

SUPER MARIO

● BONUS
SUPER POWER
TIP BOOK
Part II

\$2.50

BROS. 2

INSIDE
OUT



NINTENDO
POWER





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MAPS & ITEMS

The maps will tell you exactly where you are. In Part I, the maps covered 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	BOMB	BOB-OMB
UNRIPENED VEGETABLES	1-UP	POTION
	TURTLE SHELL	ROCKET

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WORLD 5-1

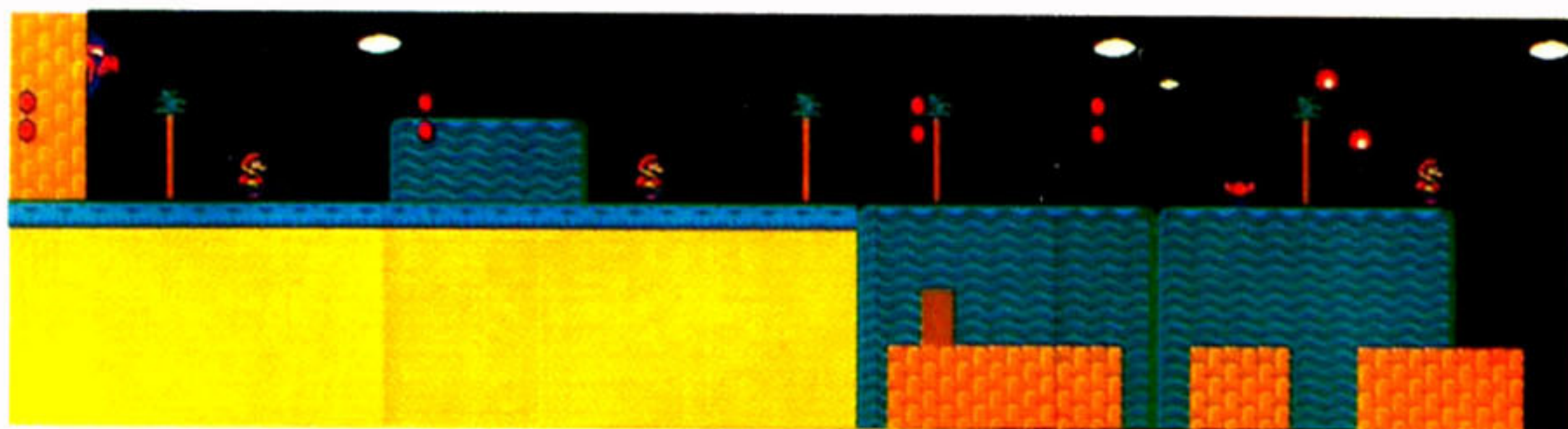
SUPER MARIO BROS. 2

THIS IS A MATTER OF LIFE AND DEATH-JUMP!

This is the most difficult world in Super Mario Bros. 2—World 5-1. You must cross a waterfall that seems endless. You can do it by stepping on the logs and Trouters. One false move and you're gone. Concentrate or you're in the drink.



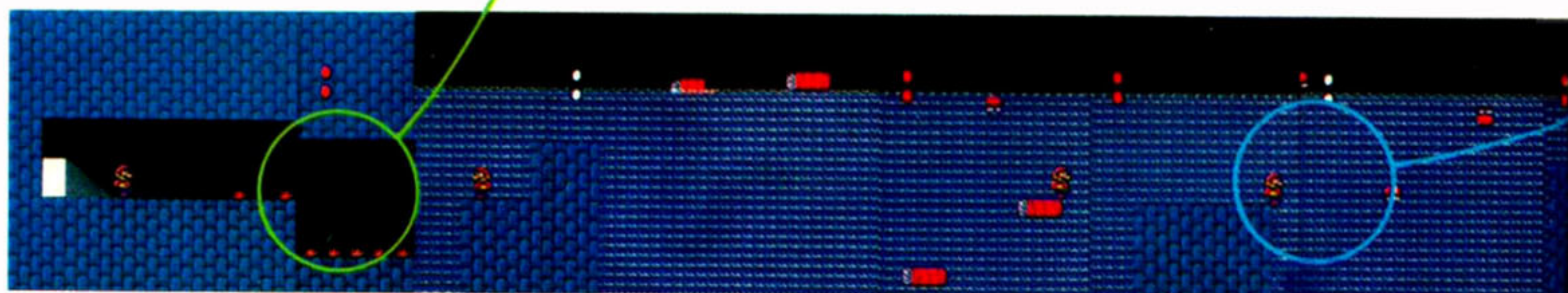
MAP 1 START



MAP 2

SUB-SPACE 1

You can get a potion at Map 2 with no trouble, but if you are looking for the glitter of gold coins, you'll have to enter Sub-Space here. If you want to increase Mario's life meter by two, cross the falls and go to the very end.





MAP GOAL 3

FIGHT WITH A MUSHROOM BLOCK!

Here's Birdo again, and now he's spitting fire! Mario's only weapon is the mushroom block at the right. Fight cautiously—it's more important now than ever.



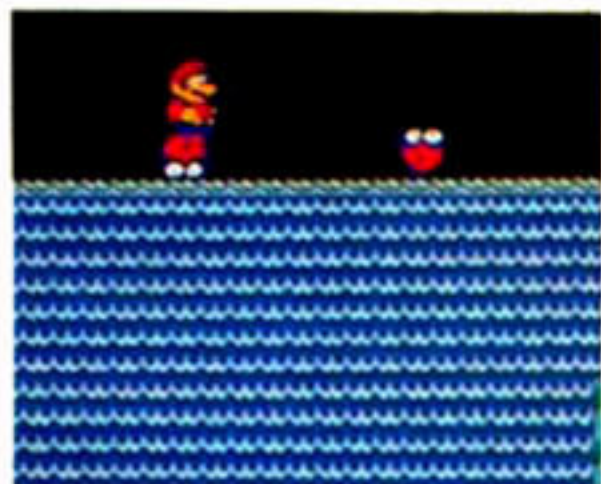
SUB-SPACE 3



Whew! You probably had a rough time getting here, but you can't get the mushroom the ordinary way this time. Make a big jump to the right of the last log and drop down the chute on the right and grab the mushroom block. Then use the potion. This can be tricky but you can pull it off!

JUMP ON TROUTER AGAIN AND AGAIN

You can't get over to the other side without jumping on the Trouters' heads three times in a row. This is the toughest part. Practice until you learn the best timing. And don't give up—you can do it!



SUB-SPACE 2

The clump of grass on the left is a 1-UP. The one on the right is a potion. If you enter Sub-Space here, you'll find a mushroom on the lower rock on the right. Hey, you've cleared half of Map 1 already!

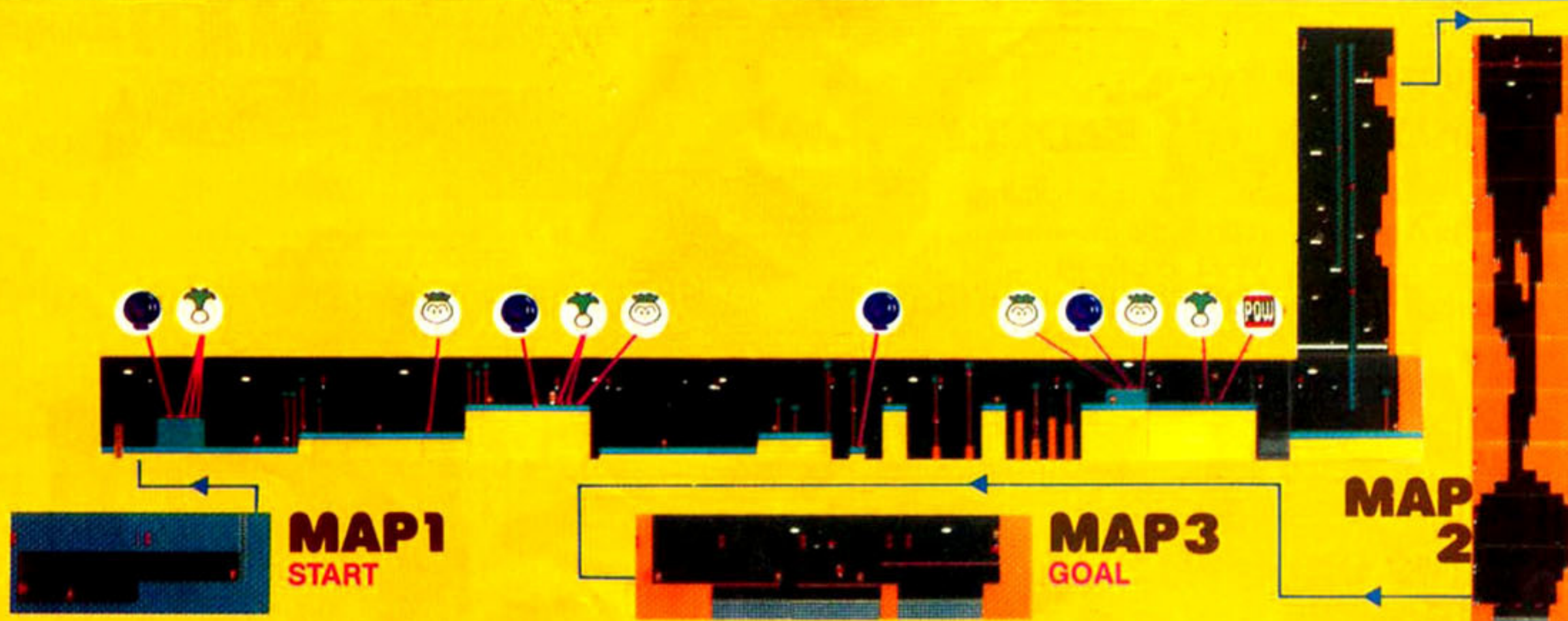


WORLD 5-2

SUPER MARIO BROS. 2

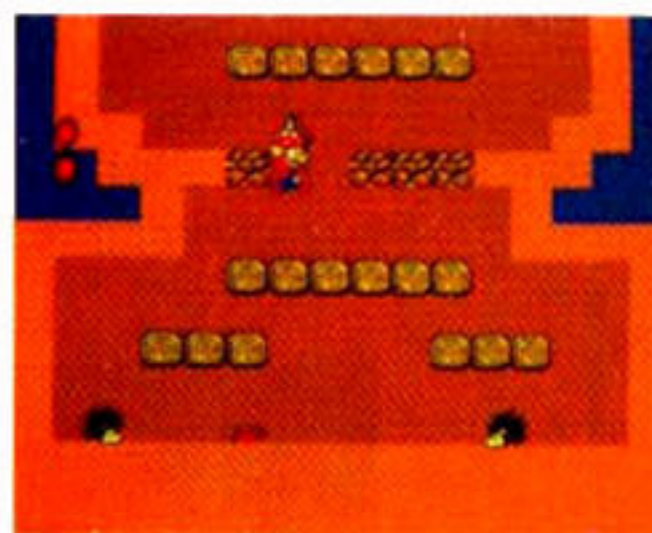
ATTACK IN THE DARK!

World 5 is a night world. You can see the clouds but no moon or stars. In the first half of World 5-2, you'll have to cross the vines with Hoopsters. Good luck—it's not easy. And after that, there's a drop to the bottom of a very deep valley.



SUB-SPACE

There's no potion hiding in the grass you see above ground. Unfortunately, getting mushrooms is much more tricky in this world. First, get inside the jar. Then blast the floor with a bomb and you'll see another room below. There's the potion! Grab it and use it outside the jar.

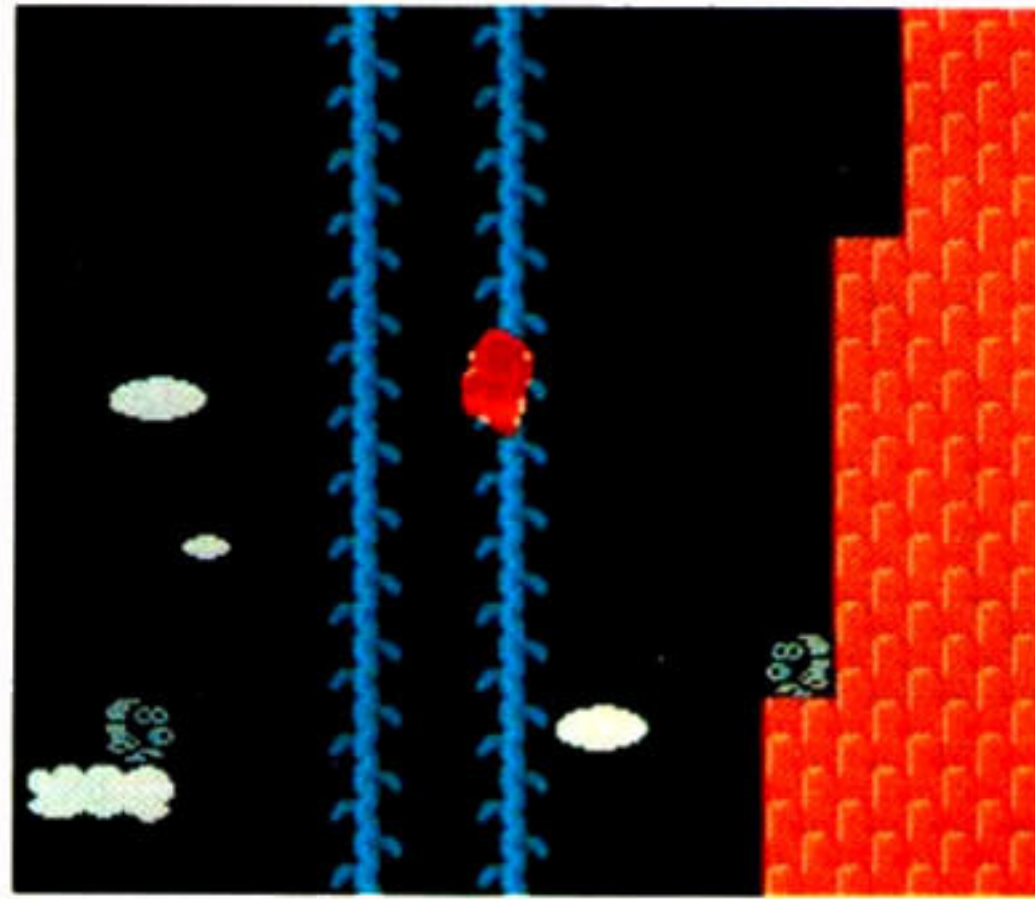


MAP START



CLIMB UP THE RIGHT SIDE OF THE VINE!

At the end of Map 1, you have to climb up the vine. But look out! On your way, you'll be attacked from the sides by two Snifits and by a bothersome Beezo from below. If you escape to the left vine, Hoopster will come at you from above. Better not take that route. Instead, go straight up!



MAP 1

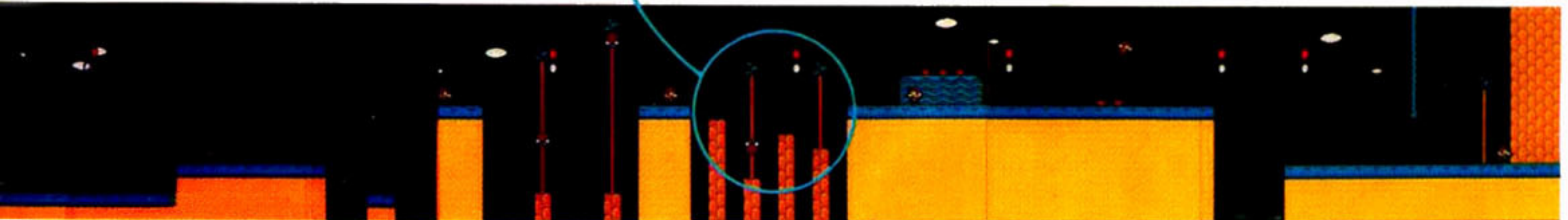


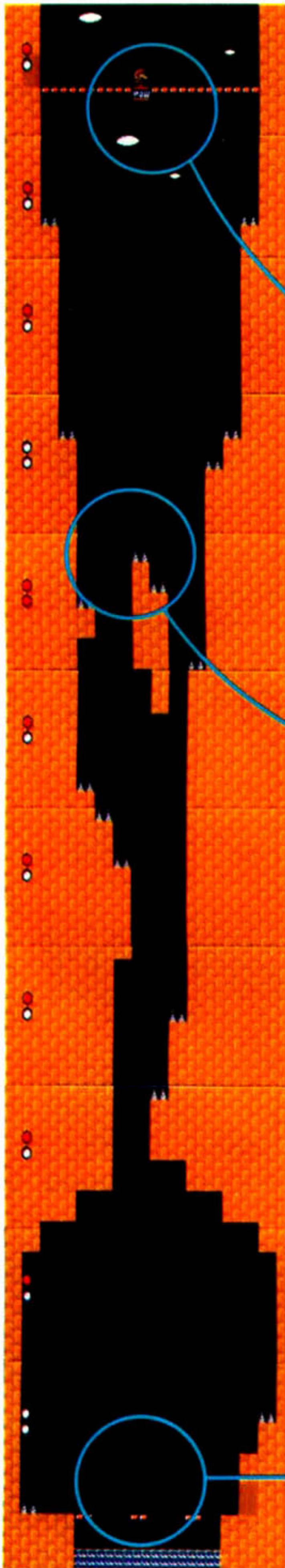
GET PAST THE HOOPSTERS!

Those are bad news Hoopsters moving up and down between the trees. And they aren't jumping for joy, they're jumping for prey like you. You're going to have to get across a small valley. When you make your move, however, ride those hopping Hoopsters.



Throw a Hoopster at Panser!





MAP 2

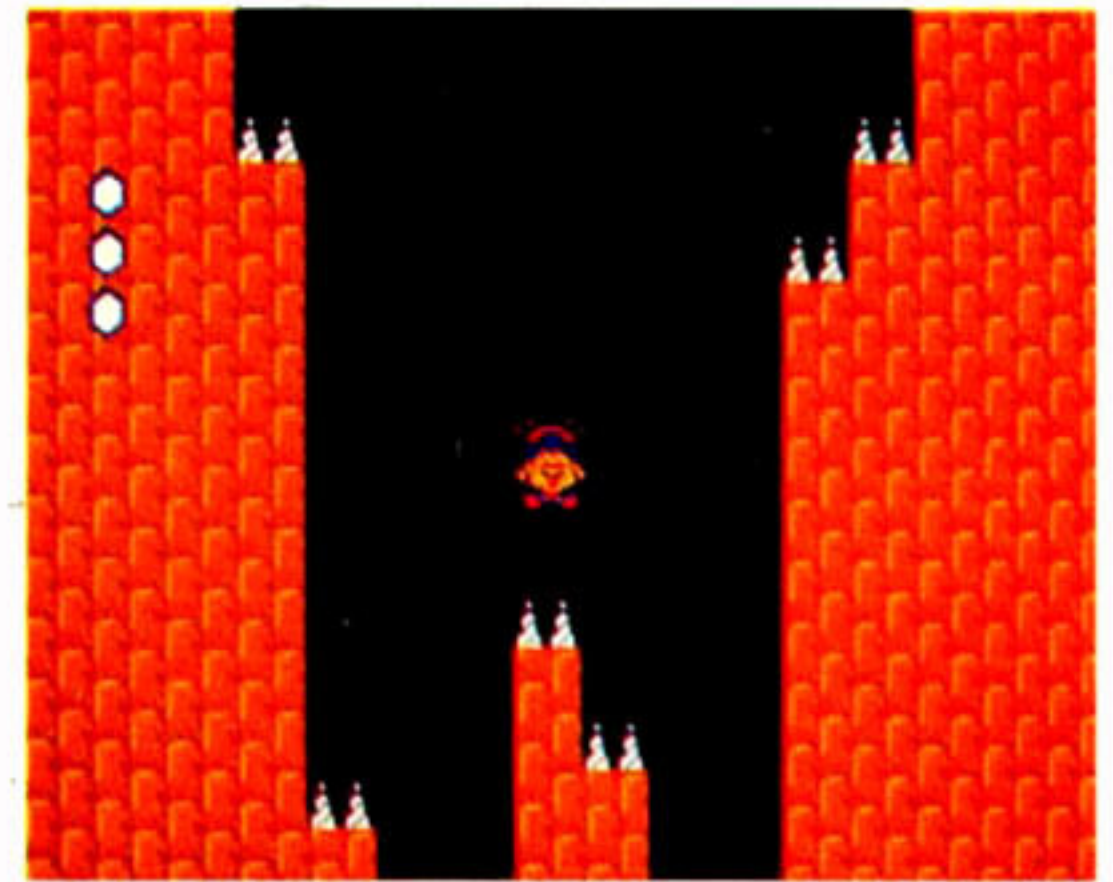
BATTLE ON THE BRIDGE!

You've come to Map 2, but all you find is a Pow in the middle of dead-end bridge. Well, you might as well take the Pow, but what's going on? You're falling all the way down! But you're really on the right path. Try to relax and enjoy the ride down. Things will look up soon.



IT'S DANGEROUS HERE— WATCH OUT!

If you drop straight down, you'll land on the thorny floor. You can avoid that by quickly pressing left then right on your Control Pad. You won't run into a lot of enemies in Map 2, but you can get hurt if you're not careful.



GOAL!!

So you thought you'd finally made it to the ground after the long fall, right? Wrong. You've come to a river with Trouters jumping around. Quickly move Mario to the right side and make him land by the river. But be careful—you'll lose him if he falls into the water.



KEEP TRACK OF THE TIME—YOU CAN'T MAKE USE OF THESE ITEMS FOR VERY LONG

In the course of the wild and kooky adventures in the World of Dreams, you're going to run across a lot of special things which have the power to help Mario and his friends reach their goal. The trick in using these special Helpers is to know how and when to launch them into action. Many of them work only at certain times. Once you know how to use them, you can plan your attack based on your skills. Here's a handy list of all the goodies available to help you make your way through the World of Dreams.

STAR MAN



You'll stay invincible for 8 seconds after touching this fellow.

POTION



You can stay in Sub-Space for only 6 seconds!

BOMB



Four seconds after you pull this bomb out of the ground, it goes "ka-pow!"

PIDGIT'S CARPET



The magic carpet will last only 10 seconds!

STOPWATCH



You can make time stand still for 8 valuable seconds with this stopwatch.

BATTLE ON THE BRIDGE!

You can't miss the little boss in Map 3. Birdo, with his eggs and flames, is waiting for you. He plans to knock you off the bridge into the water, so get ready. You can defeat him the same way you have before, but be careful not to get hurt here. Remember, you increase your life meter by only 3 in World 5-2.



Grab the Trout below and throw it at Birdo. This will surprise the heck out of these two buddies.

MAP 3
GOAL

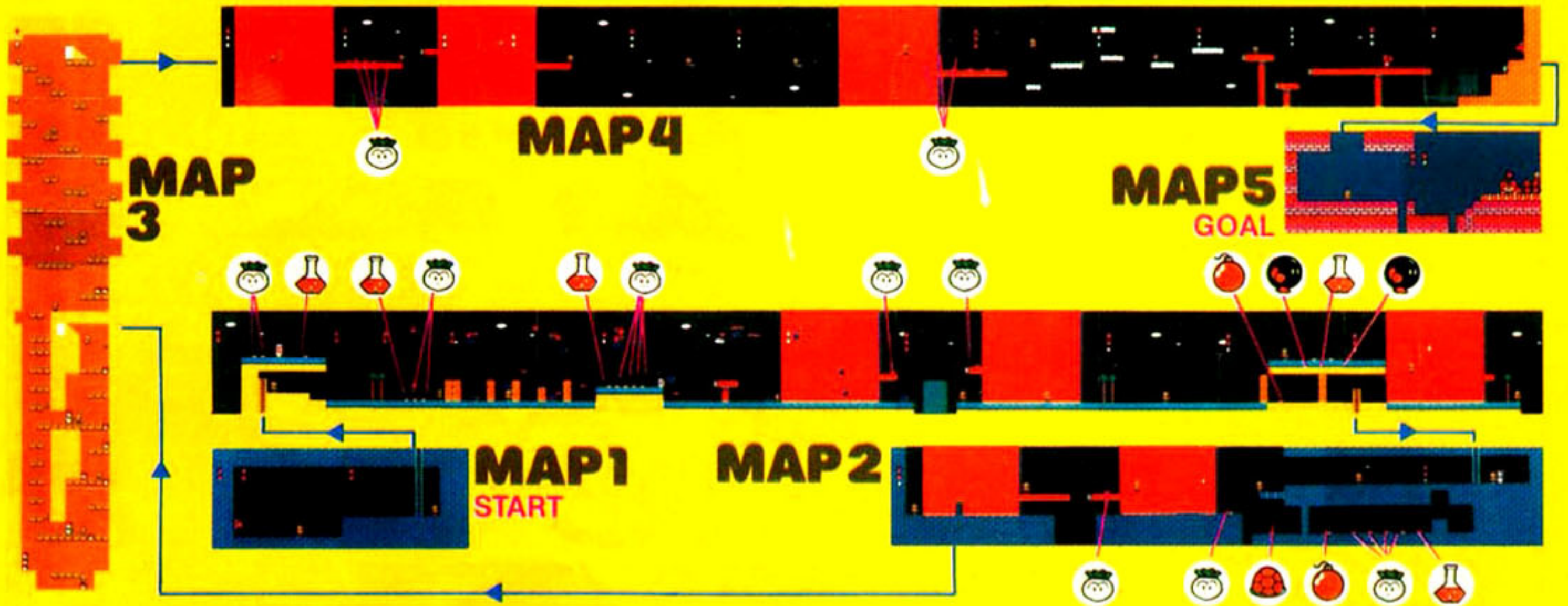


WORLD 5-3

SUPER MARIO BROS. 2

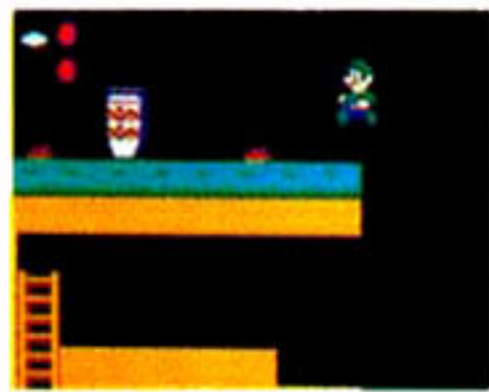
BOB-OMBS! FLYING CARPET! CLAWGRIP!

