SUPER MARIO BROS. ENCYCLOPEDIA

THE OFFICIAL GUIDE

SUPER MARIO
SUPER INTRODUCTION BY

GENERAL MANAGER OF NINTENDO CO., LTD.
ANALYSIS AND DEVELOPMENT, GAME PRODUCER

TAKASHI TEZUKA

It's been over thirty years since *Super Mario Bros.* first went on sale, and for all those years, Takashi Tezuka has been working on the development of the series. Now he has a message for all of Mario's fans!

MY FRIEND MARIO!

THIS MIGHT TURN OUT TO BE SOMETHING REALLY INCREDIBLE . . .

Now, over thirty years on, it's safe to say that the *Super Mario* series has been an unqualified hit, selling more than three hundred million copies of the various games over that time. I could never have imagined that so many people would have played it. There are many things that I still remember about the creation of *Super Mario* like it was yesterday. Just before it went on sale, I was walking down the hallway outside of a meeting room with Miyamoto [Shigeru Miyamoto, Creative Fellow at Nintendo Co., Ltd.], when he said, "Tezuka, *Super Mario* might turn out to be something really incredible." It seemed to him that this felt a lot like when *Donkey Kong* was about to come out. But even after I heard his words, they didn't strike me as reality. Having worked there for only two years, I was still relatively new, and at the time I had never experienced a hit game.

Meet the Mario Family!

We'll be starting off with Mario, Luigi, Princess Peach, the Koopas, and all the regular characters, including the best supporting characters and enemy characters that have appeared throughout the *Super Mario Bros.* series! Although we'll go into all of the other characters that appear in the games later in this book, here are all the main characters, without whom it wouldn't be a *Super Mario* game.

Mario
The hero, always bright and cheerful, but he's not afraid to stand up to the Koopas when they step out of line!

Luigi
Mario's slightly younger twin brother. He's a bit more cautious than Mario but has a very strong sense of justice.

Toad
A citizen of the Mushroom Kingdom who is loyal to Princess Peach. Toad helps Mario on his adventures.

Yellow Toad
One of Toad's comrades. He has a yellow head and vest.

Blue Toad
A comrade of Toad's who has gone on adventures with Mario and Luigi.

Princess Peach
Princess of the Mushroom Kingdom. She's often kidnapped by the Koopas, but she's gone on her own adventures too.

Goomba
Traitors to the Mushroom Kingdom. As minions of the Koopas, they attack Mario on sight.

Koopa Troopa
They have red or green shells, and their actions differ by shell color.

Piranha Plant
They pop up out of pipes to bite Mario.

Blooper
They swim toward Mario underwater. There is also a type that can fly.

Cheep Cheep
They swim around underwater and jump above the water's surface.

Hammer Bro
They attack by throwing their hammers. There are some who come in sets of two.

Koopa Paratroopa
These winged Koopa Troopas fly through the sky. When someone jumps on them, their wings disappear, and they become normal Koopa Troopas.

Lakitu
Depending on the game, Mario can take their cloud if he defeats them.

Spiny
Because of the spines on their backs, Mario can't jump on them. They hatch from Spiny Eggs when they hit the ground.

Buzzy Beetle
They've got such a tough shell that fireballs don't hurt them. They're often found underground.

Bullet Bill
They are fired from Bill Blasters and fly through the air. Some of them will chase after Mario.

1985

SUPER MARIO BROS.™

Package

Game Pak

Instruction Booklet

System: Nintendo Entertainment System

Release Date: October 18, 1985 (Japan: September 13, 1985)

No. of Players: 1–2

INTRODUCTION

STORY

*This text is taken directly from the instruction booklet.

One day the kingdom of the peaceful mushroom people was invaded by the Koopa, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom People were turned into mere stones, bricks and even field horse-hair plants, and the Mushroom Kingdom fell into ruin.

The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is the Princess Toadstool, the daughter of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa turtle king.

Mario, the hero of the story (maybe) hears about the Mushroom People's plight and sets out on a quest to free the Mushroom Princess from the evil Koopa and restore the fallen kingdom of the Mushroom People.

