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

Shared Controls

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

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

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

Necessary Equipment
- Game Boy Advance systems: One system per player
- Super Mario Advance 4: Super Mario Bros. 3 Game 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 Super Mario Advance 4: Super Mario Bros. 3 Game Pak into Player 1’s Game Pak slot.
2. Connect the Game Link cables.
3. Insert the Game Link cables into the External Extension Connectors (EXT), making sure to insert the small, purple connector into Player 1’s game system and the large, gray connectors into the other game systems.
4. Turn each system’s Power Switch ON.
5. Now, follow the controller instructions on page 42.
6. 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 the Super Mario Advance 4: Super Mario Bros. 3 Game Pak is inserted into any system other than Player 1’s Game Boy Advance.
- When more than four Game Boy Advance game systems are linked.
**Multi-Pak Linking Instructions**

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

**Necessary Equipment**
- Game Boy Advance game systems: One game system per player
- Super Mario Advance 4: Super Mario Bros. 3 or any other Super Mario Advance Game Paks: One Game Pak per player
- Game Boy Advance Game Link cables:
  - Two players, one cable
  - Three players, two cables
  - Four players, three cables

**Linking Instructions**
1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Super Mario Advance 4: Super Mario Bros. 3 Game Paks into the Individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn each system's Power Switch ON.
4. Now, follow the controller instructions on page 44.
*When playing with only two or three players, do not connect any game systems that will not be used.
*When playing with only two or three players, do not connect any game systems that will not be used.
*Whoever plugged 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.
3 Linking a Game Boy Advance and the e-Reader

Necessary Equipment
- 2 Game Boy Advance systems or equivalent hardware systems
  (Equivalent systems include Game Boy Advance, Game Boy Advance SP or Nintendo GameCube/Game Boy Player combination)
- 1 e-Reader
- 1 Game Boy Advance Game Link cable
- 1 Super Mario Advance 4: Super Mario Bros. 3 Game Pak
- Super Mario Bros. 3-e cards

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

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

3. Turn each system’s Power Switch ON.

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

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

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

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

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

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

2. Using Sleep Mode

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

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

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

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

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

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

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

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

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

R Button
- Open the menu for Demo Cards and Power-Up Cards. (If pressed again, this menu will close.)
- While playing the game, the R Button functions the same as the B Button.

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

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

Control Pad
- Move up, down, left, and right.
- Open doors.
- Up: Enter pipes above you.
- Down: Enter pipes beneath you.

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

Select
- Open the Replay Dino screen from the Map screen. (See pg. 25 for details.)
- Select options.
Getting Started

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

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

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

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

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

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

1 How to Read the Map

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

Mini-Fortresses & Locked Doors
The Mini-Fortresses are guarded by Boom Doors, a tough type of Bowsers. When you defeat them, you will get a flag ball. The Mini-Fortresses will appear on the green and the Locked Door on the map will open.

Toad’s House
Mario can get a helpful item here. Stand in front of the boxes in the house, and press the B Button to open them.

Hammer Bros.
The Hammer Bros. are located in the keep of the puzzle house, and the hammer B. Buck. is a very useful one. If you use a hammer to open them, you will be presented with a special item.

Fortress
This is the final destination of each world. You must perform the magic card and learn the king.

2 Reading the Action Screen

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

Extra Lives
Remaining Time
Coin Count

World Number
Score

Power Nes
Cards

Mushroom
2 Extra Lives (2 Up)

Flower
3 Extra Lives (3 Up)

Star
5 Extra Lives (5 Up)
**Goal**

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

- 3 Mushroom Cards
  2 Extra Lives
- 3 Flower Cards
  3 Extra Lives
- 3 Star Cards
  5 Extra Lives

**Mini-Games and Game Over**

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

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

**Pause Menu**

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

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

**Replay**

If you press SELECT on the map, the Replay screen will appear. You can save up to two replays.
7 Saving
There are two ways of saving.

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

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

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

9 Items and Blocks

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

- **Starman**
  - With the Onion, you can be invincible for a short time.

- **Super Mushroom**
  - This turns Mario into a Super Mario.

- **Fire Flower**
  - This turns Mario into Fire Flower.

- **Super Leaf**
  - This turns Mario into a Super Leaf.

- **Tanooki Suit**
  - This turns Mario into Tanooki Mario. Tanooki Mario can turn into a robot.

- **Hammer Suit**
  - This changes Mario into a hammer. The hammer is even stronger than Fire Flower.
Mario's Moves

1. Powering Up

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

- **P-Wing**
  - This gives you the power to fly through a level until you can win or die.

- **Lakitu's Cloud**
  - This allows you to fly past an Action Zone without playing it.

- **Hammer**
  - The ball you break rocks on the map.

- **Anchor**
  - This stops the Lakitu's Airship from moving on the map.

- **Music Box**
  - With this, you can make the Hammer Ball and others fall away on the map.

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

- **Switch Block**
  - Use this to make strange things happen.

- **? Block**
  - Use this from below to get coins or items.

- **Brick Block**
  - This is used to make bricks fall.

- **Jump Block**
  - Jump around on these! Some even allow time!
Mario's Basic Moves

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

**Jump**
Press ▼ on the + Control Pad to crouch.

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

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

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

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

**Jump Out of the Water**
Press the + Control Pad Up and press the A Button.

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

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

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

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

- **Speed up**
  - Fill the Power Meter.

- **Maximize Power**
  - Once the meter is full, "P" will flash.

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

4 Frog Mario

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

5 Tanooki Suit

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

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

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

Punch the Block They're On
If you see an enemy standing on a block, hit the block from underneath to topple your foe!

