

Nintendo

U/CGB-AHYE-USA

GAME BOY<sup>®</sup> COLOR

# SUPER MARIO BROS.<sup>®</sup> *Deluxe*

INSTRUCTION BOOKLET

EmuMovies

ONLY FOR  
GAME BOY  
COLOR

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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Thank you for selecting the Super Mario Bros.® Deluxe Game Pak for the Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

## The Story

Once upon a time, the peaceful Mushroom Kingdom was invaded by the Koopa, a tribe of turtles famous for their dark magic. These terrible terrapins transformed the peace-loving Mushroom People into stones, bricks, and ironically, mushrooms, then set their own evil king on the throne. In the wake of the ghastly coup d'etat, the beautiful Mushroom Kingdom fell into ruin and despair.

It is said that only the daughter of the Mushroom King, Princess Toadstool, can break the evil spell and return the inhabitants of Mushroom Kingdom to their normal selves.



But the King of the Koopas, knowing of this prophecy, kidnapped the lovely Princess and hid her away in one of his castles.

Word of the terrible plight of the Mushroom People quickly spread throughout the land, eventually reaching the ears of a humble plumber. The simple, yet valiant Mario vowed to rescue the Princess and free her subjects from King Koopa's tyrannous reign. But can Mario really overcome the many obstacles facing him and become a true hero?

# Controls



## + Control Pad:

- ← → Move Mario left and right.
- ↑ Move the field of view higher.
- ↓ Duck (when Super Mario)  
Enter a pipe.  
Move the field of view lower.

## SELECT:

Change Mario's position on the screen.



Front View



Rear View

## START:

Begin/Pause game

- You can save your progress from the Pause screen.



## A Button:

Jump/Swim

- To jump higher, hold the button down longer.
- When in water, each time you press the button, you'll bob up a little.



## B Button:

Run/Shoot fireballs

- You can jump even higher if you run before taking a leap.
- Once you've picked up a Fire Flower, you can press the B Button to throw fireballs.



## Starting the Game

Insert the Game Pak into your Game Boy Color and turn it ON. If you press the A Button while on the Title screen, the Mode Select screen appears. There are three modes: ORIGINAL 1985, CHALLENGE and VS GAME. The modes are described starting on page 8.

You can also access the RECORDS, ALBUM and TOY BOX screens from the Mode Select screen.



## Selecting a File

In the ORIGINAL Mode you can save your progress to one of three save files. (Read more about saving on page 8.)



If you select the ORIGINAL 1985 Mode on the Mode Select screen and press the A Button, the File Select screen appears. Select a file using ← and → on the + Control Pad and press the A Button to confirm. The screen will change to the Map screen, then the Game screen.

## Copying and Erasing Files

If you press START while a file is selected, the Copy/Clear File screen appears. To copy a file, select the file you wish to copy and the file you wish to copy it to, then press the A Button.

To erase, or clear, a file, select the file you wish to erase and press the A Button. If you press the A Button while holding down SELECT, you can delete all saved data in the game. **If you do this, all the data will be deleted, including the courses you finished and your high scores.**



## ORIGINAL 1985 Game

### Viewing the Game Screen



The Mushroom Kingdom is made up of several worlds, each with four separate areas. The fourth area of each world is that world's castle. **Note: Some areas have been changed from the NES<sup>®</sup> version of "Super Mario Bros." in order to make the game easier to play on the Game Boy Color system.**

### How to Play

#### The Pause Screen and Saving

If START is pressed during the game, the Pause screen appears. On the Pause screen, you can save your game progress.



**Note: You can only save your game in the ORIGINAL 1985 Mode, not in the CHALLENGE or VS GAME Modes.**

#### Starting Position

If you lose a life in the first half of an area, you must start again from the beginning of that area. However, once Mario gets about halfway through an area, you can restart from the middle instead. This does not apply to World 8 or the castles at the end of each world; on those levels you must always restart from the area's starting point.

#### Time Limit

When play starts, the timer in the upper-right corner of the screen starts ticking away. Any time left on the timer when you reach the end of an area is added to your score as bonus points. There are no time bonuses in the castles at the end of each area. If you run out of time before you reach the castle, you lose a life.

#### The Flagpole

Just before you reach the small castle at the end of each area, you must climb a tall staircase and jump onto a flagpole. The higher you jump on the flagpole, the higher the bonus you receive.



## The Many Faces of Mario

If you come across Mushroom People who have been turned into bricks or made invisible, they will reward you by giving you a power boost. With each boost Mario changes into a different, more powerful Mario.



When Super Mario or Fiery Mario gets bumped by a bad guy, he will simply turn back into regular Mario instead of losing a life. After changing back to regular Mario, he will flicker for a short time, indicating that he is temporarily invincible and cannot be bumped by the baddies. Don't get too cocky, though, because the effect will soon wear off.

## Techniques

### Jumping

- Mario and Super Mario jump the same height.
- Hold the A Button down longer to jump higher, or jump higher by pressing the B Button to run before jumping.
- You can also use the + Control Pad to make Mario hook left or right, even in mid-air!