World 5-3 will be a long one. First of all, Bob-Ombs will attack you one after another. So climb up inside the big tree and ride on Pidgit's carpet. But brace yourself: Clawgrip, the big crab, will hit you with a rock at the end. Be prepared for a hard fight.



WARP ZONE

At the beginning of Map 1, when you climb the ladder you'll see a jar above. That's the Warp Zone, but you'll need a special move to get there. Make a Power Squat Jump to the upper platform.



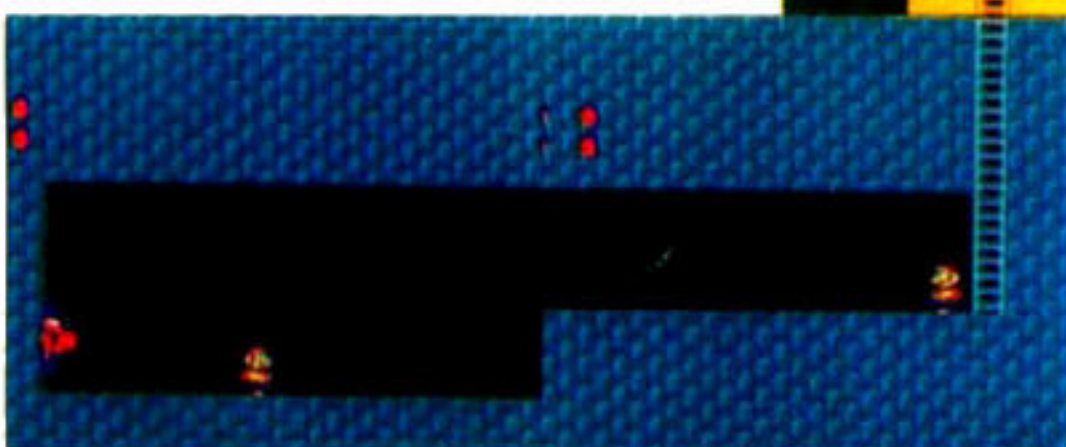
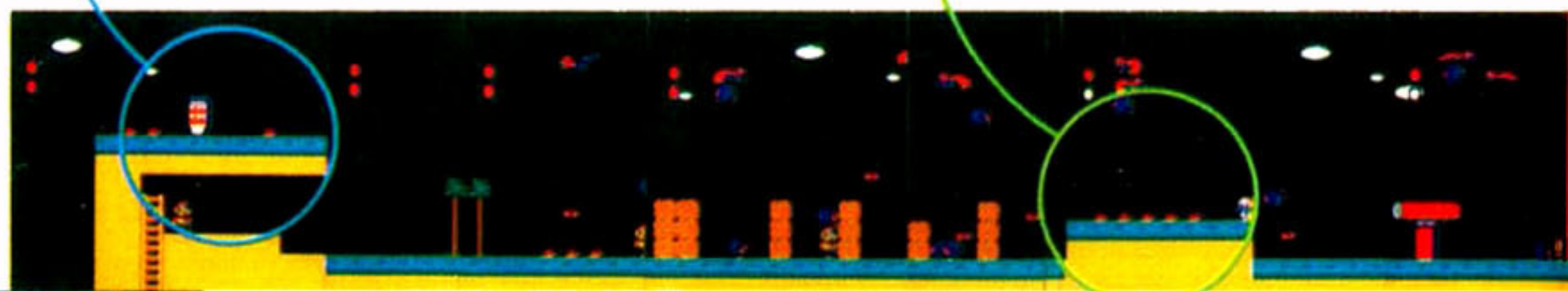
Enter Sub-Space with the potion and go into the jar. And you're off to World 7!

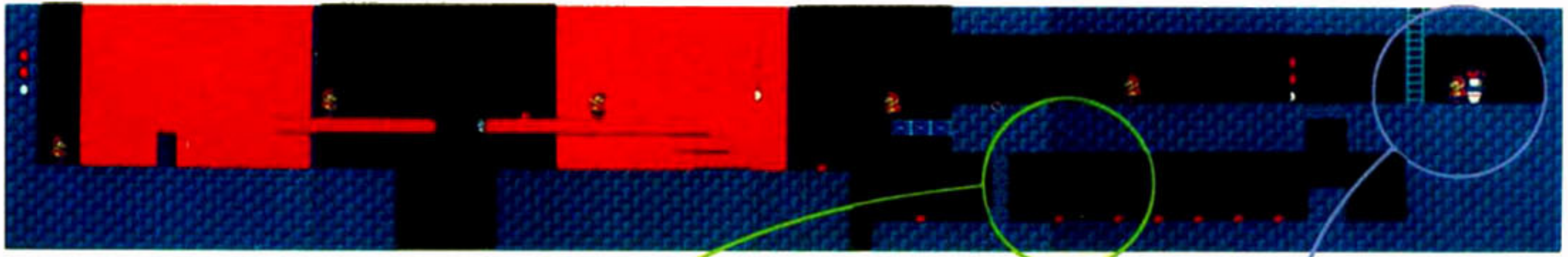
SUB-SPACE 1

If you enter Sub-Space in front of the hill, you will find mushrooms. But watch out for Albatross—he'll be dropping Bob-Ombs at you from above.



MAP START





MAP 2

SUB-SPACE 2

Before you get the coins, there's something you have to do. Stand on the terrace and wait for the Bob-Ombs coming at you. Use them to blow up the wall. Then go downstairs, pull the potion from the grass, and enter Sub-Space.



DON'T TAKE THAT BLOCK!

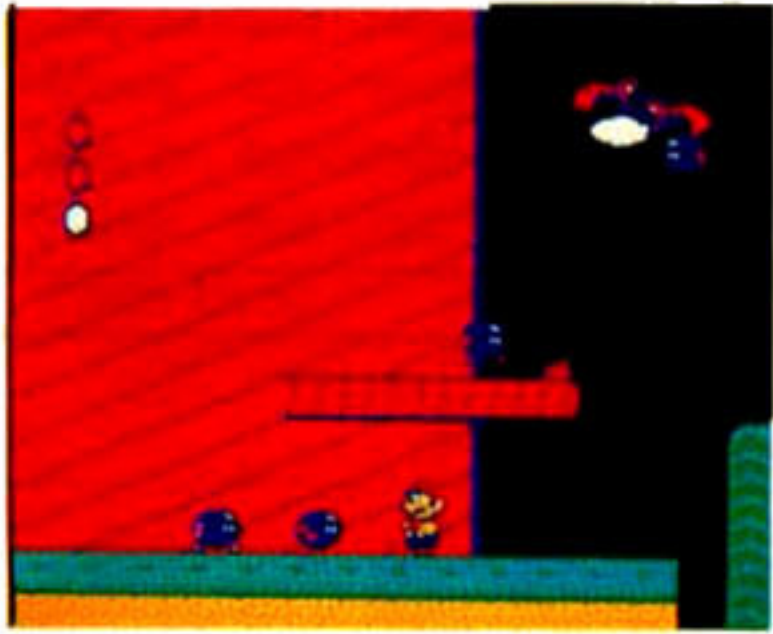
If you take this mushroom block, Bob-Ombs will come at you from the jar. Let that be a lesson to you—never touch anything you don't have to!



HERE COME THE BOB-OMBS!

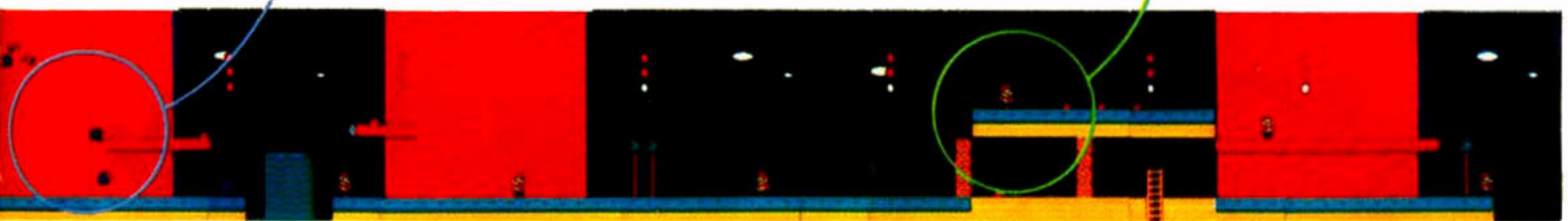
You're being attacked by a barrage of Bob-Ombs. They can hurt you by touching you, and they can also explode by themselves.

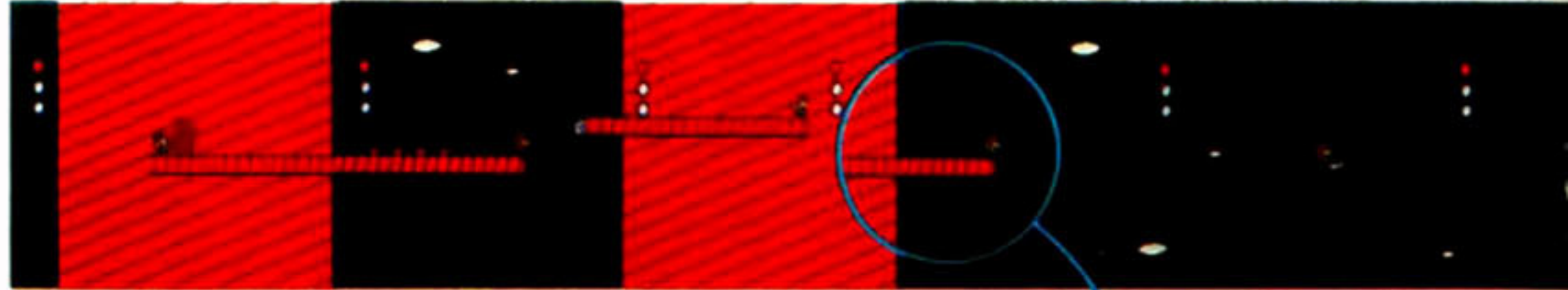
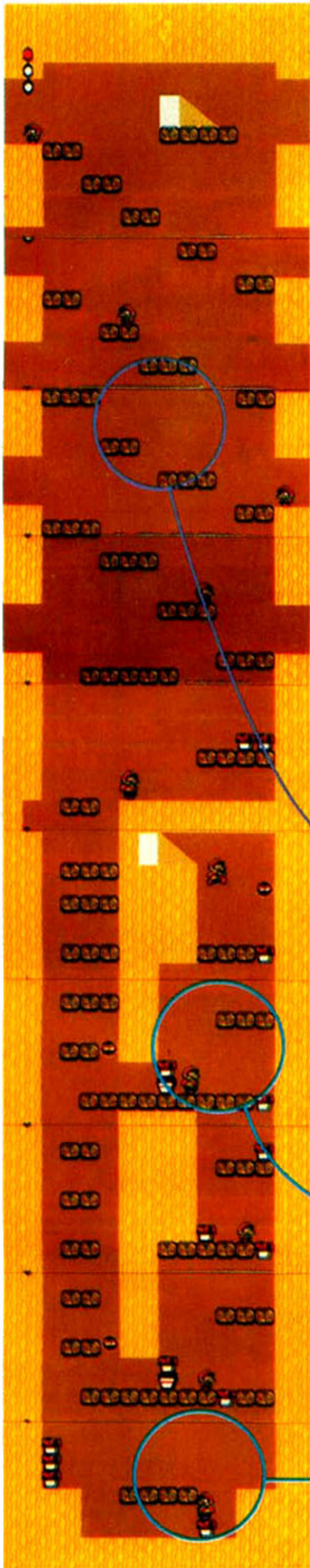
Get away from them by taking small jumps.



SUB-SPACE 2

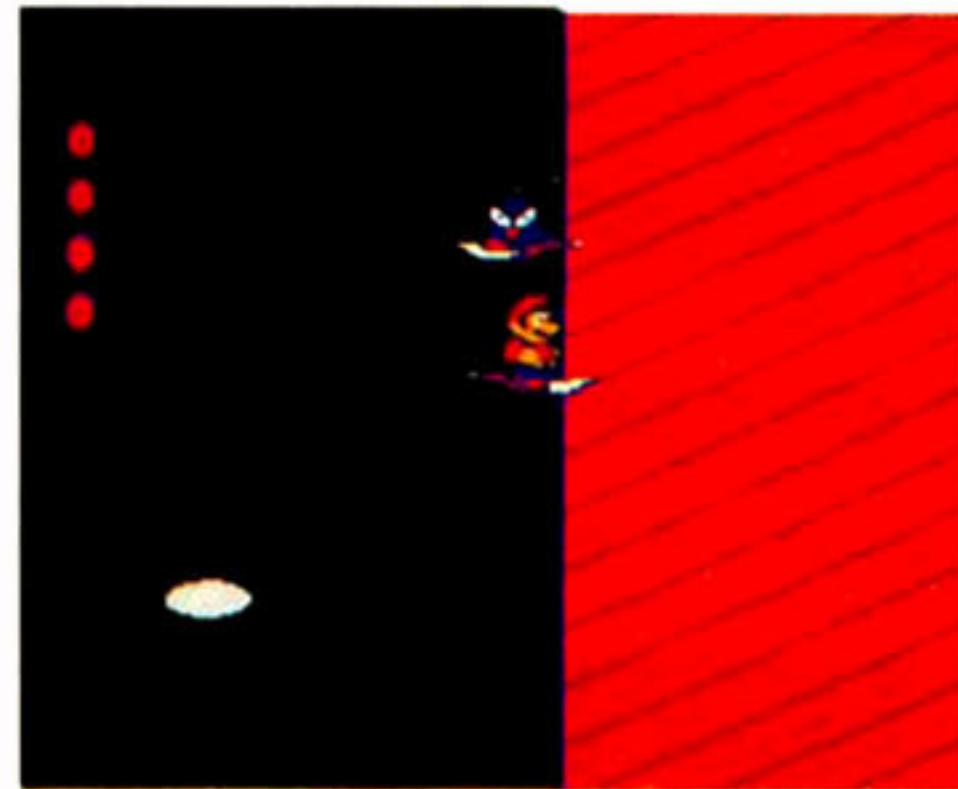
You can see the potion on the hill, but first you must take care of the Bob-Ombs and break the wall. If you decide to exit here and enter Sub-Space, you'll get mushrooms and coins. And who wouldn't want those?





MAP 4

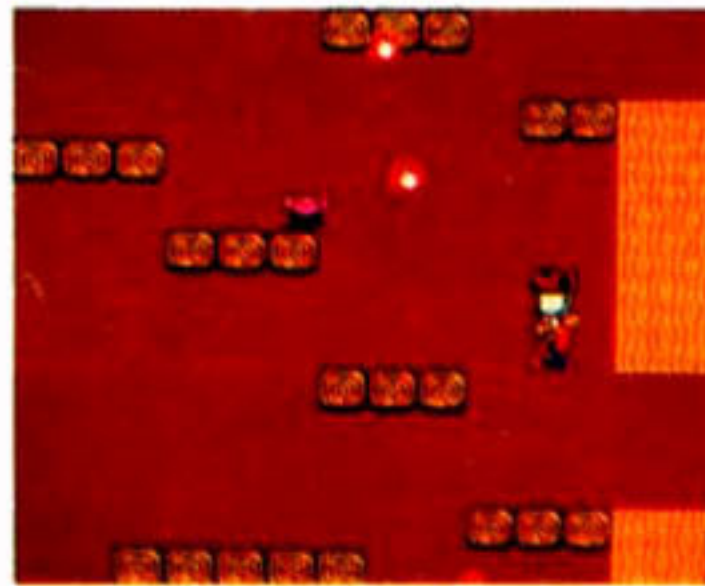
A THRILLING MID-AIR FLIGHT!



Another Pidgit? Yes, but ignore him and keep going.

MAP 3

WHAT ARE YOU GOING TO DO? RUN AWAY OR STAY AND FIGHT?

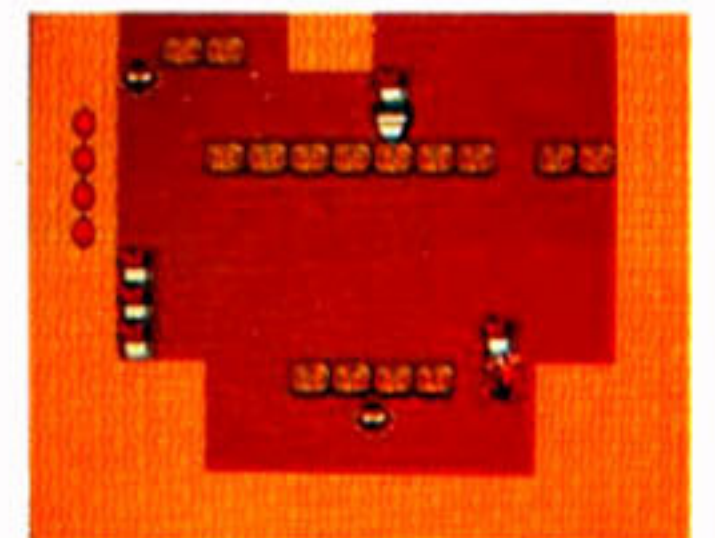


Panser will come down the stairs spitting flames. If you have a mushroom block, throw it at him. If not, avoid him. If Panser approaches you from the left, run to the right and you will appear on the left. Lucky for you, the sides of the screens are connected.

IGNORE PIDGET BUT BE CAREFULL!

You're right in the middle of a gigantic tree. Go down to the bottom and around to the left, then climb all the way to the top branches. On your way, you'll find two jars with Shyguys bursting out of them. This is not as bad as it looks. No problem! Just cover them with the mushroom blocks.

Defeat Sparks the same way.

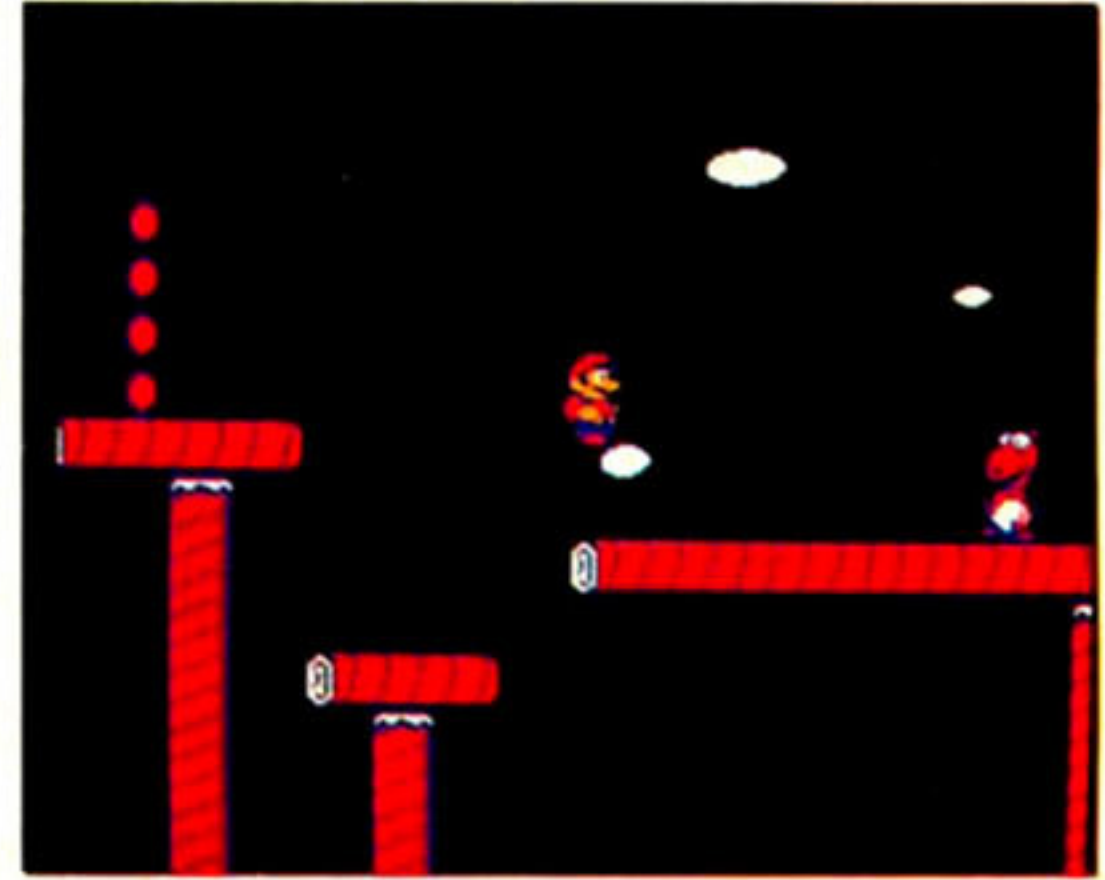




Ride Pidgit's flying carpet all the way to the edge of the cliff on the right. But take care of Snifit first. Then wait for Pidgit to fly your way. Once you've seized his carpet, move quickly to the right. When you come to the log with the grass, you're safe.

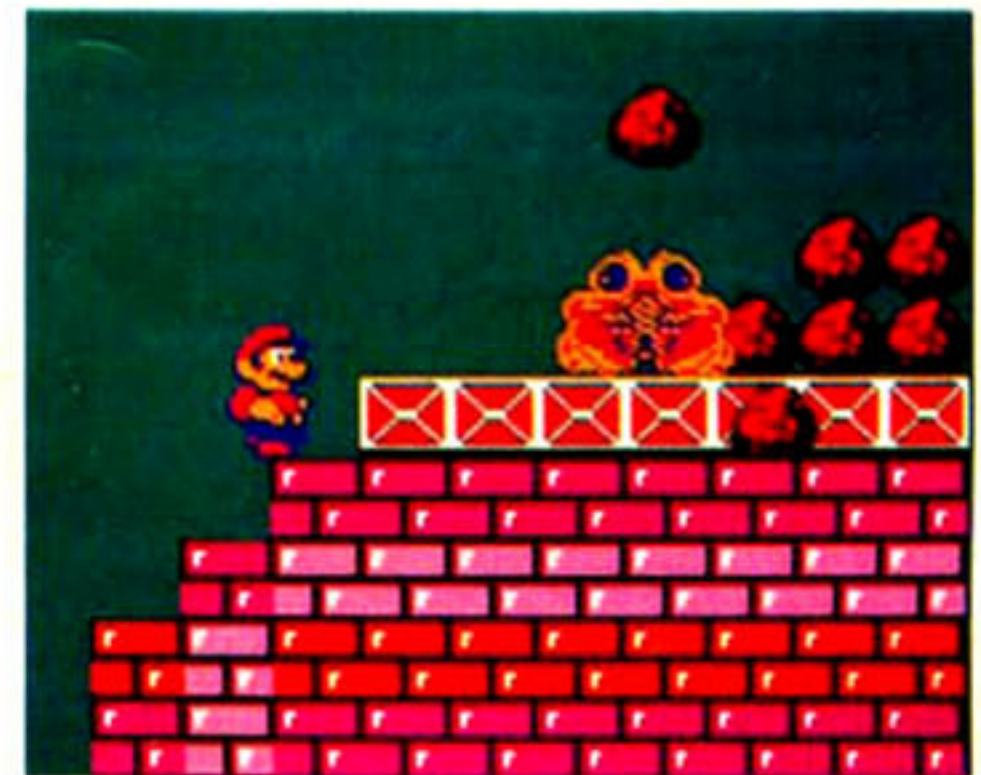
CAN HE STOP MARIO?

Two little bosses will show up in World 5-3. One of them is your old enemy Birdo—you've beaten him many times before. He's a piece of cake by now, right? Don't be too confident. This egghead is smart!

