Nintendo

GAME BOY®

DMG-MQ-USA

SUPER MARIO LAND 2
6 Golden Coins™

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



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Thank you for selecting the SUPER MARIO LAND 2® 6 GOLDEN COINS™ Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure the maximum enjoyment of your new game. Then save this booklet for future reference.

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Precautions

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY unit.
4) Do not clean with benzene, alcohol or other such solvents.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy unit.
6) Store the Game Pak in its protective case when not in use.

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STORY

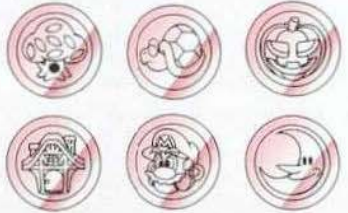
DANGER! DANGER!

While I was away crusading against the mystery alien Tatanga in Sarasa Land, an evil creep took over my castle and put the people of Mario Land under his control with a magic spell. This intruder goes by the name of Wario. He has been jealous of my popularity ever since we were boys, and has tried to steal my castle many times. It seems he has succeeded this time.
Wario has scattered the 6 Golden Coins from my castle all over Mario Land. These Golden Coins are guarded by those under Wario's spell. Without these coins, we can't get into the castle to deal with Wario.
We must collect the 6 coins, attack Wario in the castle, and save everybody!



WARIO

IT'S TIME TO SET OUT ON OUR MISSION!!







★The 6 Golden Coins are the coins needed to open the gate of Mario's castle.

PLAY CONTROL

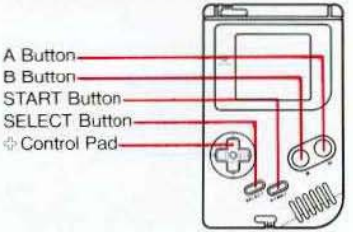
■ Basic Controls

● ✣ Control Pad

◀▶ Pressing left and right on the ✣ Control Pad moves Mario left and right.

▼ Pressing down on the ✣ Control Pad makes Mario squat and enter certain pipes.

▲ Press up on the ✣ Control Pad while you jump to enter upside-down pipes.



● START Button

- Game Start
- Pause

To pause in the middle of a game, press the START Button. Press the START Button again to restart the game.

● SELECT Button

- If you have returned to a stage that you have already completed, pause the game and press the SELECT Button to exit that stage.

● A Button

- Jump (Hold down the B Button as you jump to make tremendous leaps.)

● B Button

- Running (Hold down the B Button to make Mario move fast.)
- Pick Up and Carry (Hold the B Button as you touch a koopa shell to pick it up.)

Control will be slightly different when Mario is underwater, on the moon, or in outer space.

HOW TO PLAY

■Before Playing the Game

Correctly insert the cartridge into the Game Boy® system and turn the power switch of the Game Boy system ON. "Nintendo®" will be displayed followed by the title screen.

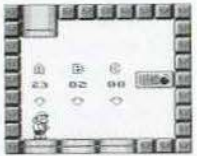
● Title Screen

Press the START Button while the title screen is displayed to view the game select screen.



● Select Screen

Press left and right on the ✣ Control Pad to select pipe A, B, or C and press the bottom of the ✣ Control Pad to start the game.



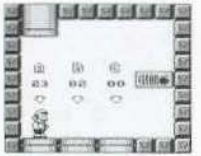
If you press the SELECT Button while on the Select screen, Mario will become small and the game will go into "EASY MODE".

★ Saving

The save function automatically saves your game as stages are completed. Three games can be saved at the same time (Pipe A, B, and C).

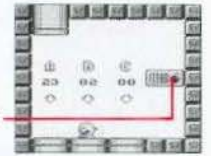
Number of Stages Cleared

The number of stages cleared are displayed on the select screen.



★ Deleting Saved Data

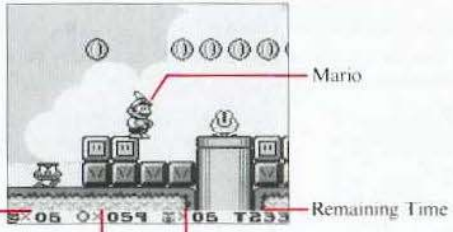
(1) If you make Mario jump beneath the "CLEAR" sign on the game select screen, he will become Bomb Mario.



(2) Place Bomb Mario over the pipe that contains the data you want to delete. Press down on the ✣ Control Pad or press the START Button to delete the saved data for that pipe.

■Game Screen

◇Important information appears at the bottom of the game screen such as the number of coins you have and the number of enemies defeated.



