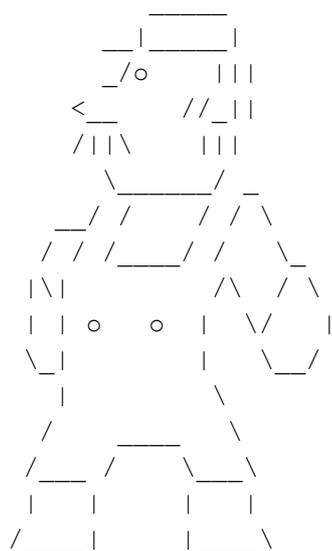


Mario Bros. Walkthrough

by The Lost Gamer

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Mario Bothers Walkthrough

by The Lost Gamer (ilovecartoonssomuch@yahoo.com)

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```
-----!                                     !-----
!                                     !
!           \ /  <----You start here       !
-----!           /\                       !-----
-----
```

All phases have this layout.

005-Characters

(From the manual-thanks VmprHntrD)

Mario - (Plumber in Red and Blue)
Luigi - (Plumber in Green and Blue)
Turtle - (Green shelled turtle)
Crab - (Red crab with two pinchers)
Fighter Fly - (Large jumping fly)
Fireball - (Red and Green fireballs)
Freezie - (Moving icedrop, freezes floor)
Coin - (Free money, and points too)

006-History of Mario

Thanks to TWgamer for this summary of all the Mario games from 1981-1990.

1981

Donkey Kong (Arcade 1981, NES 1986, Game Boy 1994)

1982

Donkey Kong Jr. (Arcade 1982, NES 1986)

1983

Pinball (Arcade, NES 1983)

Mario Bros. (Arcade 1983, NES 1984)

1984

Donkey Kong 3 (Arcade 1984, NES 1986)

Mike Tyson's Punch Out!!! (Arcade 1984, NES 1987)

1985

Tennis (NES 1985)

Golf (NES 1985)

Super Mario Bros. (NES 1985)

1986

Super Mario Bros.2 (Japan Only, NES 1986)

1987

Mario has a rest in 1987, no new games here...

1988

Super Mario Bros. 2 USA (NES 1988)

Return of Mario Bros. (Japan Only, NES 1988)

1989

Super Mario Land (Game Boy, 1989)

Tetris (Game Boy, 1989)

GB Tennis (Game Boy, 1989)

GB Golf (Game Boy, 1989)

1990

Super Mario Bros. 3 (NES 1990)

Dr. Mario (NES, Game Boy 1990)

Super Mario World (SNES 1990)

007-Walkthrough

You can choose either game A or game B for one player or two players. Game A is for beginners and game B is for experts. Use select to choose which one you want and start to start.

007a-Phase One

Okay, this game starts. You might want to mess around a bit to get used to the controls and stuff. It's similiar to a mini-game in Super Mario Bros. 3.

Basically, Mario and Luigi can move left/right and jump. Enemies come at you, so you need to kill them. To kill an enemy, you need to whack your head on the ground they're standing on. The enemy gets momentarily stunned. Then you need to run over the enemy to kill it.

There's a POW! block. Use the POW! block to stun all enemies on screen.

Enough of the technical mumbo-jumbo. Here's what'll happen in this phase.

Three turtle enemies will come at the level. They don't come at once; there's a significant time gap between their

entrances.

Hang around the ground. Stay on the left part of the screen, and when the first turtle enemy lands on the platform above you, jump up and hit the turtle with your head. You have to attack it from the underside.

The turtle will land on its shell. Quickly jump to the platform the turtle is on and run over (kick) it. The turtle dies, and a coin pops out of a pipe. You can get it for points.

Ignore the coin for now, and go back to the lower level. The second turtle comes by, so stun it when it's about where you stunned the first one. The third one comes by shortly after so stun it.

By now, you can get the coin. Jump to the platform where the two turtles are and kill them. you'll get a special bonus for the two in a row kill. End phase.

Don't use the POW! block here, as it will come in handy later and you don't want to ruin it prematurely.

If you're too slow and you missed a turtle, it'll be faster, as rage will fuel it on. This can happen several times.

007b-Phase Two

This is pretty much the same as Phase One, except five turtles will be there instead of three. Don't use the POW! block again.

Useful in this level is a little trick. See the two pipes on the bottom level? Stand behind a pipe entrance (left of the opening of the pipe on the left), and you'll never get hurt. Helpful when you're in a situation that requires a fast escape.

Just like in the last phase, get rid of the first three turtles in the exact same way. If you can't remember, here's what to do:

Stun the first turtle as soon as he lands on the platform above the ground. Quickly kick him and go back to the ground. Stun the second turtle in the same area, and the third turtle who shows up shortly after. Kill both of them. Now use the never-get-injured trick I told you about.