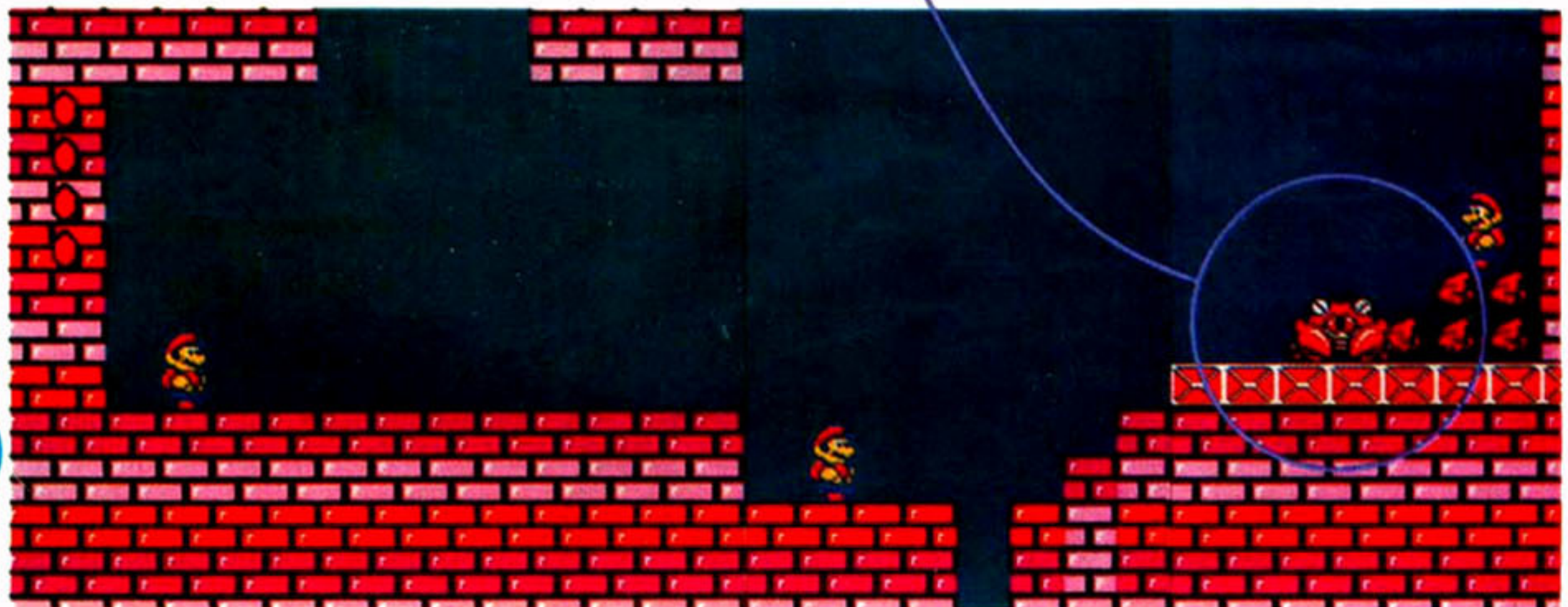


FIGHT ROCKS WITH ROCKS!

The second little boss is Clawgrip—one of the most powerful of all the little bosses. He'll throw a steady stream of triangle-shaped rocks at you. Don't let him hit you. Move fast, and when you see an opening, pick up the rocks that fall and throw them back.



MAP
5
GOAL



WORLD 6-1

SUPER MARIO BROS. 2

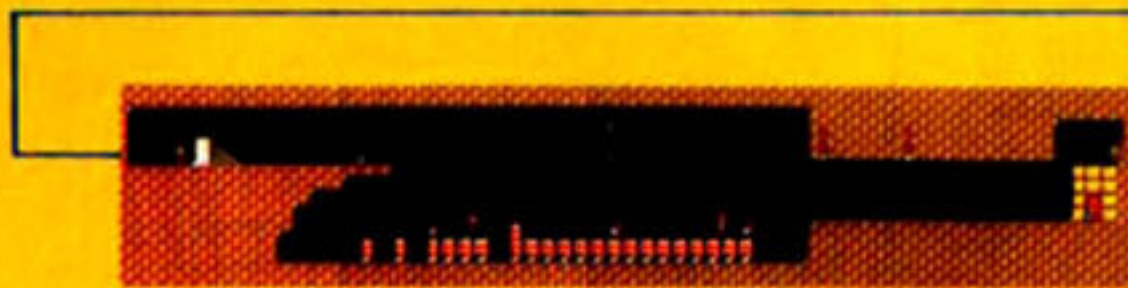
GO TO THE WORLD OF DESERTS AGAIN

Only two more Worlds remain in your adventure. World 6-1 looks a lot like the World of Deserts in World 2, but you'll run into more enemies and quicksand here. You'll have to look hard to find the key in Map 2.

MAP 1 START



MAP 2



MAP 3 GOAL



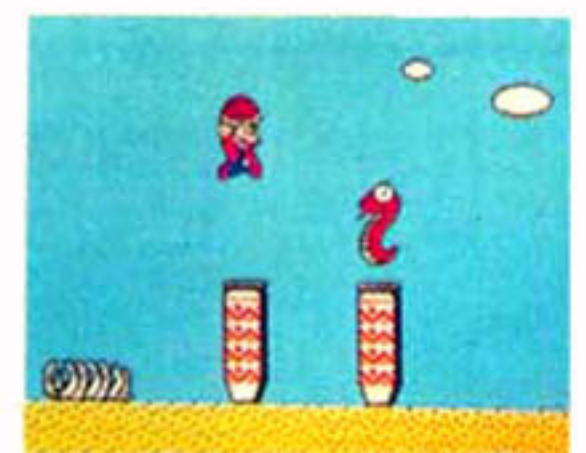
SUB-SPACE 1

First defeat Cobrat, then go inside the jar. As soon as you pull out the clump of grass and find the potion, make a door to Sub-Space on the bone on the right. The second the mushroom appears on the sand, grab it—before it sinks back down.

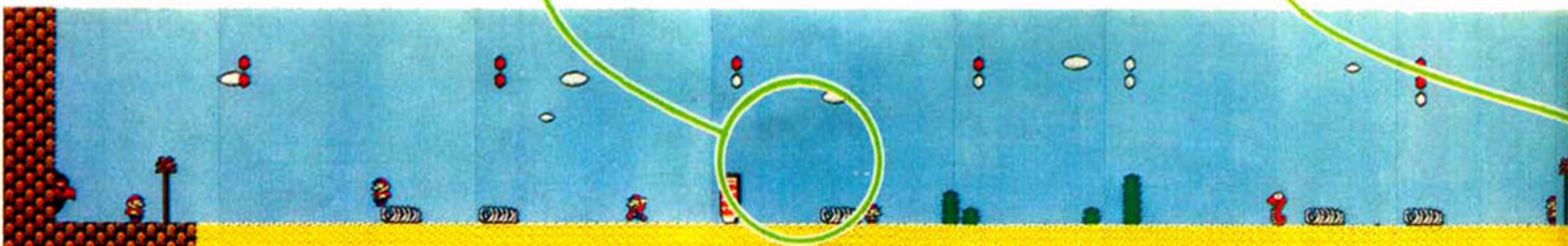


SHELLS IN JARS

You will see two jars sitting side by side. But after you defeat Cobrat and go in, all you'll find there is a turtle shell! What's that thing good for?

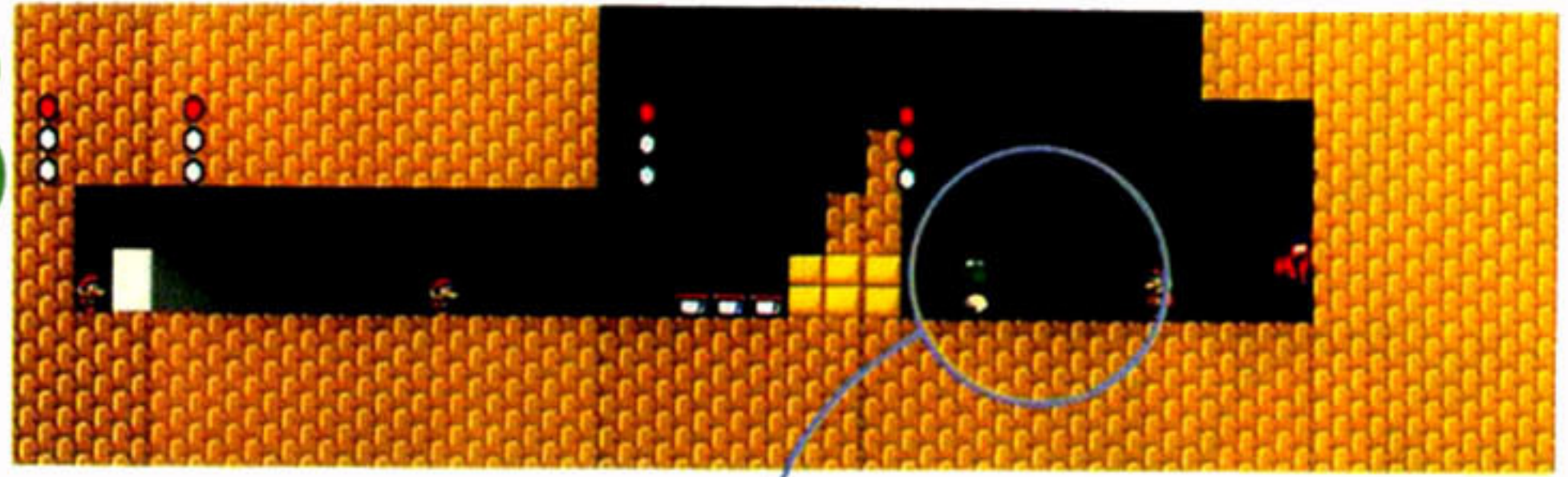


MAP START





MAP 3 GOAL 3

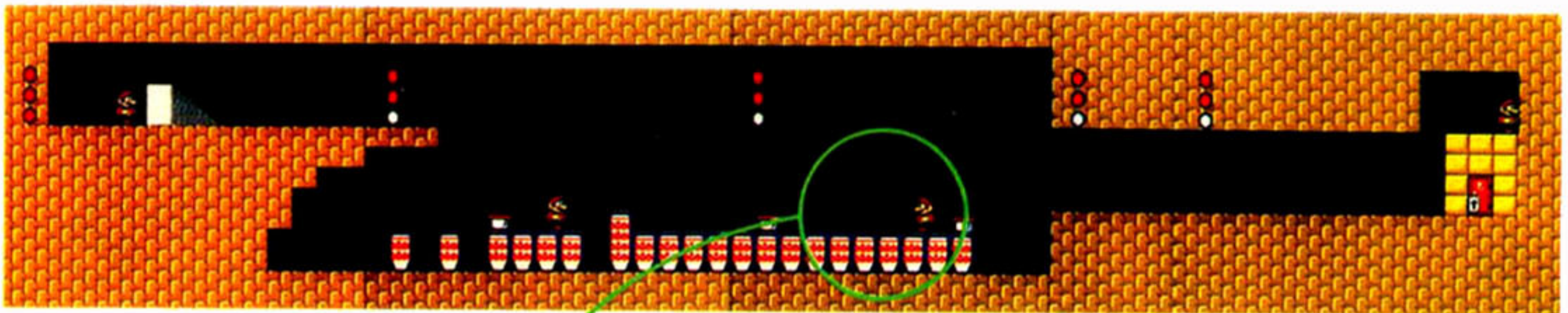


FIRE-BREATHING BIRDO!

Birido shows up again, but in this world he only blows fire. And he's not so hot at that! Destroy him with three mushroom blocks.

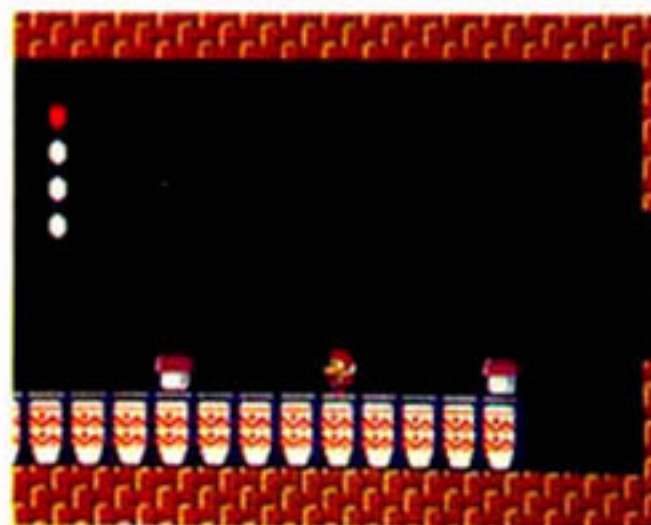
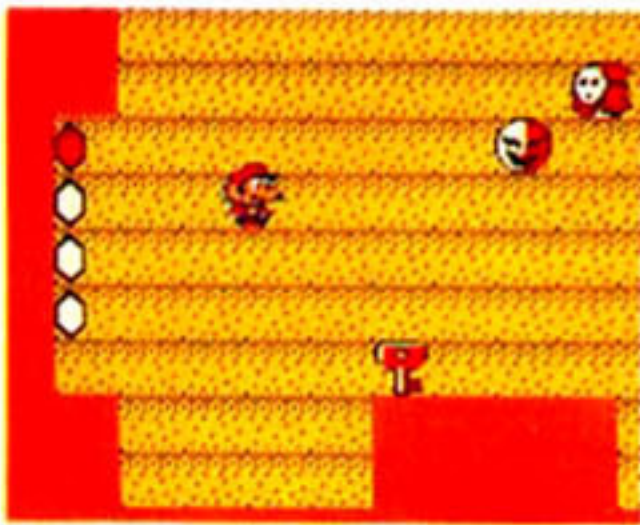


MAP 2



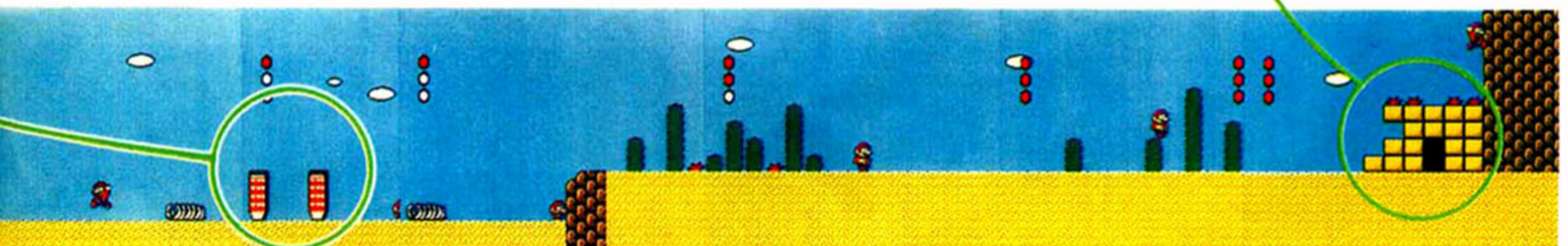
WHERE'S THE KEY?

Twenty-one jars?! Where's the key to the door? Try the fifth jar from the right. A 1-UP is hidden in the third jar from the left.



SUB-SPACE 2

Take the potion to the top of the hill between the two cactus plants and you'll get a mushroom in Sub-Space. But don't get careless—Pokey and Panser will try to stop you. And they mean double trouble.

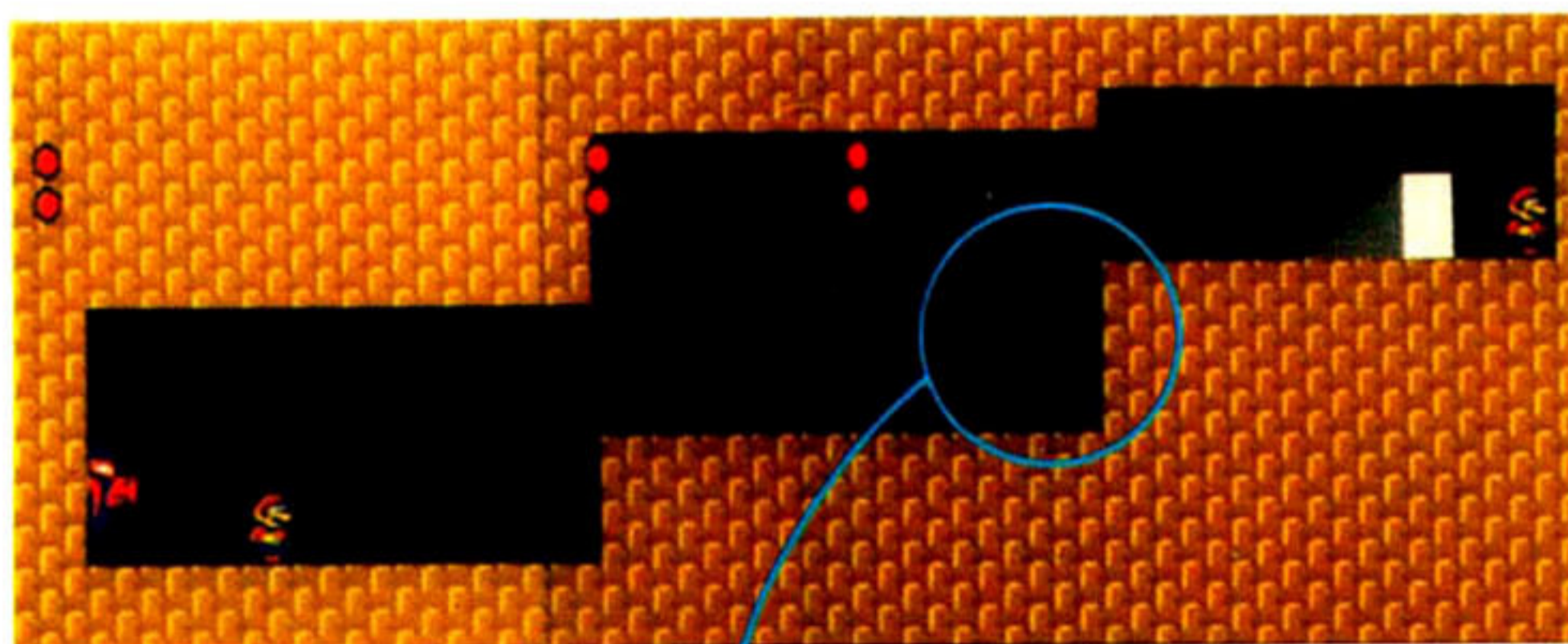
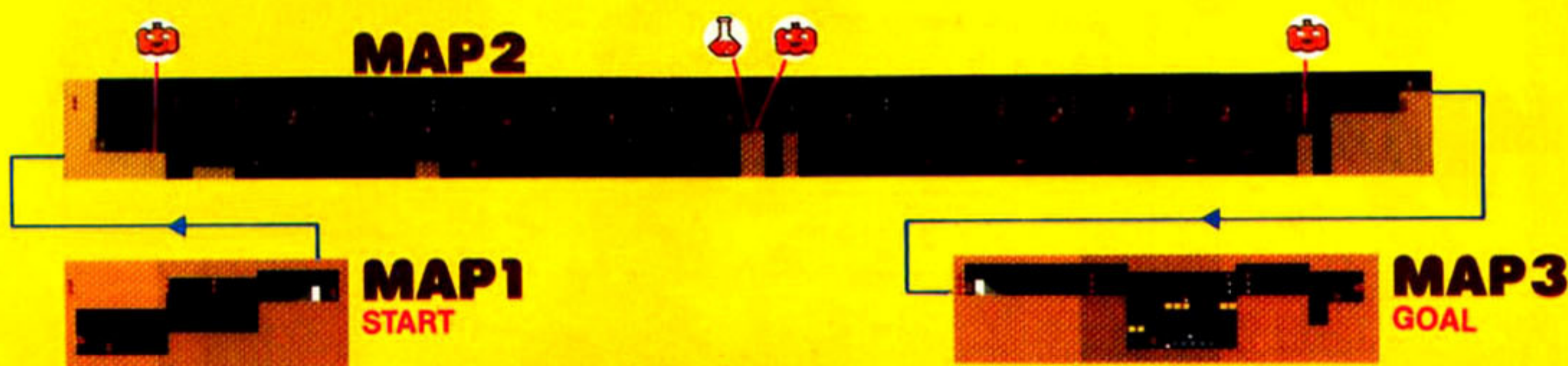


WORLD 6-2

SUPER MARIO BROS. 2

MAKE A NIGHT FLIGHT ON ALBATOSS!

In World 6-2, get on the back of your enemy Albatoss and start on your loooooong night journey. If you fall off, you're done for. But you can move ahead so much easier this way, compared to leaping across waterfalls on Trouters.



MAP
START

MAKE IT ACROSS WITH SQUAT JUMP

Now head into World 6-2. Uh-oh, can't get over the wall? They sure build them high around here. But there is a way. All you need is a Power Squat Jump and you're over!



ALBATOSS AIRLINES

Once you come out, you'll find yourself on the edge of a steep cliff. At your feet there is only one clump of grass. And, uh oh, an army of angry Albatosses is coming straight for you. Get this move. You have to make a daring leap and land smack on their backs. They will carry you straight to the goal.



NASTY LITTLE BIRDO

The little boss of World 6-2 is Birdo again. This nasty character doesn't give up easily! He really goes looking for trouble. Meet his flaming throws with the mushroom blocks above and below you. Drop two directly from above. Throw the other at him from the



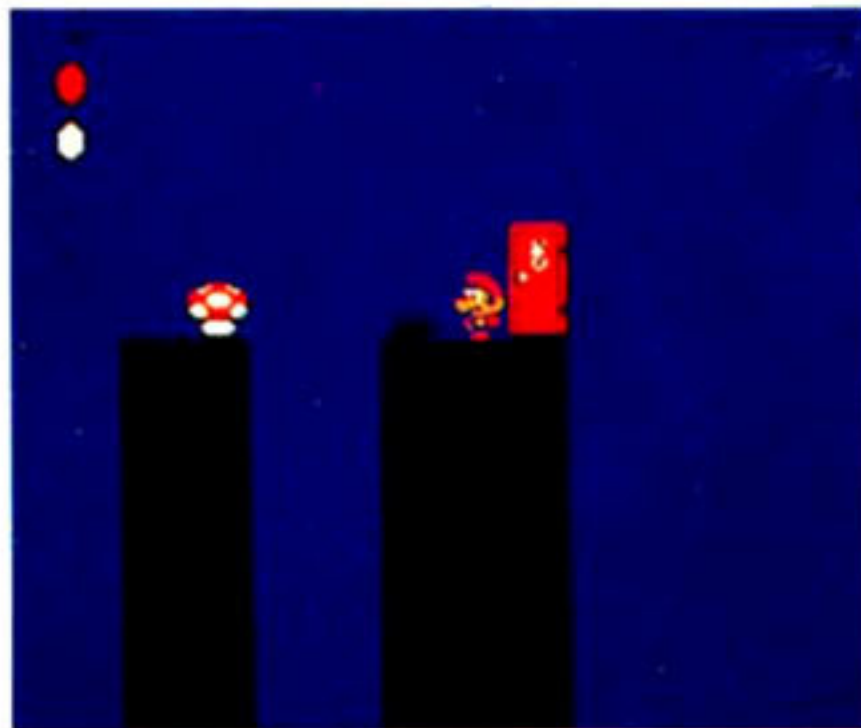
left. That should take care of him for a while.

3
MAP
GOAL



SUB-SPACE

When you reach the cliff with two clumps of grass, get off Albatoss. The potion lies in the patch of grass on the left. Enter Sub-Space here and you can get a mushroom. There won't be any more Albatosses flying to the right. So when you come out of Sub-Space, get on one flying to the left and go back to the start of Map 2.

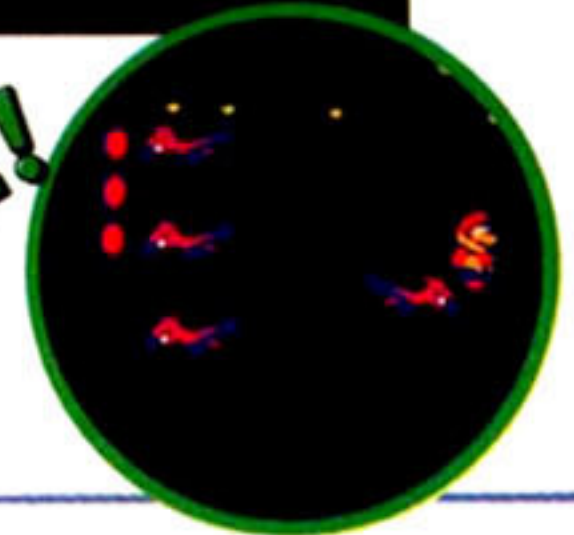


LOOK OUT! DANGER AHEAD!

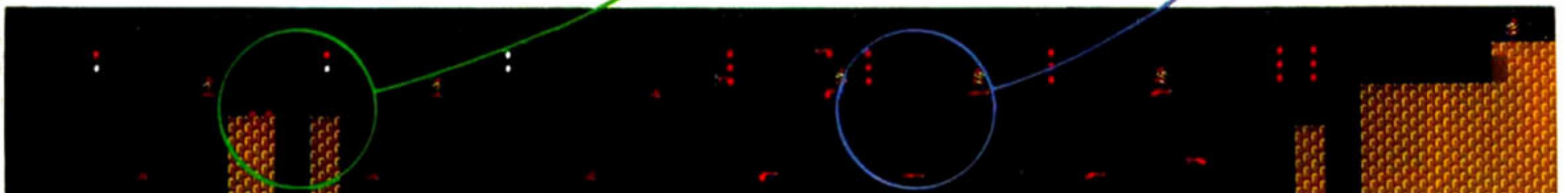
This could be tense. Three Albatosses in a row flying right for you! Jump over them before you collide with them.



SAFE!



