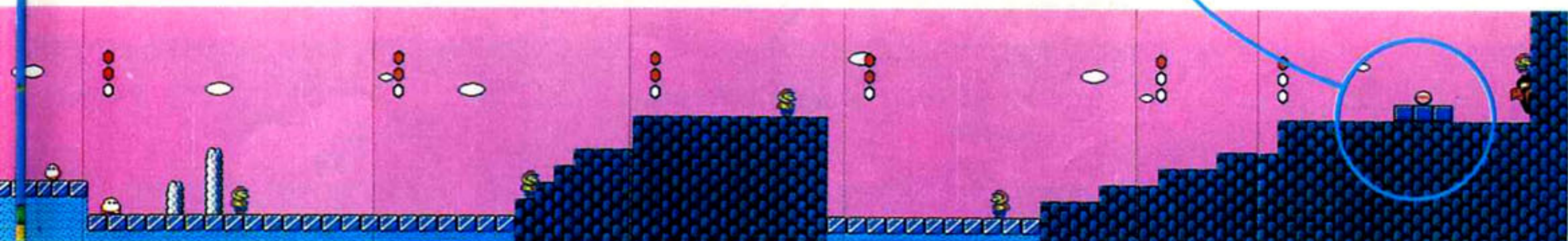
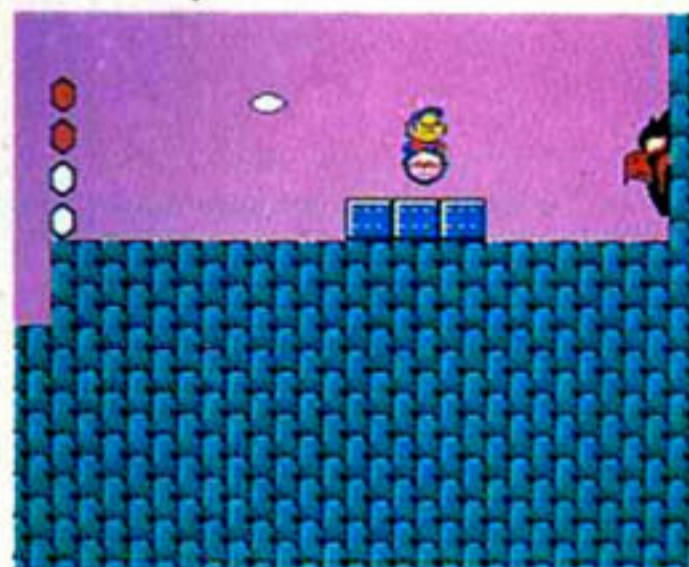
Now that you've got the mushroom, it's onto the next world. Hold it, there's no passage! Just grab a handful of grass and you'll find a rocket in your hands. Climb on board and you're off to Map 2.



## WHERE'S THE BOSS?

You've now made it to the end of World 4-1, and you probably expected to find a little boss waiting for you. Nope! Don't be disappointed—it was hard enough getting here. Enjoy the breather.

All you see is the crystal ball. No Birdo?