You are Mario! It's up to you to save the Mushroom People from the black magic of the Koopa!

FEATURES

THE GAME THAT STARTED IT ALL!

Super Mario Bros. is a side-scrolling 2D action game that was built to be played on the newly released NES game console. Afterward it became the foundation for the entire series. Part of the game's fun came from the fireworks, Warp Zones, and other hidden features that made it an enduring topic of discussion in schoolyards everywhere. It became a huge hit, selling a total of over forty million units and spreading the name Mario all over the world.

SUPER SIDE-SCROLLING ACTION!

Mario was originally "Jumpman," the hero of the arcade game *Donkey Kong*. *Super Mario Bros.* was built on the satisfaction the player got from successfully jumping over obstacles. At that time, the NES featured a lot of fixed-screen games. This game, however, had right-scrolling movement that progressed at the speed that Mario moved as he jumped and dashed his way toward the goal. This became the benchmark for all the side-scrolling action games that followed to this very day.

YOUR PICK OF POWER-UPS!

This game featured items that could power Mario up. Among other things, he can become giant-sized with a Magic Mushroom or pick a Fire Flower and become Fiery Mario. All kinds of items can give him unexpected abilities that aid him on his adventure. Fiery Mario's ability to defeat enemies by throwing fireballs inspired tons of new items that appeared in later installments!

AND MORE

MEMORABLE MOMENTS

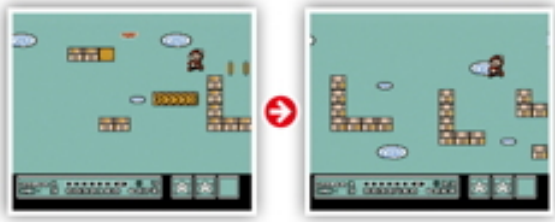
These are some of the new features and visuals that left an impression. A lot of these are things that you might never notice just playing the game casually.

LAY OF THE LAND

New landscapes have been added, including slopes! The hills and valleys create a much richer-feeling world. Mario can also defeat enemies by sliding down inclines.

SCROLLING LEVELS

They scroll up, down, and even diagonally. For the first time, a course scrolls even when Mario stays still. That means you can't get too far ahead, or backtrack. If Mario gets caught between a difficult obstacle and the end of the screen, you'll lose a life.



GOAL CARDS

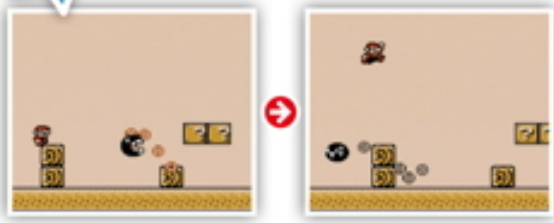
Each time you reach the goal at the end of a course, you collect a card. Try to get three of a kind! A set of mushrooms gives you two extra lives, flowers give you three, and stars give you five. If you can't make three of a kind, you just get a 1-Up.

ANGRY SUN ON THE ATTACK

At first, the sun in the sky in Desert Land looks like part of the background. But in the second half of the level, it swoops down to attack! Defeat the Angry Sun by hitting it with a shell.

RELEASE THE CHAIN CHOMPS!

Usually, Chain Chomps are tied in place . . . but if you wait too long, the chain breaks and they get to wander free.

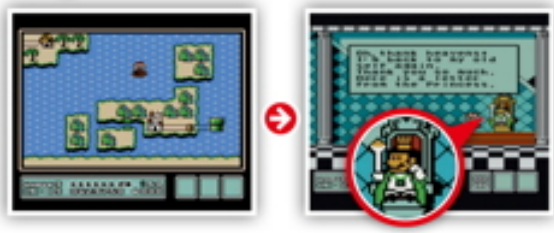


NOSTALGIA BROS.

