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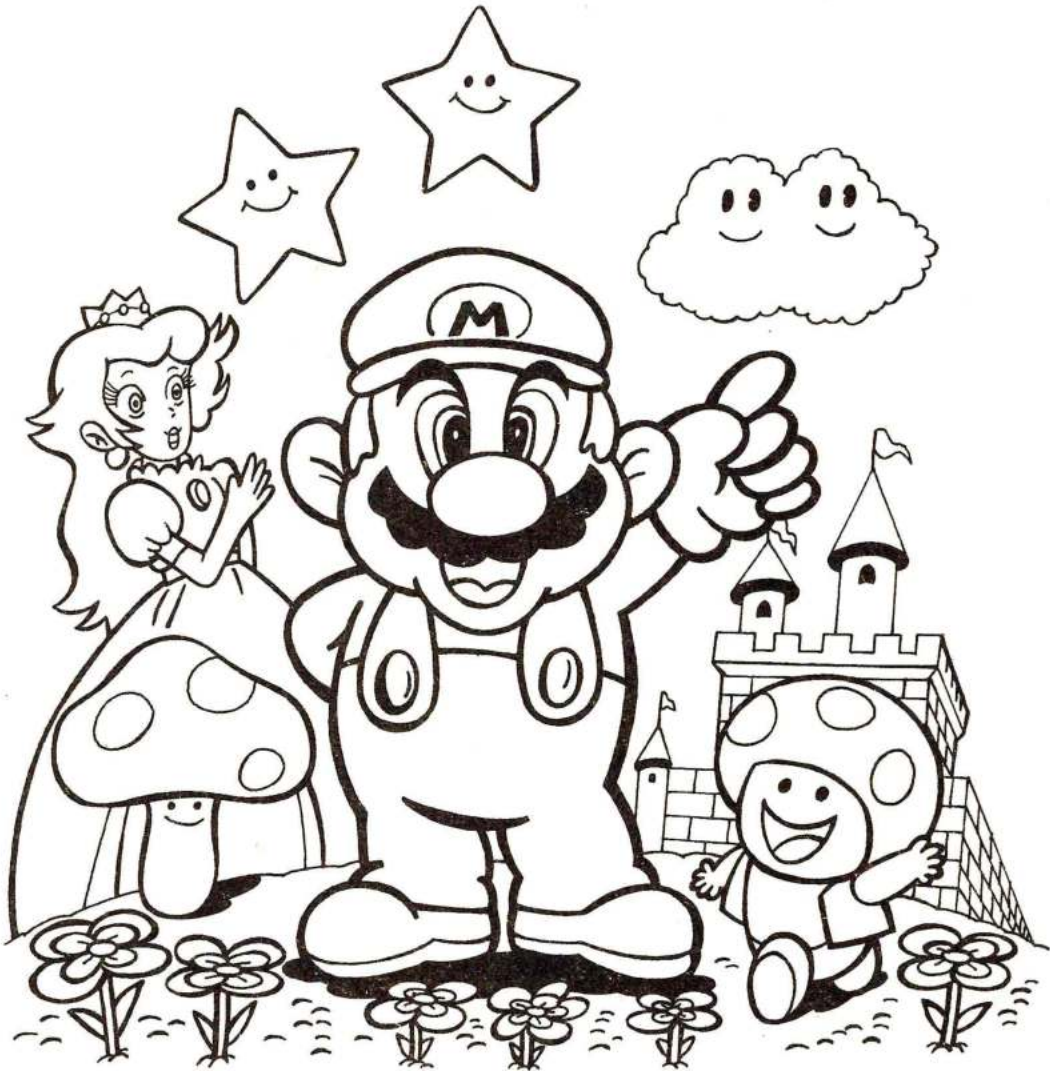
Nintendo[®]

**SUPER
MARIO BROS.**[®]



Nintendo®

SUPER MARIO BROS.®



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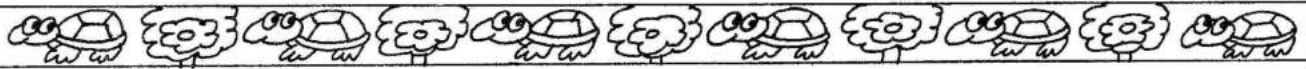
The Mushroom King and his daughter, Princess Toadstool, lived happily in the Mushroom Kingdom.



It was a magical place where everyone lived
in peace.





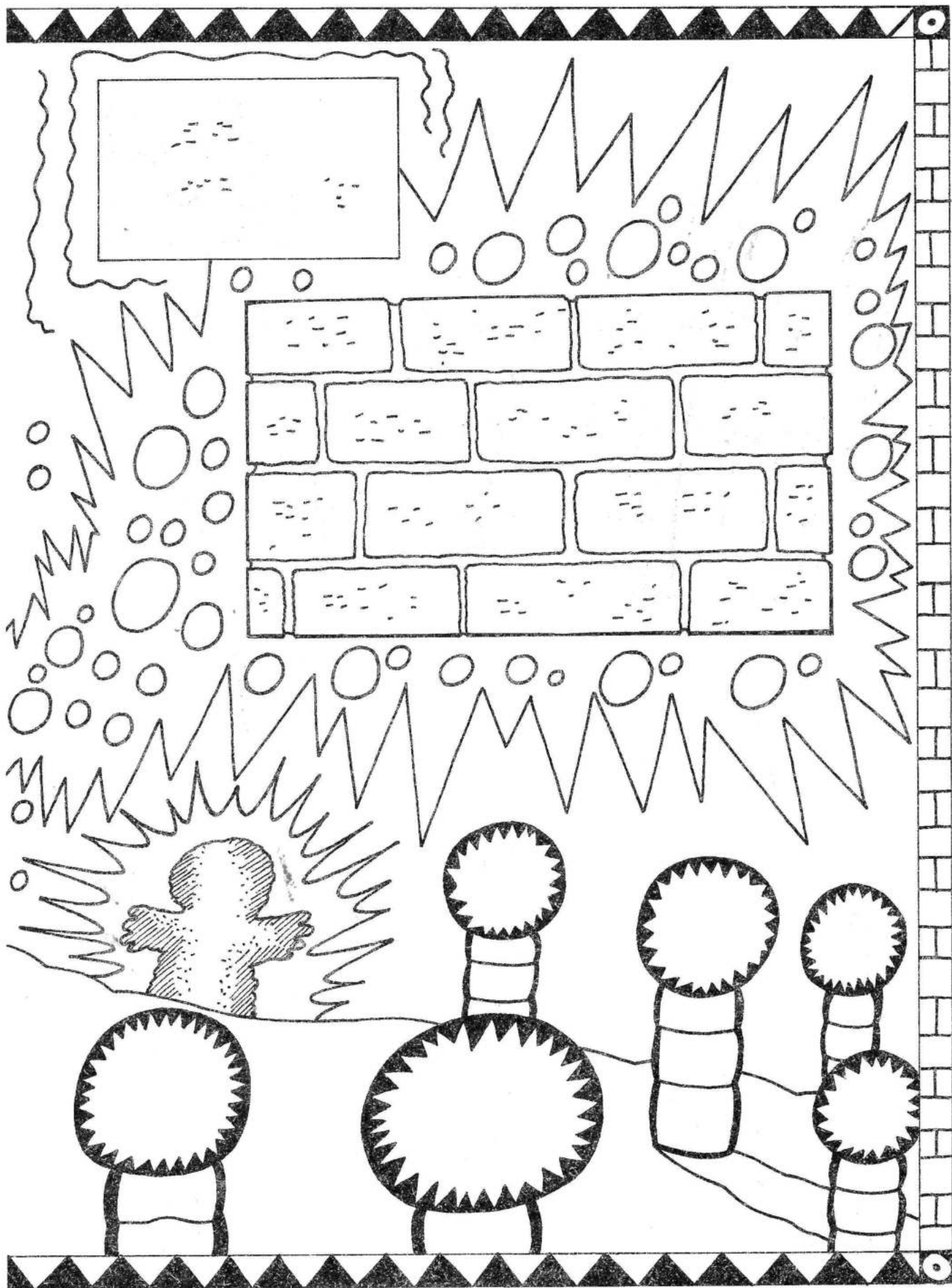


A tribe of evil turtles, led by Bowser, their king, invaded the land.
The Mushroom people fought bravely, but the vicious turtles defeated them.