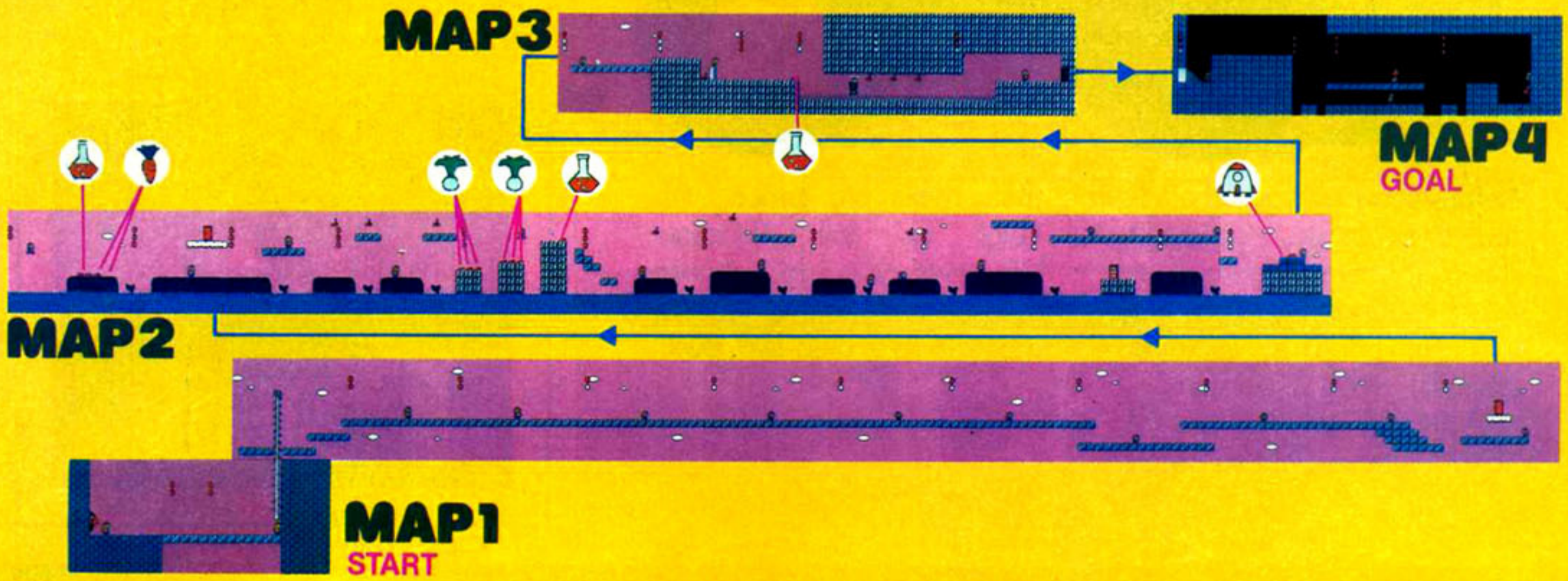


# WORLD 4-2

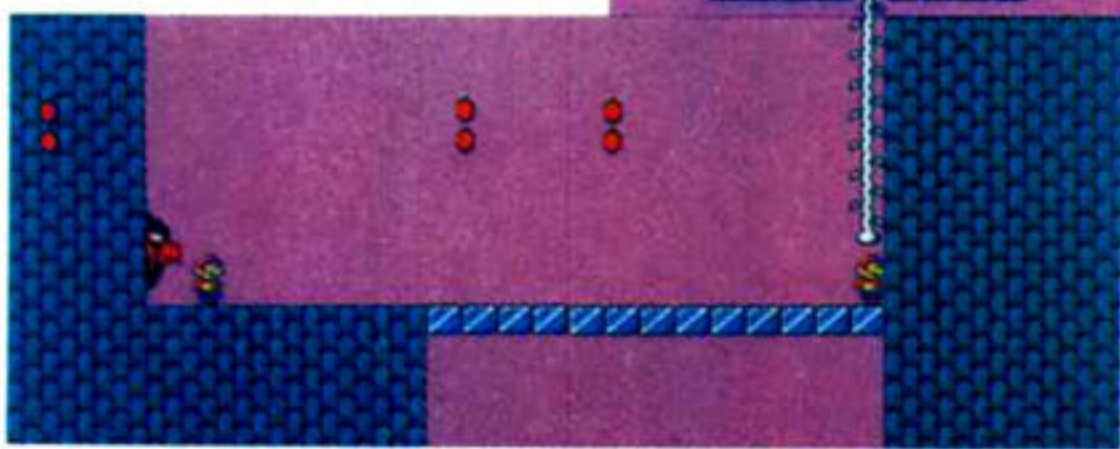
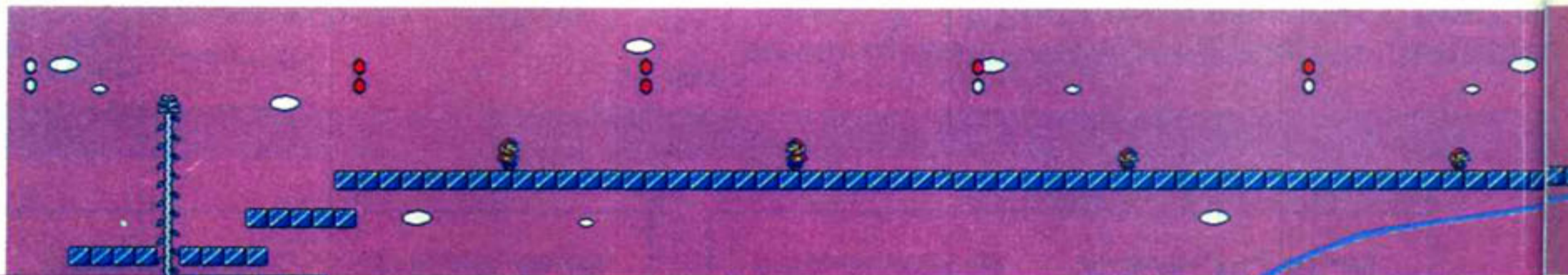
**SUPER MARIO BROS. 2**

## GET ON THE WHALE AND GO!

World 4-2 is as challenging as riding whales. At Map 1, you might have some trouble with the Beezos flying at you. The best strategy is to make small jumps and keep moving. At Map 2, you'll have to walk across the backs of whales.



### MAP 1 START



### SUB-SPACE 1 & 2

MUSH ROOM

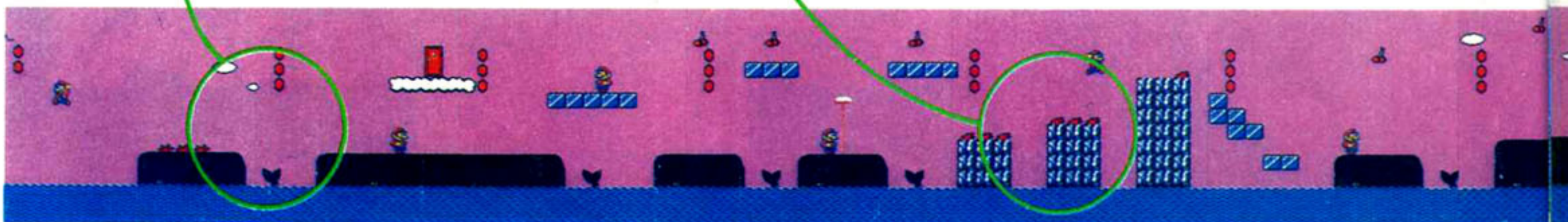


COINS

Here are two potions. If you enter Sub-Space from the whale's backs, you get mushrooms. If you enter from the craggy cliff on the right, you'll get coins. Your choice!

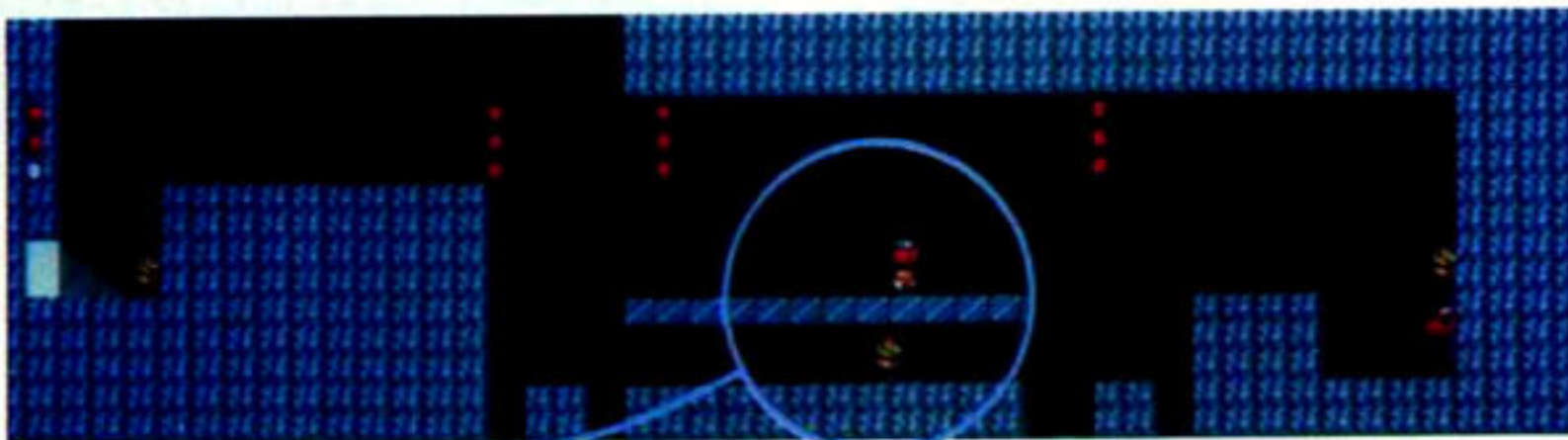
### GET FLURRY!

Take care of these pesky Flurries now, or they'll keep after you. Even worse, you'll be attacked by them and Beezo at the same time.



# SUPER MARIO BROS. 2

## GOAL MAP 4



### OH, NO! BIRDO AGAIN



You already know this little boss—Birdo. When you throw eggs at him this time, beware of the slippery floor. It might be better to nail him from the rocky floor below.