MAP**2**

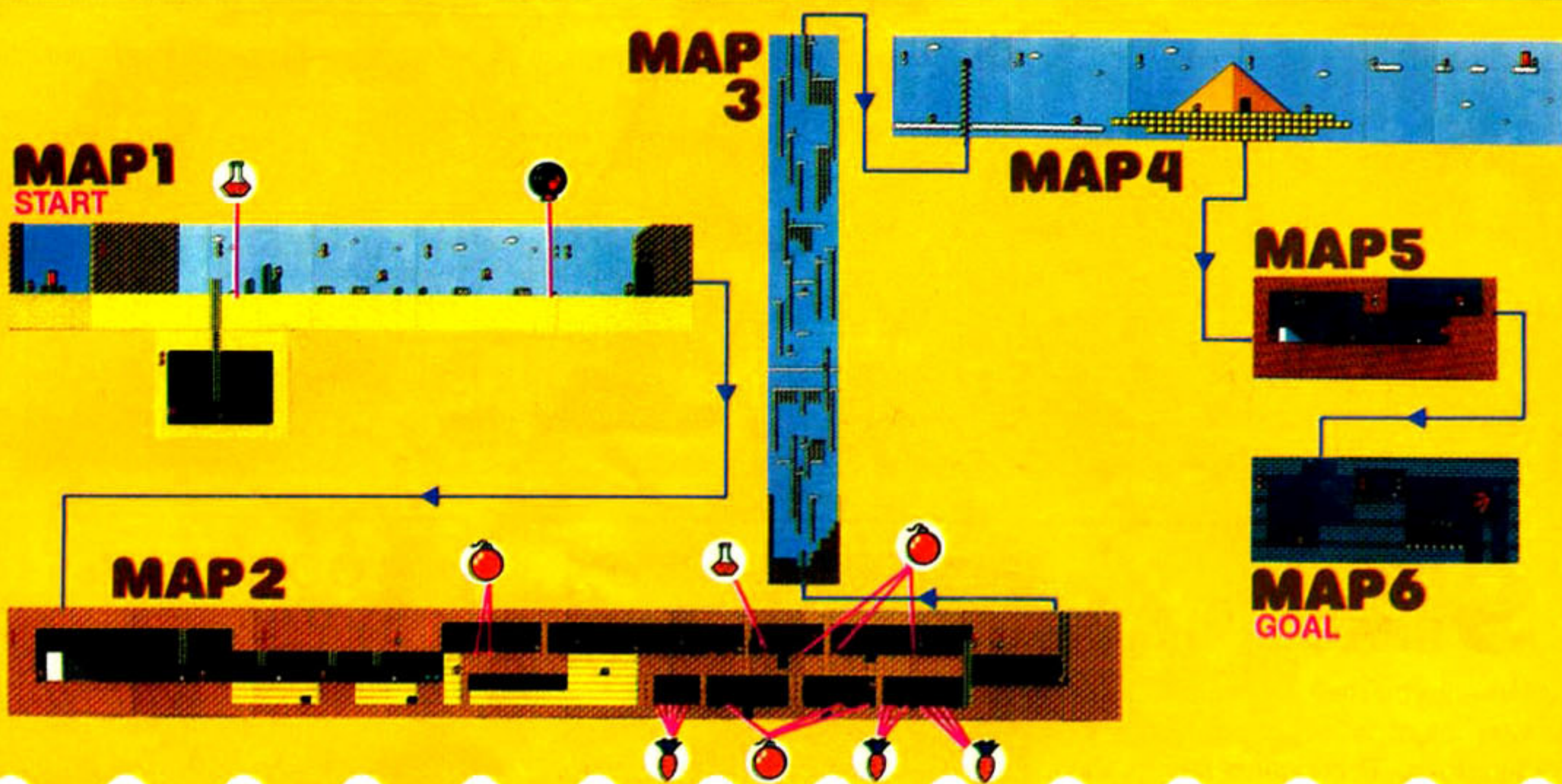


WORLD 6-3

SUPER MARIO BROS. 2

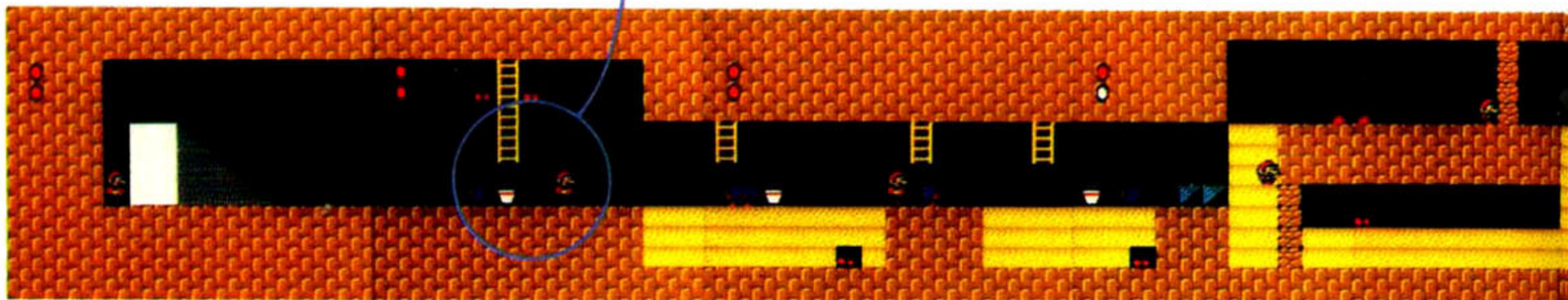
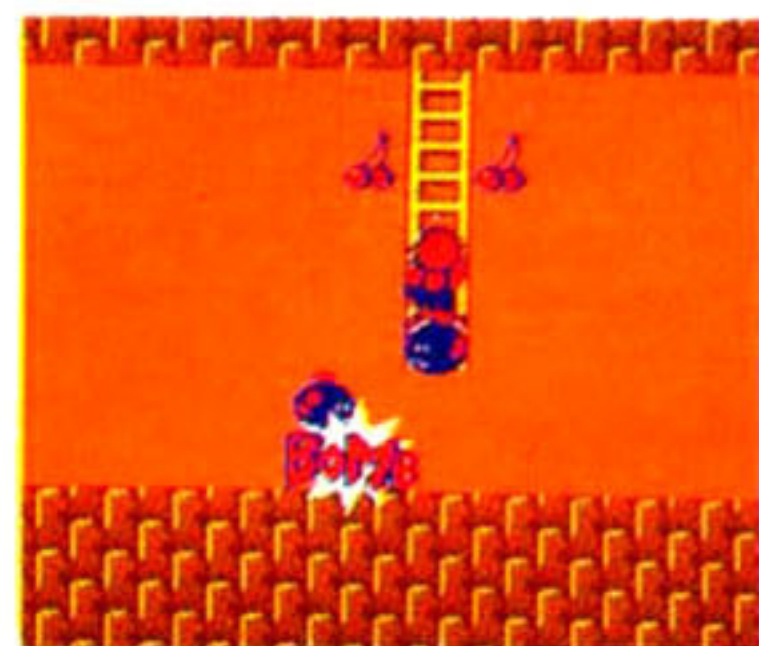
HEAD FOR THE PYRAMID

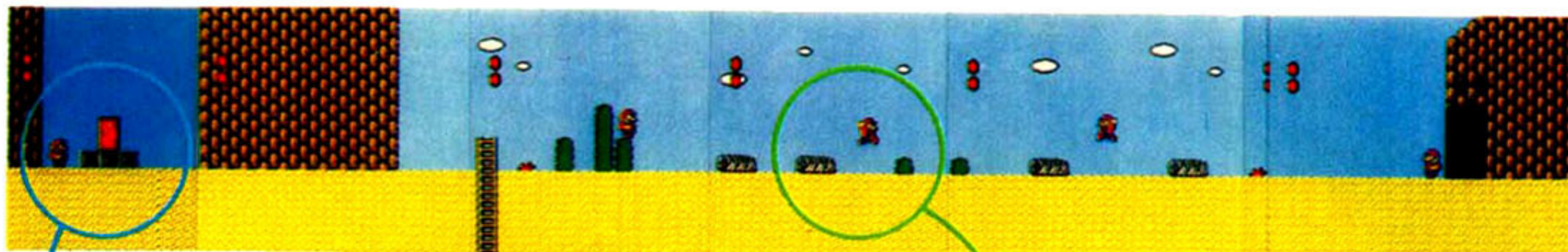
Get through this world, and you can finally advance to World 7, where your ultimate enemy—Wart—is waiting for you! Birdo and Tryclyde, the little bosses of the pyramid, are guarding the finish line. It's not over! The worst is yet to come.



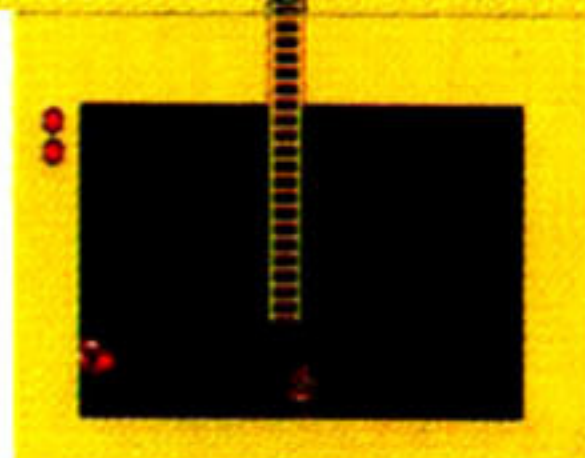
AVOID BOB-OMBS WITH A LADDER!

When you get to Map 2, Bob-Ombs will come out of the jar one after another. You don't need to run away, though. Just climb up the ladder and wait. The Bob-Ombs will explode by themselves and destroy the jar.



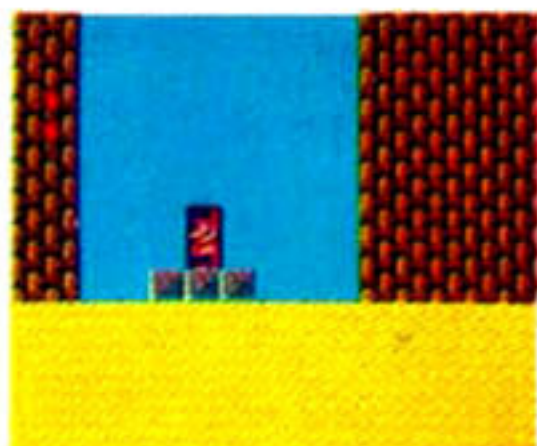


MAP START



WARP TO MAP 4!

This is quicksand and you're sinking. Move to the left and you'll come through the wall and end up at a door in the warp zone. Enter here and you can go straight to Map 4.



SUB-SPACE 1



In the grass on the right at the top of the ladder you'll find the potion. Take it, jump across the quicksand, and enter Sub-Space on the second bone. There is a mushroom on the cactus. Don't get careless and drop your potion on the sand, or it will sink and vanish forever.

Don't get careless and drop your potion on the sand, or it will sink and vanish forever.

CALL STARMAN!

Lots of Ninjis here! To be safe, don't blow up the wall as you ordinarily would. Instead, use the four cherries you grabbed on your way, destroy the lower wall, grab the fifth cherry, take Starman, and take off!



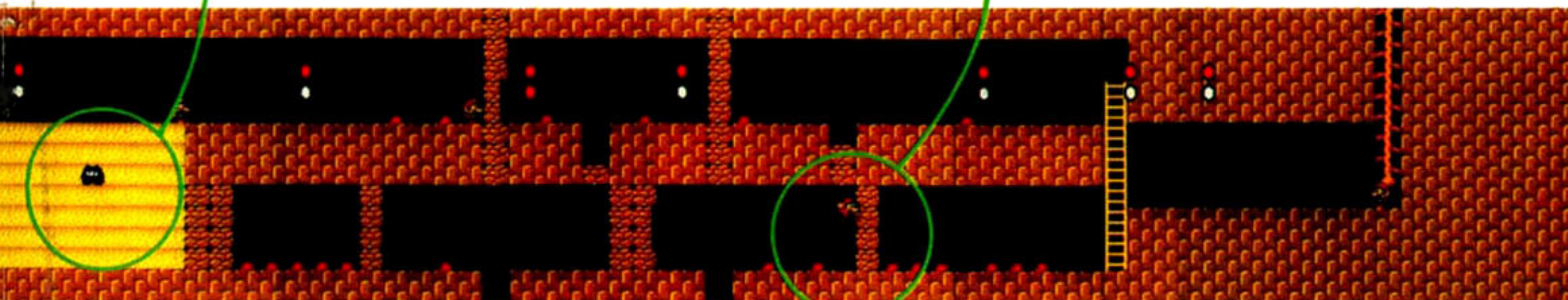
the four cherries you grabbed on your way, destroy the lower wall, grab the fifth cherry, take Starman, and take off!

SUB-SPACE 2

How do you get a mushroom here? First, from the upper level, destroy the rock that stands in your way. Then go down the ladder to the lower level and break the wall. Then go up again, take the potion, and come down. Did you follow all that? Give it a try.



MAP 2

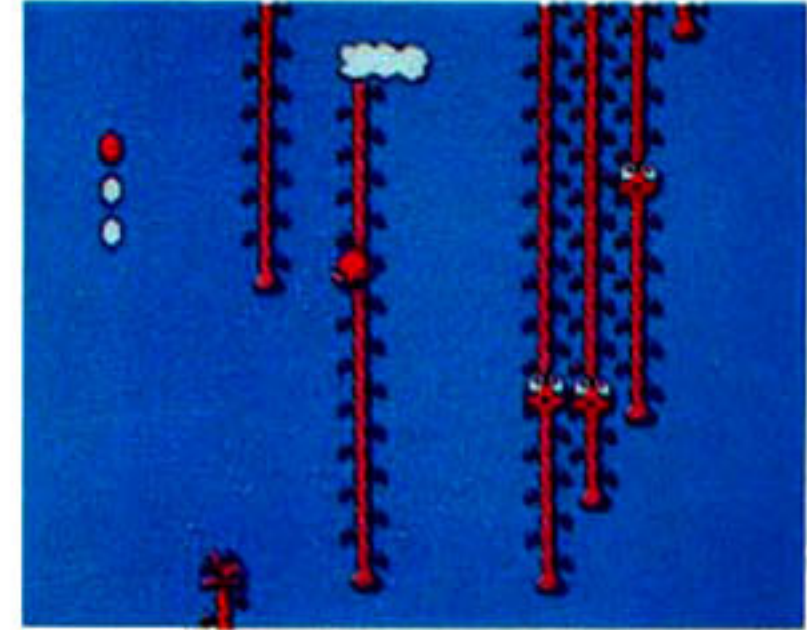


MAP 3

At Map 3, climb the vines from the bottom all the way to the top. The only things that will help Mario here are the mushroom blocks. You may not see many enemies, but beware! If you fall down, you'll have to start all over again from the very beginning.

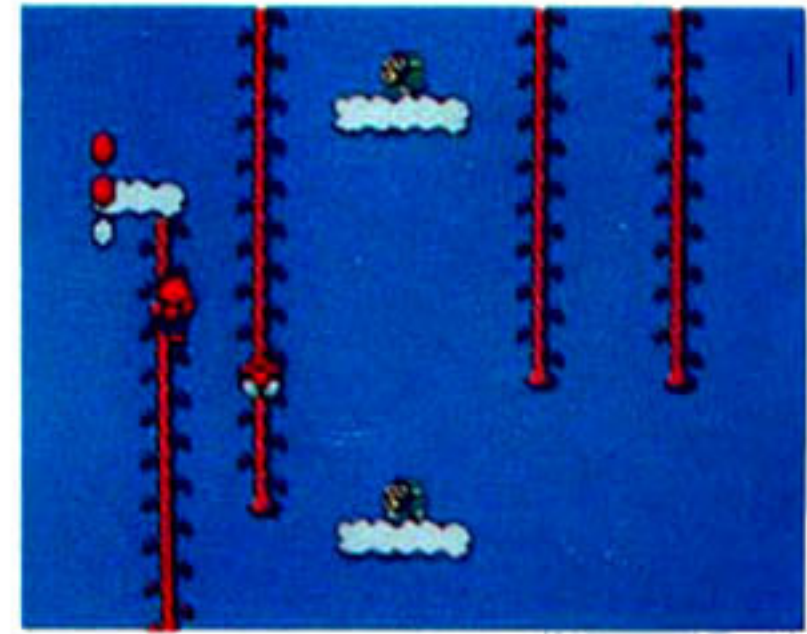
Hint 1

Climb up the vines on your left. If you go to the right where you see the three vines, you'll find three Hoopsters above you. So if you want to play it safe, go to the left.



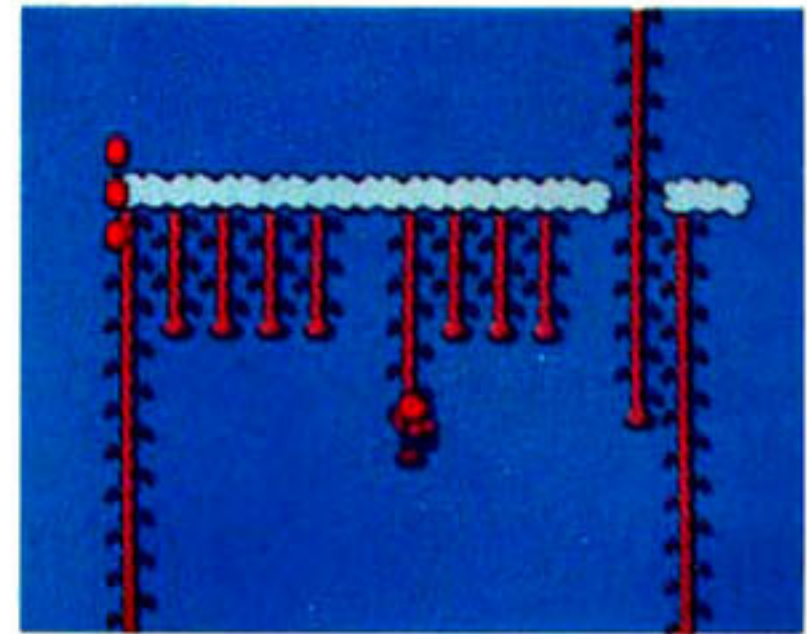
Hint 2

There are sniggering Snifits on the cloud. Carefully watch the height of their shots and get close to where they go by Mario's head. Go on up after the shots pass by.



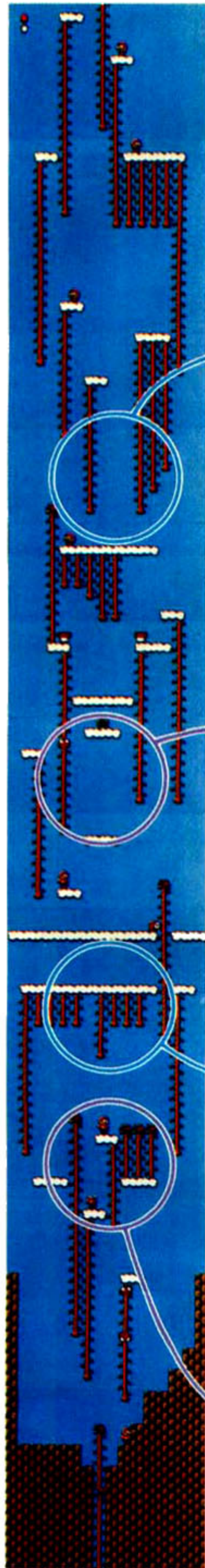
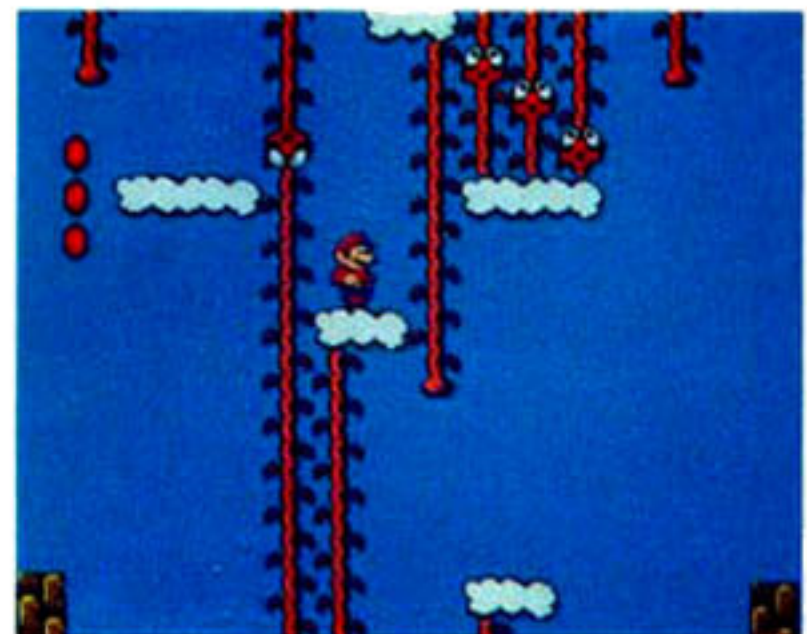
Hint 3

Move sideways from vine to vine. Don't hesitate! You won't fall off if you're fast. You can make it by pressing Up and Right or Up and Left on the Control Pad.



Hint 4

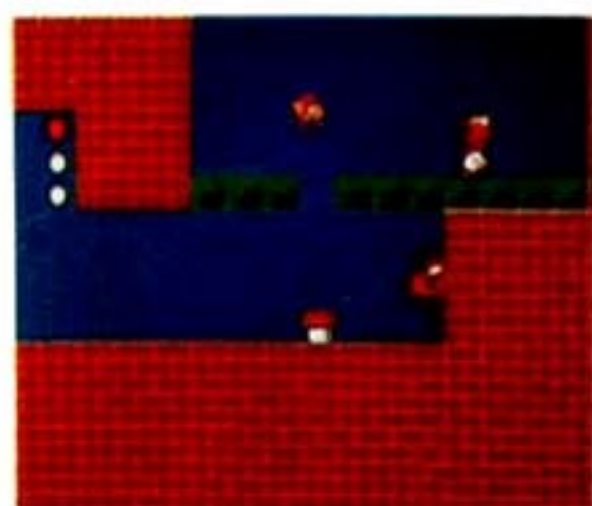
If you're not good at travelling sideways, you can go up by holding onto the vines on your right. But you'll have to go over three Hoopsters. It's up to you! Which is the worse evil?





MAP 4

FIGHT WITHOUT USING BLOCKS



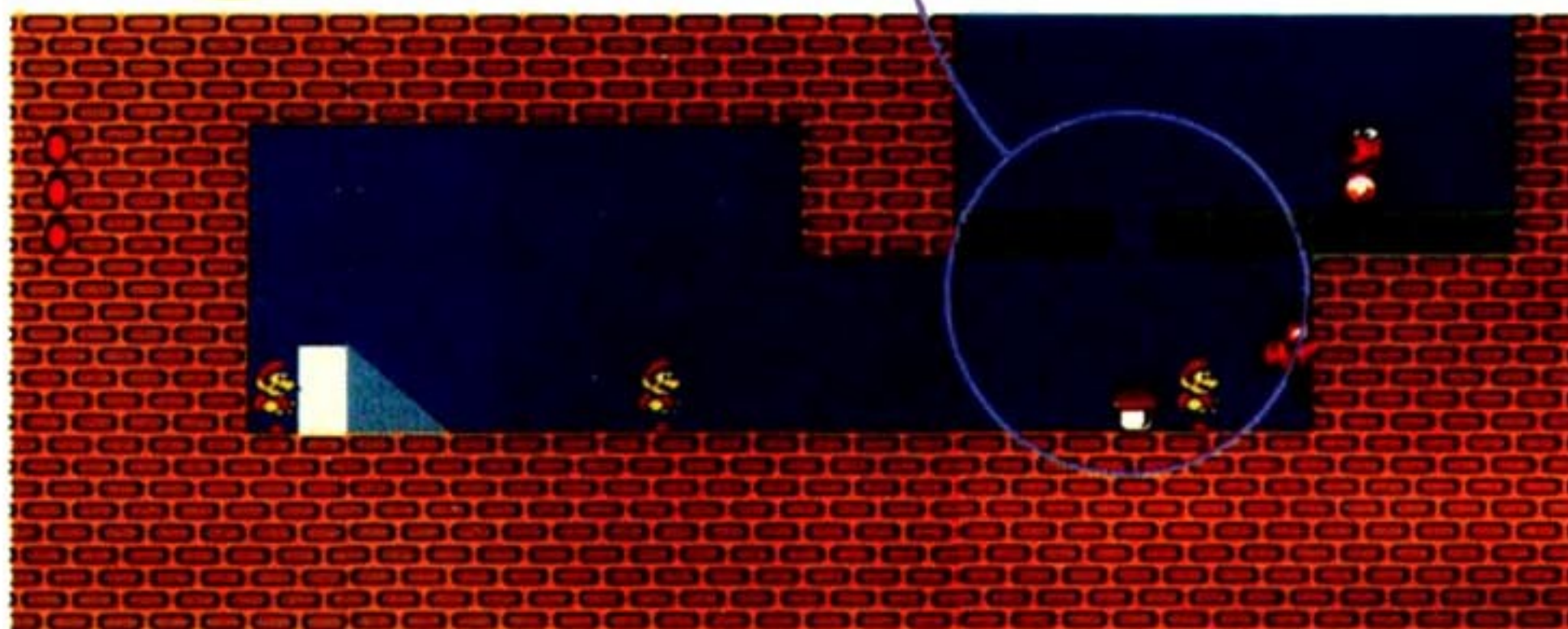
Birdo is the first little boss. There's a mushroom block below you. But you can't reach the upper level to get him unless you get onto the block and make a Squat Jump. Use eggs—but watch out for flames.

WARP TO MAP 1

The warp zone on the left of the starting point of Map 1 brings you here. You'll have to face two little bosses at once, but you may want to take this route and avoid Maps 2 and 3—they are very difficult! Unfortunately, you won't be able to increase Mario's life meter. Which way will you go?

