SUPER MARIO RPG: LEGEND OF THE SEVEN STARS

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM
Thank you for selecting the Super Mario RPG: LEGEND OF THE SEVEN STARS™ Game Pak for the Super Nintendo Entertainment System®. Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

© 1996 Nintendo/Square
Character: ©Nintendo, ©Square
TM and ® are Trademarks of Nintendo of America Inc.
©1996 Nintendo of America Inc.
# Table of Contents

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Story Begins</td>
<td>6</td>
</tr>
<tr>
<td>Mario's World</td>
<td>8</td>
</tr>
<tr>
<td>Using the Controller</td>
<td>10</td>
</tr>
<tr>
<td>Starting and Saving a Game</td>
<td>12</td>
</tr>
<tr>
<td>Gameplay Screens and Treasure Boxes</td>
<td>14</td>
</tr>
<tr>
<td>Mario in Action!</td>
<td>16</td>
</tr>
<tr>
<td>Shopping Guide</td>
<td>18</td>
</tr>
<tr>
<td>Menu Screen</td>
<td>20</td>
</tr>
<tr>
<td>Level Up Bonus</td>
<td>23</td>
</tr>
<tr>
<td>Get Ready for Battle!</td>
<td>26</td>
</tr>
<tr>
<td>Battle Commands</td>
<td>28</td>
</tr>
<tr>
<td>Battle Techniques</td>
<td>30</td>
</tr>
<tr>
<td>Action Commands</td>
<td>30</td>
</tr>
<tr>
<td>Battle Cautions</td>
<td>31</td>
</tr>
<tr>
<td>Bonus Flowers</td>
<td>31</td>
</tr>
<tr>
<td>Abnormal Conditions</td>
<td>32</td>
</tr>
<tr>
<td>Meet the Cast</td>
<td>33</td>
</tr>
<tr>
<td>Mario</td>
<td>34</td>
</tr>
<tr>
<td>Mallow</td>
<td>36</td>
</tr>
<tr>
<td>Geno</td>
<td>38</td>
</tr>
<tr>
<td>Bowser</td>
<td>40</td>
</tr>
<tr>
<td>Item Information</td>
<td>42</td>
</tr>
<tr>
<td>Frogfucius Says</td>
<td>44</td>
</tr>
<tr>
<td>Warranty and Service information</td>
<td>47</td>
</tr>
</tbody>
</table>
Welcome to the world of Super Mario RPG!

Hi! How's it going?

It looks like Mario is getting ready for another adventure. He doesn’t need my help this time. I’m just gonna hang out behind the scenes here in the manual and give you some pointers!
It’s a whole new RPG filled with twists and turns!

This isn’t your typical role-playing game. It’s got a lot of new twists! During battles, Mario can jump repeatedly or knock out enemies with a barrage of fire!

Battles are fought with commands. Power up with “Action Commands” (see page 30 for more info).

Action Packed

All sorts of things can be found during the game. Events like the mining car ride or the Yoshi race are a blast! Prepare yourself for loads of action and fun!

All sorts of hidden goodies.

During the game, there are so many cool things to find, like floating treasure boxes or Trampolines. Of course, there are pipes, teeter-totters, cannons and donut blocks, too!
The Story Begins...

One day, while visiting Mario, Princess Toadstool was picking flowers in his garden...

Suddenly, out of nowhere, Bowser appeared and grabbed the Princess again! (Like you'd expect anyone else to?)

Mario, hearing Toadstool's scream for help, sped off alone toward Bowser's Keep.

After Mario trounced Bowser for the millionth time (this time they fought on one of Bowser's chandeliers), everyone felt Bowser's Keep beginning to shake!
A HUGE sword crashed into Bowser’s Keep! What’s gonna happen now?
This is the world where Mario and his friends will travel. Bowser’s Keep is that thing in the middle with the giant sword sticking in it! Hurry Mario! Get a move on!
WOW...THIS
WORLD IS
HUGE!

So, this is where Mario is going to travel. I wonder if he'll be going to Moleville or the Sunken Ship?
Using the Controller

L and R Button
At the beginning of the game, you can select either Stereo or Mono by pressing the L and R Buttons.