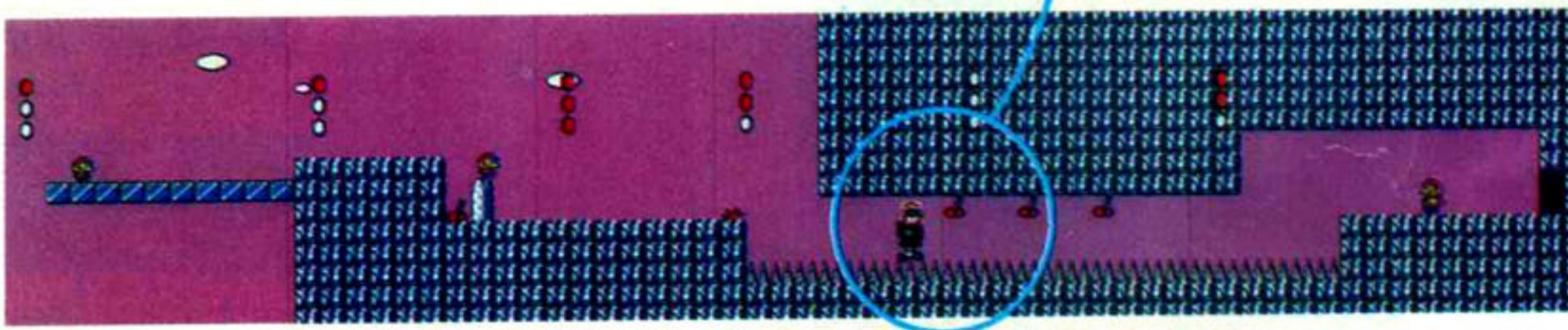
### AUTOBOMB AND CHERRY!

You can't walk on this floor—it's covered with thorns! Advance on the Autobomb. If you can get the cherry, Starman will show up and you'll be able to defeat Porcupo.

Yeah! Here's Starman. With his help, you'll skate through to victory for sure.



## MAP 3



### RIDE ACROSS THE WATER ON THE WHALE SPOUT!

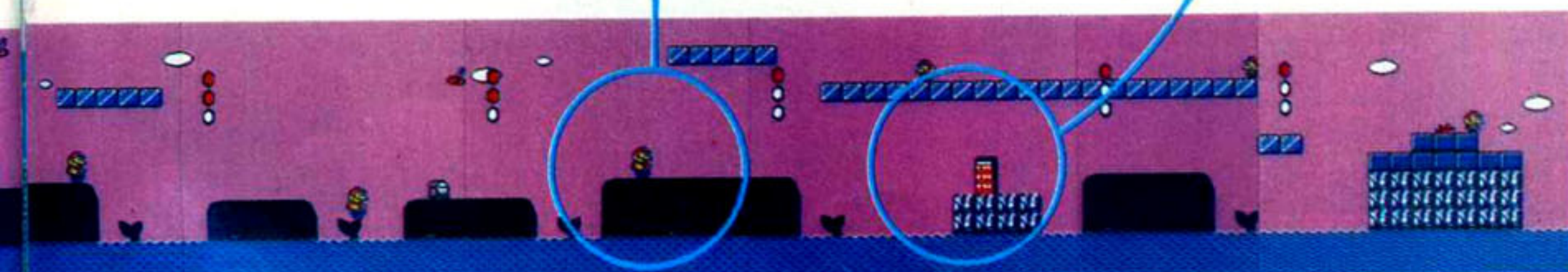
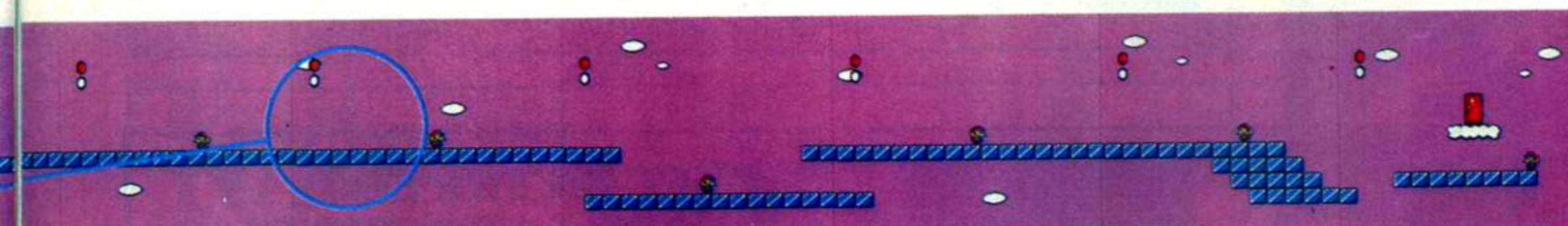
The whale spout will carry you up to where the cherries are. But be extremely careful. If you blow it, you've got big problems.



### WARP ZONE

You can warp to another world in the jar. Of course, it's hard to say which world! Carry your potion from the left side of Map 2 and create Sub-Space here.

Skip World 5 and go straight into World 6-1—just like that!