In the two-player version, if you line up Luigi (or Mario) at the top of the world map screen and press the A Button, you get the good old *Mario Bros.* game! The screen converts into the old Mario Bros. motif, and you can both play this minigame at the same time. Defeat five enemies or outlast your opponent to win. The winner chooses the next spot on the map. It's also possible to attack your opponent or steal their goal cards.

A MAP OF JAPAN?

The last section of Water Land is a set of islands that's shaped a bit like Japan. The castle is about where Kyoto would be (and that's where the Nintendo headquarters is located!). And the king looks suspiciously like Mario . . .



ROCK BREAKER

There are rocks on the world map that block Mario's way, but you can break them using the hammer. You might find a shortcut, or even a hidden Toad House.

WORLD

COURSES

Dinosaur Land is made up of a number of areas. There are hidden goals in some of the courses.

YOSHI'S ISLAND

A small island where Mario can visit Yoshi's house. Kappa Mountain is located on the upper left.

YOSHI'S ISLAND 1

The course that begins Mario's adventure. It's home to many Banzai Bills and Rexes.

YOSHI'S ISLAND 2

A forest overrun with Koopas. In this course Mario rescues Yoshi, who is trapped in an egg.

YOSHI'S ISLAND 3

An athletic course in which Mario must traverse rotating lifts and stretch blocks.

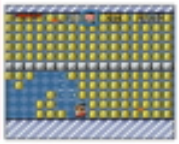
YOSHI'S ISLAND 4

Floating Mines drift along the surface of the water as Mario jumps from island to island.

IGGY'S CASTLE

Mario must climb the fence suspended over lava. In the second half, huge wooden columns descend from the ceiling.

YELLOW SWITCH PALACE



The palace housing the Yellow Switch. When Mario presses the P Switch, tons of coins appear.

DONUT PLAINS

Great plains with a huge lake in the middle.

DONUT PLAINS 1

A Super Koopa fly-zone! There's also a bonus area with lots of coins.

DONUT PLAINS 2

An auto-scrolling cave course. Yellow platforms block Mario's progress. If Mario isn't careful, they can crush him!

DONUT GHOST HOUSE

A haunted house filled with Boo Buddies. Mario must unlock the house's mystery to reach the goal.

DONUT PLAINS 3

Mario must ride rotating lifts, rail lifts, and all sorts of other lifts to advance to the goal.

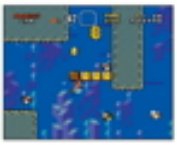
DONUT PLAINS 4

Rolling hills and valleys make up this course. Goombas and Flying Goombas dot the landscape.

MORTON'S CASTLE

Mario must scale the moving platforms upward through the castle.

DONUT SECRET 1



A lake bottom filled with Blurps and Cheep Cheeps. Rip van Fish can also be found napping. Don't wake them!

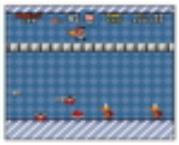
DONUT SECRET HOUSE

A haunted house with all kinds of Boo Buddies. Mario must find the hidden door to make his escape.

DONUT SECRET 2

An ice cave with slippery footing. Spike Tops climb the walls.

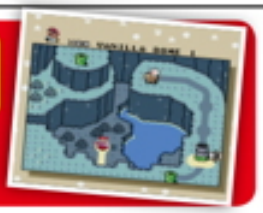
GREEN SWITCH PALACE



The palace housing the Green Switch. If Mario can make use of the shells lying around, he may be able to get some 1-Ups.

VANILLA DOME

An underground cave. If Mario can find and clear the secret courses, he emerges on top of the mountain.



VANILLA DOME 1

A long series of cave passages with Buzzy Beetles walking along the narrow confines.

VANILLA DOME 2

A cave at the bottom of a lake. Mario can make his getaway both underwater and on land.

VANILLA GHOST HOUSE

Mario must jump across small platforms, avoiding Boo Buddies and floating Big Bubbles along the way.

VANILLA DOME 3

To clear this course, Dinosaur Land's longest, Mario must ride the Skull Raft through a Blargg-infested lava lake.