Control Pad
Moves Mario in 8 directions. Also moves cursor on subscreen.

Select
Switches between Mono and Stereo (before gameplay begins).

Start
Starts game.
X Button
Pressing the X Button during gameplay will access the menu screen. Please see page 20 for more information.

A Button
Allows Mario to communicate with someone, confirm selections or check something out.

B Button
Allows Mario to jump. It is also used as a cancel command on the menu screen.

Y Button
When Mario is moving, hold the Y Button to make him move faster.

* Controller 2 is not used.
Starting and Saving a Game

Correctly insert the Super Mario RPG Game Pak into your Super Nintendo Entertainment System and move the “POWER” switch to the “ON” position. When the title screen appears, press START to move to the next screen.

Starting from scratch
On the title screen, press either START or the A Button to access the screen on the right. With the + Control Pad, move Mario to the top to select “New Game,” then press either START or the A Button.

Entering a file name
Move the cursor with the + Control Pad and select a letter by pressing the A Button (cancel with the B Button). This is for SAVE files only. You can’t change Mario’s name.

Start from where you left off
When playing a saved game, move Mario to the desired SAVED FILE using the + Control Pad, then press the A Button. The current level, location and number of star pieces collected are displayed.
Saving your game

When you want to take a break, save your progress by jumping on the Save Block shown on the left and turning the power off. Remember to save often!

Save

If Mario jumps on the Save Block, like the one shown above, a save screen will appear. Select the file you want to save and press the A Button. There are four save files. If you save in a different file, this message will appear at the top of the screen.

Game over

If Mario and his friends’ HP drop to zero during battle, the game is over. You will then return to the last saved point.

Keep your experience points!

When the game is over, you’ll return to the last save point. Anything that happened after that point will have to be done again (this includes all coins and items found). However, all experience points accumulated will remain.
Gameplay Screens and Treasure Boxes

Find out how it all works here!

**Overworld Screen**
This is the screen where all communication takes place and where all monsters appear. Look for projections on the edge of the screen to move to the next area.

**Map Screen**
When you finish an area, you'll go to the map screen. Areas that Mario can access are indicated by a red dot. Move Mario to the desired area with the + Control Pad and press the A Button.

**About Treasure Boxes**
There are treasure boxes everywhere (houses, caves, etc.) and their contents work immediately. In these boxes, you'll find...

**Mushrooms**
Refills the party's HP and FP level.

**Flowers**
Increases maximum value of FP (Flower points) by one.
If you get a map from someone, you’ll be able to see this. See page 25 for more information.

**MAP**

**ABOUT FROG COINS**

In this world, there are many hidden green frog coins. Collect them to buy some cool stuff.

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>No. Owned</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frog Coins</td>
<td>10</td>
<td>0</td>
</tr>
<tr>
<td>Early Times</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Exp. Booster</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Coin Trick</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Screwdriver Ring</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Some items can’t be bought at regular stores. Spend your frog coins wisely.

**STARS**

You’ll be invincible for a short time. All enemies that touch you will be instantly defeated.

**COINS**

Money, cash, moolah. You’re gonna need it to buy weapons or items. Small coins are worth one, big ones are worth ten.

Jump and hit the treasure box from below to receive what’s inside. Boxes with no “?” mark are empty.
Mario in Action!
Time to learn some really cool tricks!

Mario’s one tricky plumber!
In this game, there are lots of tricks to help you out.

There are some places that require you to make a running jump.

Board
A panel floating in the air. Some of them move all sorts of ways. Watch their patterns, then hop on board!

Spinning Flower
A flower that spins. If you hop on it and jump, Mario will spring in the direction he faces.

Trampoline
The one on the left is a warp trampoline that takes you to another area. The one on the right is a smile trampoline that lets Mario jump REALLY high.
Pipes
Jump on top of a pipe and press + on the + Control Pad. You’ll descend to the underground (or to other areas). Some tree stumps can also be used as pipes.

Pot Cannon
Enter a pot cannon the same way you’d enter a pipe. Press the B Button to jump out. If you time it right, you’ll jump farther!