Bowser used black magic to turn the
Mushroom people into bricks, stones and
horsehair plants.





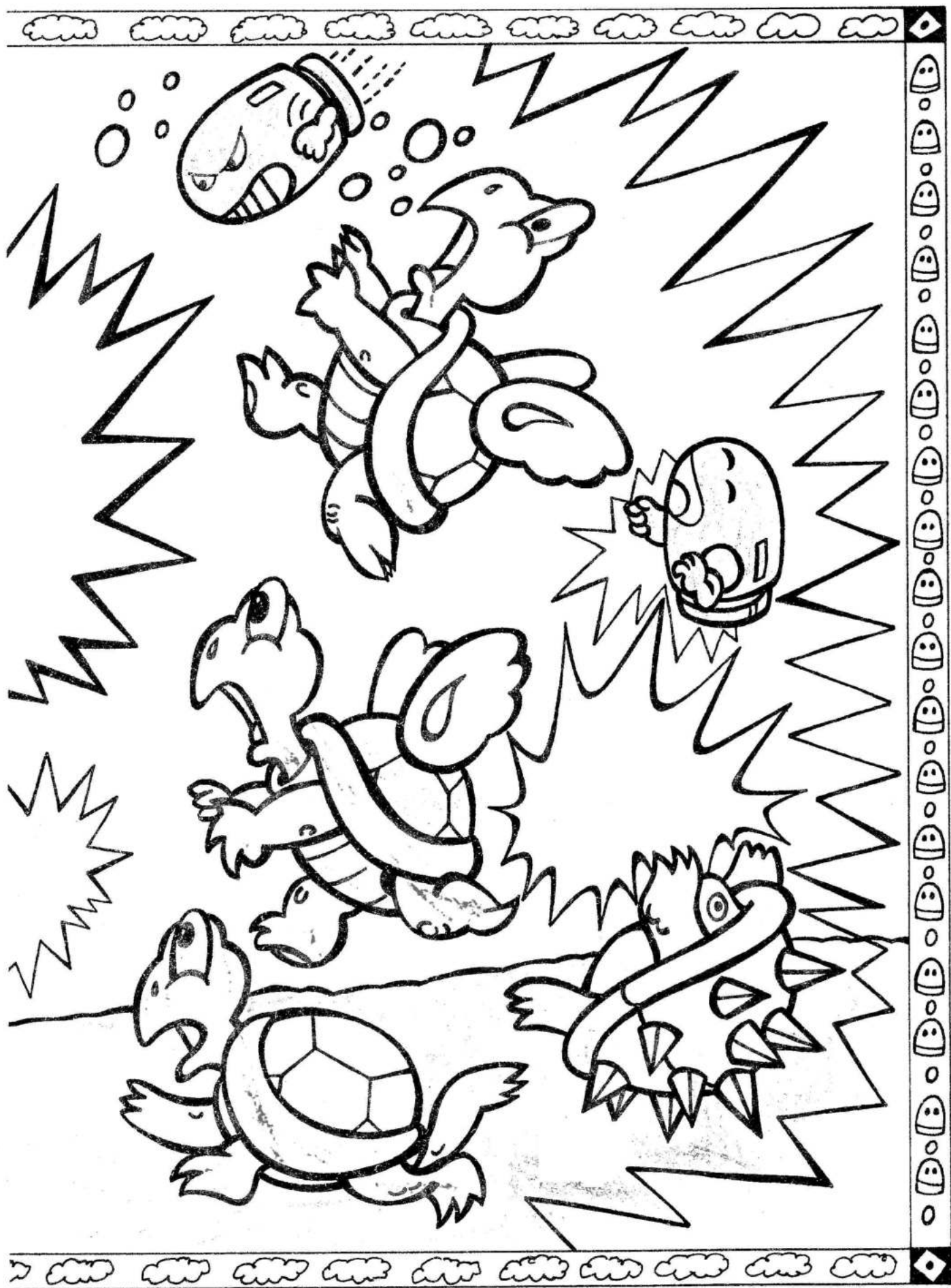
Bowser put Princess Toadstool in the dungeon of a faraway castle. She was the only one with the power to free her people.





A brave and determined man named Mario decided to save the princess and set the kingdom free, and here the adventure begins.