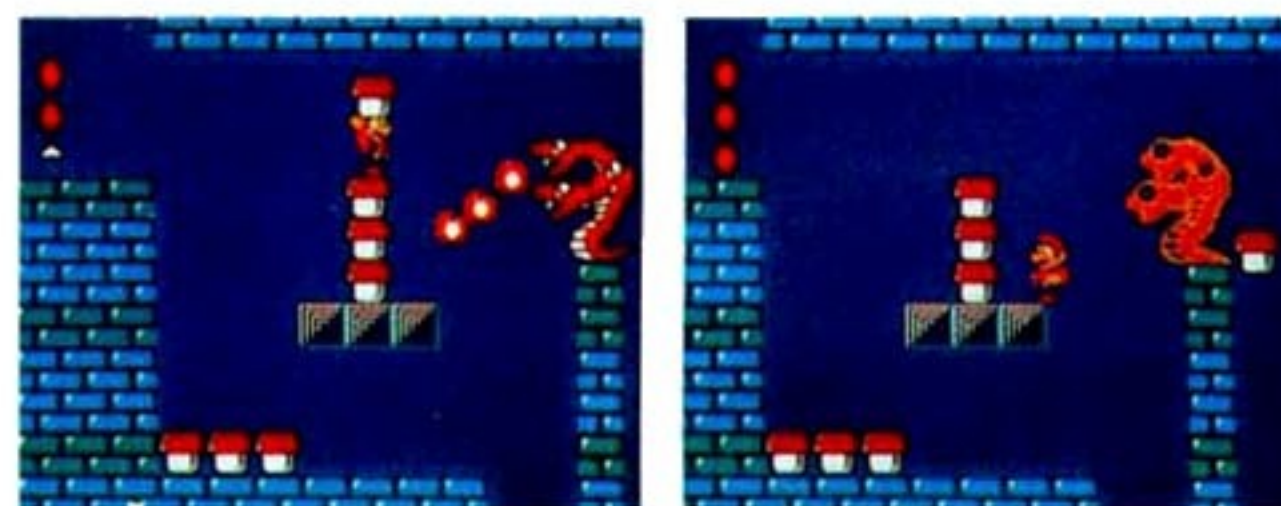


MAP 5



WHO'S AFRAID OF TRYCLYDE?

Tryclyde is the second little boss. Check out those seven mushroom blocks on the floor. Remember the stunt you pulled in World 2-3? Build a wall by stacking three of them in a row. This way you'll be able to stay cool even though he's spitting flames. Now fling the blocks you have left at him. You need to bonk him three times.



MAP 6 GOAL

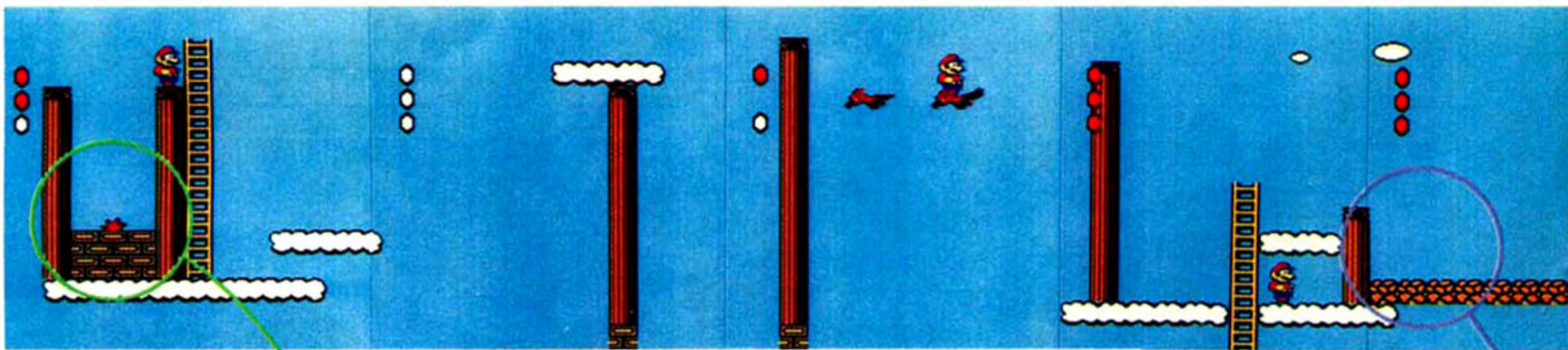


WORLD 7-1

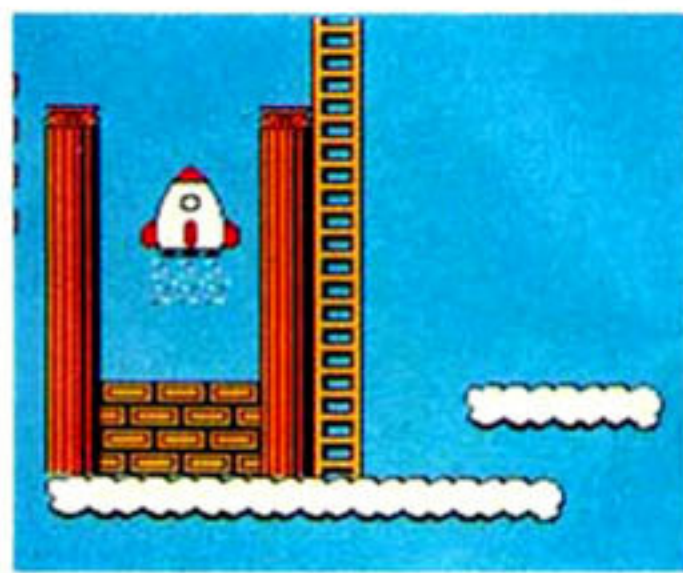
SUPER MARIO BROS. 2

GET INSIDE WART'S CASTLE!

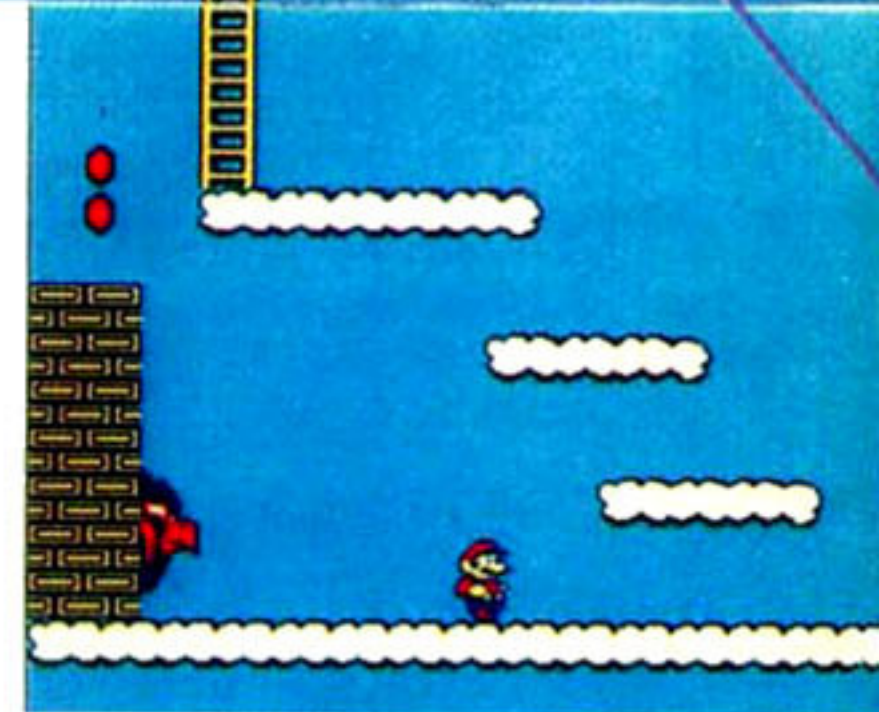
Mario's long quest is almost over. Only one adventure left: you must go through World 7-1 to get to Wart's castle in the sky. Now is the time to use the skills you've been building up all along, like riding Albatosses and climbing ladders.



GET ON THE ROCKETS!

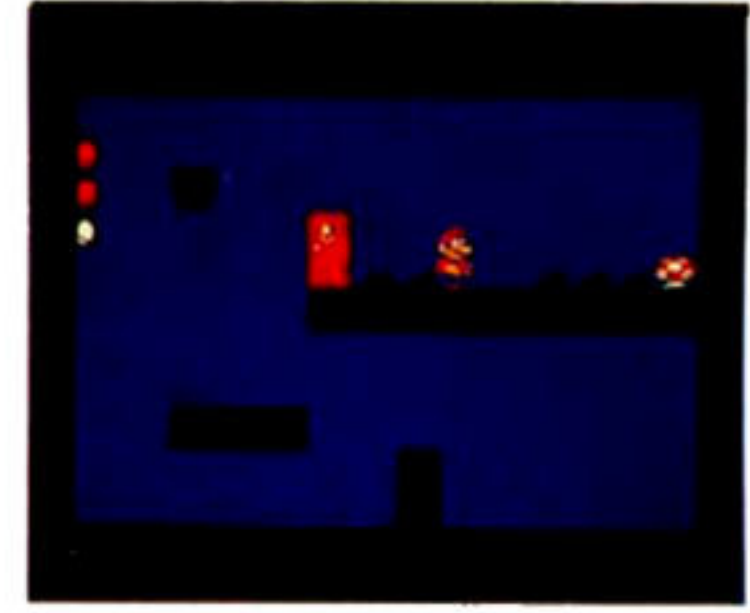
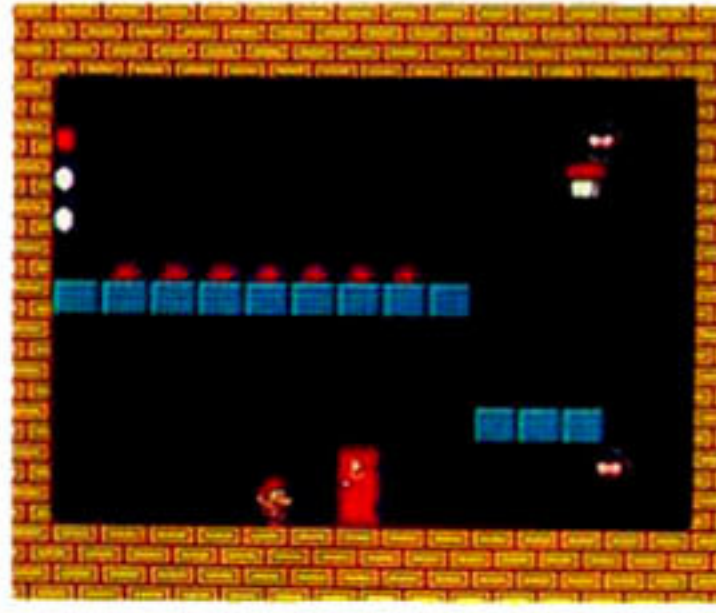


You've come to the far left on your Albatoss, but there's nothing here. What gives? Even if you climb the ladder, you can't get up. So get on the rocket, just like you've done before, and blast off. The way things have been going, you can be sure there's plenty of action ahead.



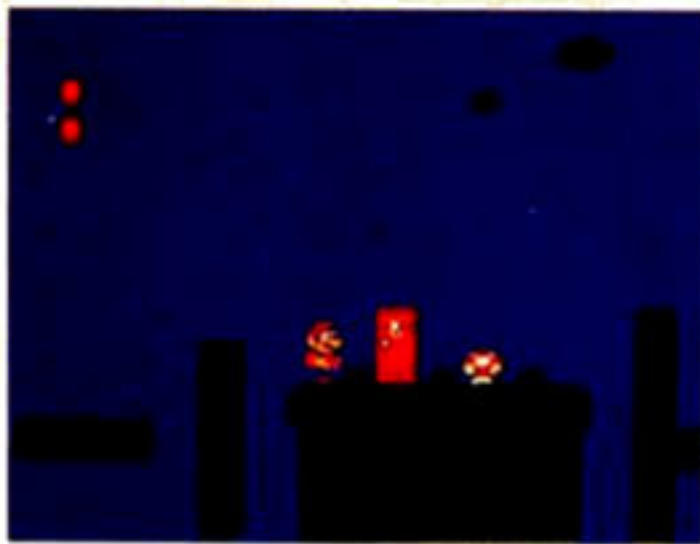
BONUS ROOM

You'll come to a small house on the right edge of Map 1. When you enter the room, you'll find it full of Sparks. But climb to the upper level and pull out the fifth hunk of grass from the left. A potion! Enter Sub-Space and you'll find a pile of coins and mushrooms.



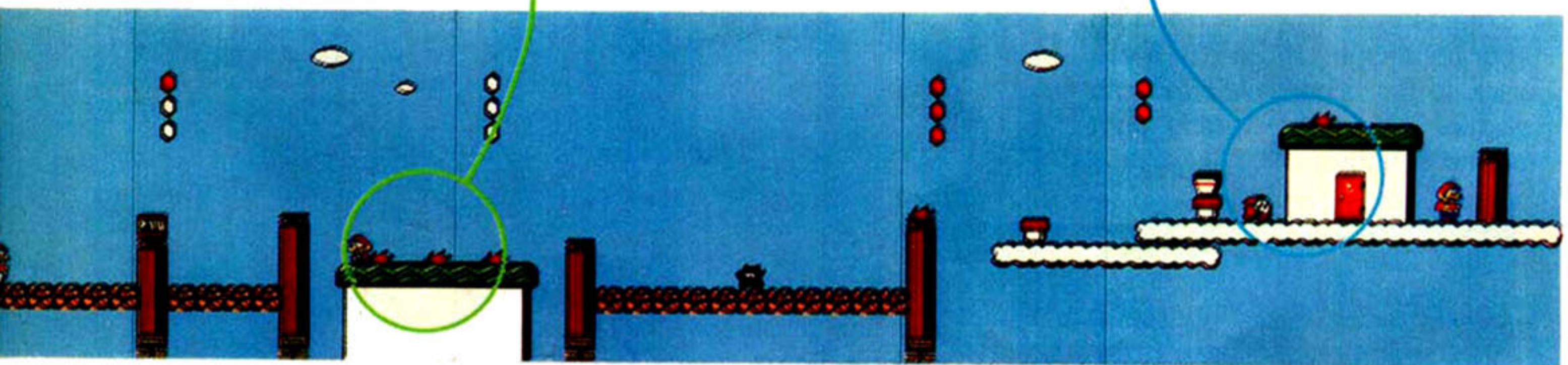
SUB-SPACE

See the tuft of grass on the top of the pole? There's another potion. Take it, back up a little, and use it on the roof of the house. Don't waste any time! Move it, move it, move it, move it. If you're too slow, Bob-Ombs will destroy the rock and you'll be trapped.



GO BACK ON ALBATOSS

Here's how to get back to Map 2. On the top of this house, wait for the Albatoss flying to the left. Get on it and fly back. Look out for the pole when you cross the starting point. Jump over it. You're headed for the far left part of the Map.

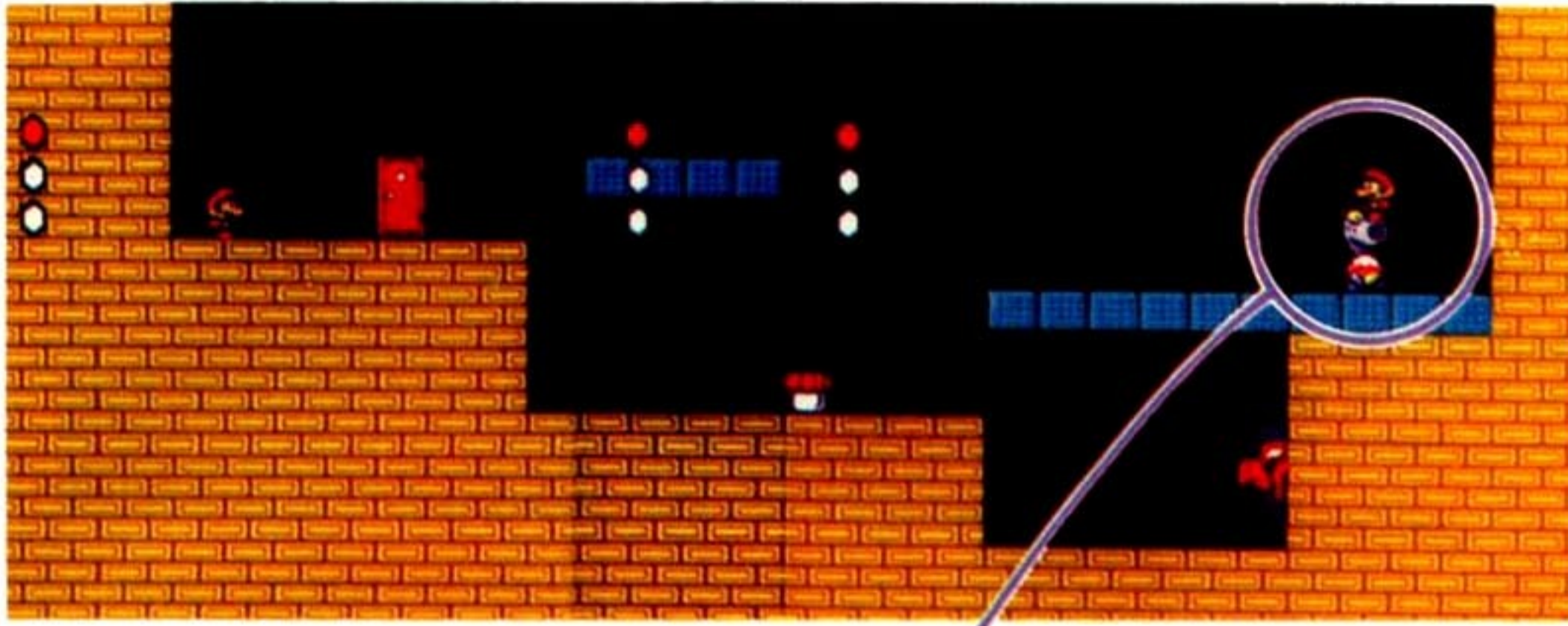


MOVE AHEAD RIGHT AWAY!

This is one rocky road you're travelling. Ninji and Bob-Omb will come at you, but don't be afraid. Just keep going. Otherwise, Bob-Omb will explode and you'll lose all the ground you've gained. Albatoss will carry Bob-Ombs from above, so get to the other side as fast as you can.



MAP
START



MAP 3

SAY GOOD-BYE TO BIRDO!

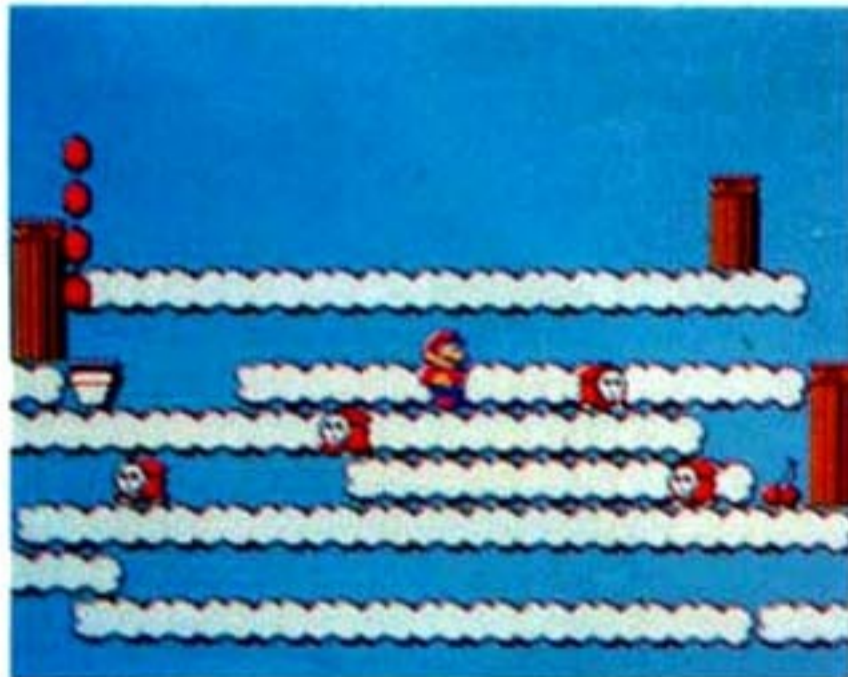
You've fought Birdo many times. This will be your last meeting. The narrow path will make it tough and Birdo isn't going to stop spitting flames now. But do your best. Get him with three mushroom blocks. He'll be sorry.



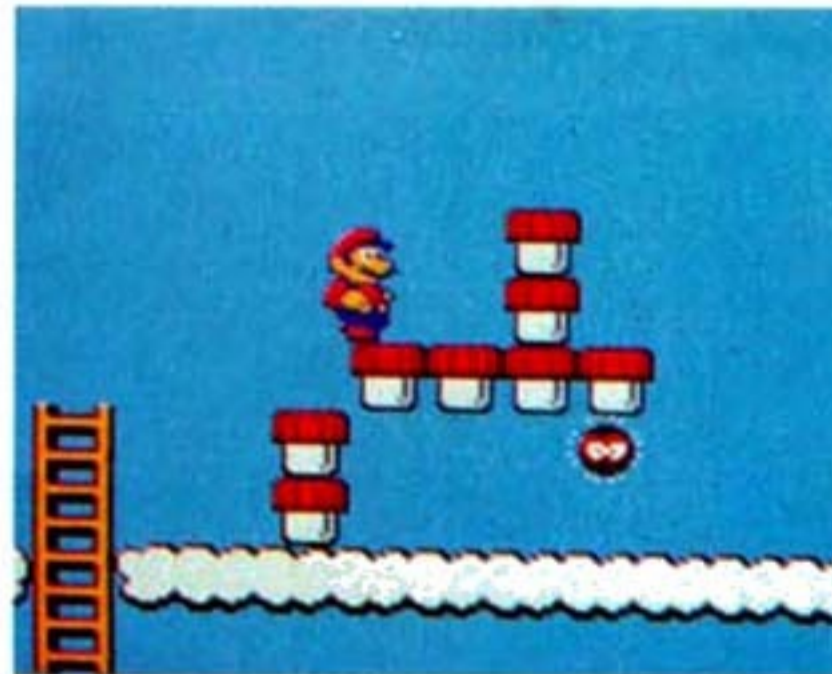
MAP 2

A MAZE OF CLOUDS

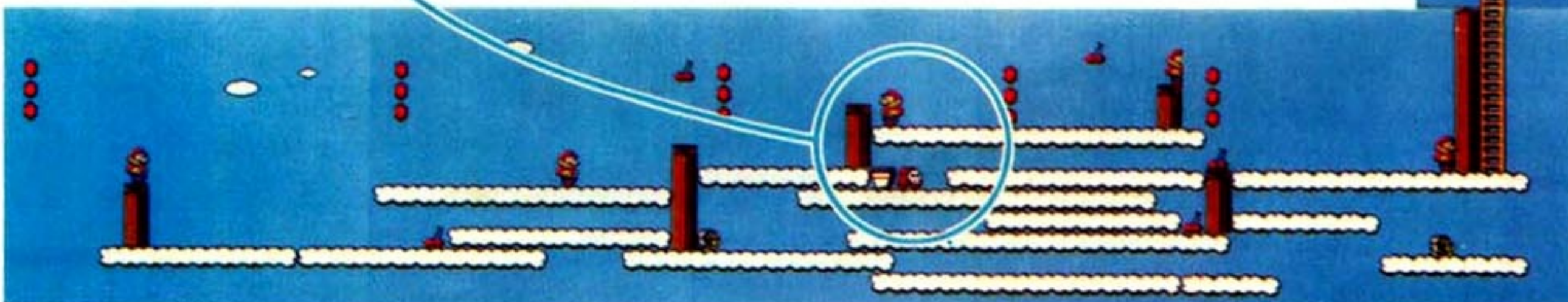
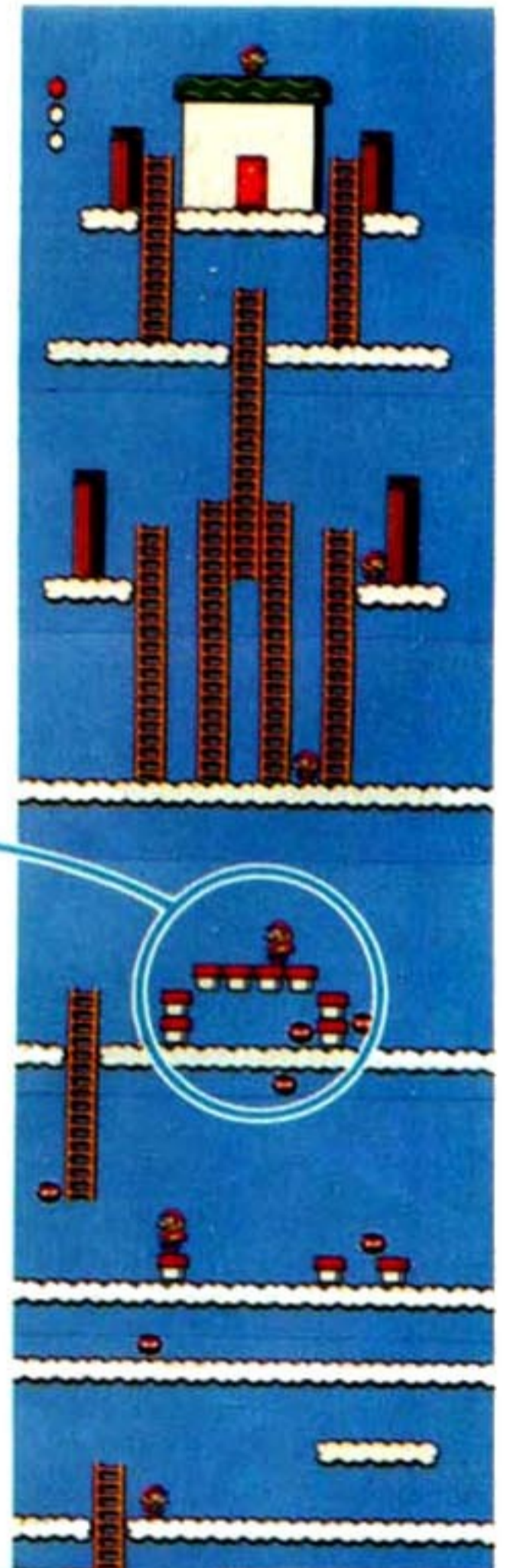
Go all the way down the stair-like clouds and jump to the cloud on your right. One jump will take you back to the upper level. You can also get there by walking right behind Shyguy.