Donut Block
If you’ve played other Mario games, then you probably remember Donut Blocks. Don’t stand on them too long or they’ll fall!

More Tricks!

Teeter Totter
Hop on the open side. If you stand on it while it’s down, when another character lands on it, Mario will...

Switch
These switches are a mystery. Step on them and something will happen. Have fun figuring this one out!
Shopping Guide

Like other RPGs, this game has inns and item shops. Talk to the shop owner and listen to what he has to say.

Inns

Shops with Star signs above them are inns. If you spend the night there, all of your HP and FP will be completely recovered. Inn fees vary from place to place. After spending a night, press the B Button to jump out of bed.

Tool Shops

BUYING
Select “Buy,” then move the cursor to the desired product. On the left side of the screen, you’ll see that item’s price, effect and who can use that item. Press the A Button to confirm your selection.

SELLING
Select “Sell” to sell items or weapons. Move the cursor to the desired item/weapon. The selling price will be displayed on the left side of the screen. Press the A Button to confirm your selection.

EQUIPMENT
You can equip stuff here, too.
Special Shops

As the game progresses, shops which you couldn’t get into before in some towns will be accessible. It’s a good idea to visit previous towns to make sure that you’ve visited every shop.

**Treasure Shop**
This shop sells rare items. If you find this store, you might want to visit once in a while.

**Drink Shop**
A members-only store. If you don’t have a membership card, you won’t get much here. The better the card, the better the drink!

**Mushroom Shop**
This shop is for those who like rare mushrooms. If you offer a mushroom, and it’s a rare one, you can exchange it for items.

**Beetles Are Us**
Buy a beetle box, catch a beetle, and take ‘em to this shop. They can be exchanged for coins or frog coins.
Menu Screen

The menu screen can be accessed by pressing the X Button.

Reading the menu screen.

LV
Displays character’s current level.

HP
Current HP is displayed on the left. Maximum HP is displayed on the right.

Flowers
Flowers are needed to perform “special” commands during battle. Current FP is on the left while maximum FP is on the right.

Coins
Displays the number of coins you currently have. You can carry up to 999 coins.

Frog Coins
Displays the number of frog coins you currently have.
**Item**
Allows you to see or use items in your inventory.

**Status**
Check the status of your party.

**Special**
Allows you to see and use special techniques.

**Equip**
Allows you to see and use equipment in your inventory.

**Special Item**
Check special items in your inventory.

**Map**
View the world map.

**Star Pieces**
Allows you to see star pieces in your inventory.

**Switch**
Allows you to switch party members. With this command, you can decide who fights and who rests.

**Using Items**
To use an item, move the cursor to the item you want to use and confirm by pressing the A Button. Place the item on the character who will use it, then press the A Button again.
Shows the statistics for each character. When your party has more than three members, move the cursor up and down with the + Control Pad to see everyone’s status.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Speed</td>
<td>Higher numbers make you faster in battle.</td>
</tr>
<tr>
<td>Attack</td>
<td>The higher the number, the stronger you are.</td>
</tr>
<tr>
<td>Defense</td>
<td>This number shows how well you can defend against attacks.</td>
</tr>
<tr>
<td>Mg. Offense</td>
<td>The higher the number, the more powerful your magic attack will be.</td>
</tr>
<tr>
<td>Mg. Defense</td>
<td>With a higher number, magic spells won’t damage you as much.</td>
</tr>
<tr>
<td>Exp. Level</td>
<td>Accumulate experience points by defeating monsters.</td>
</tr>
<tr>
<td>Next Level</td>
<td>The number of experience points needed to reach the next level.</td>
</tr>
</tbody>
</table>

When two numbers are displayed for each attribute, the top number shows the minimum number for that value, the bottom number shows the maximum number for that value (the maximum number will change if you equip a different item).
Level Up Bonus

Experienced points are acquired by defeating enemies in battle or by grabbing a Star. When a character gets enough experience points, the following screen will appear and that character will Level Up. Even characters who aren’t fighting will receive experience points. When the Level Up screen appears, maximum HP, offense, defense, magic offense and magic defense will increase, making that character stronger. Speed, however, will not increase.