• A MYSTERY MAZE •

**POWER BOOSTER
MUSHROOM**



**MOVE 1 SPACE
DOWN**

FIREFLOWER



**MOVE 1 SPACE
UP**

STARMAN



**MOVE 1 SPACE
RIGHT**

COINS



**MOVE 1 SPACE
LEFT**

PATH 1

PATH 2

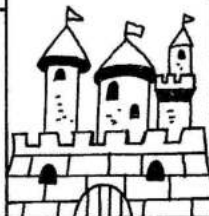
PATH 3

PATH 4

PATH 5

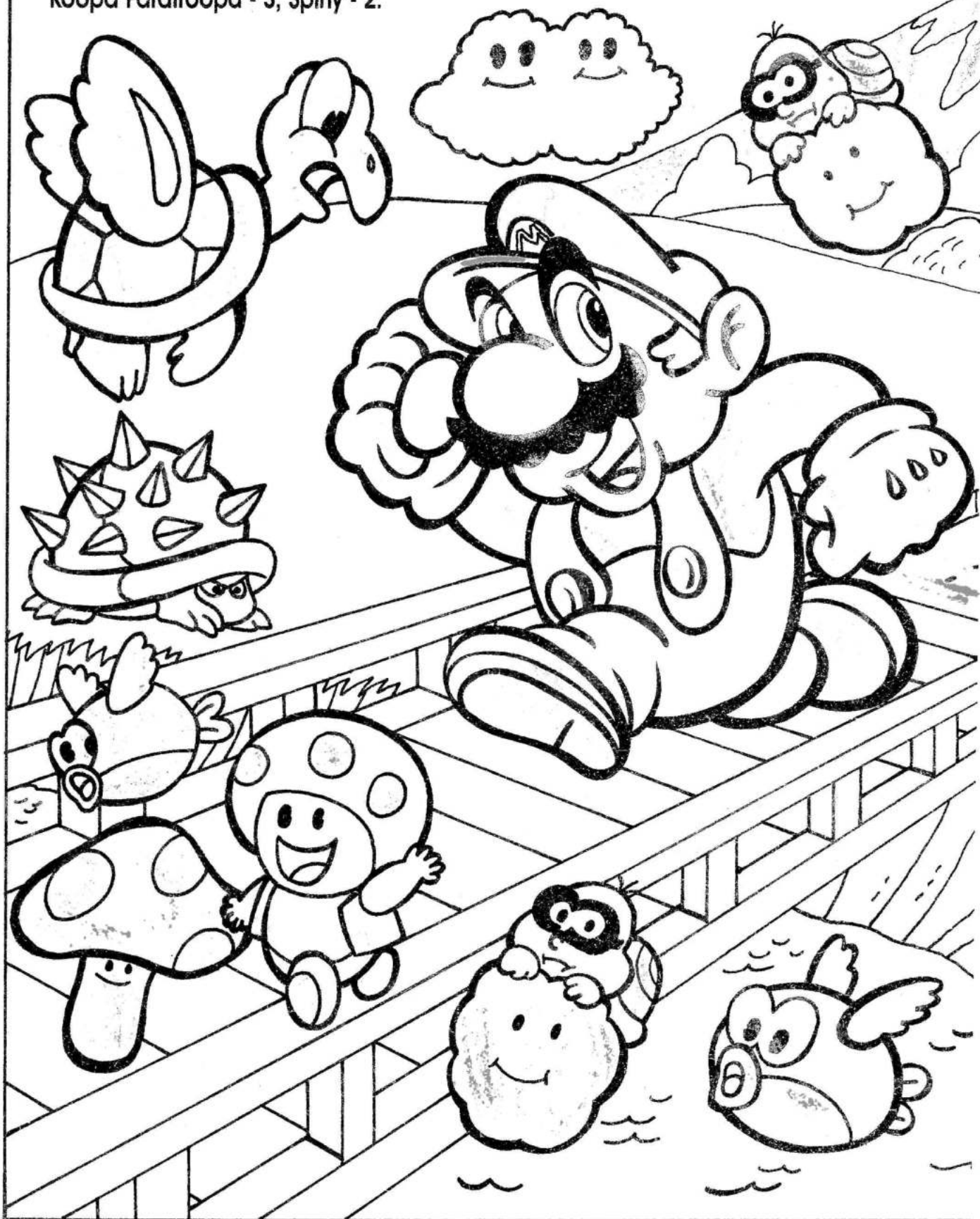
PATH 6

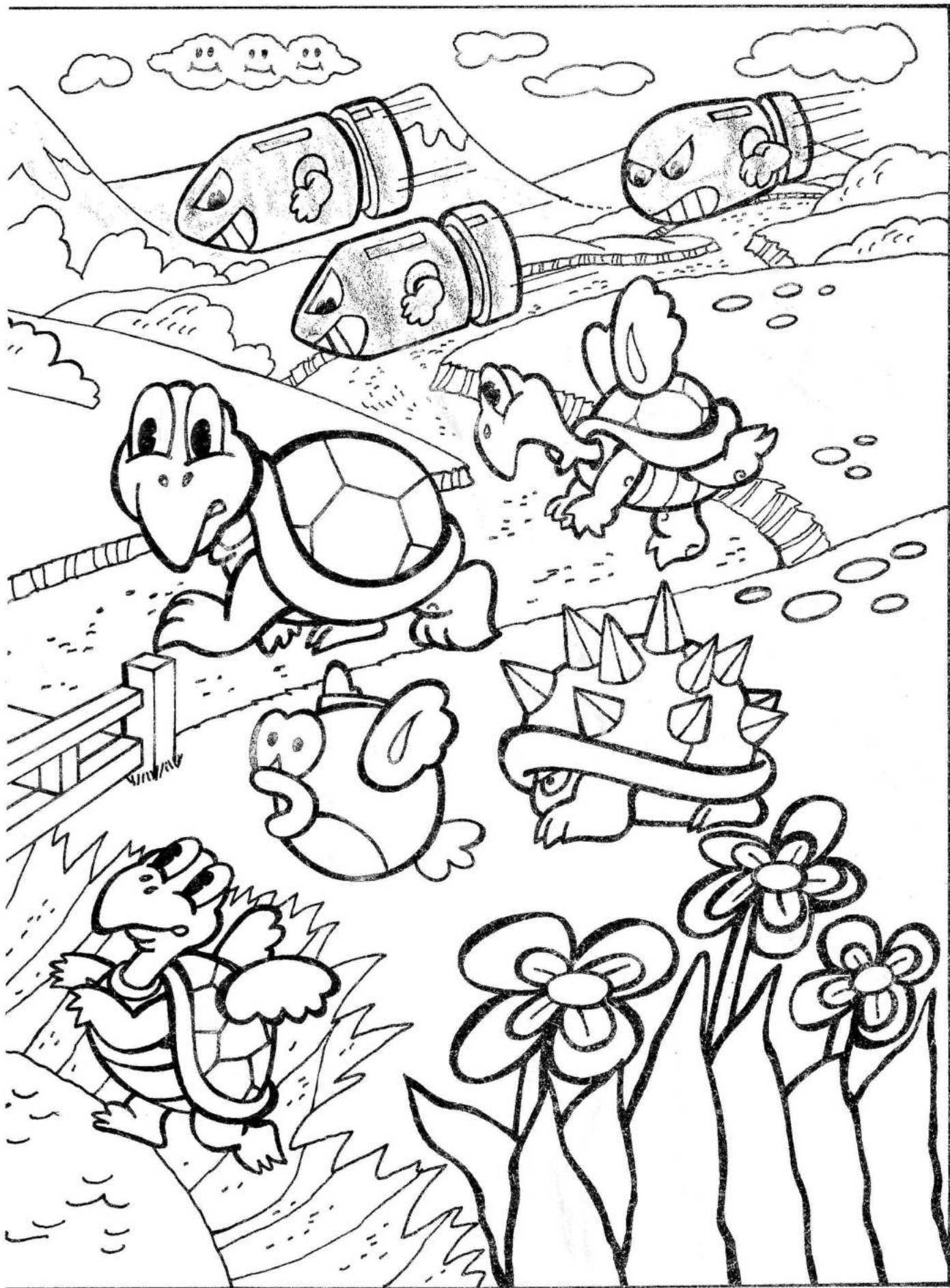
ANSWER: PATH 4.



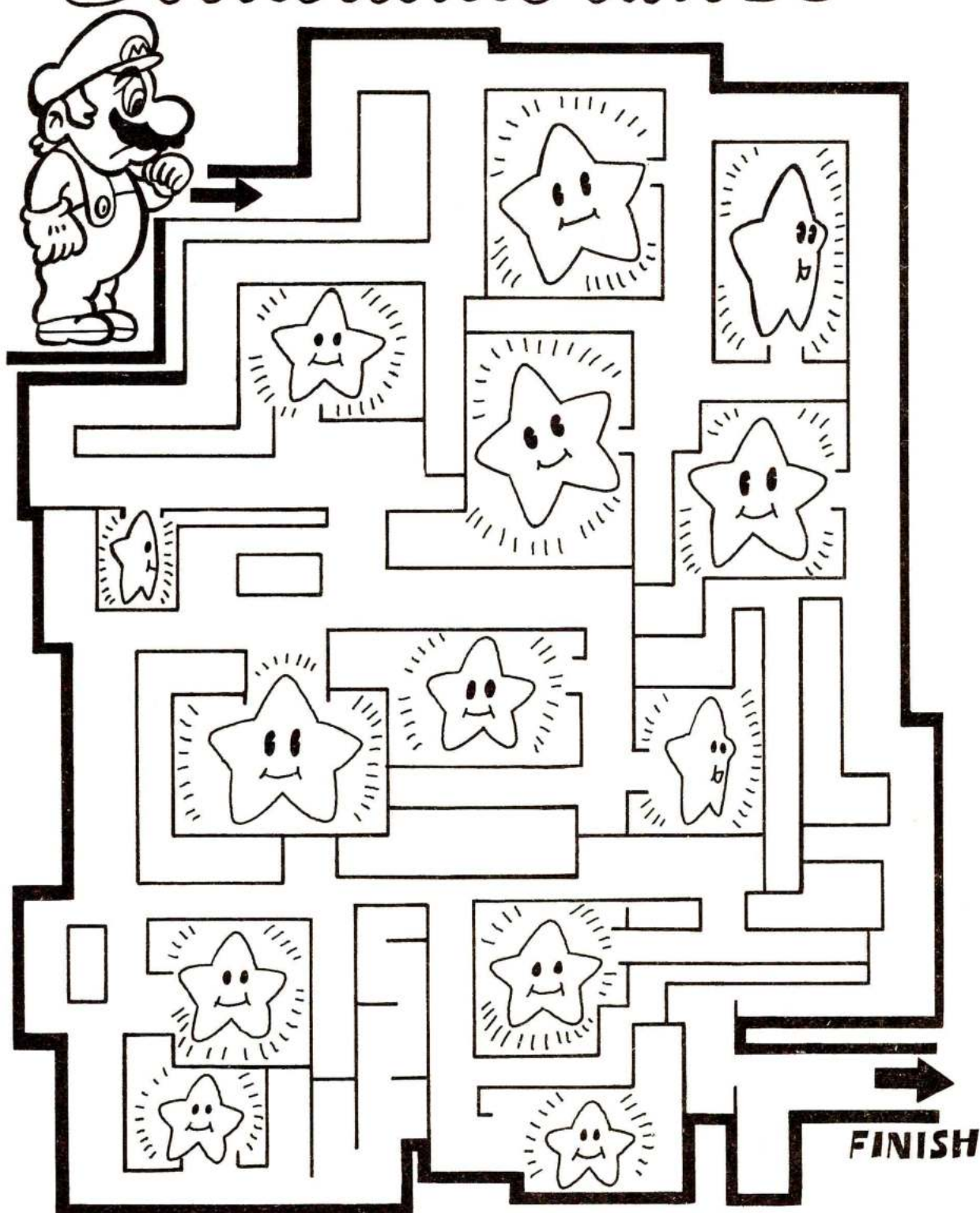
Use the symbols to help Mario
choose the right path to the
faraway castle.