From here, get the coins as they come (don't take any wild risks; play it safe). Once you've got the coins, it's time to take out the last two turtles.

The two of them can't be too close together, so take out one the way you did with the first turtle, but be careful so turtle number two doesn't get you.

Now there's only one turtle left, which makes him have super speed (like in bubble bobble). Go to the safe place, and

get the coin when it's safe enough, and go back to the safe place.

While in the safe place, attack the turtle when it's over you. Then kill it. Be careful, as fireballs attack. To avoid them, move from the left safe place to the right safe place (or vice versa) by moving offscreen in the opposite direction.

Okay, that didn't make so much sense. Here's what I mean: if you move left past the left edge of the screen, you find yourself on the right part of the screen. You can use that to move between the two safe places to avoid the fireballs.

While being safe from those bad guys, don't forget to kill that last turtle. Kill it and that's it. End phase.

007c-Phase Three

A bonus phase!

There are ten coins placed in this level. You have twenty seconds. Get them all for a bonus. Don't forget to use the if you go past the edge you end up on the other edge thing to your advantage.

Don't wait, start as soon as you see this screen, or you'll get screwed over by starting after some time has gone by. Do your best, and remember that there's no shame in not getting every coin.

Well, no matter what happens you beat the phase and see the end result (points are awarded due to how many coins you got). End phase.

007d-Phase Four

No more turtles! Now you have crabs. You have to attack a crab twice to get it on its back, and then attack it to kill it (Banjo-Kazooie, anyone?).

You can tell a crab has been hit once, as its teeth then are bared (in layman's terms, you can see the crab's teeth).

There are four crabs this level. When the first crab lands on the platform above you, hit it twice (don't hit it on its right, best if you hit it from the left/below). Wait until the second crab bounces off it and goes the other direction before killing it.

Now get the crab that appears on the platform above you (attack from the left of the crab). Get it twice and kill it. Now get down to the safe place, picking up the coins and avoiding the crabs on the way.

Injure one crab, but let it go free. Kill the other crab just like you did the first. The crab you set free is now super fast, but already has one damage on him, thus making

him easier to kill.

From the safe place, stun the crab onto its back (as it already has one damage). Go up and kill him. End phase.

007e-Phase Five

This phase has four crabs and two turtles.

Go to the right part of the screen. Double hit the crab when it comes, wait until the second crab hits it and walks in the opposite direction, and then kill it.

Now the turtles come out. Ooh, I'm scared. Get the two of them when they're on the platform above the ground. Watch out for the crab while you do this, so you don't get hurt. Retreat to the safe place.

From the safe place, stun the crabs so all three of the ones that are there have one damage. Kill all of the crabs by attacking them while in the safe place. Not too hard, is it? You should be used to doing that by now. End phase.

007f-Phase Six

Time to meet a new bad guy: the fighter fly. Easy bad guy!

The fighter flies fly around. They move left/right, but while doing so, fly up/down a bit. It's like a person who is hopping left or right; sometimes they're in the air, sometimes they're on the ground.

To kill a fighter fly, stun it while it is on the ground and then kick it. Just like the turtle, except you can't hit them any time. Plus, they go really slow.

Get under the middle platform. Stun the first fly you can, and wait for the second one to hit it and go off in the opposite direction before going onto the middle platform to kill it.

Stun the next fly that comes out of a pipe. Wait for the next fly to get out of a pipe (just to make sure it doesn't get you) and then kill the stunned fly.

Kill the next two flies that come out of the pipes easily, as they're spaced apart and give you enough time to deal with them separately. Aren't those fighter flies easy? End phase.