Bonus

After the Level Up appears, the Bonus screen will appear. Here you can increase a particular strength.

Offense and defense increase.
Maximum HP will increase.
Magic offense and magic defense will increase.
**Special Techniques**

**The Special Screen**
- Special techniques that characters have learned appear here.
- Current value / maximum value of FP appears here.
- Describes the function of the special technique that’s highlighted.

**Using Special Techniques**
When you want to use special techniques, other than during the battle, you use them on this screen. Usable techniques are displayed in white. Select the technique then select the character you wish to use it on.

**Equipping**
Unless you have them equipped, weapons, armor and accessories won’t be effective. When you have more than three members in your party, move the cursor with the + Control Pad to check everyone’s status.

Weapons, armor or accessories that a character can equip are displayed in white letters.

Any status changes will be displayed in the bottom left corner for items that you wish to equip.
SPECIAL ITEMS

Mario and his friends will find all sorts of important stuff. These items are usually pretty useful. Give the special items you find to the right person in exchange for some neat stuff!

STAR PIECES

At first, you won't have access to this command, although it'll probably be real important later on in the game. Sorry, but that's all I'll tell ya.

MAP

You just might get a map from someone. Mario's current location is shown by his picture.

SWITCH

When Mario's party increases to more than three, this command will appear. Up to three people can fight. Use Switch to change active characters (except Mario).
Get Ready for Battle!

Battles are set up in a command style. You’ll need to get used to several controller functions.

Let’s kick some monster tail! Use Mario’s classic jump or try another strategy!

Whoever has this around ‘em means it’s their turn. Each button is a different command (A, B, X, Y). When you press a button, pressing it again will confirm the command (see pgs. 28-29 for more info).
The active party members will be displayed. The face displayed will change depending on conditions (see p. 32 for more info). The number next to the face is the current value / maximum value of HP.

Enemies show up here.

Every offensive and defensive move has an "Action Command" (see p. 30 for more information).

White numbers received by a character during battle are damage points. Green numbers are recovery points.
Battle Commands

Control Pad

Used for selecting the enemy you want to attack, selecting special tricks, items and "Defense" or "Run away."

Special

Press the Y Button once to make special techniques appear. Select the technique you want to use, the enemy to use it on, and press the Y Button again to confirm.

- The number of flower points necessary to use selected special technique.
- Current flower point / maximum flower point.
- List of special techniques. Techniques that can be used are in white.
For battle commands, press the same button twice to confirm (any other button to cancel).

**Item**
Press the X Button to display the list of items in your inventory. Press ↑ and ↓ on the + Control Pad to highlight an item. Press ↑ and ↓ on the + Control Pad to flip through the pages. Press the X Button to select an item, then press the X Button again to use the item.

**Attack**
Press the A Button once. The enemy’s name and weapon used for attack will appear. Select a different enemy with the + Control Pad. Press the A Button again to confirm.

**Etc.**
If you press the B Button once, “Defense / Run away” will appear. Select either one and press the B Button to confirm. If you can’t run from an enemy, the message “Can’t Run!” will appear.
Battle Techniques
If you master the action commands, you can whack some tough enemies!

Action Commands
Action commands improve offensive and defensive power. There are four ways to do them. Master ‘em all!

Timed Hits
If you press the A Button at the right time, you’ll hit an enemy more than once!

Continuous Hits
With some special attacks, pressing any button repeatedly will cause more damage.

Star Hits
Stars are displayed with some special attacks. Hold any button until three stars appear.

Rotational Hits
With some attacks, rotate the + Control Pad for more damage.
Battle Cautions

In this game, flower points are shared by the party. Make sure to keep an eye on your FP consumption.

Bonus Flowers

When you defeat a monster, sometimes you’ll receive a bonus flower. There are five different bonus flowers. See the chart below for more info.