Mario has to look out for lots of enemies. See if you can find them all.
Lakitu - 2, Bullet Bill - 3, Cheep Cheep - 3, Koopa Troopa - 1,
Koopa Paratroopa - 3, Spiny - 2.





• STARMAN MAZE •

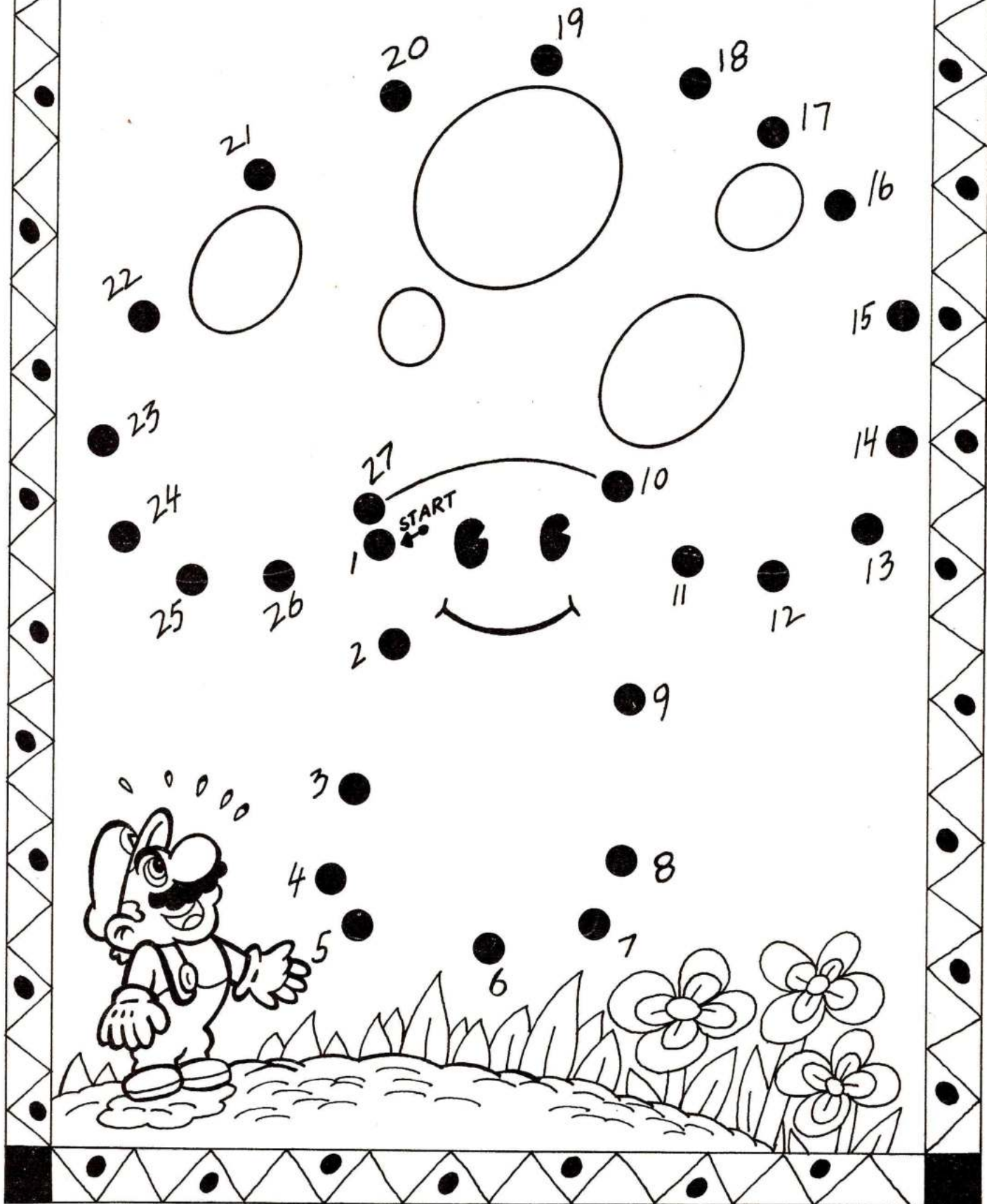


WHO'S LIVING INSIDE THE PIPE?



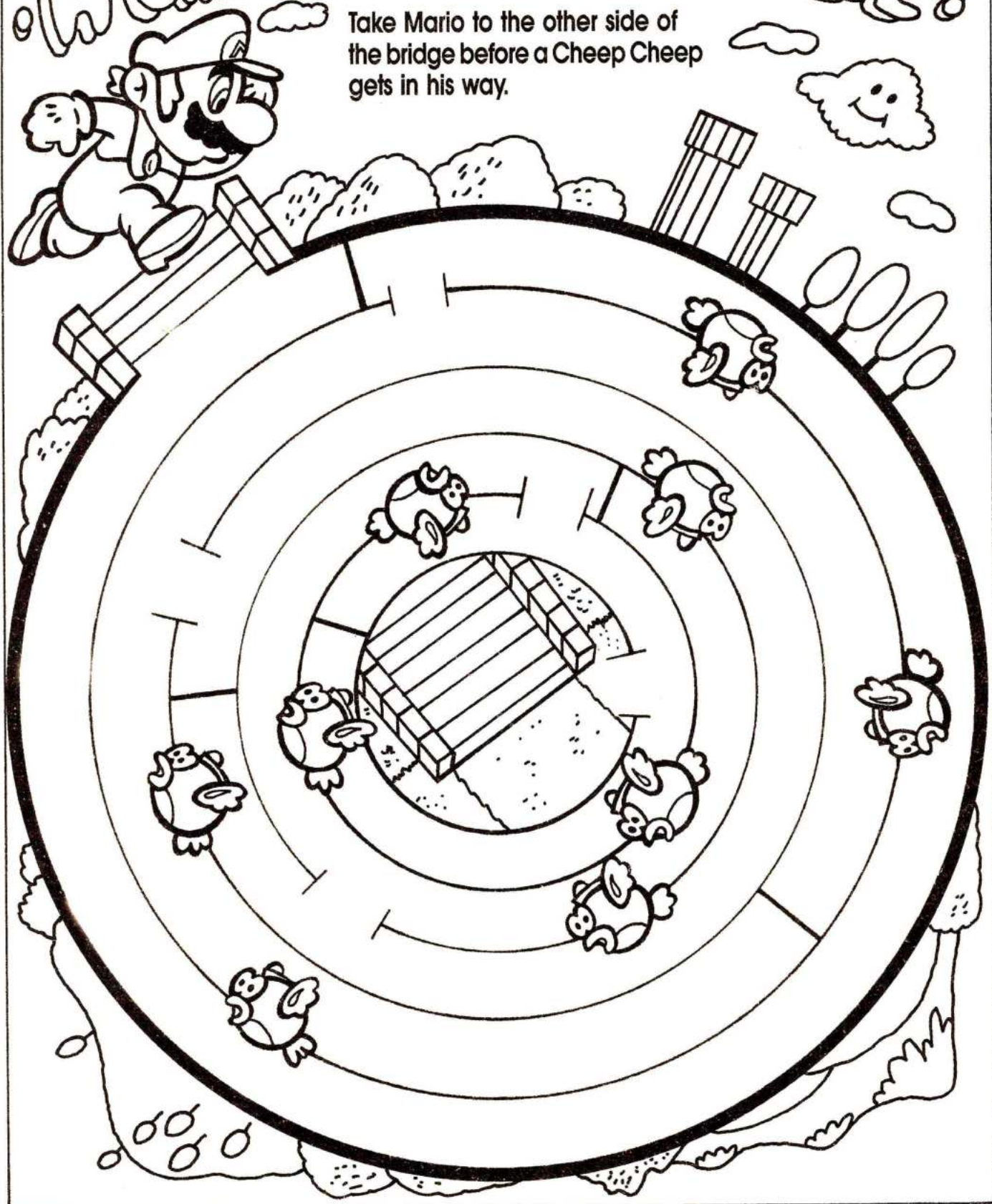
Connect the dots to see who
can harm Mario if he falls
inside one of the pipes.