PILE UP BLOCKS AND JUMP!



Pile up mushroom blocks and make a Squat Jump. This is the only way to reach the cloud above, but the two Sparks are going to give you trouble. Throw blocks and get rid of them before you jump.



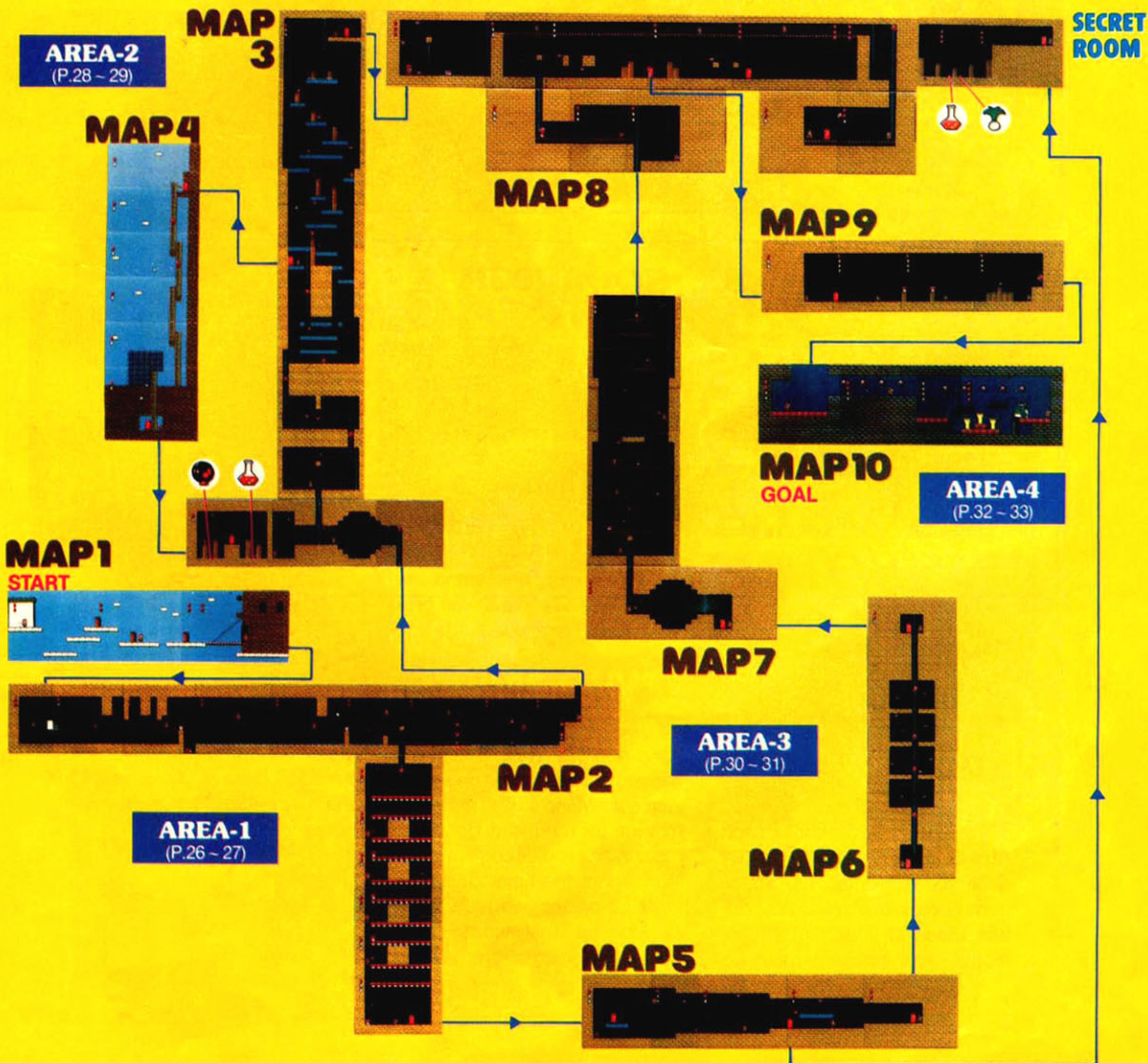
WORLD 7-2

SUPER MARIO BROS. 2

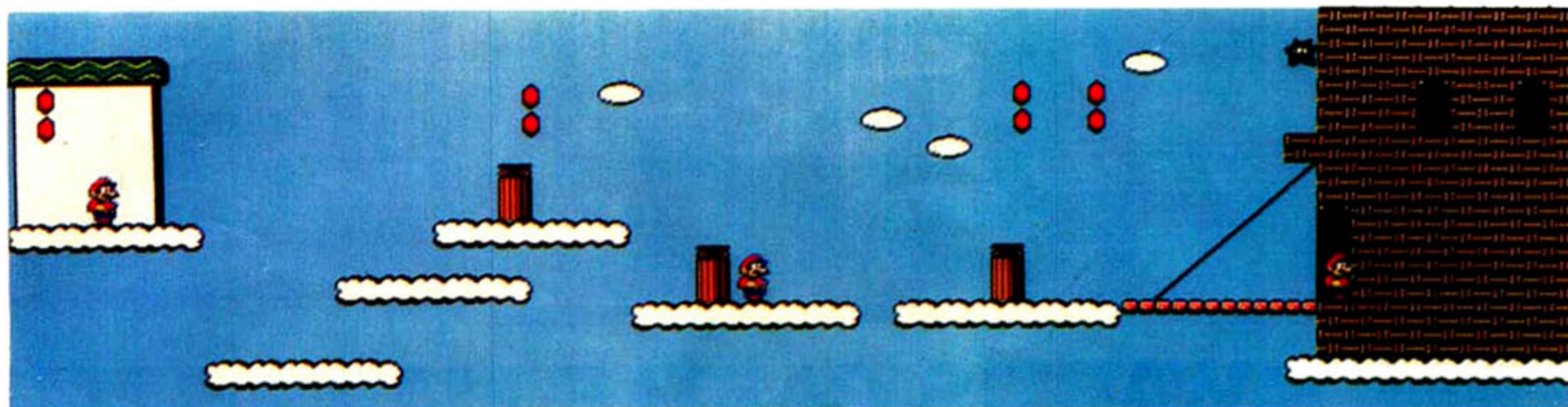
AND NOW THE FINAL ENCOUNTER!

Finally, you've come to Wart's, twisting castle—the source of all the evil in the World of Dreams. Now is the time to show your strength! Many different traps await you, but if you've come this far, you should be able to defeat Wart.

● WART'S CASTLE MAP ●

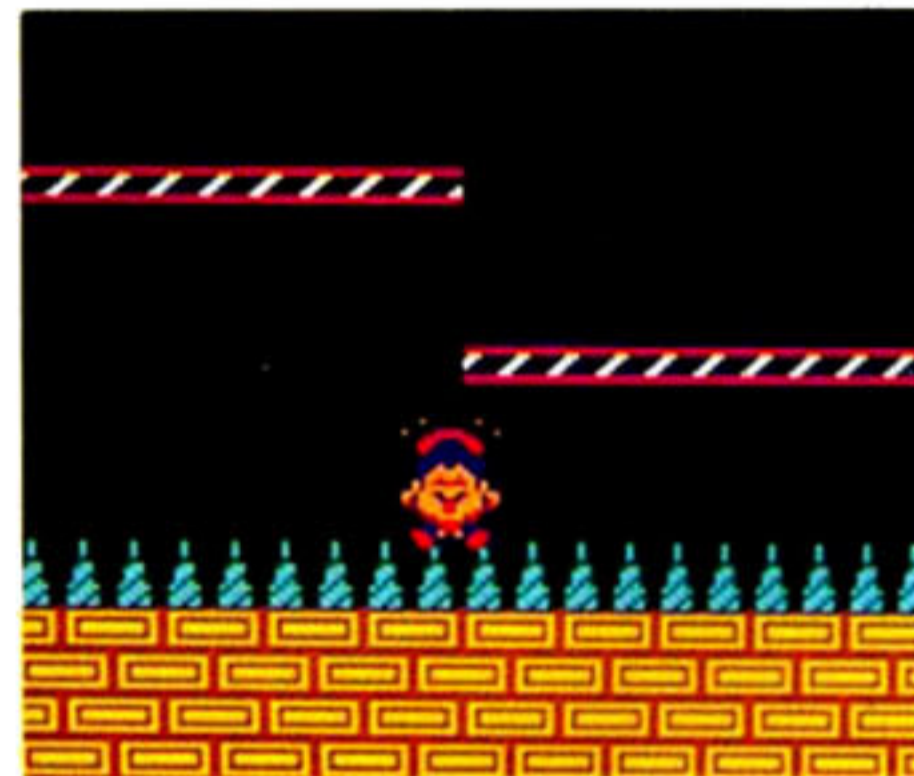


7-2 AREA-1



MOVING FLOOR!

When you walk into the castle, the floor starts moving like crazy. You've got to keep your footing, and, worse yet, battle bad guys. Is it too tough? Take your time and keep moving. These enemies are all wimps like Shyguy, Ninji, and Bob-Omb.



TWO WAYS

In Map 2, you can go up or down. If you decide to head for the heights, you'll reach Area 2. If you go down, you'll reach Area 3. It doesn't really matter, since you can enter Sub-Space from Area 2 or Area 3 and obtain those all-important mushrooms. You can also move to

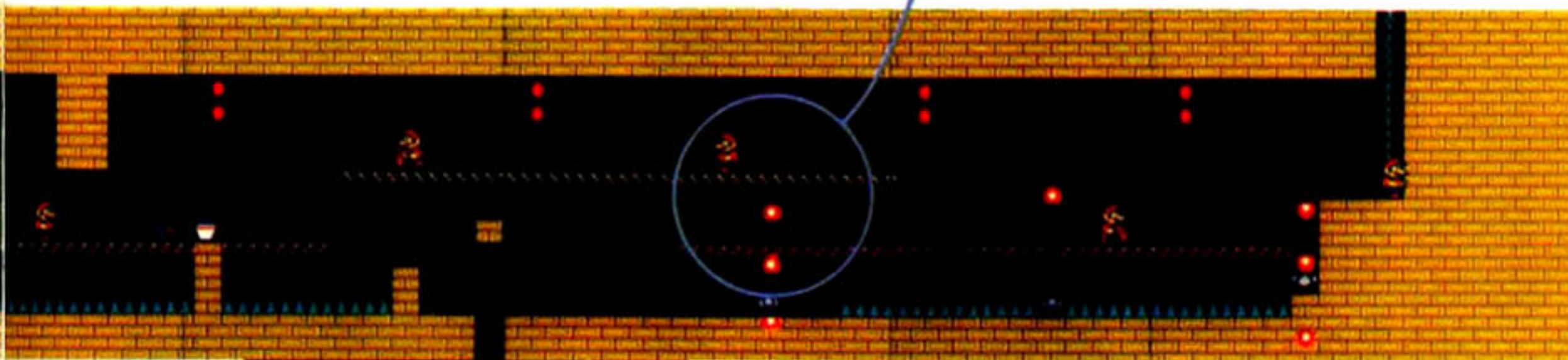
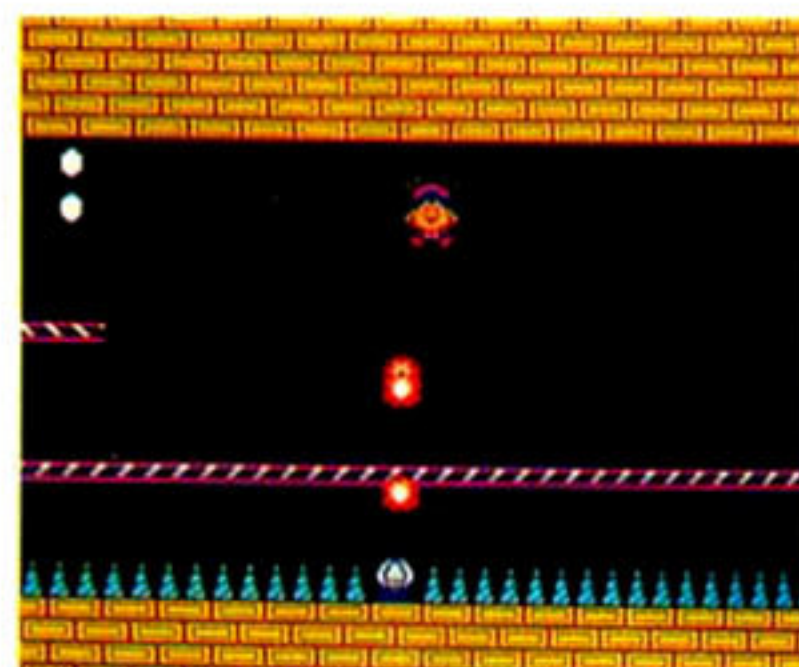
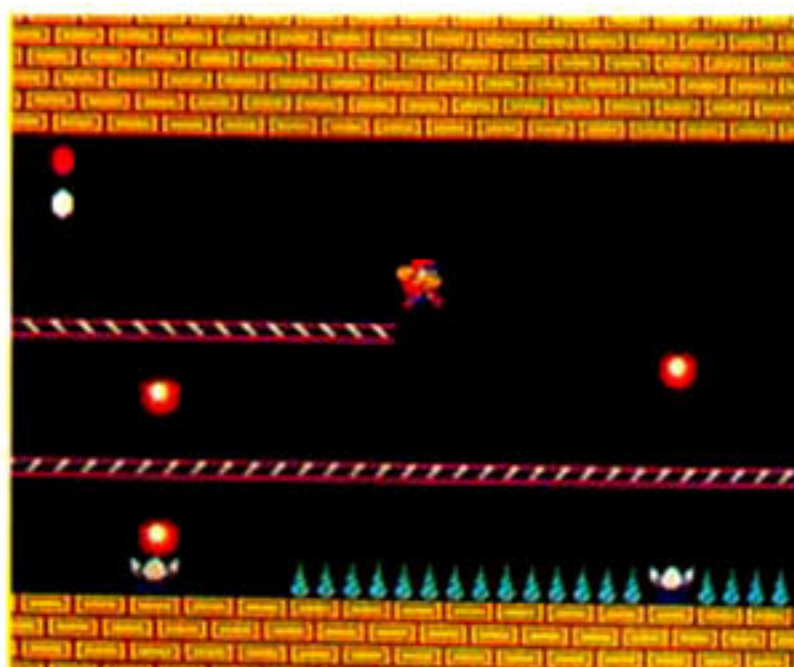
Area 4 either way. Since you can move freely between Areas, increase Mario's life meter to four at the end and go on to meet Wart. You've come this far. Now is not the time to wonder whether or not you really want to look at this looney tune critter. He just might be the

biggest darn nightmare in the World of Dreams. After all, he's the ruler around here. All these pesky critters were his idea.

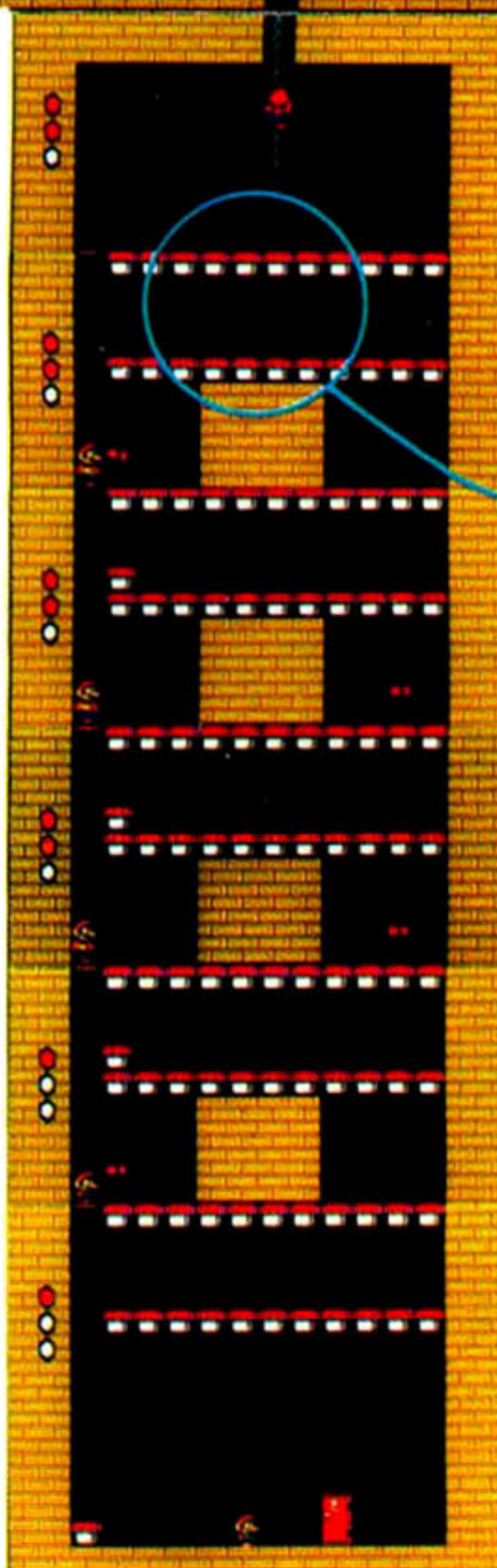
MAP 2

RUN AND JUMP!

Not only does Panser spit flames at you, but also the floor keeps moving. A hero could get hurt doing this! Make small jumps and move ahead steadily. Things will get worse.

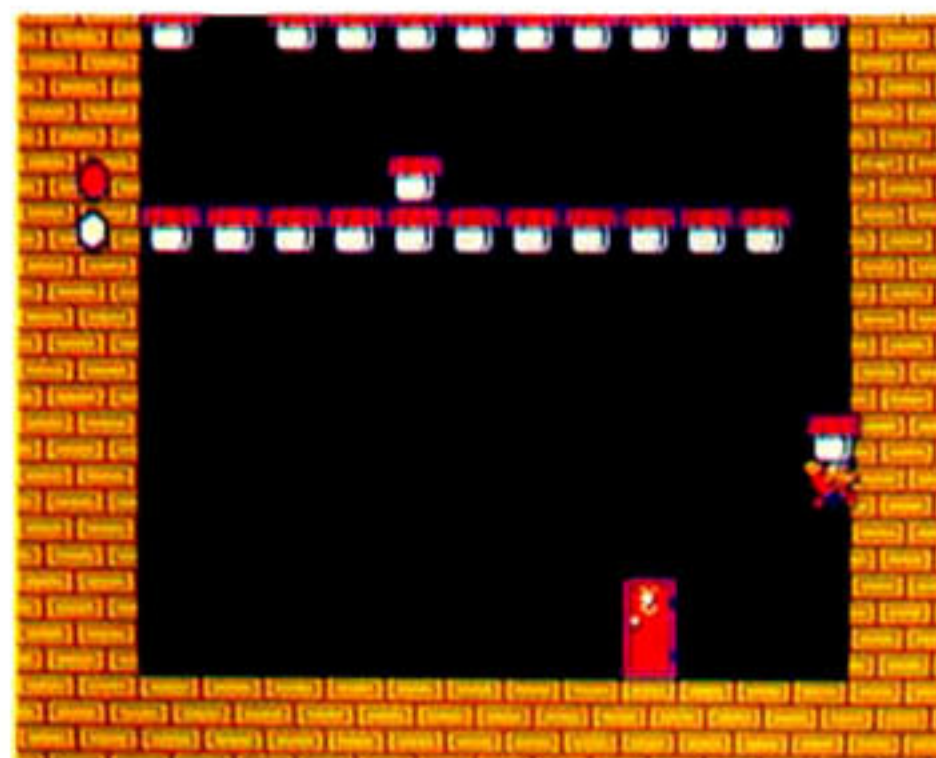
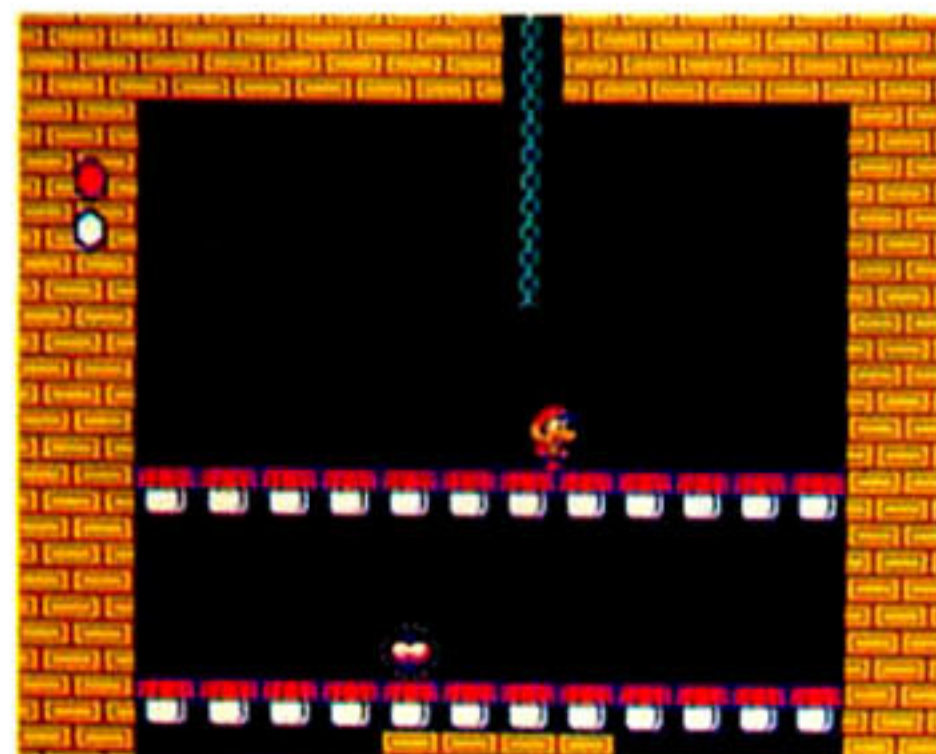


TO AREA-2



A MUSHROOM BLOCK FLOOR!

Pull out the blocks at your feet and keep going down. Protect yourself from those nasty Sparks by throwing the blocks and remember to always keep moving. If you pick up the cherries on your way, Starman will come and help you out. And now's the time you could probably use some help.