- **HP Max**: The HP of the character who receives the flower will recover up to its maximum value.
- **Once Again**: The character who receives this flower gets a free turn.
- **Attack Up**: Offensive power of the character who gets this flower will increase for the remainder of that particular battle.
- **Lucky**: After you win the battle, you can play a bonus game that gives you the chance to double your coins or experience points.
- **Defense Up**: Defensive power of the character who snags this flower will increase for the remainder of that particular battle.
Abnormal Conditions

Sometimes during battles, enemy attacks will have strange effects on one of your characters. Certain items can correct the problem right away.

**Scarecrow**
Character turns into a scarecrow and can no longer use the A or X Button.

**Poison**
Being poisoned, HP will be gradually reduced.

**Silence**
Characters affected won’t be able to use the Y Button.

**Sleep**
Characters affected will fall asleep and can’t fight until they wake up.

**Mushroom**
Characters affected turn into mushrooms and can’t move at all. But HP gradually recovers.

**Fear**
Characters affected will be scared. Offensive and defensive power will be cut in half.
Meet the Cast

I'm gonna introduce Mario and his friends! I'll tell ya about each person's weapons and special techniques. With these guys, Mario and you, whacking bad guys should be a piece o' cake!
Everyone’s favorite plumber! He’ll do some serious damage with that jump of his! In fact, if you time your attacks just right, you can do a lot of harm!

**ACTION COMMAND**

**Continuous hit**
Mario’s special fire attack. Press any button continuously for rapid fire and more damage!
### Mario’s Weapons

<table>
<thead>
<tr>
<th>Attack</th>
<th>Timing</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Punch</td>
<td>Just before you punch, press the A Button again for a double punch.</td>
<td></td>
</tr>
<tr>
<td>Hammer</td>
<td>Right before you swing the hammer, press the A Button for a powerful hit!</td>
<td></td>
</tr>
<tr>
<td>Shell</td>
<td>Kick the shell up in the air. Press the A Button right before you kick it again for some serious damage!</td>
<td></td>
</tr>
</tbody>
</table>

### Mario’s Special Attack

<table>
<thead>
<tr>
<th>Name</th>
<th>FP required</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump</td>
<td>3</td>
<td>Jump on the enemy. Right before you jump on the enemy, press Y again for extra damage.</td>
</tr>
<tr>
<td>Fire Orb</td>
<td>5</td>
<td>Fry an enemy with a fire ball. When the attack begins, press any button continuously.</td>
</tr>
<tr>
<td>Super Jump</td>
<td>7</td>
<td>Stronger than Jump. Right before you jump on the enemy, press Y to jump continuously.</td>
</tr>
<tr>
<td>Super Flame</td>
<td>9</td>
<td>Stronger than Fire Orb. Press Y repeatedly for more damage.</td>
</tr>
<tr>
<td>Ultra Jump</td>
<td>11</td>
<td>Give enemies a headache! Press Y at the right time for more damage.</td>
</tr>
<tr>
<td>Ultra Flame</td>
<td>14</td>
<td>The ultimate fire ball! Burns one enemy. Press Y repeatedly.</td>
</tr>
</tbody>
</table>
Mallow

A froggie who was raised by the sage, Frogfucius. He doesn’t look like a frog to me! Like Mario, time your attacks just right for extra damage!

**ACTION COMMAND**

**Rotate the + Control Pad!**

Snowy is a spell that attacks all enemies with a giant snowman. Rotate the + Control Pad while it’s snowing for extra damage!
**MALLOW’S WEAPONS**

<table>
<thead>
<tr>
<th>Attack</th>
<th>Timing</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Punch</td>
<td></td>
<td>If the timing is right, Mallow will give a double punch.</td>
</tr>
<tr>
<td>Stick</td>
<td></td>
<td>If Mallow times it right, he'll whack an enemy twice!</td>
</tr>
<tr>
<td>Cymbals</td>
<td></td>
<td>Make their ears ring with this weapon!</td>
</tr>
</tbody>
</table>