Connect the dots to see what can give Mario a boost to make him taller.



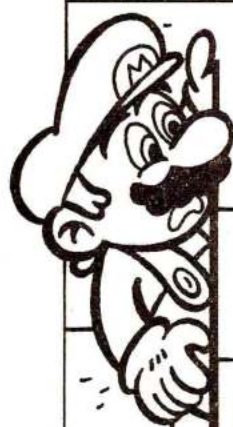
A CHEEP CHEEP MAZE.

Take Mario to the other side of the bridge before a Cheep Cheep gets in his way.

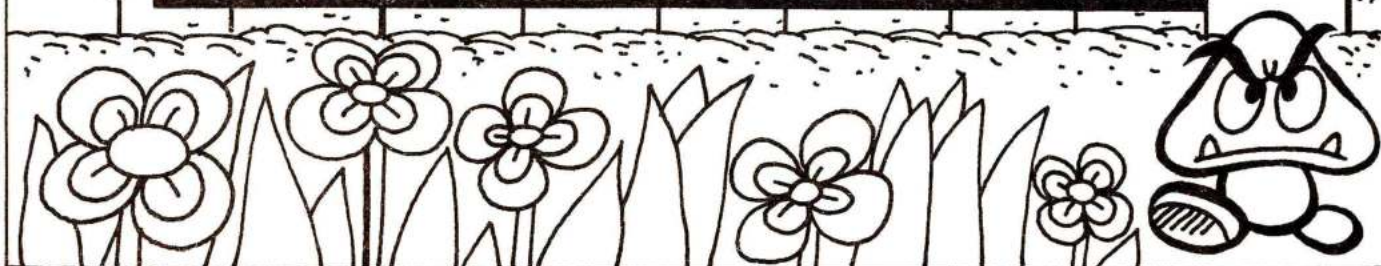


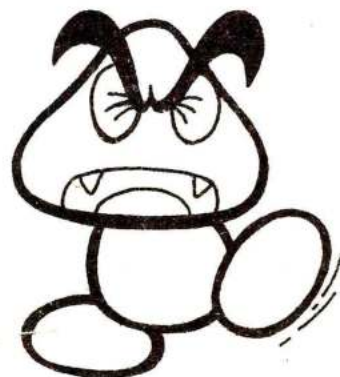
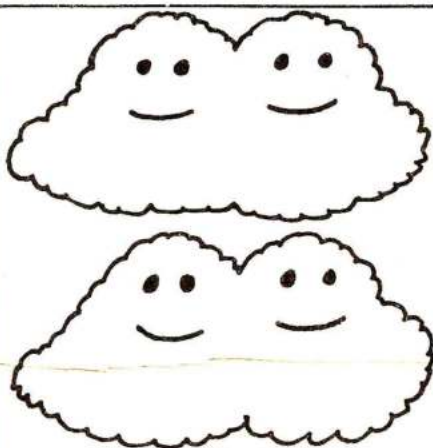
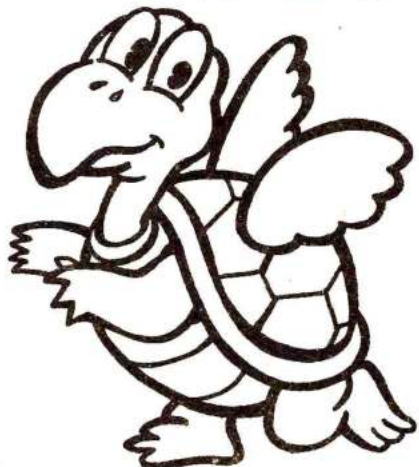
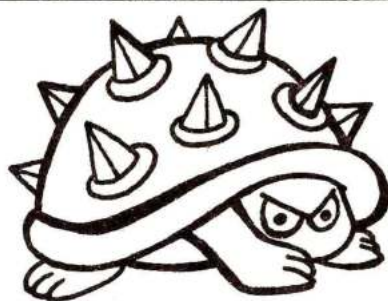
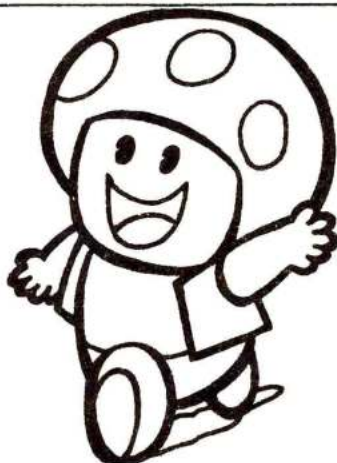
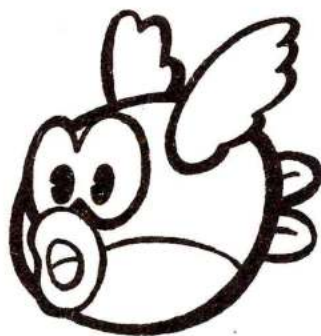
Mario needs 100 points to stomp Little Goomba. Help him find the path that leads to 100 counting by 5's. Begin with 5. Move to the square next to it that has 5 more. Keep adding 5 and move from square to square along the secret path.

START



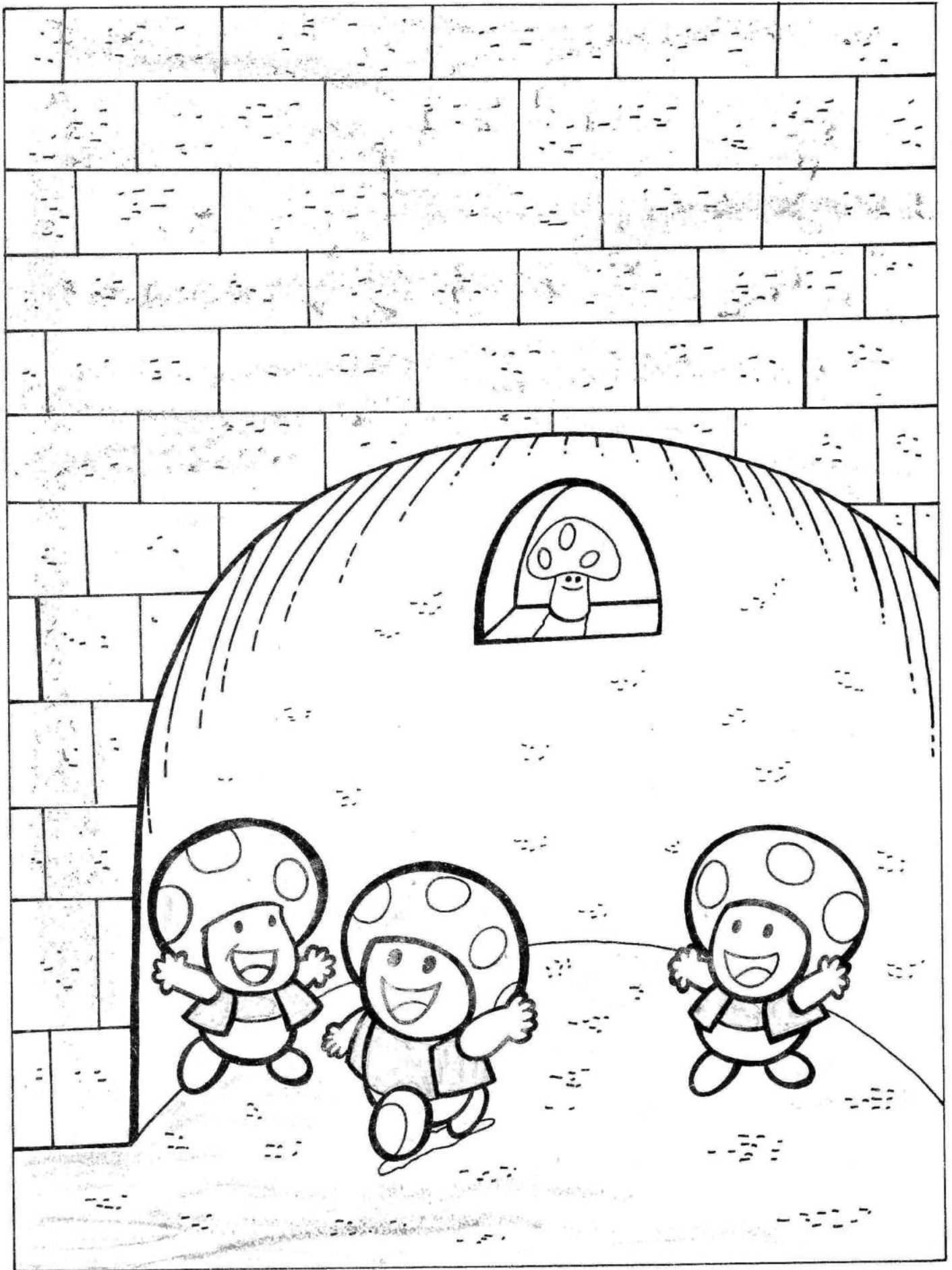
5	5	15	10	5	30	25	15
20	10	30	20	25	85	15	20
15	5	25	80	30	20	75	25
40	30	40	50	50	35	65	70
25	20	55	55	50	40	70	60
70	65	60	70	45	80	85	90
80	75	65	80	75	45	50	95
40	30	20	70	35	40	55	100