## MAP 2

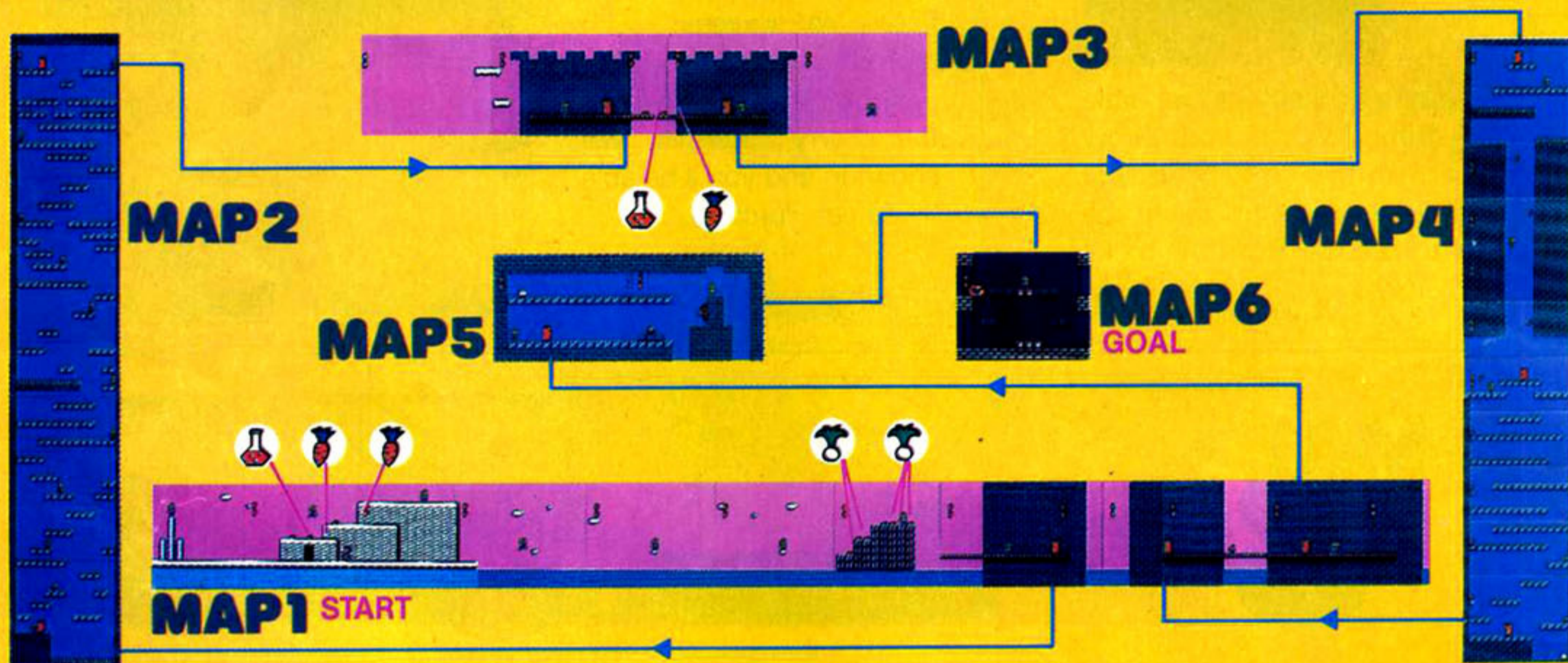


# WORLD 4-3

SUPER MARIO BROS. 2

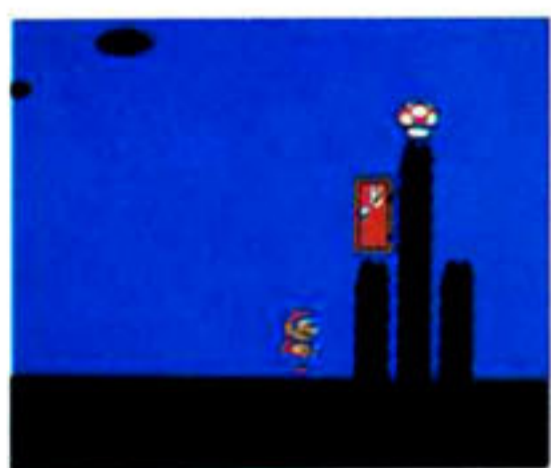
## CROSS THE OCEAN AND MOVE UP

Once you climb up the ladder and get above ground, you're going to run into Birdo again. This time get on his egg and ride it across the ocean. Next, move toward the two towers. And guess what's waiting for Mario there: Fryguy.



### SUB-SPACE 1

Here are three ice poles. Enter Sub-Space here, and you'll find a mushroom at the top of the center pole.

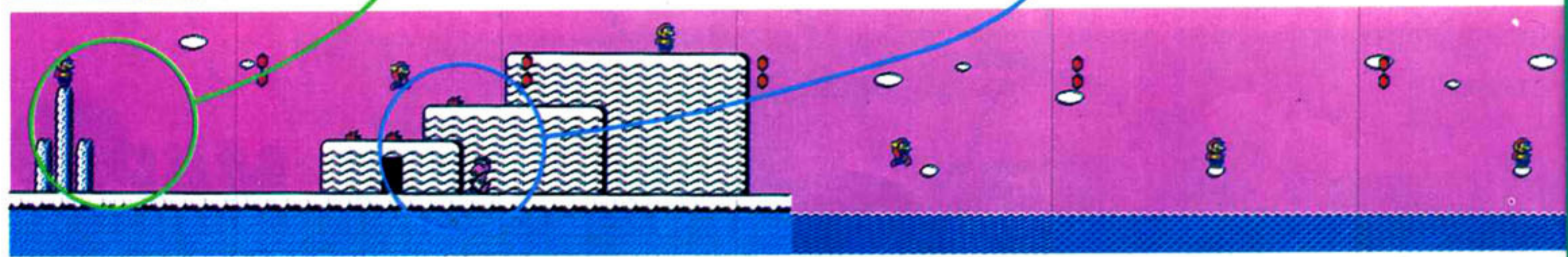
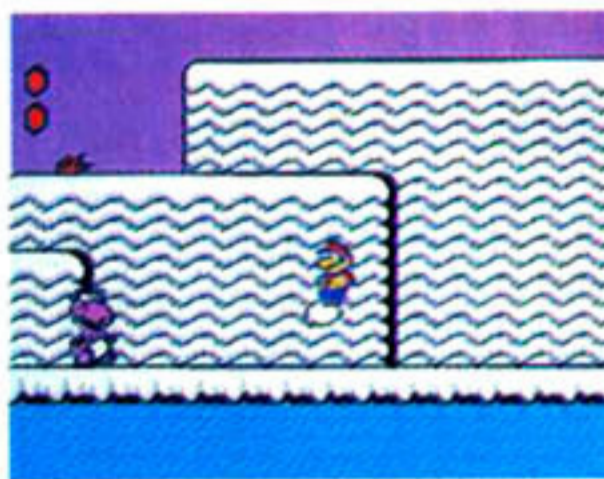


Bring the potion from where Birdo is and make yourself a door here.

### MAP 1 START

### GET ON THE EGG AND GET MOVING!

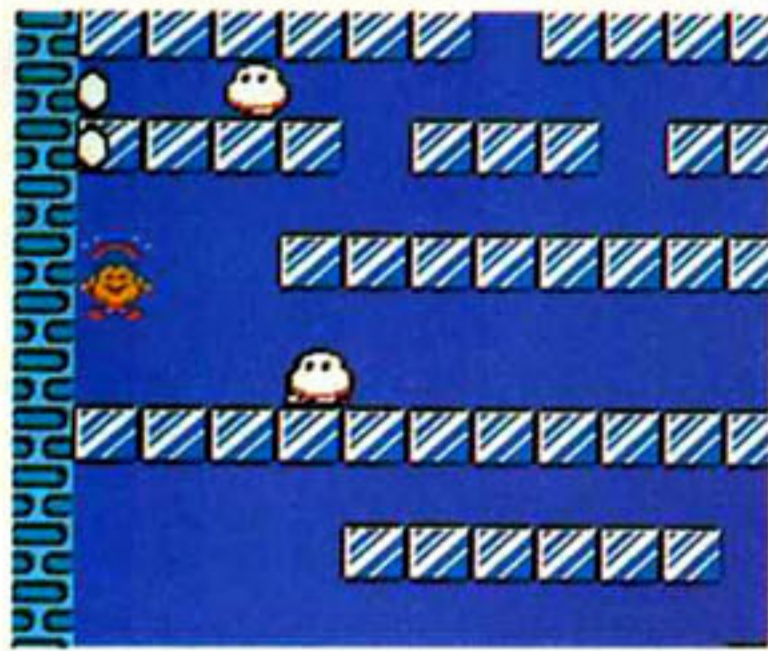
Wait! Don't defeat this Birdo—as much as you want to. You're going to need to hitch a ride on one of his eggs to get across the ocean. Wait on his right-hand side.



