

Super Mario Bros. 3

1 Controls

2 Getting Started

3 Basic Play

4 Map Screen

5 Level Screen

6 Items

7 2 Player Game

Controls

Move	+
Jump/Swim	A
Run/Grab shell/Kick shell	B
Start game/Pause	START
Select number of players	SELECT

Other Controls

You can defeat enemies by jumping on them or by hitting them with a shell, your tail (as Raccoon and Tanooki Mario), with a fireball or with hammers.

Move	Use + to move, and B to run. Use + when in front of a vine to ascend or descend it, and + in front of a door to enter.
Crouch	Hold + to crouch. Also, press + on a slope to slide down (except as Frog Mario).
Enter a pipe	Press + when above a pipe, or + + A when below to enter.
Swim	Press A when underwater to swim, while using + to move in the required direction. If you press A without a direction, Mario will rise to the surface. When playing as Frog Mario you will swim faster by holding A.
Jump	The longer you hold A, the higher you will jump. When in water, press + + A to jump out.

Super jump	Press A just as you stomp on top of an enemy to jump extra high.
Grab/Kick	After stomping on a Koopa, press and hold B to grab its shell. Release B to kick the shell forwards. To grab an ice block, stand on top of it or to the side and press and hold B .
Fireball	Press B when playing as Fire Mario to throw a fireball.
Float down	While playing as Tanooki or Raccoon Mario, tap A repeatedly while descending to float slowly back down to the ground.
Tail attack	While playing as Tanooki or Raccoon Mario, press B to perform a tail attack. You can use this to break blocks and attack enemies.
Fly	While playing as Tanooki or Raccoon Mario, running with B will cause the power meter (P) to increase. When the meter begins flashing, tap A repeatedly to take off and fly.
Transform	While playing as Tanooki Mario, press + + B to turn into a statue, rendering you temporarily invincible.

2

Getting Started

Use SELECT to select between 1 PLAYER GAME and 2 PLAYER GAME, and START to proceed to the map screen.



Selecting a level panel will automatically start that level with the current player. To clear a level, make it all the way to



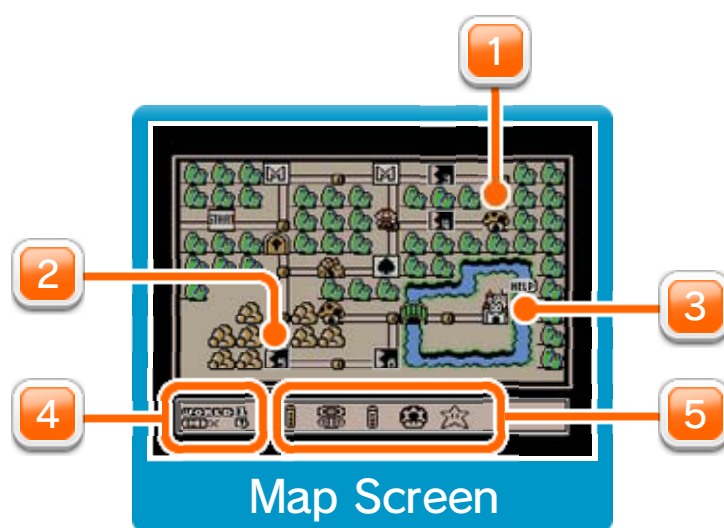
the end and grab a card from the flashing panel.

Being hit by an enemy or enemy attack, falling into a hole or running out of time will cause you to lose a life. Should you completely run out of lives then it will be game over.

- ◆ Should you be hit while using one of the power-ups (e.g. Fire Mario) then you will simply be returned to your normal state and will not lose a life.

Move your character with \oplus , and when above a level panel press **A** to start that level.

Also, should you have found any items throughout the game or acquired any from Toad's house, you can display them with **B**. Select an item with \oplus and press **A** to use it. You can hold a maximum of 28 items at any one time.



1 Toad's house

2 Level panel

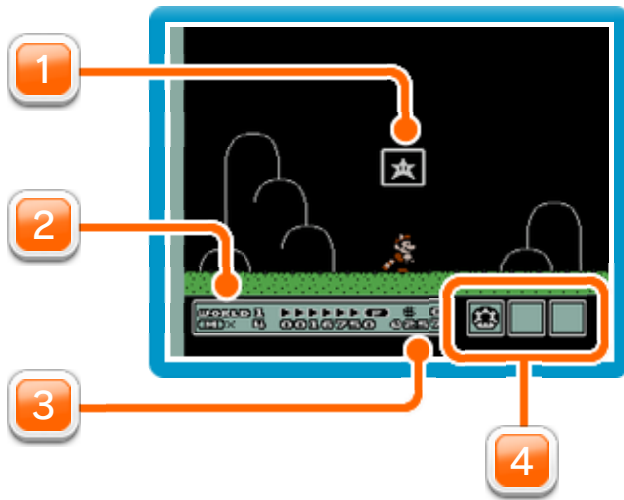
3 Castle

Defeat the boss located here to clear the current world.

4 Current world and remaining lives

5 Current items

Grab a card from the panel located at the end of each level to clear. Grab three cards to gain an extra life. If you are able to grab three of the same card, then you will be granted even more extra lives, depending on the card type.



1 Card panel

2 Player information

Displays your remaining lives, current world, power meter, current score and number of coins obtained.

3 Remaining time

4 Acquired cards



Coin

Collect a total of 100 coins to gain an extra life.



Super Mushroom

Transforms Mario into Super Mario.



Super Leaf

Transforms Super Mario (or Mario on the map screen) into Raccoon Mario.



Starman

Makes Mario invincible for a short period of time.

It is possible to take alternating control of both Mario and Luigi when playing through the game. However, if Mario and



Luigi are both on the same action panel on the map screen, either player can start a battle by pressing **A**.

The aim of this battle game is to be the first to either defeat five enemies or collect five coins. You can defeat the enemies coming out of the pipes above by hitting the ground directly underneath them, and then while they lie on their back kick them to finish them off. Also, should you be able to punch the ground underneath your opponent or stomp on their head they will drop one of their cards, which you can then steal.

The winner will get to move next on the map screen (the loser will not incur any lost lives).