Mario has made it to the castle to rescue the Princess. Cut along the heavy black line to see who is waiting for Mario.





START



TO AVOID
KOOPAS
YOU MUST
TAKE THIS DETOUR



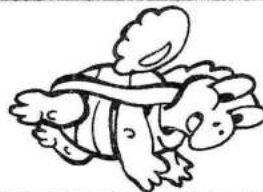
Each player places a coin in the START box.
Players take turns by flipping a coin. Move 2
spaces for heads; move 1 space for tails.
Move an additional space
for each 100 points. The first
player to reach Princess
Toadstool is the winner
and hero of the
Mushroom Kingdom.

SUPER MARIO BROS.®

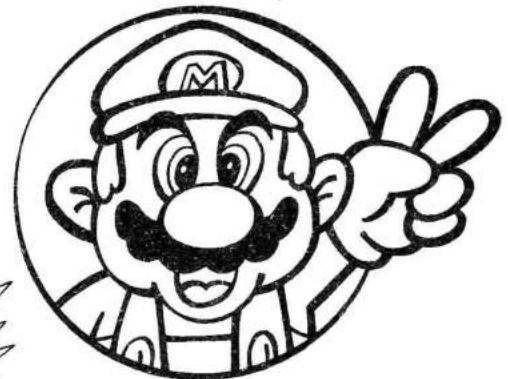


SECRET PASSAGE
THIS WAY OUT!

CONGRATULATIONS,
YOU JUST HAMMERED
THE HAMMER BROS.
PICK UP YOUR POINTS.



400 PTS.

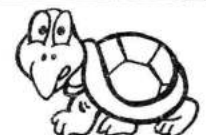


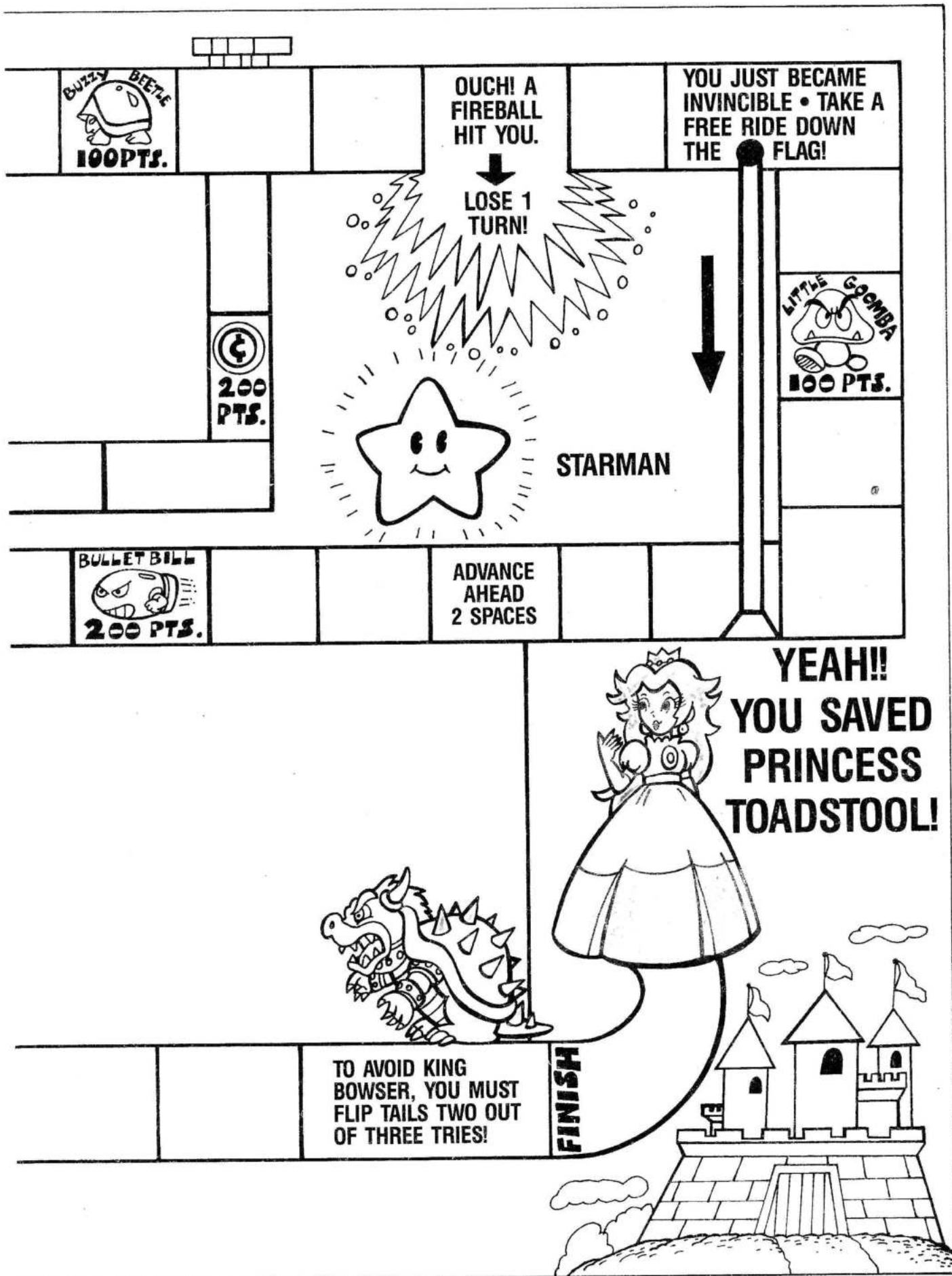
LOSE 1
TURN!

OUCH! A
FIREBALL
HIT YOU!