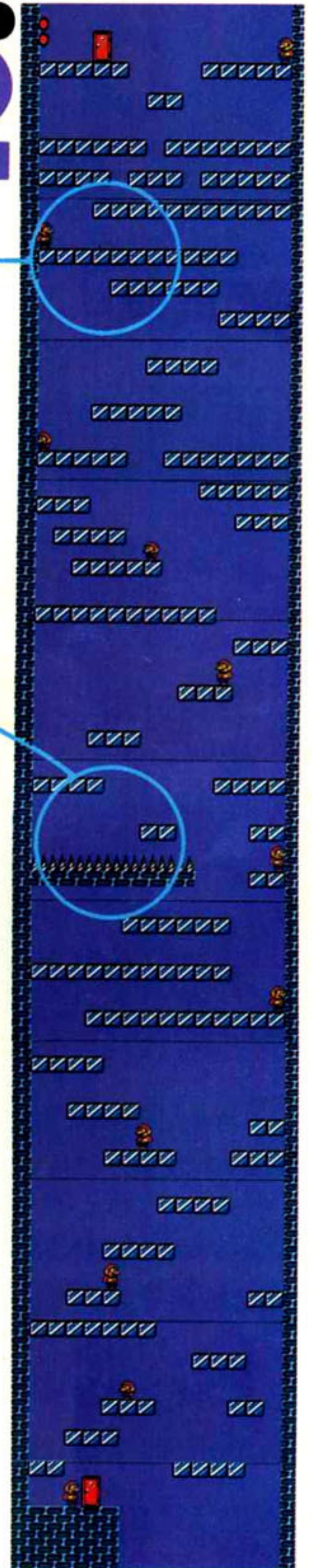
# SUPER MARIO BROS. 2

## JUMP—BUT CAREFULLY!

The floor inside is covered with ice. Not only is the floor slippery, but you also have Flurry diving at you from above. Keep your footing as you try to move fast using avoidance tactics. Be brave—but be careful.