**MALLOW’S SPECIAL ATTACK**

<table>
<thead>
<tr>
<th>Name</th>
<th>FP required</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thunderbolt</td>
<td>2</td>
<td>Attack all enemies with electric shock.</td>
</tr>
<tr>
<td>HP Rain</td>
<td>2</td>
<td>Recover the HP of one friend.</td>
</tr>
<tr>
<td>Psychopath</td>
<td>1</td>
<td>Shows you the remaining HP of one enemy.</td>
</tr>
<tr>
<td>Shocker</td>
<td>8</td>
<td>Hit one enemy with a really big bolt o' lighting!</td>
</tr>
<tr>
<td>Snowy</td>
<td>12</td>
<td>Pelts all enemies with a barrage of snow. Rotate the + Control Pad for more damage.</td>
</tr>
<tr>
<td>Star Rain</td>
<td>14</td>
<td>Drop a giant star on all enemies!</td>
</tr>
</tbody>
</table>
**Geno**

A new hero who totes a mean gun and wears a stylin’ cape! This is one doll you don’t wanna mess with!

**ACTION COMMAND**

**Ready, Aim, Fire!**
For Geno’s weapon, press the A Button just before it fires for more damage.

**Stored energy!**
The Geno Beam allows you to fire stored energy. When the meter shows three stars, that’s when you’ve got maximum power! Watch out, though. Don’t let the star meter get too full!
## Geno’s Weapons

Remember, press the A Button at the right time for more damage!

<table>
<thead>
<tr>
<th>Attack</th>
<th>Timing</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Punch</td>
<td></td>
<td>Geno’s got a pretty good hook. Just before he punches is the key.</td>
</tr>
<tr>
<td>Shot</td>
<td></td>
<td>Geno can carry some mean weapons. For extra damage, press the A Button just before it fires.</td>
</tr>
</tbody>
</table>

## Geno’s Special Attack

<table>
<thead>
<tr>
<th>Name</th>
<th>FP required</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Geno Beam</td>
<td>3</td>
<td>Zap one enemy with this beam. Hold the Y Button for more damage.</td>
</tr>
<tr>
<td>Geno Boost</td>
<td>4</td>
<td>Boost the attack power of one party member. Time it right and defensive power will also be raised.</td>
</tr>
<tr>
<td>Geno Whirl</td>
<td>8</td>
<td>Slice an enemy with this spell.</td>
</tr>
<tr>
<td>Geno Blast</td>
<td>12</td>
<td>Like the Geno Beam only stronger. It zaps all enemies.</td>
</tr>
<tr>
<td>Geno Flash</td>
<td>16</td>
<td>More powerful than the Geno Blast. Zaps all enemies.</td>
</tr>
</tbody>
</table>
Yep. Mario teams up with Bowser. These two archenemies have put aside their differences and joined forces. Let’s hope this alliance sticks. Watch your back, Mario.

**ACTION COMMAND**

*It’s a timing thing!*

Press the A Button right before Bowser attacks for more damage.

*Don’t let up!*

One of Bowser’s giant Mecha Koopas will come stomping on all enemies. Press the Y Button repeatedly as it stomps through for more damage!
## Bowser's Weapons

Time Bowser’s attack just right, and you’ll do more damage!

<table>
<thead>
<tr>
<th>Attack</th>
<th>Timing</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bare Hand</td>
<td></td>
<td>Slap an enemy with one of Bowser’s big mitts.</td>
</tr>
<tr>
<td>Chomp</td>
<td></td>
<td>Swing this sucker around in circles and damage one enemy.</td>
</tr>
<tr>
<td>Hurly Glove</td>
<td></td>
<td>Pick up Mario and throw him at an enemy.</td>
</tr>
</tbody>
</table>

## Bowser's Special Attack

<table>
<thead>
<tr>
<th>Name</th>
<th>FP required</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Terrorize</td>
<td>6</td>
<td>Summons Big Boo to scare all enemies. Rotate + Control Pad for more damage.</td>
</tr>
<tr>
<td>Poison Gas</td>
<td>10</td>
<td>Poison smoke that damages all enemies.</td>
</tr>
<tr>
<td>Crusher</td>
<td>12</td>
<td>A giant rock that juts out of the ground and damages one enemy.</td>
</tr>
<tr>
<td>Bowser Crush</td>
<td>16</td>
<td>A giant Mecha Koopa steps on all enemies. Press Y repeatedly for more damage.</td>
</tr>
</tbody>
</table>
Item Information

Let's face it. If you're gonna go on a long journey, you're gonna need items. I can't tell you about all of the items. That would spoil the fun. Some items can't be purchased in shops.