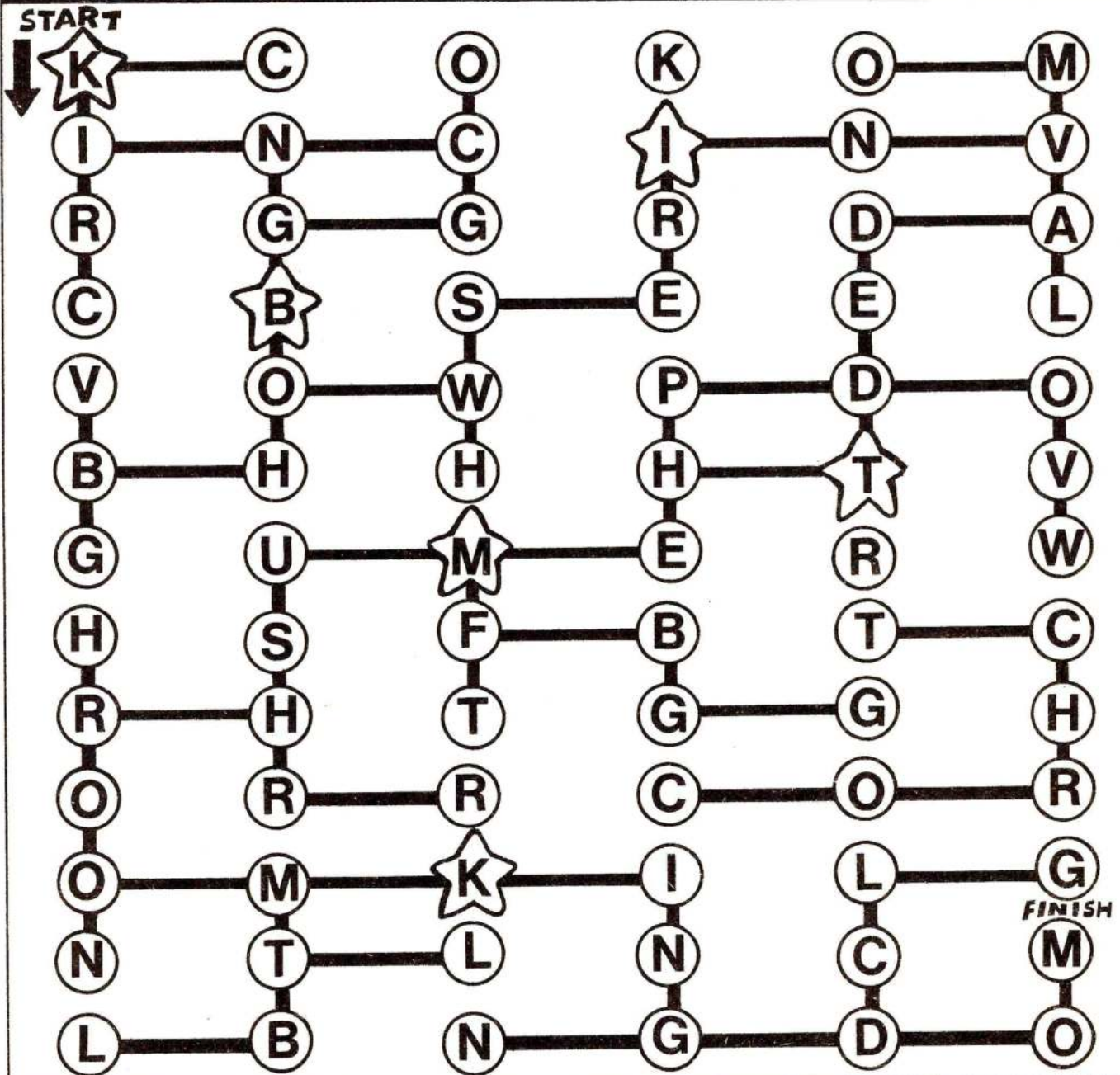


SORRY,
YOU HAVE
TO LOSE
1 TURN.





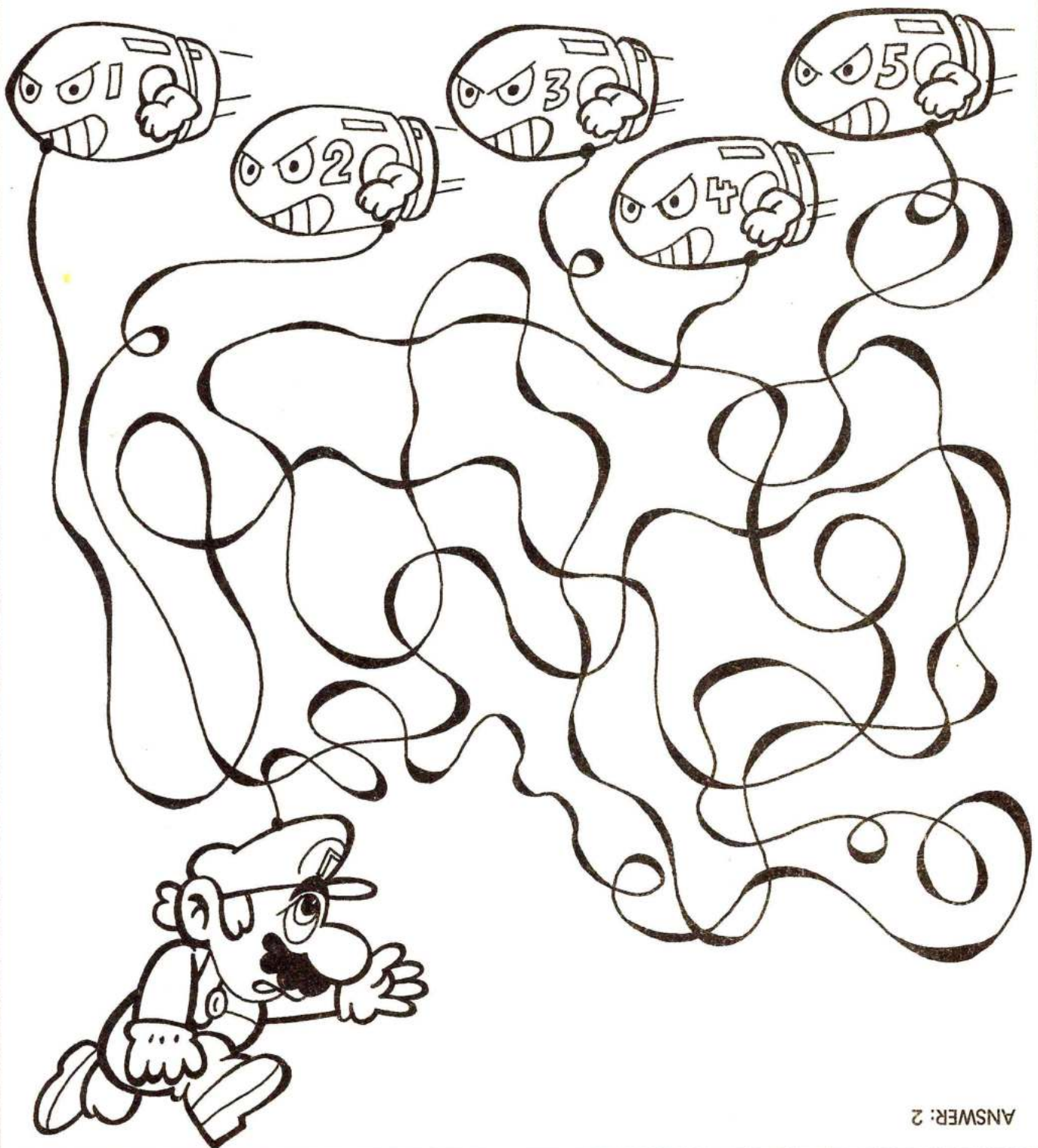
Why is Mario looking for Princess Toadstool? To find out, start with the letter K and move only to letters connected by a heavy line. The first letter of each word in the answer is within a star. After you find the right path, copy the letters on the lines below and read the answer.



ANSWER: KING BOWSER INVADED THE MUSHROOM KINGDOM.

• DUCK THE ENEMY •

One of these enemies is headed right for Mario. Follow the line from each one to Mario to see which it is. Hurry so he can duck it!