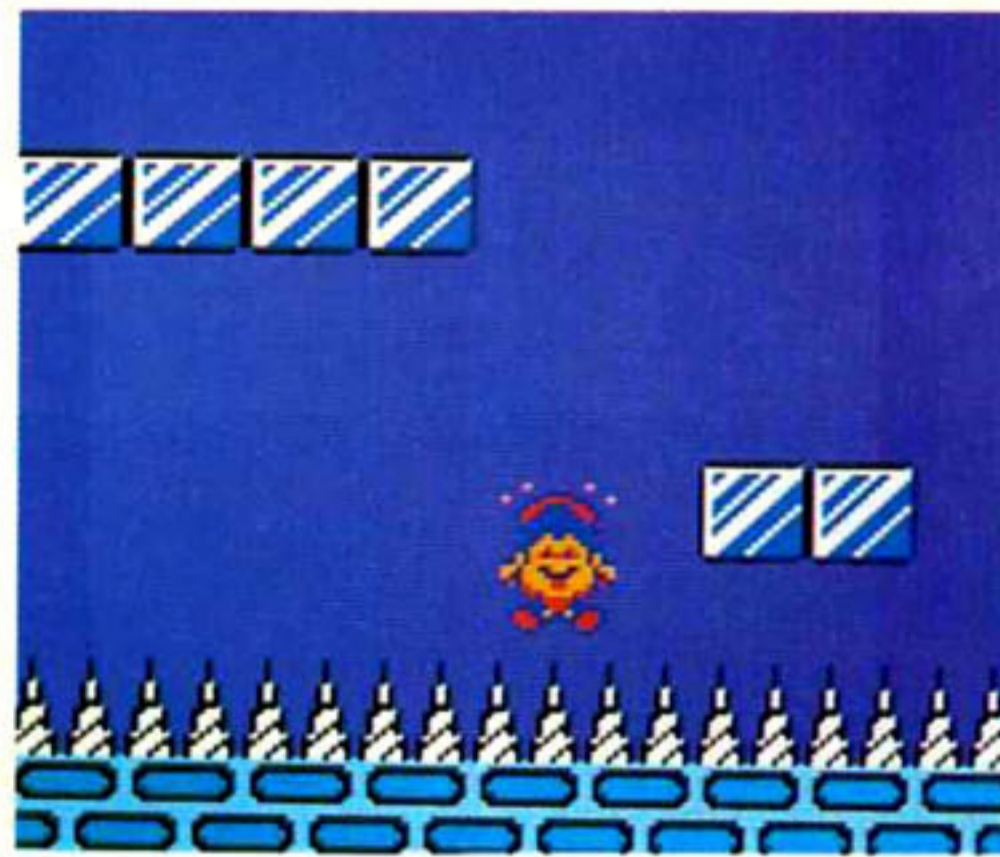


## MAP 2



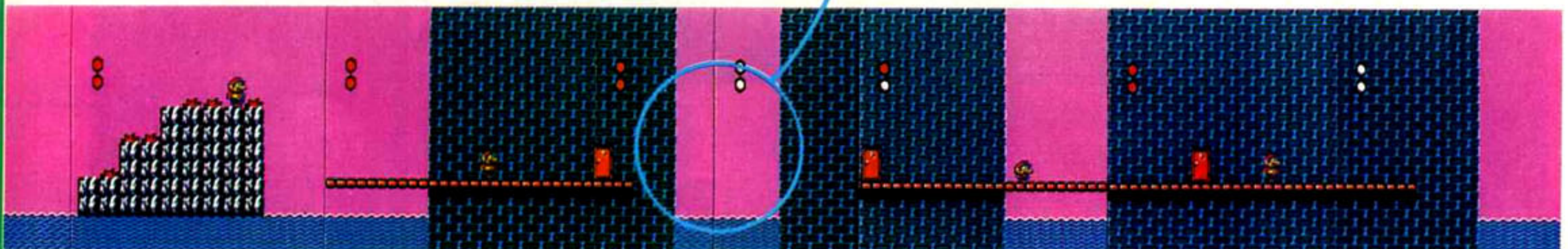
## THE THORNY FLOOR IS BAD NEWS

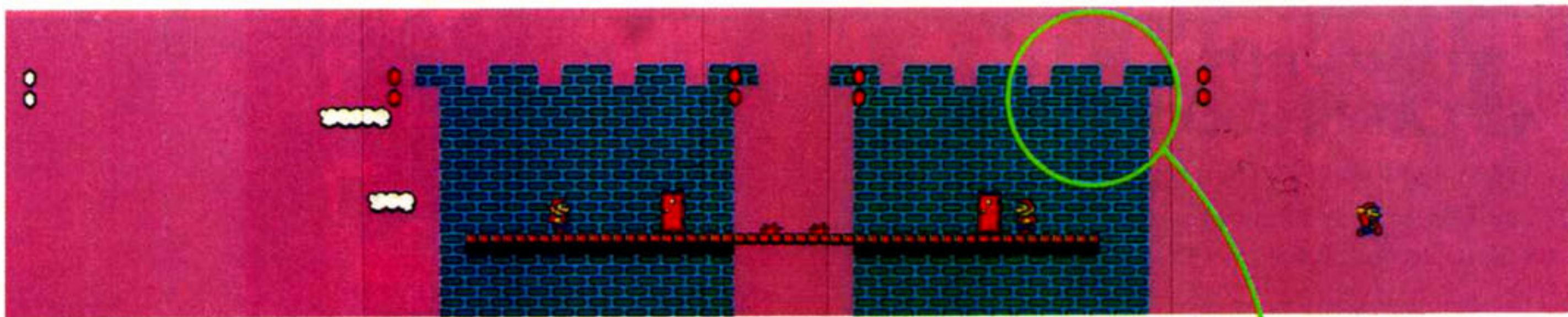
Here comes trouble. If you let yourself touch this floor, you'll be a "goner" before you have time to jump. Take a big detour to your right, go to the center, and climb up quick!



## NOT EVEN THE PRINCESS CAN MAKE IT HERE

These two bridges might look as if they're close together on the Map, but not even the Princess, the hottest jumper of all, can leap across here. Be patient. Go inside the tower and move up

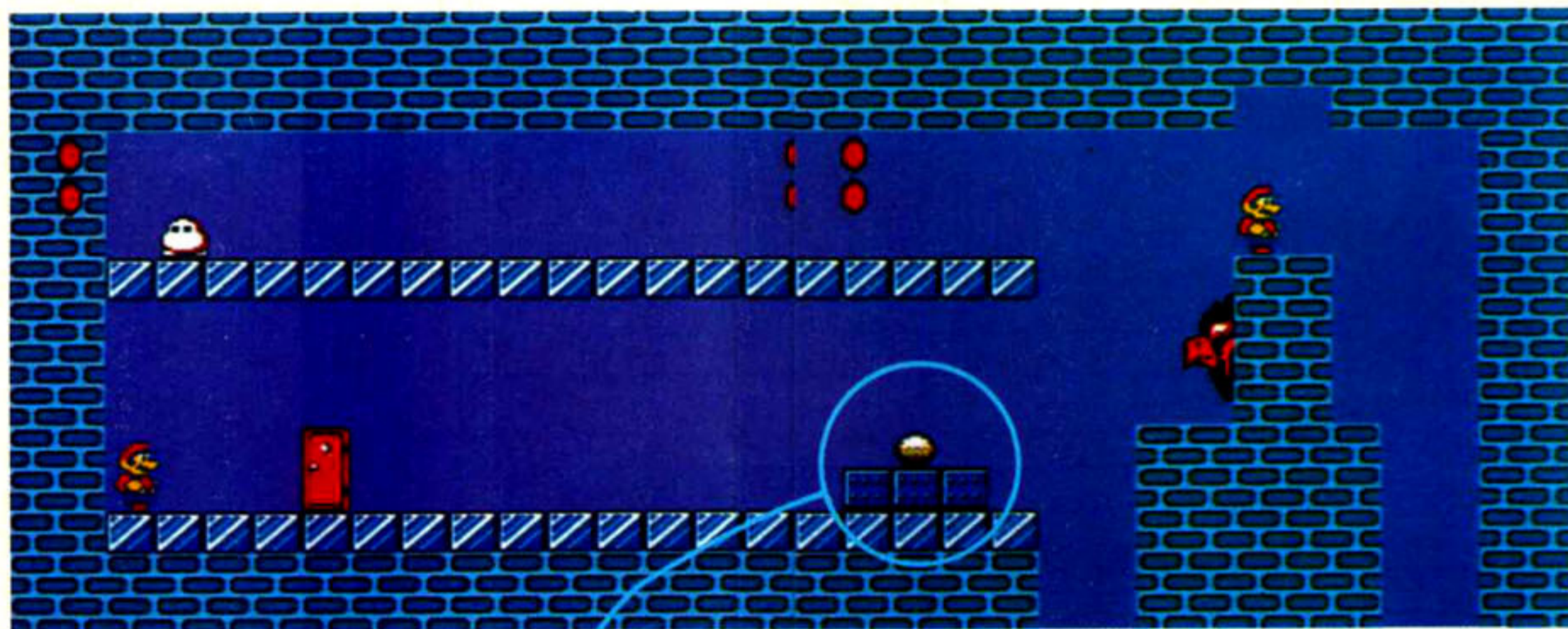
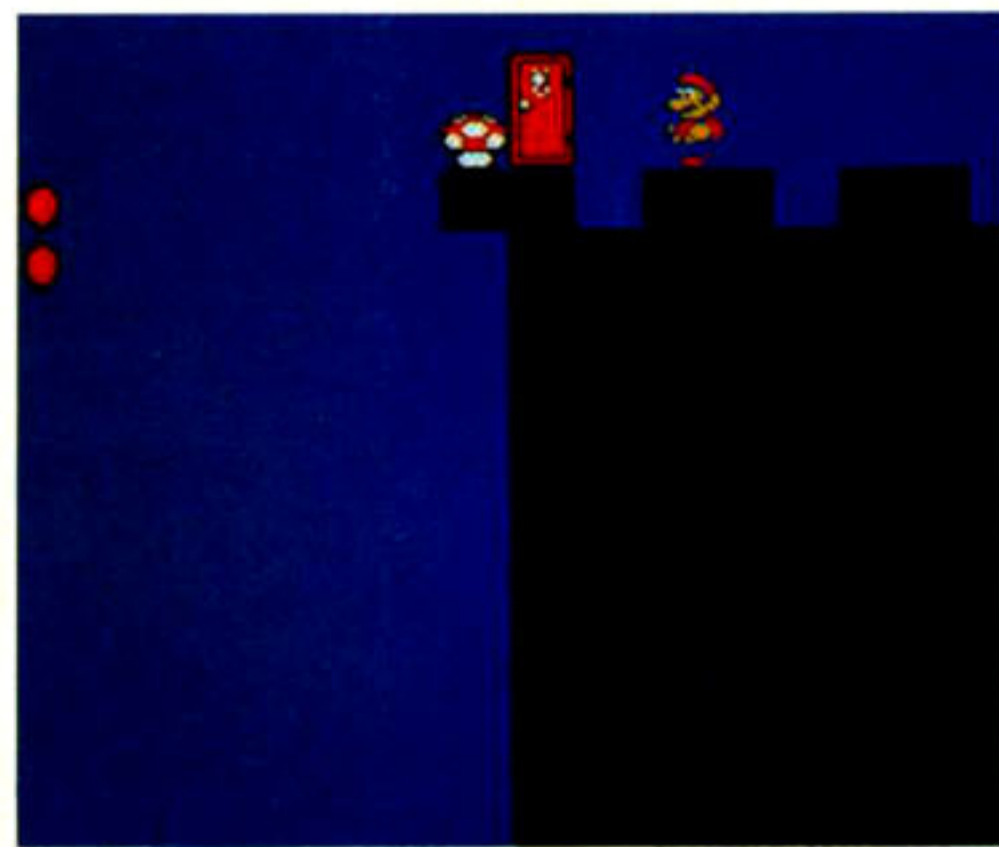