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

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

Mario and Luigi

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

2. Handing Off Extra Lives
When you're on the map, place the "M" for Mario or the "L" for Luigi over the other player's symbol. Press the B Button to view the player hand-off screen. Here, you can give your remaining lives to the other player.
**Using e-Reader Cards**

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

**1 Using Level Cards**

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

**2 Using Other Cards**

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

**3 Scanning Cards**

**Demo Cards**

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

**Power-Up Cards**

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

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

**Scanning Cards**

- Insert a Super Mario Advance 4 Game Pak into one Game Boy Advance and an e-Reader into another Game Boy Advance. Link the two systems with Game Boy Advance Game Link cable. Consult the pages 37-11 for help with linking.
- Turn on the Game Boy Advance with the e-Reader and press START. Choose Communication and then select To Game Boy Advance. In Super Mario Bros. 3, press the A Button to begin communication. Once the application has been sent to the e-Reader, you can access Saved Data to load cards anytime. The program will remain on the e-Reader until you replace it with a different e-Reader program.
- When another Communication appears on the e-Reader, you are ready to scan a card. Press the A Button on Super Mario Bros. 3 to begin communication. When the e-Reader instructs you to scan a card, swipe the appropriate card through the e-Reader. Once communication is complete, your card is scanned and you can see its data in the game.
Slide into a whole new level of play with Super Mario Bros. 3-e cards!

e-Reader connectivity can power-up Mario and your game like never before:

- Power-Up Cards get you the items you need when you need them—no more hunting through levels to get the Tanooki Suit!
- Why go on-line for hints and advice when Demo Cards show you exactly how to clear levels! Get professional gaming tips and even find in-game secrets.
- Level Cards enhance and expand game play, adding new and classic levels to your Game Pak, and mixing action from all the Super Mario Advance games. Included are levels you will never see or play anywhere else! With new cards adding new levels, your game may never end.
- Add new levels, get new items and get pro tips, all with the Nintendo e-Reader and the Super Mario Bros. 3-e cards!

(e-Reader and e-Reader cards sold separately.)
Select a Game

Before Beginning

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

Mario Bros. Battle

- 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 Packs means there will be no load time.
- Game play is identical in both Single-Pak and Multi-Pak Mario Bros. Battle.

Mario Bros. Classic

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

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

Control Pad
- Move with < and >.
- Press ▼ to duck.
- Press and hold ▼ to build up energy for a power jump.
- Choose time limits.

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

R Button
- Dash.

A Button
- Jump.
- Confirm time-limit selections.

B Button
- Pick up items or rival players.
- Dash.
- Cancel time-limit selections. (Return to the previous screen.)

START
- Pause.
- Begin playing.
Mario Bros. Battle

Getting Started

1 Single-Pak
(To play the Game Pak)

Insert the Game Pak into your Game Boy Advance and turn the Power Switch ON.

From the Title screen, select Multiplayer and press START. The game system will then check the cable connections.

After this is completed, press START when instructed to on-screen.

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

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

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

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 all of the Power Switches OFF, check the cable connections, and then start the game setup again.
Multi-Pak Battle

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

Player 1

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

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

Other Players

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

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

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

1P  3P  4P  2P

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

1. **Winning**
   - The first player to collect five coins wins.
   - A coin comes out of one of the pipes at the top of the game screen each time an enemy character is defeated. To flip enemies over, jump up and hit the floor beneath them. Once they're on their backs, kick them off the screen to get rid of them.
   - If all players but one are knocked out before 5 coins are collected, the last player standing is the winner.

2. **Mario Moves**
   - If you bump your rivals from underneath, they'll be stunned and unable to move for a few seconds.
   - If you've been stunned, press the A Button repeatedly to recover.
   - Jump on top of a rival Mario and press the B Button to pick him up. Press the B Button again to throw the other player at enemies or even into the trash can.
   - If someone picks you up, press \( \downarrow \) or \( \uparrow \) repeatedly to escape.
   - You can jump up and hit the bottom of the POW block to stun all of your rivals at once. Pick up and carry the POW Block by jumping on top of it and pressing the B Button.

**Game Screen**

1. **Check the Game Screen**
   - 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.

2. **Enemy Profiles**
   - **Spinys**: These are the first enemies you'll meet. You can 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 then before.
   - **Fireballs**: They are shot by the Mario brothers. If you're hit by one, you'll lose a life.
   - **Freezys**: If you get hit by one of these, you'll freeze and be unable to move.
   - **Fighter Flies**: They can be stumped only when they land on the floor. Good timing is essential to getting rid of these flying pests.
   - **Crabs**: Can be pretty tough customers, so you'll need to bump them twice to stun them. They're a lot faster than the Spinys, too.
Mario Bros. Battle

Using the Garbage Can

1. Use It Well, and Use It Often

When you are playing Two-Player Vs., a garbage can rests on the bottom level of 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.

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

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

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

Starmen
Starmen make you temporarily invincible.

Coins

Hearts
Hearts turn you into Super Mario!

Fish Skeletons
These are useless, and they smell funny. Throw them away.
**How to Play**

**1. Single Player**
- Insert the Game Pak into your Game Boy Advance game system and turn the Power Switch ON. Select Single Player on the Title screen and Press START to move to the Game Select screen. Select Mario Bros., then press the A Button or START to confirm your choice.
- Bump the enemies from below to tip them over. Once they've been flipped, kick them off the screen and out of the game. Defeat all of the enemies to clear that level.

**2. 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-selection 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.
- (The player with the small, purple connector is placed into his or her game system.)

**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 the game.

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

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