### Extra Lives

- Mario can get an extra life by picking up a 1-Up Mushroom or by collecting 100 Coins.
- There are other secret ways to get an extra life, too. Can you figure them out?



1-Up Mushroom



Coin



? Block

## How to Topple the Turtle Tribe

There are many different methods of getting rid of the bad guys. The number of points you receive depends on how you dispose of them. Try different methods to see which gives you the most points.

You can jump on enemies to stomp them flat. Or, if a bad guy is on top of a block, you can punch the block from below to send him flying. Once you collect a Fire Flower, you can press the B Button to throw fireballs.



If you stomp on a Koopa Troopa, he will hide inside his shell and won't move for a while. During this time you can kick the shell to knock down other enemies, but don't let the shell ricochet back and hit you!



Never touch an enemy from any direction when in the water. Finally, no matter how hard you try, there are some enemies you can't get rid of. Just stay away from these immortal creeps!

## Things to Avoid

Just as there are several ways to get rid of the bad guys, there are multiple ways to lose your own life.

- If regular Mario bumps into an enemy, walks into flames or gets hit by a kicked shell, he will lose a life.
- If any of these happen to Super Mario or Fiery Mario, he will simply turn back into regular Mario, and the game will continue.
- If time runs out or you fall into a pit on land or a chasm in the water, you will lose a life regardless of which Mario you have.





## High Scores

If your score is high enough when your game ends, the Rankings screen will appear.

- When GAME OVER appears on the screen, press the A Button to enter the Name Entry screen.
- To enter a name, use the + Control Pad to select a letter, then press the A Button to confirm. If you select COLOR, you can change the color of the letters.
- Press SELECT to copy a name that has already been entered.
- Once you have entered a name, select END and press the A Button. Then the Rankings screen will appear.
- If you press the A Button on the Rankings screen, you will be asked if you would like to continue. If you choose YES, your score will return to 0, and you will restart from the beginning of the course where your game ended.



## CHALLENGE Game

Once you have cleared a course in the ORIGINAL 1985 Mode, you can play that course in the CHALLENGE Mode. On the Mode Select screen, select the CHALLENGE Mode and press the A Button to confirm. The Clear List screen will then appear, and you can choose which course you will play. **The background color on this screen will change depending on your total high score.**



In this mode, there is a Red Coin Medal, a High Score Medal, and an Egg Medal for each of the 32 courses from the ORIGINAL 1985 Mode. Your goal is to collect all the medals as you try to clear all 32 levels!

### Collecting the Medals



The Five Red Coins and the Red Coin Medal

There are five Red Coins hidden in each area. When you collect all 5 Red Coins from an area, you will receive that area's Red Coin Medal.



The Yoshi<sup>®</sup> Egg and the Egg Medal

There is a single Yoshi Egg hidden in each area. When you find it, you will get that area's Egg Medal.

Your Score and the High Score Medal

Each area has its own preset Challenge Score. When you score higher than the Challenge Score, you will get the High Score Medal.

## Viewing the Game

You will not receive any medals unless you reach the flagpole. Also, just finding the Red Coins and Yoshi Egg does not count; you must pick them up.

### Red Coins

Coins you did not pick up will not be shown. Pay attention because you can't go back to pick up Coins you missed.



### Egg

When you grab the Egg, it will be shown here.

### High Score Medal

### Egg Medal

### Red Coin Medal



### Your Score/Challenge Score

Yoshi Eggs are very hard to find!



## VS Game

This mode is an all-out race between Mario and Luigi!

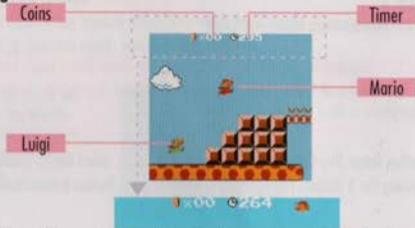
**NOTE:** You will need to link to another Game Boy Color using the Game Link<sup>®</sup> Cable (sold separately) in order to play the VS GAME Mode. (For more details on connecting via the Game Link Cable, see page 21.)

After linking to another Game Boy Color using the Game Link Cable, select the VS GAME Mode and confirm by pressing the A Button. The first player to press the A Button automatically becomes Mario.

## Playing to Win

- The first player to reach the flagpole wins.
- If a player falls into a hole, gets sucked into an abyss or is damaged by an enemy, he will miss, and the other player will win.
- If time runs out, or if both players miss at the same time, the player with the most Coins is declared the winner.

## Viewing the Game Screen



When your rival is outside the range of your screen, his position, direction and status will be shown here. When your opponent is behind you, he will appear in the upper-left corner of the screen; if he is ahead of you, he will appear in the upper-right corner of the screen.

## Blocks and Items Unique to the VS Mode



Face Blocks



Smiling blocks are helpful, while blocks with their tongues sticking out make the course more difficult. If you hit a Face Block, all reversible blocks in that world are reversed. You can neither stand on, nor hit an outlined block.



3-2-1 Blocks

These blocks count down on their own and flip automatically. If you hit a 3-2-1 Block, all reversible blocks will flip, and the countdown will start again.



Spiked Blocks

You'll take damage if you touch a block with spikes protruding in all four directions.