# MAP 3

## SUB-SPACE 2

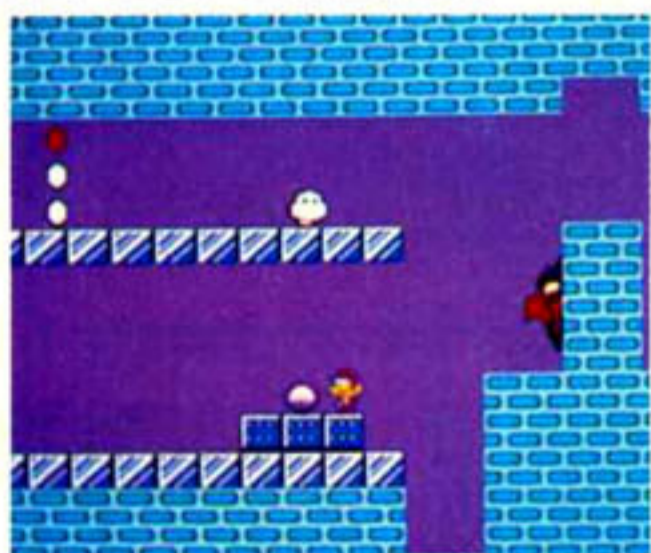
Watch for the two patches of grass on the bridge between the towers. In the patch on the left is the potion. Take it and go from the left cloud to the top of the tower and enter Sub-Space. A mushroom is waiting for Mario.



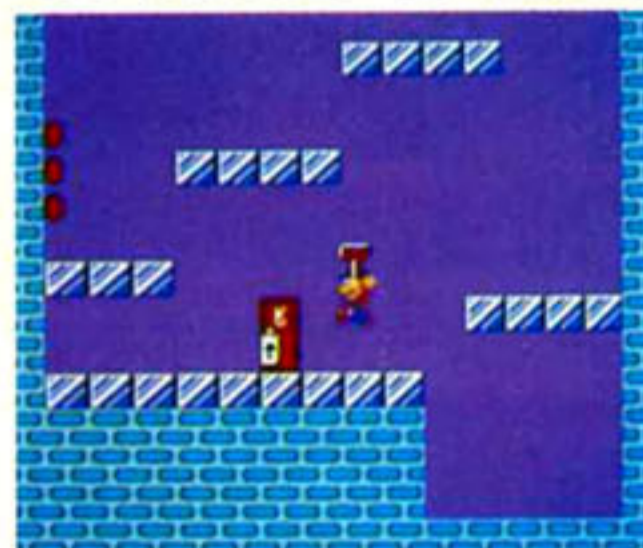
# MAP 5

## IS THIS THE CALM BEFORE THE STORM?

There are only two Flurries and a crystal ball in this room. Quick, get to the Mask Gate and into the room with the little boss. Prepare yourself: this is Fryguy's territory! And you won't believe all the hot ideas he has on how to keep you out.

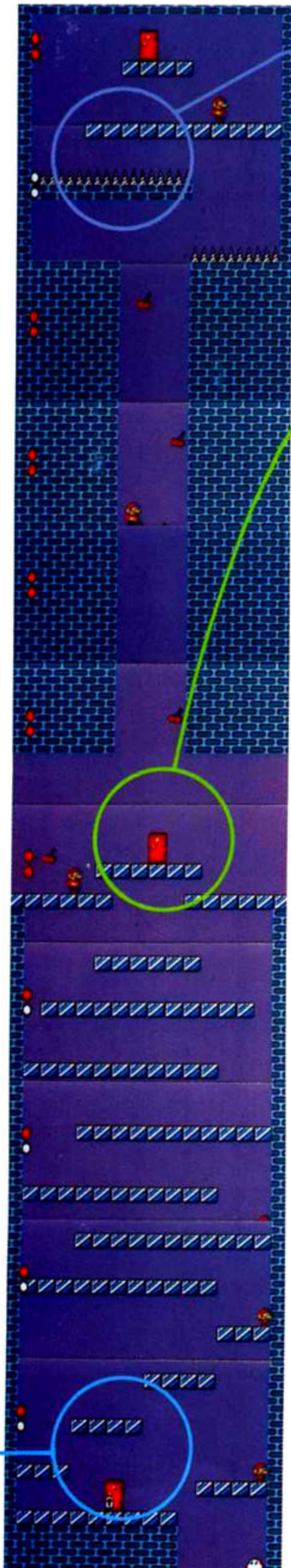


## UNLOCK THE DOOR AND SCRAM!



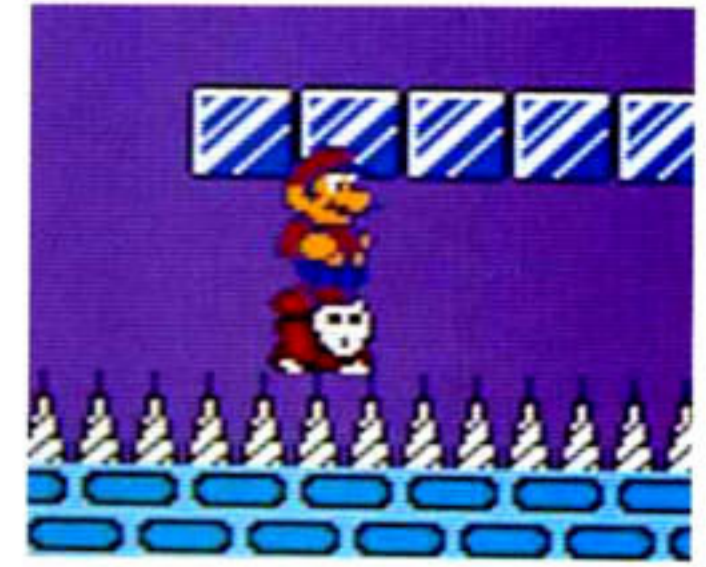
You tried to open the door with the key and landed back at Map 1. There must be some way to get to the little boss. Try the door in Map 1 on the right.