VANILLA DOME 4

Bullet Bills zoom around this challenging course. Take cover! At times, they're coming from all directions!

LEMMY'S CASTLE

Magikoopas block Mario's path. Their magic attacks must be avoided, but can also prove useful in escaping.

THE MARIO FAMILY'S

SPIN-OFF GAMES

There are a lot of characters in the Mario Family who broke out to become the stars of their own games. This is one family brimming with adventures!

LUIGI

Usually Luigi is lost in the shadow of his big brother, Mario. But that all changed with a game called *Luigi's Mansion*, which debuted in 2001 for the Nintendo GameCube console. This time around, Mario is lured and captured inside a creepy mansion estate, so Luigi must face his fears to go on an ever-expanding adventure. Luigi is armed with a ghost vacuum cleaner—the Poltergust 3000—a weapon developed by Professor Elvin Gadd, the ghost scientist. Fun fact: it was Professor E. Gadd who developed "F.L.U.D.D." for Mario in the Nintendo GameCube game, *Super Mario Sunshine*.

In 2013, the next game in the series, *Luigi's Mansion: Dark Moon*, debuted for the Nintendo 3DS system. 2013 marked thirty years since Luigi was introduced, and to commemorate it, he starred in *New Super Luigi U* for the Wii U console as the main character.

LUIGI'S MANSION

NINTENDO GAMECUBE
NOVEMBER 18, 2001

©2001 NINTENDO

LUIGI'S MANSION: DARK MOON

NINTENDO 3DS
MARCH 24, 2013

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PEACH

Princess Peach was a playable character in *Super Mario Bros. 2*, but her first turn as the main character wasn't until 2005 when *Super Princess Peach* debuted on Nintendo DS. In this 2D scrolling action game, it was up to Peach to rescue Mario and Luigi—turns out, it was their turn to be kidnapped by Bowser! In her great efforts to rescue Mario and Luigi, she commanded her emotional powers, or Vibes, in order to power-up. She faced the ever-expanding adventure with her parasol partner, Perry.

SUPER PRINCESS PEACH

NINTENDO DS | FEBRUARY 27, 2006

© 2005 NINTENDO

TOAD AND CAPTAIN TOAD

The first time Toad was the main character of a story was in 1994 when *Wario's Woods* was released for the NES and SNES. It was a puzzle-action game in which Toad had to fight monsters to save the Peaceful Woods from the iron clutches of Wario. Toad makes good use of the experience he earned in *Super Mario Bros. 2*, using his abilities to throw enemies, bombs, and other things.

Captain Toad—not to be confused with Toad himself—made his first appearance in *Super Mario Galaxy*, but he became the main character in the 2014 Wii U adventure game *Captain Toad: Treasure Tracker*. In it, Captain Toad and Toadette wandered through what appeared to be miniature garden dioramas in search of Power Stars. Its story is closely connected to *Super Mario 3D World*, and in certain portions the power-ups and enemies are the same.

WARIO'S WOODS

NES
DECEMBER 10, 1994

©1994 NINTENDO

CAPTAIN TOAD: TREASURE TRACKER

WII U
DECEMBER 5, 2014

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YOSHI

It was only one year after Yoshi's debut in *Super Mario World* before he starred as the main character in his own self-titled adventure, *Yoshi!* After that, Yoshi is hard at work in puzzle games such as *Yoshi's Cookie* and *Tetris Attack*. An action game, *Super Mario World 2: Yoshi's Island*, followed and spawned an entire series of games; in them, Mario and his friends are still babies and Yoshi throws eggs to attack enemies and interact with the environment. Eventually, this series became the most representative of Yoshi's games.