TO AREA-3

7.2 AREA-2

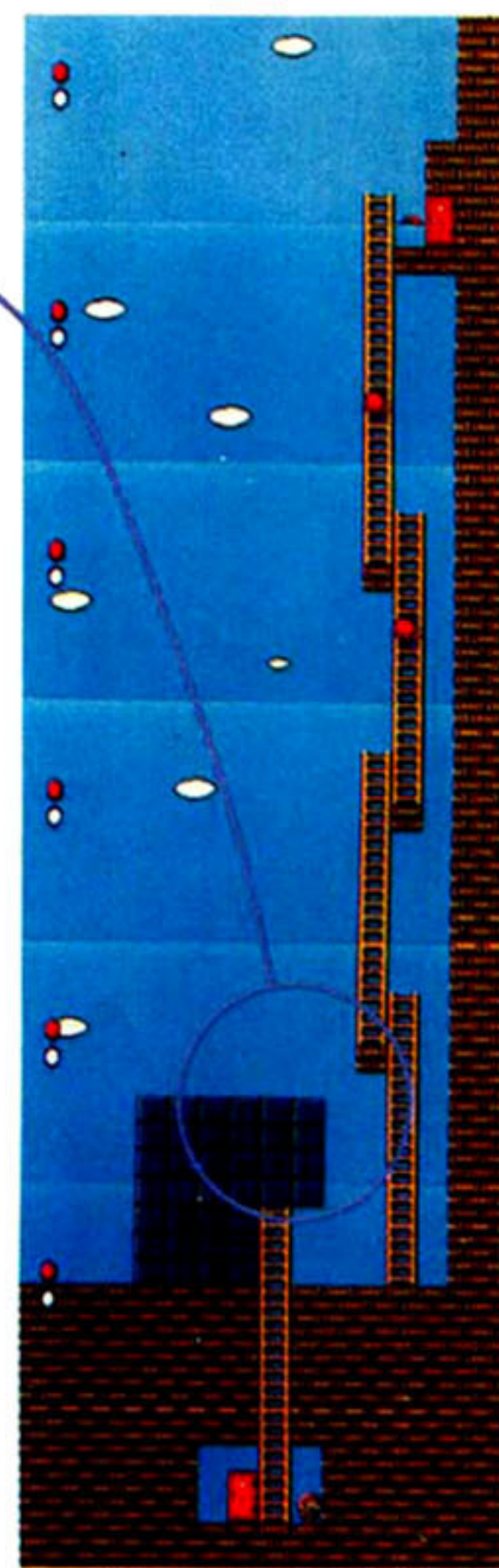
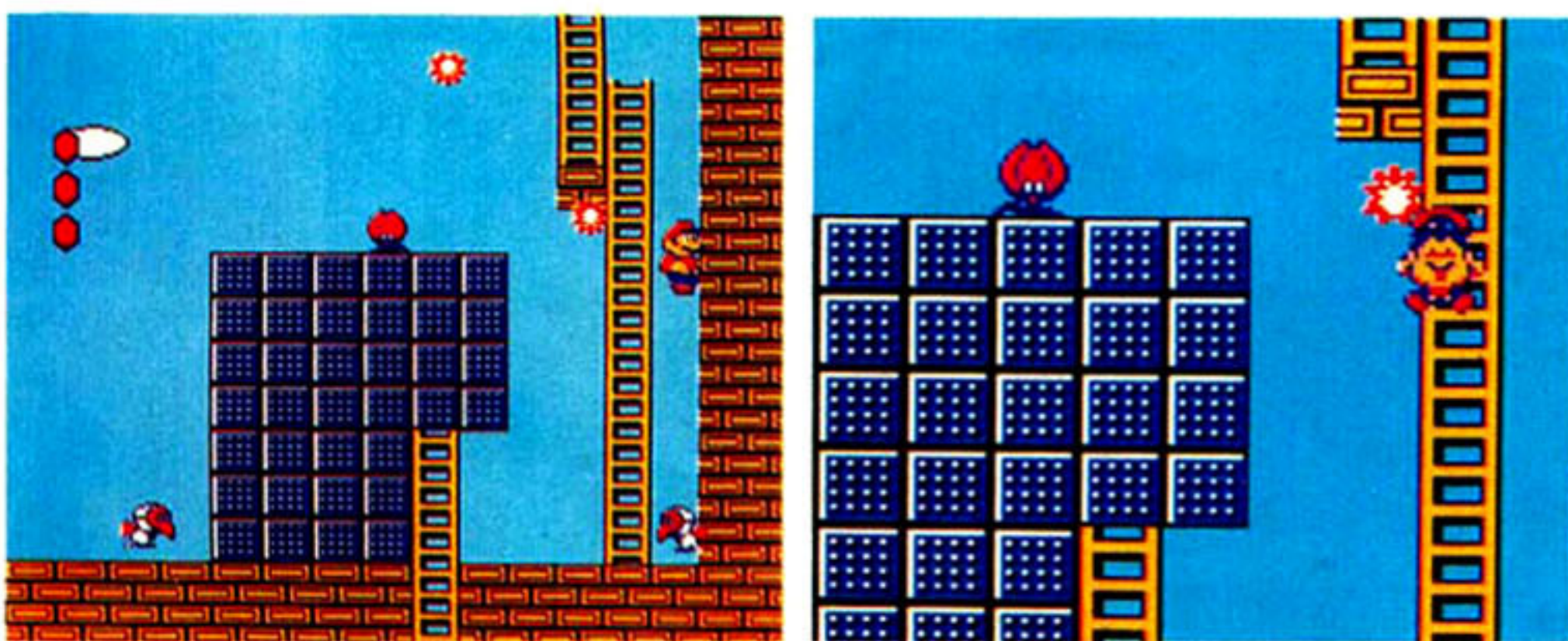


MAP 4

A VOID PANSER!

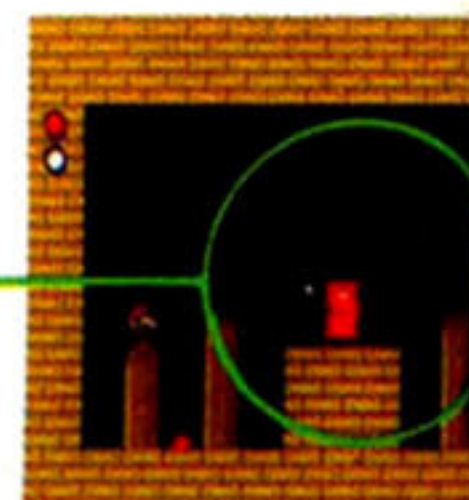
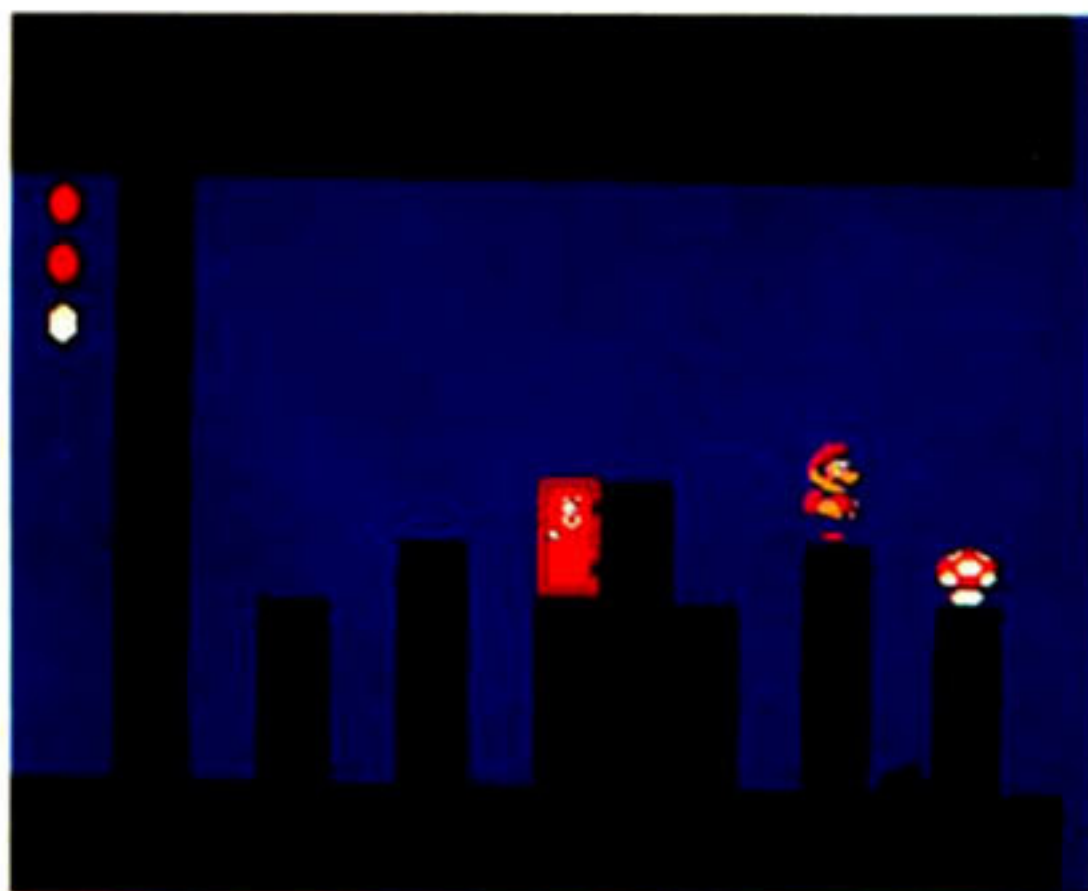
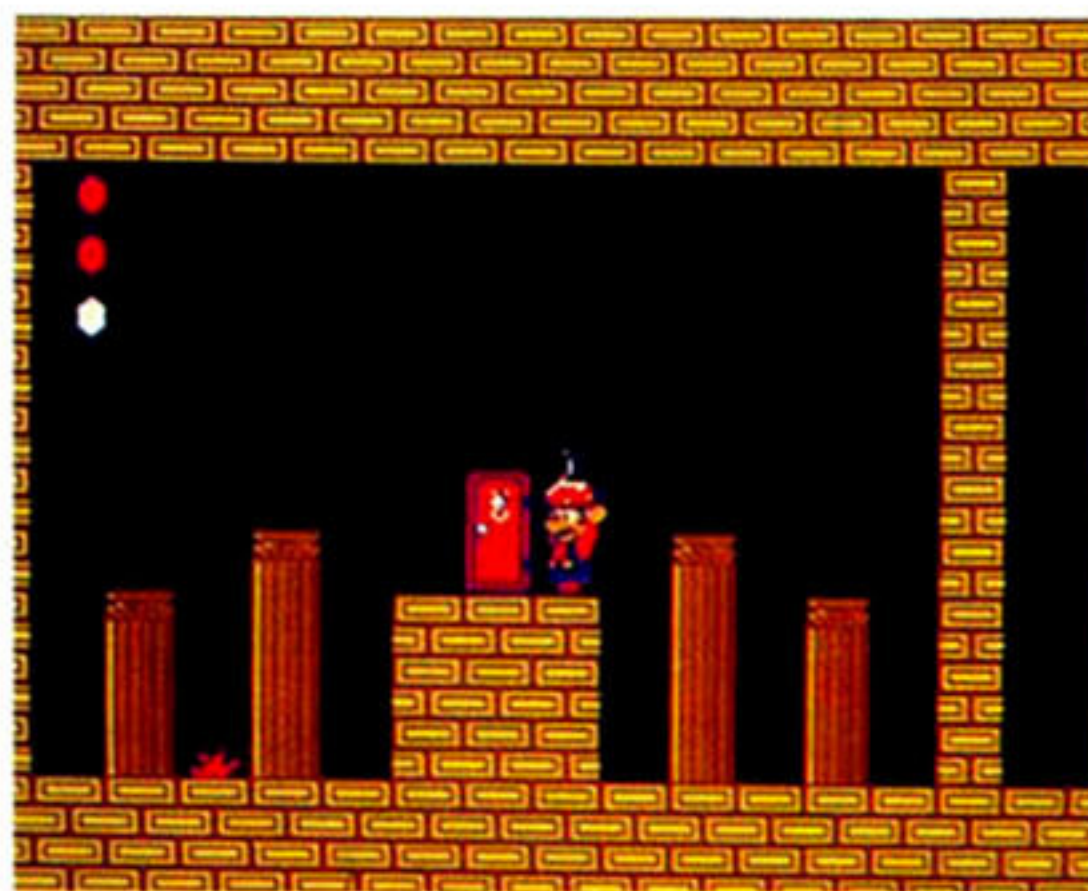
You'll open the door of Map 3 and find yourself outside Wart's castle. Is there something underneath you? Press your Control Pad to the right when you go down. You can get

away quicker if you jump down the stairs. Watch out for Panser's flames when you're climbing up. Who'd want to get stuck in a place like this!



GET YOUR STRENGTH BACK IN THE BONUS ROOM

Now you've come to the bottom of Map 4, opened the door, and reached a room with no enemies. This is one of the few places in Wart's castle where you can increase your life meter. The grass on the right holds the potion. Enter Sub-Space and take a mushroom right away. You can take the coins, too, but you don't need them anymore, do you?

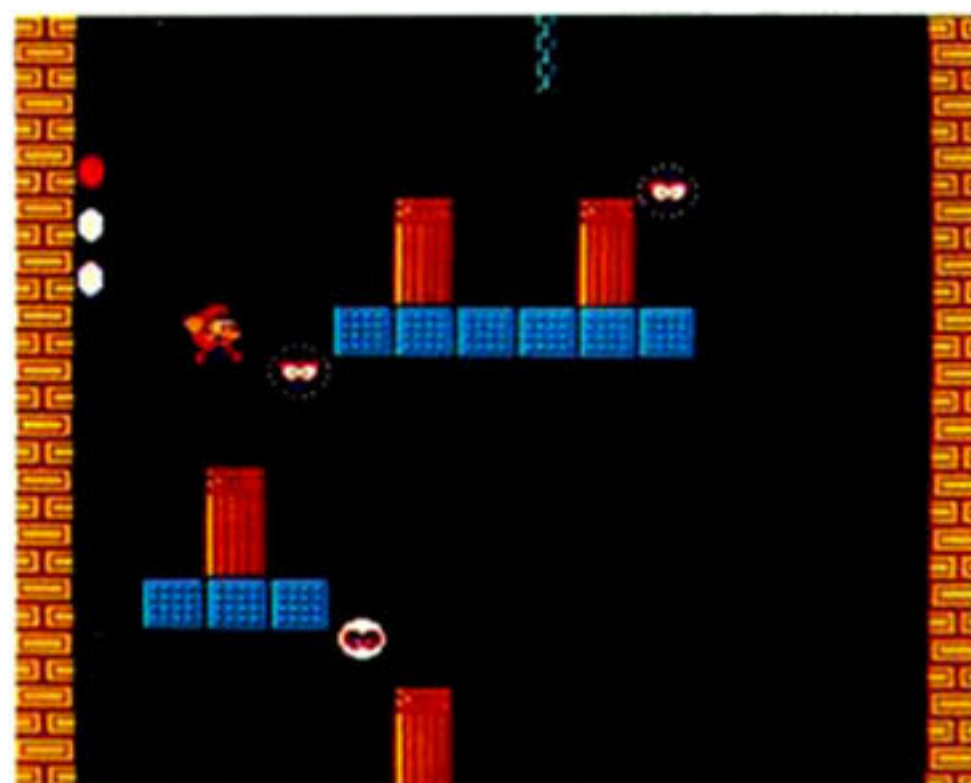




TO AREA-4

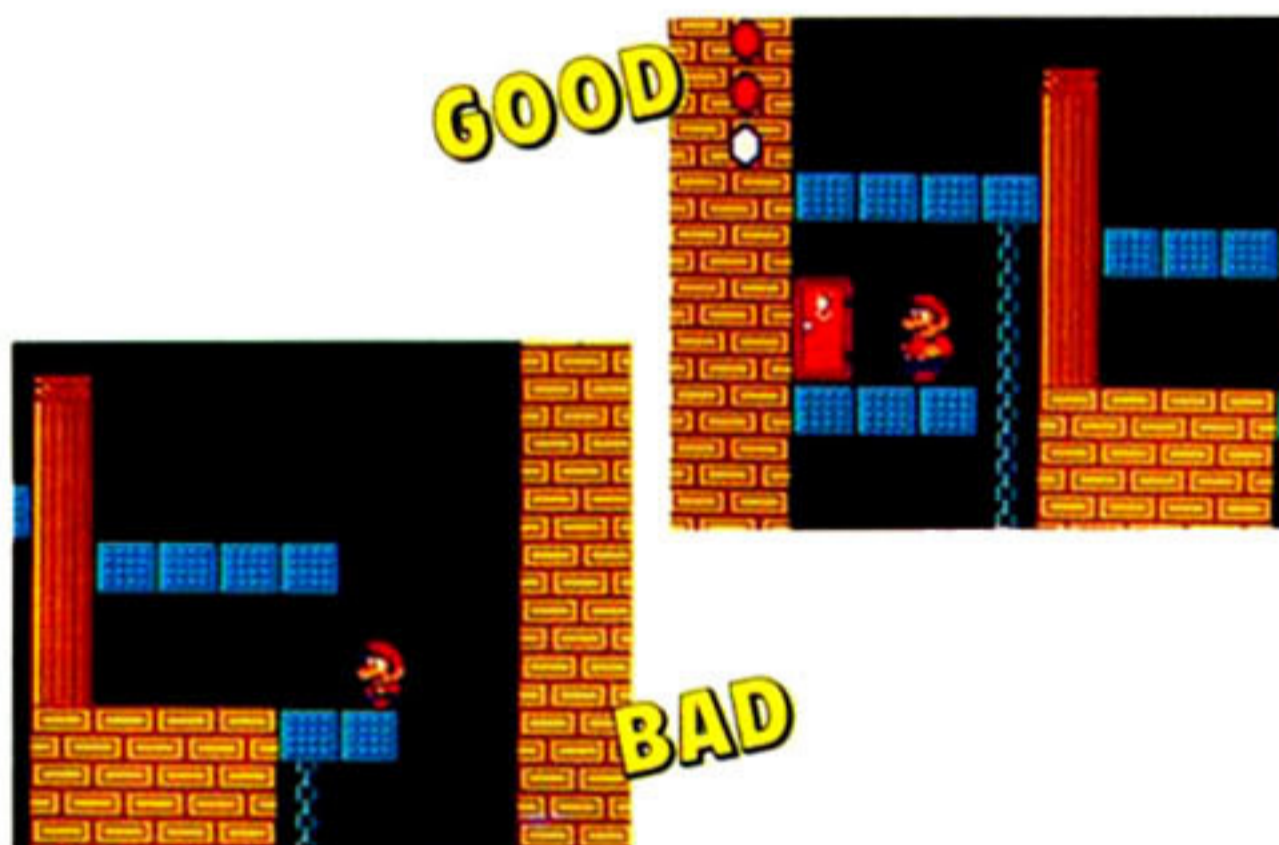
THE MOST DIFFICULT PLACE!

You have to climb up with Sparks circling around you. The slightest hesitation will hurt you since the Sparks are going around fast. This is a tough spot—you can't drop your guard at all.



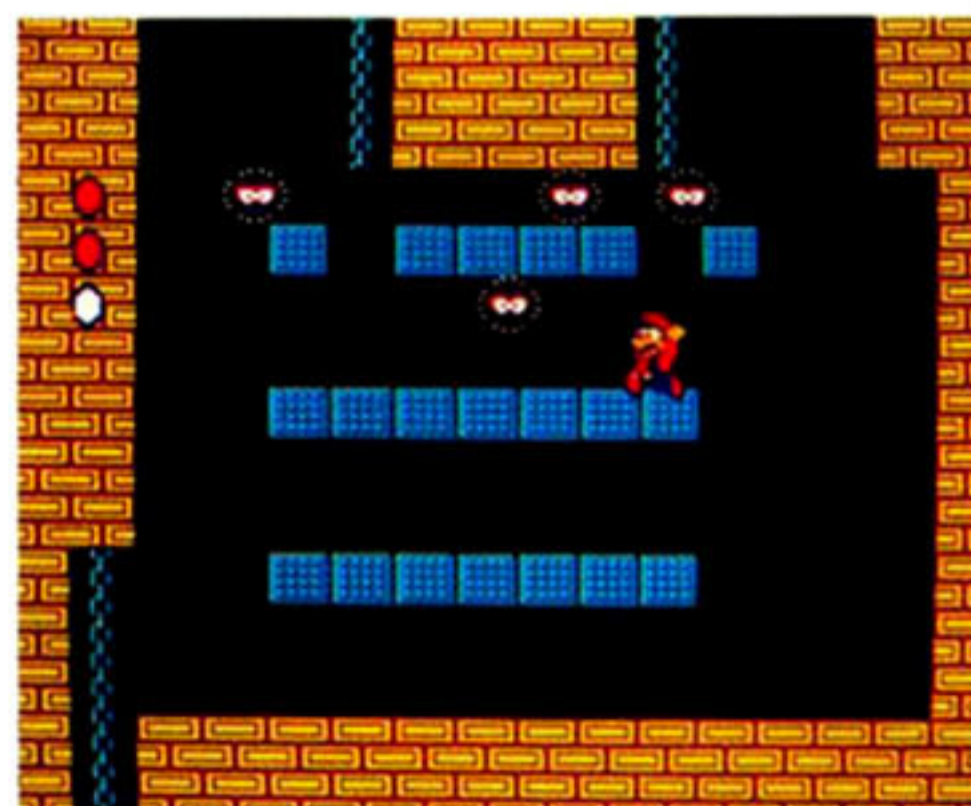
BE SURE TO GO LEFT!

Chains are hanging on both sides, but take the one on the left and climb up. If you take the one on the right, you won't be able to get to the door that leads to Map 4. And that is exactly where you are headed.



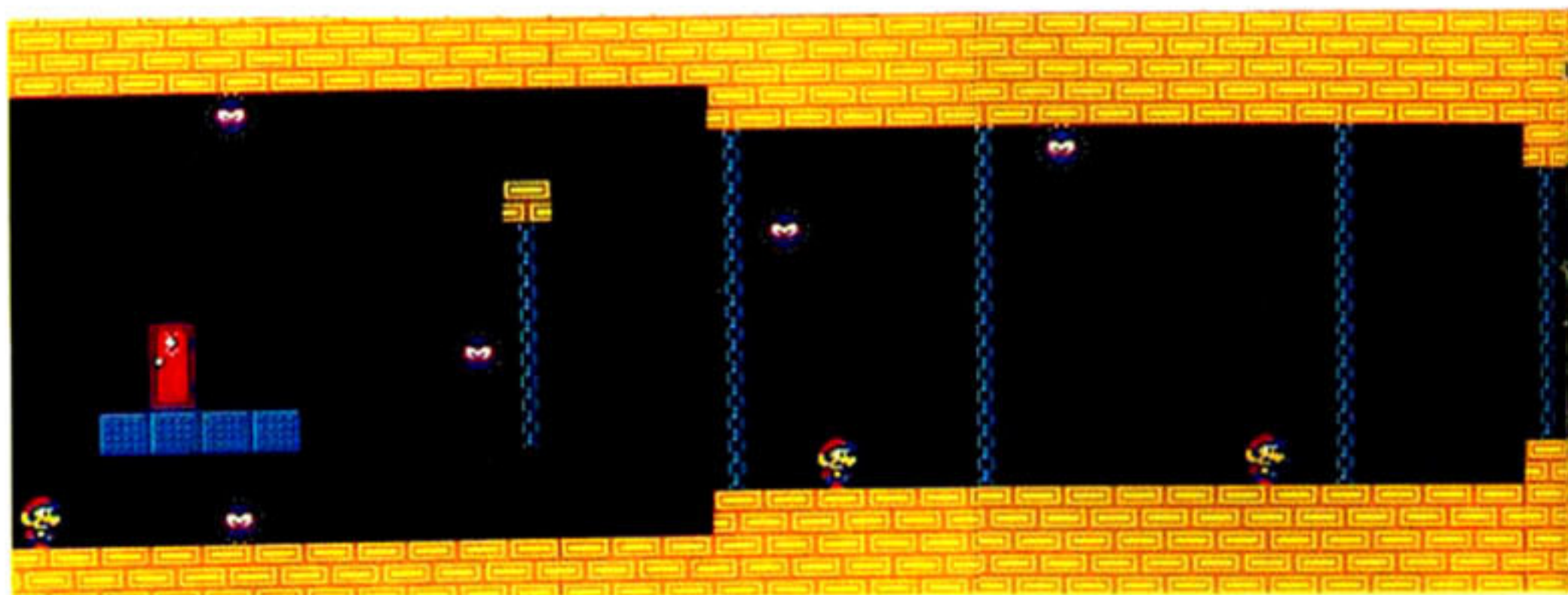
EVERYTHING DEPENDS ON YOUR TIMING!

You can use chains to escape all those flying Sparks! Jump onto a chain and go from one to the next, timing each jump to avoid passing Sparks. If you have some extra life in your meter, you might want to take a chance and rush through this part. See the Sparks fly!



MAP 3

7-2 AREA-3



UPSIDE DOWN?!

You're in another tough spot here. You have to climb up the moving floor and avoid attacks from Shygy, Snifit, and Spark. What do you have to do to win, be an acrobat? Stay awake! Move up carefully in steady little jumps and you'll make the grade.



SLIP THROUGH BY A HAIR'S BREADTH!



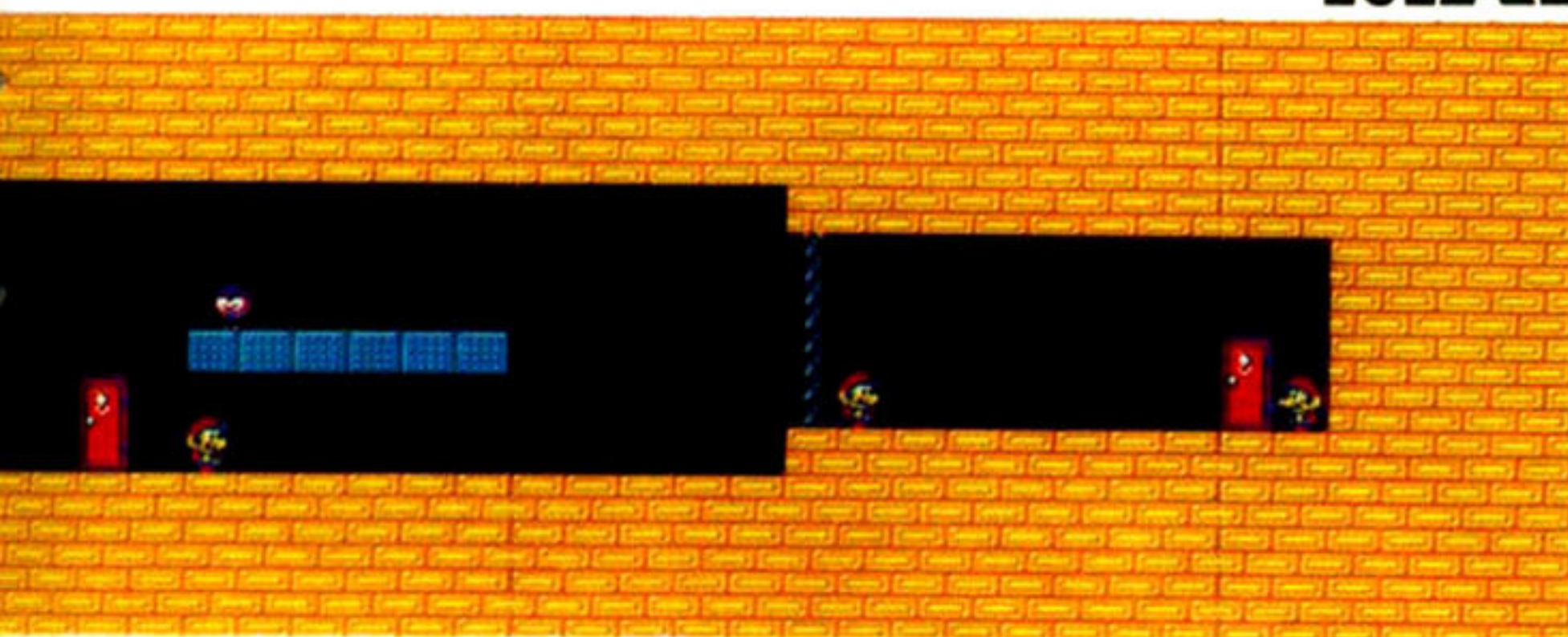
Inside this narrow little room, Sparks are going around and around. You'll find yourself in many predicaments like this in World 7-2. Since you don't have a block to use as a weapon, you better run away fast! Watch what the Sparks do and run between the blows.