007g-Phase Seven

This phase has fighter flies and crabs.

From the start, get to the middle platform, and stun and kill the two flies that come out quickly (if you're too slow, you miss one). If you missed one, forget about it, and get back on the middle platform.

Kill one of the crabs that come out, and avoid the other.
Get to the safe place.

Now there's a crab and at least one fighter fly on the screen.
You should be used to finishing off a few bad guys at the
end easily. Kill the crab first, as it's easier to have the
fighter fly as the last guy on screen. When they're dead,
you're done. End phase.

007h-Phase Eight

Another bonus level! Just like last time, except this time
the platforms are ice (makes it harder for Mario to keep his
footing). Do your best. End phase.

007i-Phase Nine

This level has some fighter flies and some turtles. Its
main point is to introduce the new (and last) bad guy:
Freezie.

Look out for freezie. He's an icicle. He goes around and
freezes platforms. Freezie is not like the turtles; you
can finish a phase with him onscreen. He's more like a
fireball.

I've developed two strategies for dealing with freezie: you
can be in the middle platform and kill him soon after he
appears (you'll have to kill the other bad guys from there
too), or you can be on the bottom level and use the safe
place to your advantage. Take your pick.

Don't worry about freezie yet as he comes in later. First
off, kill one of the two turtles while they are on the middle
platform (you can't get both of them here unless they came
out the same pipe, which doesn't usually happen).

Now go to the bottom level and kill the second turtle when
you can. By now, a third turtle and a fighter fly come.
The fighter fly came first, and is more likely to get you,
so hurry up to kill the turtle. Then go to the middle
platform to await the last turtle.

Freezie comes around now. Kill him when he does (you just
need to hit him from below to kill him), and also kill the
turtle when he comes.

Now you need to figure out what to do about the fighter fly.
Right now, it'd probably be best to kill the fighter fly from
the middle platform as you're there now. Kill freezie if he
shows up too. End phase.

007j-Phase Ten

Ooh, tough level. You might want to use the POW! block here
(if you haven't already). Lots of crabs are here, and two

fighter flies.

Kill the first crab that appears while it is on the middle platform. Kill the second crab as fast as you can (kill it from the ground).

From here, two crabs and a fighter fly are left. Freezie shows up, so you can use the safe place or middle platform technique to deal with the enemies and freezie. I found the middle platform to be somewhat difficult, so maybe you should try the safe place. The POW! block can come in handy here. Do what you want. End phase.

007k-Phase Eleven

Since you've found all the enemies, these levels are soon going to start repeating themselves. You'll have to be at least somewhat good at killing bad guys while using the freezie technique you like better.

Go up to the middle platform. Get the fly as fast as you can (just stun it) and then get the crab that also comes. Get up and kill the two of them.

Kill one of the crabs that comes, and the freezie (if you can). From here, you'll just have to employ your technique to kill the bad guys.

007l-Phase Twelve

This is phase ten again.

007m-Phase Thirteen

This is phase eight again.

007n-Phase Fourteen

This phase is so simple. Your enemies are four turtles and a crab. Honestly a disappointment.

007o-Last Phases

From now on, the game repeats some phases again and again. No, it doesn't repeat every phase, it just repeats certain phases (phases 8, 10, 11, 14...might be others). What did you expect, an ending? Not for an arcade game like this! Hope you do well, and rank up a high score!

008-Game Genie Codes

SXTIEG	Infinite lives
AAISPL	Start with 1 life
IAISPL	Start with 6 lives

AAISPU	Start with 9 lives
PENGSA	Faster Mario & Luigi
ZENGSA	Mega fast Mario & Luigi
AEUIUGAG	Coins kill you!
VYSYAUKY + VYSYPUKY	Mega-jumping Mario & Luigi
EZEKEPKZ + ZAEKOPNG	Faster baddies
EZEKEPKZ + LAEKOPNG	Mega fast baddies

009-Credits

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