**Able Juice**
Recovers abnormal conditions during battle.

**Honey Syrup**
Recovers 10 FP. Maple Syrup recovers 40 FP.

**Pick Me Up**
Revives one character who collapsed during battle. HP will be completely refilled.

**Mushroom**
Recovers HP. Normal mushrooms recover 30 HP. Mid mushrooms recover 80 HP. These mushrooms are different from the ones you find in treasure boxes.
**Pure Water**
Destroys ghosts instantly.

**Kero Kero Cola**
Entire party’s HP and FP are recovered.

**Yoshi Candy**
Recovers 100 HP for one character.

**Yoshi Cookie**
Use the cookie and Yoshi will appear, swallow an enemy, and turn that enemy into an item.

**Fright Bomb**
You’ll scare one enemy. Offense and defense power will be cut in half.

*On the MENU screen, check on how to use items you buy or find.*
Frogfucius Says...
When you’re stuck in a certain spot, visit Frogfucius in Tadpole Pond for advice.

Luigi has given you sound advice. Pull up a toad-stool and partake of my wisdom. With my help, you will go far, grasshopper.

Sometimes, Mario cannot move when someone speaks to him. When that happens, press the B Button to jump. That person is just trying to see Mario’s jumping ability.

You’ve come to a teeter totter, but you’re not jumping high enough. What will you do? Try to find a higher point to fall from. You’ll jump MUCH higher this way.

If you come to a spot that’s too high to reach, or you see a treasure box that’s too high to jump to, try to find a hidden platform. Like other Mario games, there are all kinds of hidden platforms or hidden treasure boxes waiting to be found. When in doubt, JUMP!

Unlike most role-playing games, everyone shares Flower Points. Make sure to always keep your Flower Points maxed out. Flowers that you find in treasure boxes automatically increase your maximum Flower Points. However, other flowers that you find, such as “Flower Tabs” or “Flower Jars” won’t be useful to you unless you use it as an item. You can use these anytime except during battle.
On the Menu Screen, you can see how many experience points are needed for the next level, right? Remember the number, grasshopper, because when you reach the next level, your HP will be totally recovered.

Look for frog coins. They can be used to buy rare and important items. Good luck.

Mini-game Madness

Melody Bay
Jump on a tadpole and make a melody! Someone here can give you a hint.

Moleville Mountain
It's a mining car race! Use mushrooms for an extra boost. Don't forget to use your brakes!

Beetle Race
Collect as many beetles as you can by jumping on them. Try to catch a Golden beetle!

Look for other mini games during your adventure. You can find some really neat stuff! Lotsa luck to you! Bye for now!
Important:

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.
3-MONTH LIMITED WARRANTY
(For Hardware, Game Paks, & Accessories)
Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hard-
ware, game paks and accessories) shall be free from defects in material and workmanship for a
period of three (3) months from the date of purchase. If a defect covered by this warranty occurs
during this three (3) month warranty period, Nintendo will repair or replace the defective product
or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)
Nintendo warrants to the original purchaser that the hardware product shall be free from defects
in material and workmanship for an additional three (3) months beyond the original 3-month war-
ranty period described above. If a defect covered by this warranty occurs during this additional 3-
month warranty period, Nintendo will repair the defective hardware product or component free of
charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if
the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is
returned promptly after the date of purchase to Nintendo by the original purchaser or the original
purchaser’s retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF
WARRANTY
You may need only simple instructions to correct any problem with your prod-
uct. Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer.
Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m.,
Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the
telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM or
you will be offered express factory service through Nintendo. In some instances, it may be nec-
essary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR
DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS
THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS
NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-
LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES);
(b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR
TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE,
OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR
(d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCANTABIL-
ITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO
THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLIC-
ABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL
DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES.
SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY
LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE
LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from
state to state. Nintendo’s address is as set forth on the back cover of this manual.

This warranty is valid only in the United States