YOSHI

NES
JUNE 1, 1992

©1991 NINTENDO

SUPER MARIO WORLD 2: YOSHI'S ISLAND

SNES
OCTOBER 4, 1995

©1995 NINTENDO

WARIO

In *Super Mario Land 2: 6 Golden Coins*, Mario's castle was stolen by a guy he'd known since childhood—Wario. The sequel, *Wario Land: Super Mario Land 3*, was released in 1994; at that point, Wario took his place as the lead character of the series. After that, it came to be called the *Wario Land* series. In these games, Wario chases after money and adventure. In 2003's *WarioWare, Inc: Mega MicrogameS!* for Game Boy Advance, Wario made himself the president of his own company, WarioWare, Inc. As a result, *WarioWare* became a series of games featuring all kinds of plots where Wario tries to get his hands on more and more money.

WARIO LAND: SUPER MARIO LAND 3

GAME BOY
MARCH 13, 1994

©1994 NINTENDO

GAME & WARIO

WII U
JUNE 23, 2013

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YOSHI'S POWER-UPS

When Yoshi eats Dash Peppers, Blimp Fruits, or Bulb Berries, he gets some extraordinary abilities for a short time.

DASH YOSHI

ITEM ⊙ DASH PEPPER

Yoshi dashes at incredible speed, giving him the momentum to race up steep inclines and across the surface of water.

BLIMP YOSHI

ITEM ⊙ BLIMP FRUIT

Yoshi's body puffs up and he rises into the sky. He can hold his breath and stop in midair, too.

BULB YOSHI

ITEM ⊙ BULB BERRY

Yoshi's body glows and illuminates paths you wouldn't be able to see otherwise.

OTHER CHARACTERS

You'll meet many other characters on Mario's adventure.

HUNGRY LUMA
This Luma can become many things, including a planet or a new galaxy, when you feed him Star Bits or coins.

BOB-OMB BUDDY
These friendly Bob-ombs can be found in the Throwback Galaxy.

PENGUIN COACH
The coach who teaches the penguins how to swim.

GEARMO
Irate robots that ask Mario to do all kinds of tasks for them.

PENGURU
A very old penguin. He loves a place with a nice view.

GOLD GEARMO
A golden-colored Gearmo who just loves Goombas.

FLUZZARD
A shy bird who has problems getting the hang of flying, but will glide with Mario suspended below him.

GIANT LUMA
A huge Luma found in Supermassive Galaxy.

SILVER GEARMO
A silver-colored Gearmo who just loves Topmen.

PENGUINS
They can teach Mario how to swim, as well as some other underwater techniques.

GHOST LUIGI
He appears after you've cleared a certain scenario. He shows you how to do some moves.

PIANTAS
They're residents of the Starshine Beach Galaxy. Some can throw Mario high into the air.

LUMALEE
When you feed this Luma Star Bits, Lumalee transforms into an item or a pair of dice.

JIBBERJAY
These talkative, colorful birds teach Mario how to fly with Fluzzard.

WHITTLES
Wooden people that consider Tall Trunk Galaxy to be sacred ground. Their heads come in all shapes.

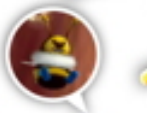
THE CHIMP
He challenges Mario to complete some minigames.

BABY LUMA
Mario found this lost little Luma who grants him a mysterious star power. This comes in handy as they explore the cosmos together!

TOAD BRIGADE
A five-Toad organization, headed up by Captain Toad, that helps Mario in his search for Princess Peach. On the *Starship Mario*, they act as a bank and also deliver mail.

TOAD
A citizen of the Mushroom Kingdom and an inhabitant of Peach's castle.

STAR BUNNIES
Kind bunnies who teach Mario how to do things like the spin jump.



HONEYBEES
They live in the Honeyhive Town and teach Bee Mario how to fly.

LUBBA
Lubba is a spirited spaceship mechanic who travels the cosmos. After Bowser kidnapped Peach, Lubba built *Starship Mario* to help Mario chase down the spiky villain.

COSMIC SPIRIT
If you lose enough times on certain courses, she'll guide you to the end.

HONEY QUEEN
The queen of Honeyhop Galaxy. You'll recognize her by her huge body.

ROSALINA
She is in charge of the Comet Observatory. You can meet her after you've met certain conditions.

PRINCESS PEACH
The Princess of the Mushroom Kingdom, who has been kidnapped by Bowser.