

Super Mario Bros. 2

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Basic Controls

Move	
Jump	A
Uproot item/Pick up item/Throw item/Run	B
Start game/Pause game	START

Other Controls

Moving around	<ul style="list-style-type: none"> • Walk with  • Run with B +  • Crouch with  • Ascend/Descend vines and chains with  • Enter doors with 
Power squat jump	Hold  until you begin to flash and then press A to do a high jump.
Uproot item/ Pick up item	Press B when standing over a tuft of grass to uproot it. You can also press B when standing on top of a mushroom block or enemy to pick them up.
Throw item/ enemy	Press B to throw the item/enemy you are currently carrying. Press B while holding down  to throw the item/enemy even further.

Press **START** to go to the character select screen.
Highlight your character with **←** and press **A** to confirm.



Title Screen

Character Select
Screen

Make your way through the 20 areas that make up each of the 7 worlds in this epic adventure.

● Basic Gameplay

Defeat enemies by throwing items, vegetables and even other enemies at them. Your life meter will decrease by



one mark if you are touched by an enemy or an enemy attack. If your life meter is reduced to one mark you will revert to a smaller form.

● Losing Lives and Game Over

If your life meter becomes fully depleted, or you fall into a pit you will lose a life. Lose all of your lives and it will be game over. You will then be taken to the game over screen with the following options:

Continue

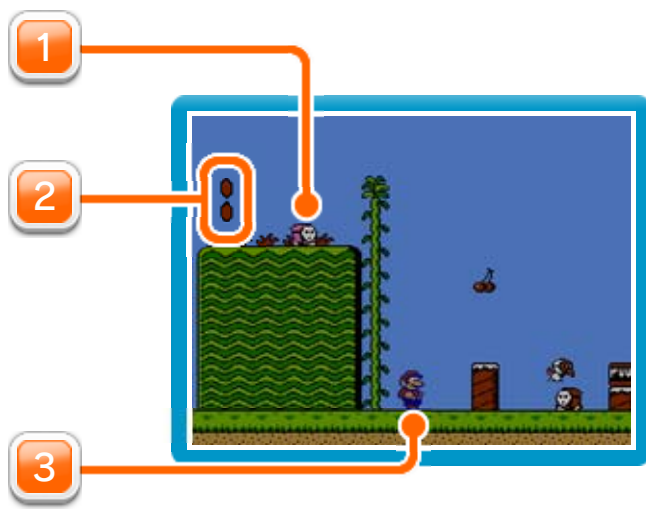
Restart from the first area of the current world. You only have two continues so be careful.

Retry

Return to the title screen.

● Progressing to the Next Area

You will need to obtain the Crystal Ball from Birdo or any other boss to open the gate to the next area.



1 Enemy

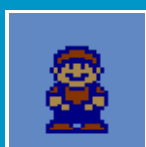
Press **B** while standing on top of an enemy to pick them up.

2 Life Meter

3 Player

Each of the four characters have their own particular strengths and weaknesses.

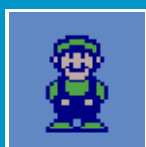
● Jumping Power



Mario

Average overall jumping power.

However, the height he can jump and the speed he can run decreases a little when he is carrying an item.



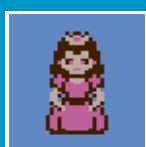
Luigi

He can jump the highest and farthest out of the four characters, but he falls back down much slower than anyone else. When carrying an item his jumping power is decreased dramatically.



Toad

He has the least jumping power out of everybody. However, due to his high lifting power, the height he can jump and the speed he can run will not decrease when carrying an item.



Princess Peach

Princess Peach can float in the air for a short time if you press and hold **A**, but her jumping power decreases quite a bit when carrying an item.

● Running/Uprooting Items/Picking Up Items

All characters have the same running speed, however when carrying an item their speed will decrease accordingly. The list below shows, in order, who is the fastest when carrying an item as well as who can uproot items or pick up mushroom blocks the quickest.

1	Toad
2	Mario
3	Luigi
4	Princess Peach



Coin

Collect and use these to win extra lives in the end-of-area bonus stage.



Vegetable

Uproot enough of these and something special might happen!



Mushroom Block

These can be used for steps or attacking enemies.



Mushroom

Will completely restore your life meter and increase it by one mark (up to a maximum of four marks).



1-UP

Grants you an extra life.



Small Heart

These appear after you defeat eight enemies and will replenish your life meter by one mark.



Key

Unlocks locked doors.



Magic Potion

Throwing this will reveal a door to the sub-space world.

7

Bonus Stage

Clear an area and use the coins you have collected to try and win extra lives.

Stop the slots one reel at a

time with **A** and try to line up the symbols.

Land 🍒 on the left slot for one extra life, another 🍒 on the middle slot also for two extra lives and if you can line up all three 🍒, five extra lives. If you can line up three of any of the other symbols you will win one extra life.