## MAP 4



### STEP ON SHYGUY

Here's the thorny floor again. You can't make it the usual way this time. Take the hard-headed approach. Jump onto Shyguy's head and then ride him to the door.



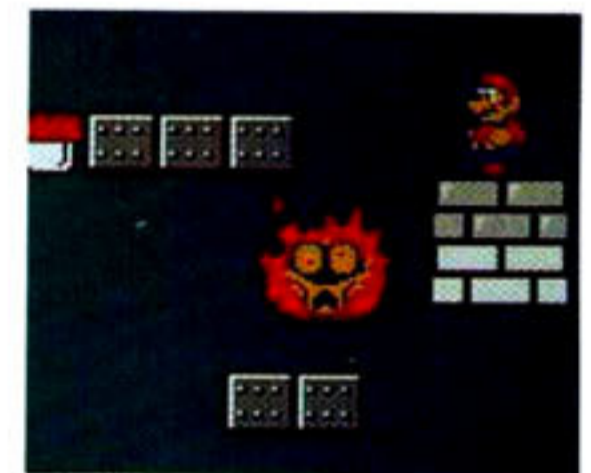
### THE KEY'S IN HERE!

Enter this door and you'll be in a room with a key. Take this key and go down to the bottom of Map 4. If you see Flurry, hit him with the key and he'll be gone.

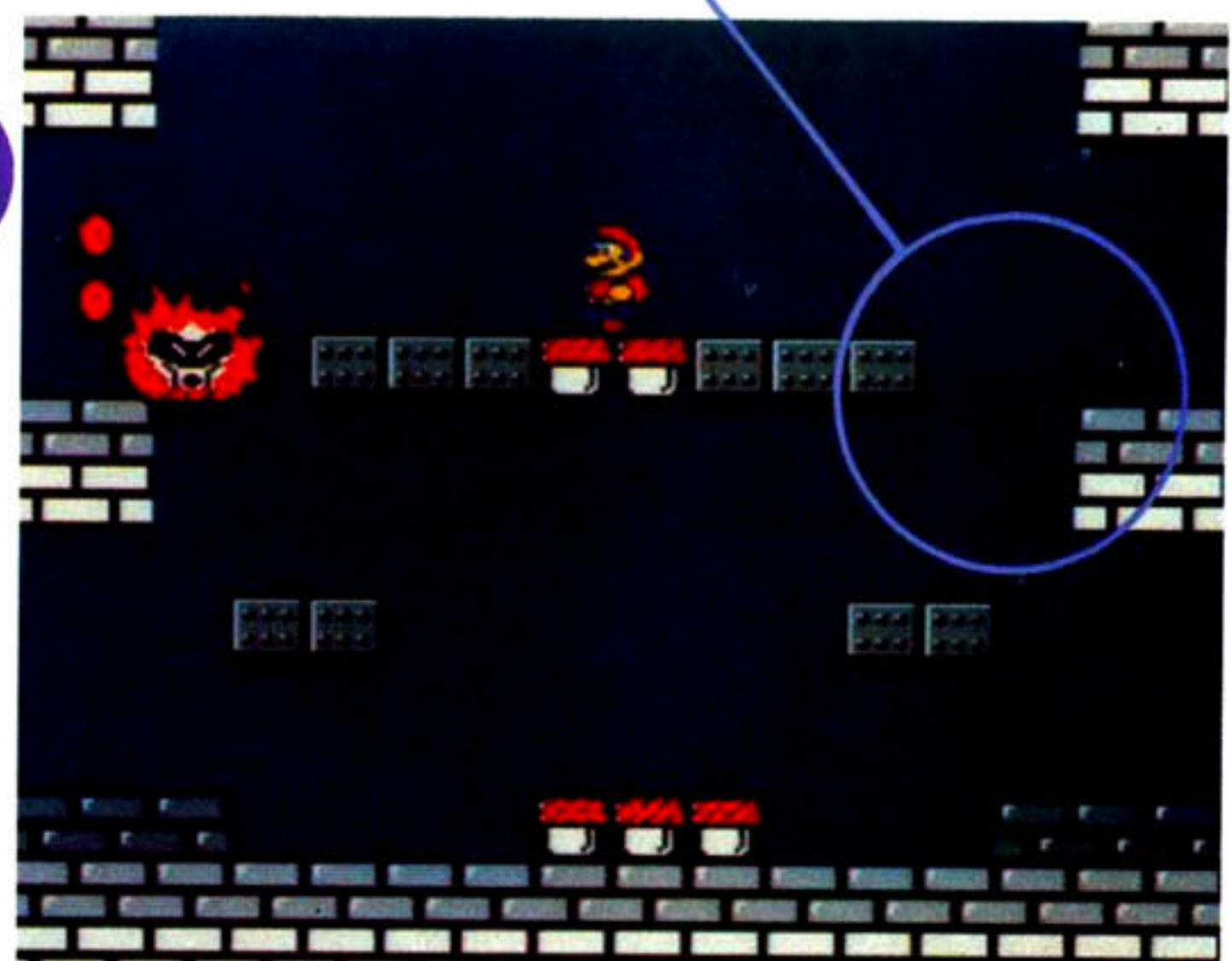


### FRYGUY IS ONE TOUGH CUSTOMER!

World 4 might be a frozen world, but Fryguy is a ball of fire. He's the strongest little boss you've met yet. When he spits flames from his mouth, attack with mushroom blocks from the upper stairs. If three mushroom blocks strike him, he will split himself into four pieces and keep coming at you! Use the mushroom blocks skillfully for attack and defense, or you'll never win.



## MAP 6 GOAL





# SUPER MARIO BROS. 2™

INSIDE  
OUT

---

TO BE CONTINUED NEXT ISSUE...  
WORLDS 5 THROUGH 7!

Nintendo®