MAP 7

MAP 5 ^{To AREA-4}

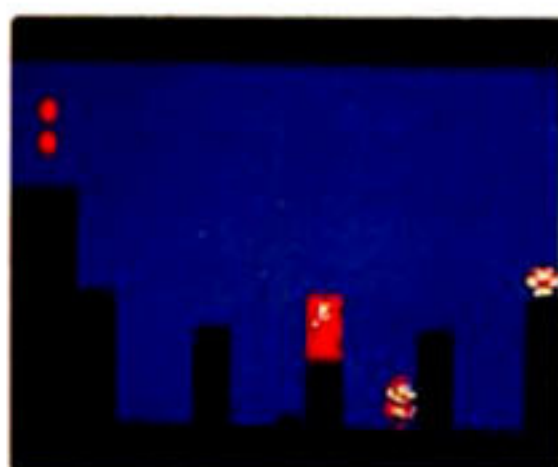


MAP 6



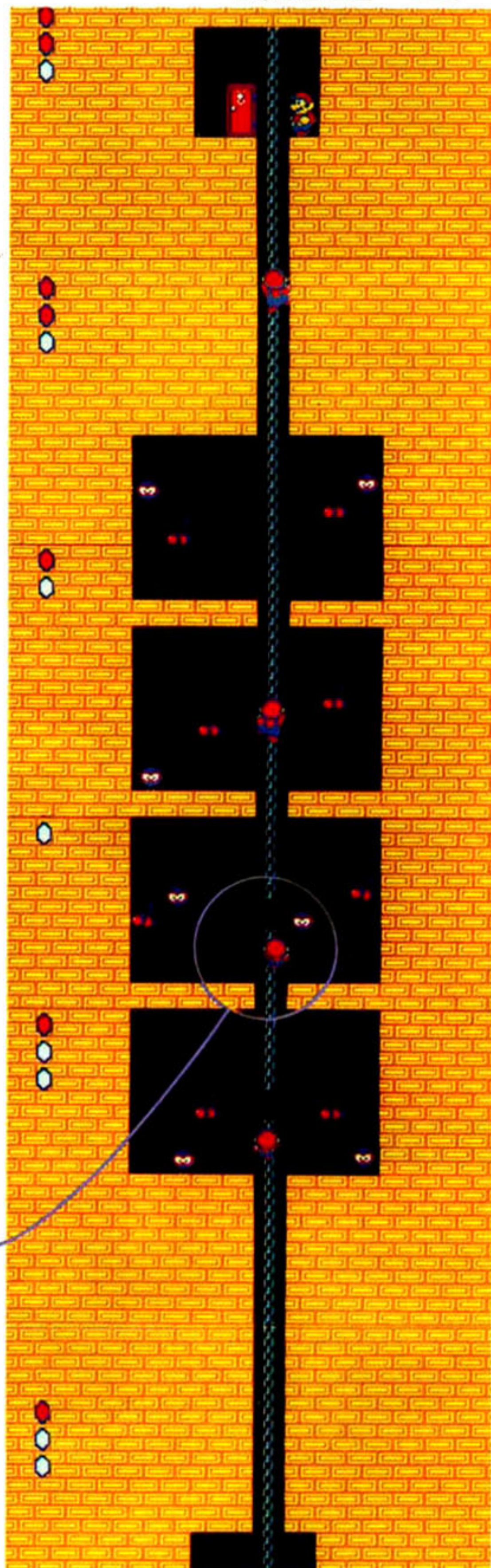
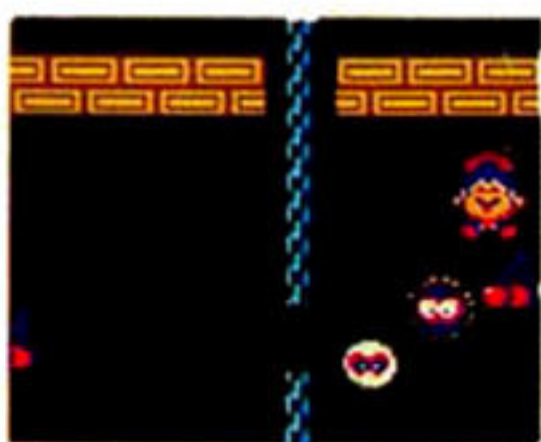
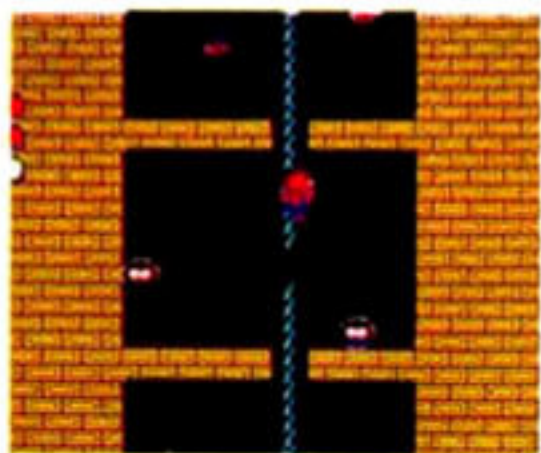
SECRET ROOM

Enter the center door before you go for the door on the right. You should warp out to a safe room. There you'll find the potion. Take a mushroom in Sub-Space. World 7-2 is full of places where you can get hurt, so you'd better "max out" your life meter now.

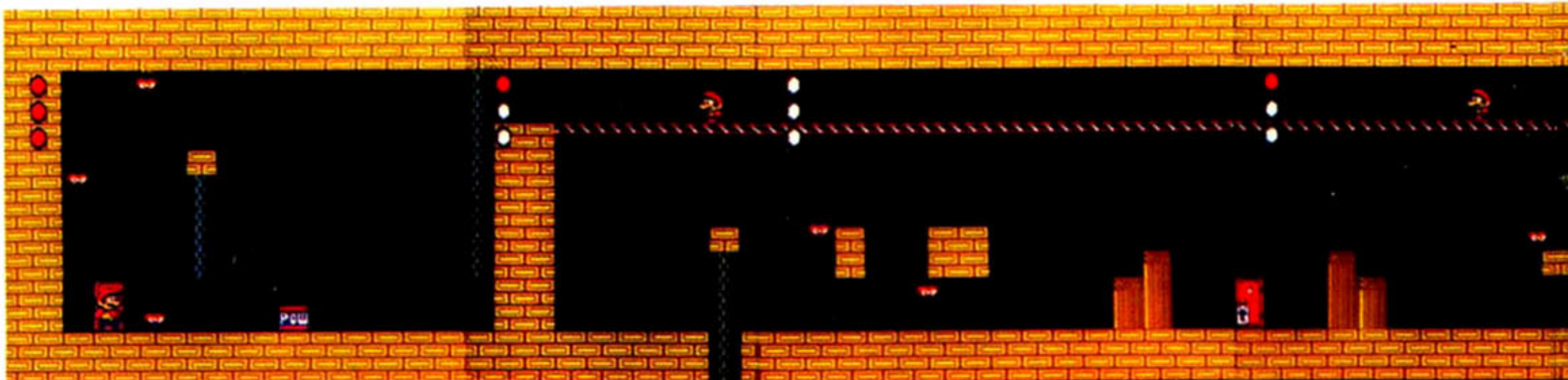


STAY IN THE CENTER!

This place is easier than most. That's because you can escape Spark attacks simply by holding onto the center chain. The cherries on the side might tempt you, but you should probably ignore them and keep going—unless you're very, very sure of yourself!

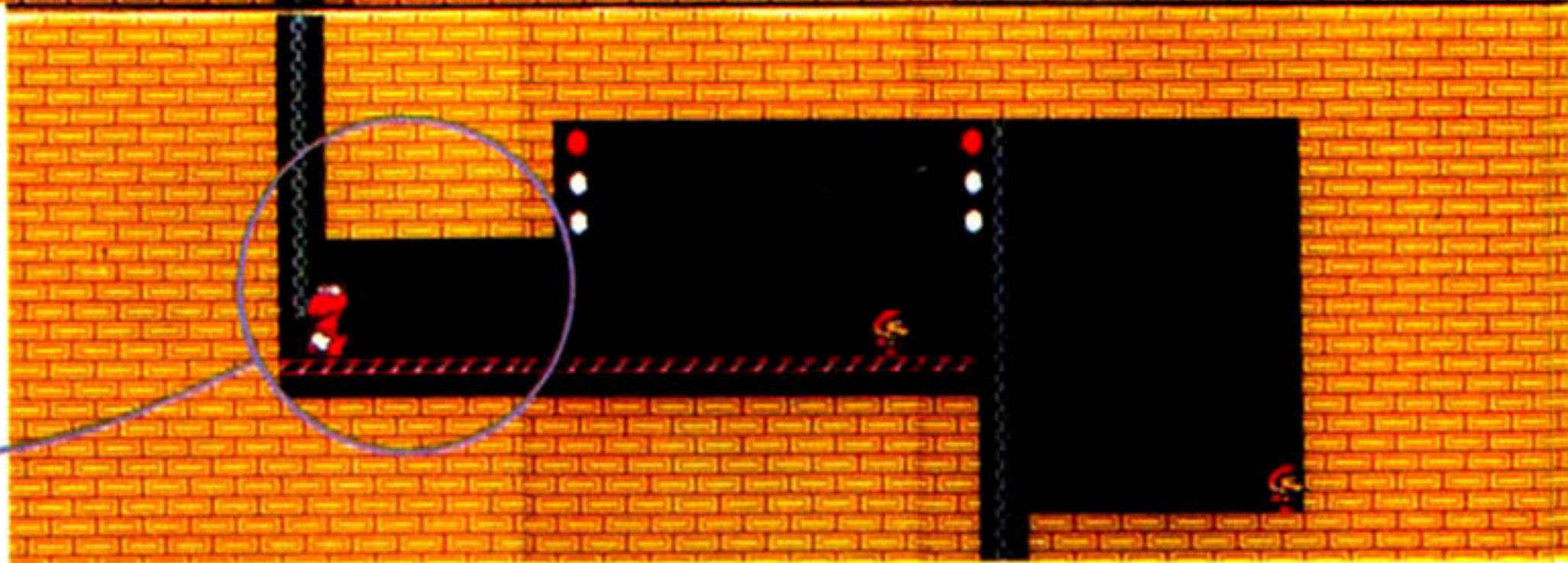


7-2 AREA-4



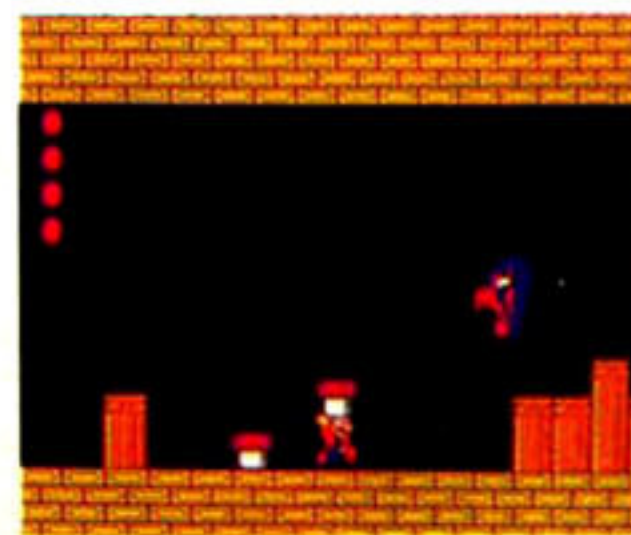
WHAT ARE YOU DOING, BIRDO?

Climb up the chain and you'll find Birdo guarding the way. Didn't you finish him off in World 6-3? Don't fight him here. Get past him by crouching below or jumping over him.

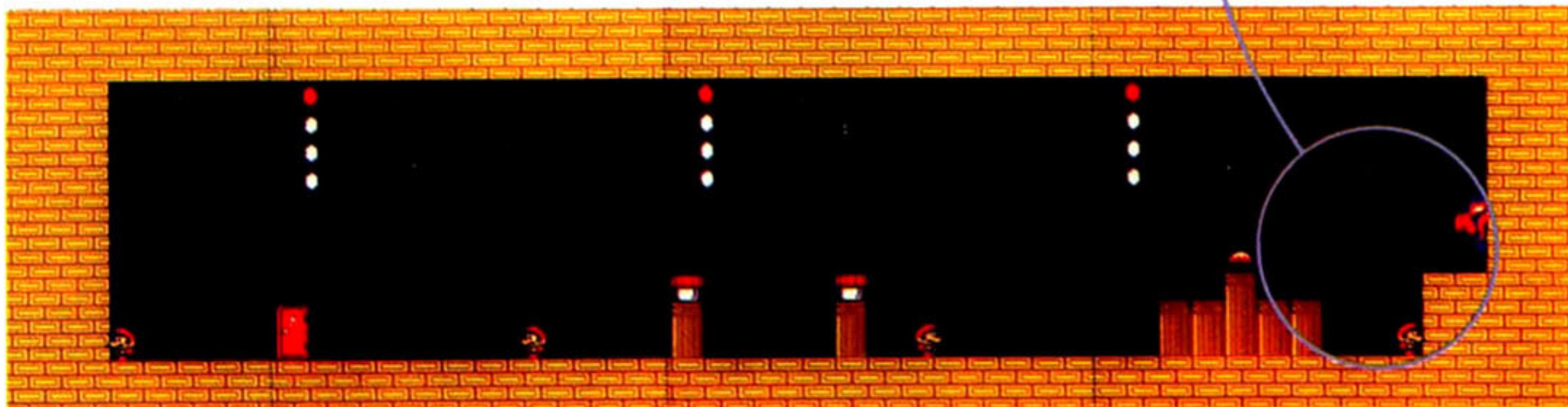


MASK GATE ATTACK!

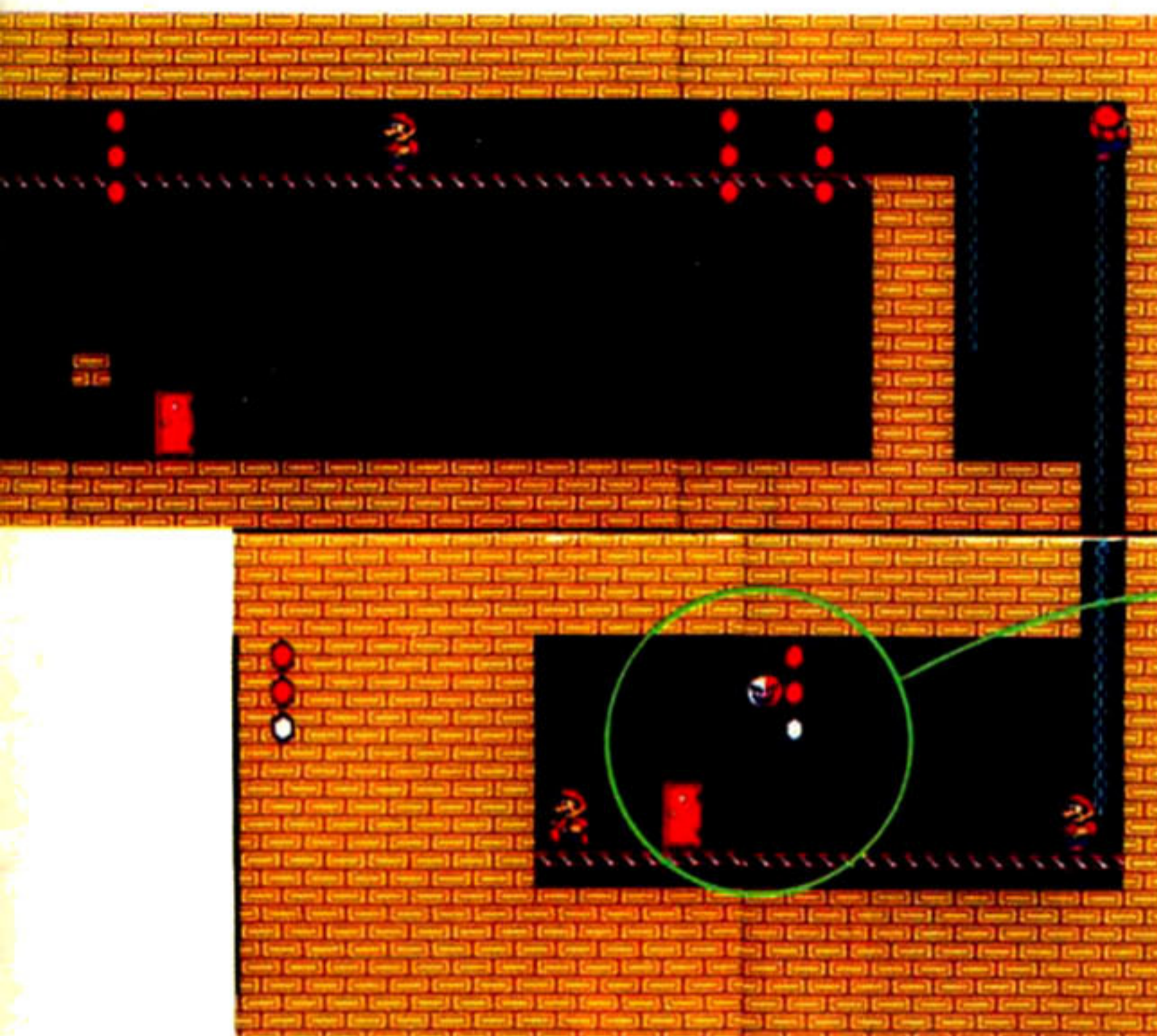
Here's a room with only two mushroom blocks, a crystal ball, and the Mask Gate. Take the crystal as usual but look out! The Mask Gate is coming toward you. Is this more of Wart's evil magic? Make three hits with blocks to open the mouth of the gate and then hop in.



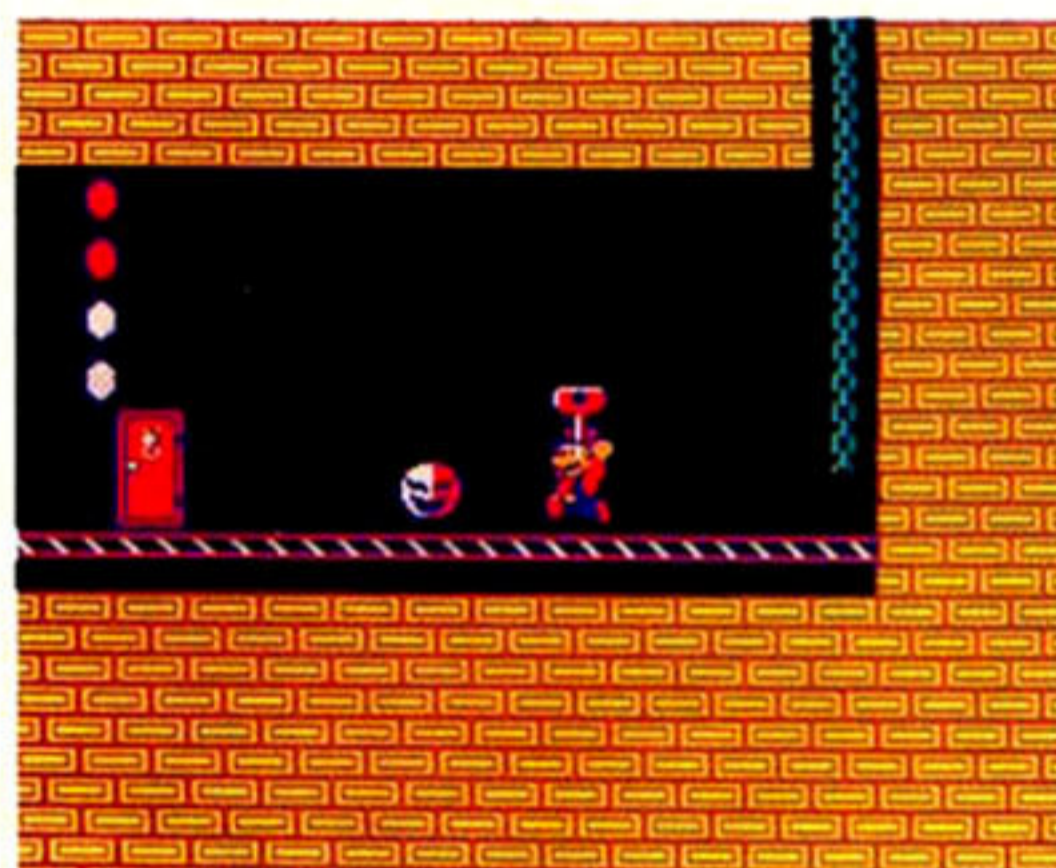
MAP 9



MAP 8



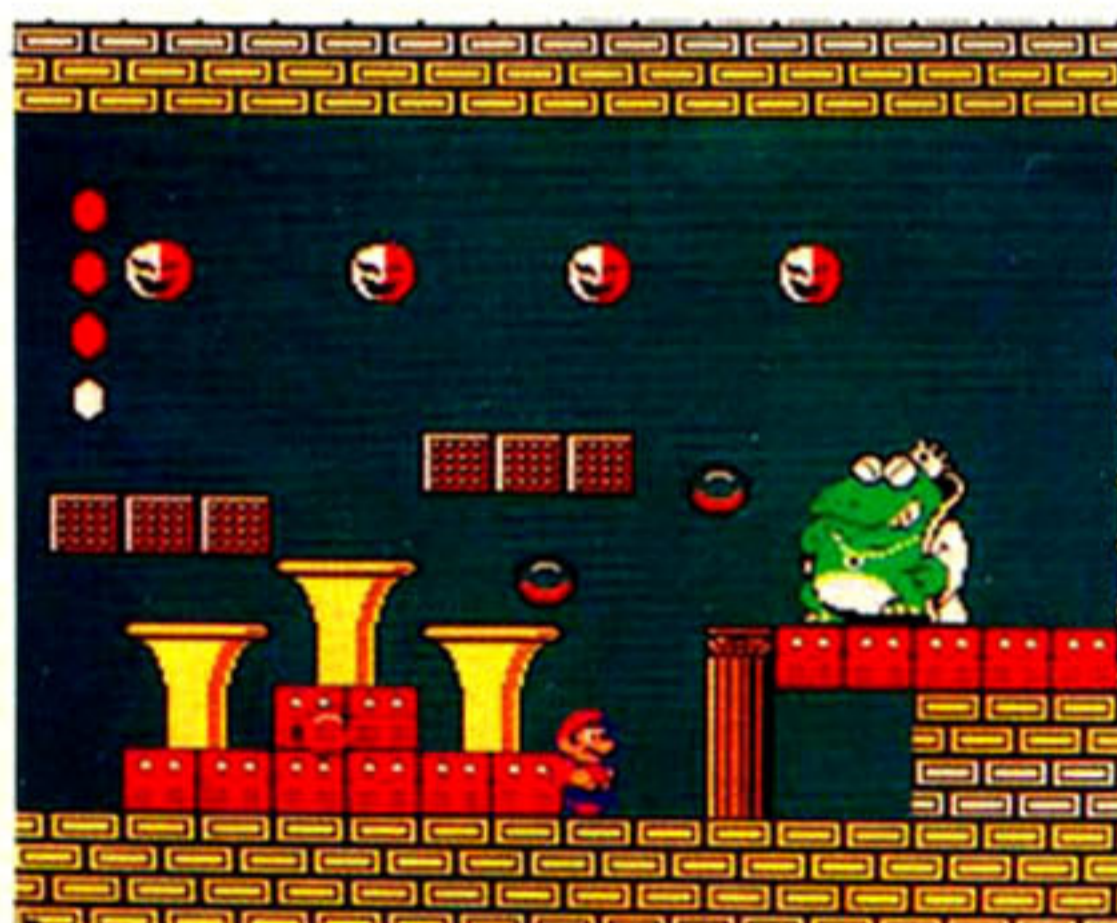
TAKE THE LAST KEY!



You can get to this room from either Area 2 or Area 3. In here, you'll find a key that unlocks the door leading to Wart's room. Take this key, open the door, and Mario will come to the final challenge!

FINALLY WART!

Wart, creator of all the monsters in the World of Dreams and the source of all its evil! You've come this far, you can't back down now. This will take all the strength and courage you've got. This guy is sly, wily, strong and full of ways to stop your progress. But you have a few tricks of your own to achieve victory and bring peace to the universe.



MAP 10

GOAL



DEFEAT WART!

Here you are face to face with the big, ugly—Wart. The time has come for you to fight against the evil ruler of the World of Dreams. He'll approach you spitting foam from his mouth. The Dream Machine will be shooting the vegetables he hates so much. Catch them and throw them at Wart!



Here they come!
You need these
vegetables to
beat Wart.



You can get Wart only
when his mouth is open.
Get him right in the mouth
before he spits his bubbles!



Congratulations! You've beaten
Wart. Your skill and courage have
led you to victory!



AND NOW...

Mario and his friends have come through with flying colors to defeat nasty old Wart and bring peace to the World of Dreams. So give a hearty thanks to our hero and let the victory celebration begin!



PEACE RETURNS!



SUPER MARIO BROS. 2™

INSIDE
OUT

PART I: WORLDS I THROUGH 4!
PART II: WORLDS 5 THROUGH 7!

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