Try to defeat as many characters as possible!
If you flatten 100 enemy characters an item will appear!
Find out what the secret item is if you can.

THE MANY FACES OF MARIO

Some of the items that appear in the game will make Mario more powerful.

SUPER MARIO

If Mario picks up a mushroom, he will transform into Super Mario.


Mushroom

FIRE MARIO

If Mario grabs a fire flower, he will turn into Fire Mario. By pressing the B Button, Fire Mario can throw fire balls and destroy enemies.

***BEWARE!** Some enemies cannot be destroyed by fire balls.


Fire Flower

When Mario is Super Mario or Fire Mario, you can make him spin jump by pressing down on the ✣Control Pad during a jump.

BUNNY MARIO

If Mario finds a carrot he will become Bunny Mario. Bunny Mario can float through the air by flapping his ears.



Carrot





How to float with Bunny Mario

- Make Bunny Mario jump and then hold down the A Button to make Bunny Mario jump continuously.
- If you jump, then press and hold the A Button while you are in the air, Bunny Mario will float down very slowly.
- Repeatedly pressing the A Button will make Bunny Mario descend even slower.

INVINCIBLE MARIO

When Mario picks up a star, he will become invincible for 15 seconds.



Star

AQUA MARIO

How to Control Aqua Mario

You can make Mario swim up by repeatedly pressing the A Button.



SPACE MARIO

How to Control Space Mario

On the moon, you can make Mario jump slowly with the A Button. In outer space, holding the A Button will make Mario move up.



THE ENEMY CHARACTERS

These are just a few of the enemies that appear in the Tree Zone. There are many more waiting for you!

◆ Battle Beetle

This is an Atlas Beetle that stomps around as it comes after Mario.



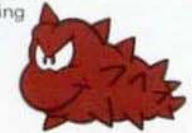
◆ Skeleton Bee

This bee has become a skeleton. Even if Mario stomps on this boney bumble bee, it'll come back to life.



◆ Grubby

This is a slug with a stinger. Don't tread on this grub as its sting is really painful.



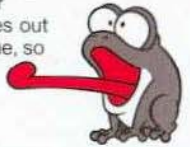
◆ Noko Bombette

This is a turtle with a bomb on its back. Beware! This armed reptile explodes when you tread on it.



◆ Bopping Toady

This is a hopping crazy toad. This bounder occasionally lashes out with its long tongue, so be careful!



◆ Spikey

This weird creature will curl up its spiked body and roll at Mario.



OTHER CHARACTERS

◆ Heavy Zed

This isn't really an enemy, it's a sleeping owl. If Mario climbs onto this owl's head, it'll wake up and give Mario a ride. Heavy Zed has other friends that will give Mario a ride too.



HINTS FROM MARIO

• Jump

If you make me jump while pressing up on the ✣ Control Pad, I can jump very high.

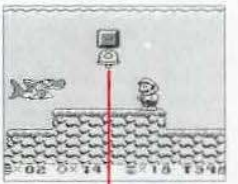
• Spin Jump

When I spin jump, I can break some blocks or get coins and items.
★ There are some blocks I cannot break!

• Ring a Bell Along The Way

Just in case we don't get to the end of the stage, make me ring a bell along the way. On our next try, we can start over again from where the bell was.

★ Ringing bells is not saved into the battery backed memory. If the power is turned off, this information will be lost.



A BELL ALONG THE WAY

• Soap Bubbles

To go to the Space Zone, let me ride in the soap bubbles blown by the Hippo.

It's so easy to control those soap bubbles!

To control the soap bubbles, just press the A Button to make them rise.

★ Be careful! The soap bubble will pop if it touches the water or an enemy.



HIPPO



• 6 Coins

When the game is over, all the coins you recovered from Wario's guards will be returned to them. Try to get them back again!

MARIO LAND MAP

This is Mario Land.

- Hold down the B Button and press the left, right, top, or bottom of the ✣ Control Pad to scroll the map for a better view of Mario Land.



In this cave, you can play a game of chance with the money you've collected.

Hints from Mario

If you ring the bell at the end of a stage, you can play a bonus game.

REV-D

WARRANTY AND SERVICE INFORMATION

90-DAY LIMITED WARRANTY

HARDWARE, ACCESSORIES, GAME PAKS ("PRODUCT")

"HARDWARE ONLY. TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE®** Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 6:00 am to 7:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE®** Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.

To satisfy the needs of our customers, Nintendo maintains a professional network of **AUTHORIZED NINTENDO WORLD CLASS SERVICE®** Centers located in major metropolitan areas and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, commercial use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial number has been altered, defaced, or removed.

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