ANSWER: 2

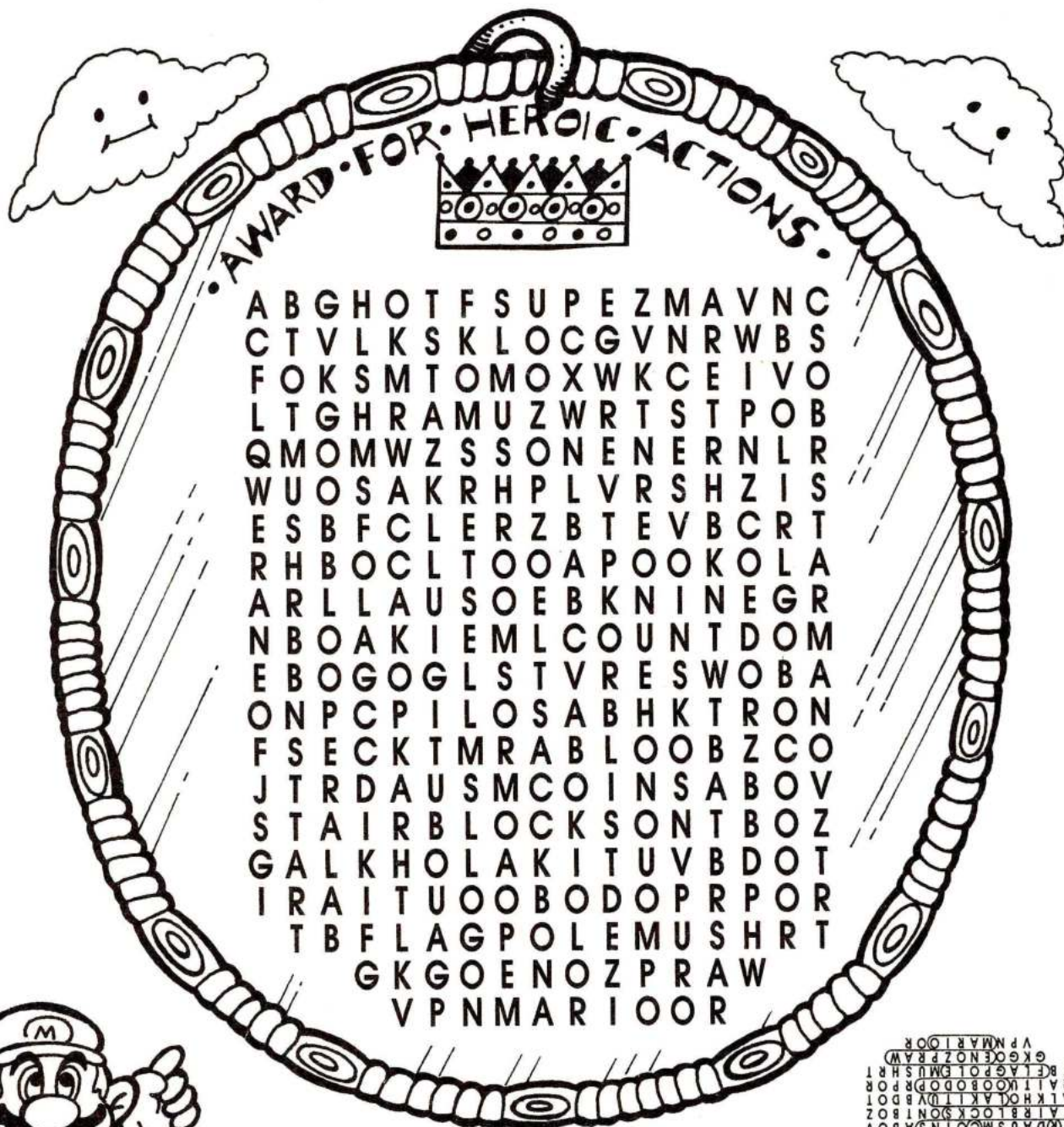
Help Mario win this award. Look up, down, across, back and diagonally to find these hidden words.

**BLOCKS
BLOOPER
BOWSER
CASTLE**

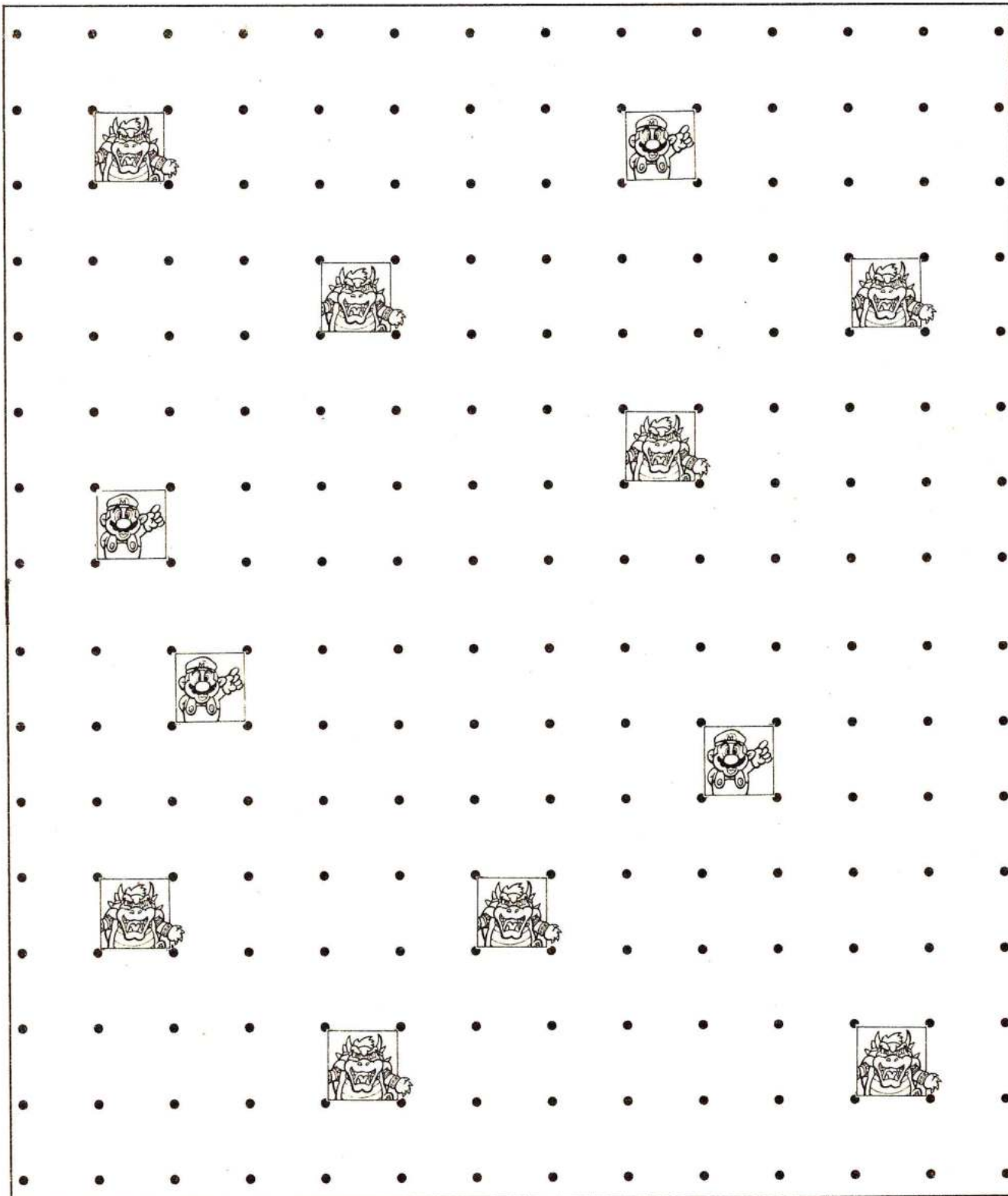
COINS
FLAGPOLE
FLOWER
KOOPA

LAKITU
LUIGI
MARIO
MUSHROOMS

PODOBOO
STAIR BLOCKS
STARMAN
WARP ZONE

[illegible]

Any number of players can play this game. Take turns drawing a straight line between two dots, trying to complete a square. As you complete a square, initial it and take another turn. Count 2 points for each square with Mario in it and 1 point for each blank square. Subtract 2 points for each square with Bowser in it. The player with the most points wins.



• WAVE MAZE

START