Trampoline Floor

This floor bounces you around when you walk on it.



Mario casually climbs up the block stairway. But when Luigi hits the block...



...Mario falls right through!

## You VS. Boo

Once you have met certain conditions in the ORIGINAL 1985 Mode, you can play the VS GAME courses in a 1-player race against Boo!



- Boo will run just as fast as Mario's best time. Will you ever see the legendary Black Boo?

## Connecting via the Game Link Cable

Necessary Items (each sold separately)

- 2 Game Boy Color Systems
- 2 Super Mario Bros. Deluxe Game Paks
- 1 Game Link Cable

How to Connect

1. Confirm that the Game Boy Color systems are OFF and insert the Game Paks.
2. Firmly insert the Game Link Cable into the External Extension Connector (EXT).  
*Be sure the plug is fully inserted.*
3. Turn both Game Boy Color systems ON.

Please properly connect the Game Link Cable before playing. Please refer to the Game Link Cable instruction booklet for detailed instructions about inserting the Game Link Cable.

## Other Functions

From the Mode Select screen you can also access the RECORDS, ALBUM and TOY BOX screens.

### RECORDS

Using the Infrared Communication Port, it is possible to trade high score data with a friend.

To communicate, align the ▲ marks on the front of the Game Boy Color systems and keep the systems between 1.5" and 2" (4-5 cm) apart. Place the systems on a table or other flat surface to increase the chance of success. See the Game Boy Color Instruction Booklet for more information about using the Communication Port.

### Trading Records

On the Ranking screen, press the A Button, select "Trade" and confirm by pressing the A Button again. When the Infrared Communication screen appears, press the A Button to begin the trade. If your trade is successful, a circle will appear on the screen; if the trade fails, an X will be displayed.



Once the trade is completed, your friend's high scores will flash. To combine your high scores with your friend's, select YES and press the A Button. If you choose NO, you can delete the high scores you received from your friend.



Your high scores  
(Before trading)

+



Your friend's high scores  
(Before trading)

=



New combined records  
(After trading)!

NOTE: Only the top 10 scores will be recorded. If all of the high scores you receive in a trade are higher than your own scores, your scores will be moved off of the records list. **Please be aware that once scores are removed from the list, they cannot be returned.**

## ALBUM

As you accomplish different tasks in Super Mario Bros. Deluxe, your Album will gradually fill up with pictures. You can add comments to the pictures and print them out using the Game Boy® Printer.

Pictures that say "NEW!" have recently been added to your Album. The conditions you must meet for the pictures to appear differ for each picture, so keep checking your Album for new mementos!

**The Game Boy Printer (sold separately) is required to print out your pictures.**



## Awards

There are a total of five Awards. Winning them is rather difficult, but don't give up!

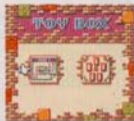


## TOY BOX

The TOY BOX contains the Calendar and Fortune Telling functions.

### Calendar

- If you press the A Button on the Calendar screen, it will switch to the Date Book screen. Here you can enter any dates you wish.
- If you meet certain requirements while playing the game, the number of dates you can record will increase.
- Press SELECT to change the dates.



### Fortune Telling

Select one of the 5 cards shown on the screen and press the A Button. What is your fate today...? If you are Extremely Lucky, something good just might happen to you...!?!



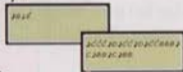
## ?????

Once you meet certain conditions while playing the game, other functions will be added to the TOY BOX.

The TOY BOX is lots of fun! You can make original screens like these!



After you help several Toads, you can make a screen like this! Then press START to hear your melody!



Use your Game Boy Printer to make your own stickers!



Get hints on where to find Yoshi Eggs in the CHALLENGE game.

## The Cast of Characters



**Mario**

The hero of the game....



**Princess Toadstool**

Princess of the Mushroom Kingdom. She is the only one who can break King Koopa's evil spell, but now she is in the hands of Bowser!



**Luigi**

Mario's younger brother. His mustache and sideburns are a little different from his older, yet shorter, brother, and he wears green instead of red.



**Goomba**

A mushroom who betrayed Mushroom Kingdom. One stomp does the trick. 100 Pts.



**Buzzy Beetle**

Quite the toughie. Fireballs don't even faze him. 100 Pts.



**Koopa Troopa  
(green)**

Soldier of the Turtle Empire. His orders are to find and destroy Mario. Jump on him, and he stops moving for a while. 100 Pts.



**Koopa Troopa  
(red)**

A very timid turtle who is easily scared and runs back and forth a lot. Jump on him, and he stops moving for a while. 100 Pts.





**Koopa Paratroopa  
(green)**

A bit out of control, he wings around aimlessly and comes at you all of a sudden. Stomp on him, and he loses his wings. 400 Pts.



**Koopa Paratroopa  
(red)**

This turtle is under control and likes to take it easy. Stomp on him and he loses his wings. 400 Pts.

**The Hammer  
Brothers**



These wily twin-brother turtles come at you throwing hammers. 1000 Pts.



**Lakitu**

The mysterious turtle who controls the clouds. He chases after Mario and drops Spiny's eggs on top of him. 200 Pts.



**Spiny**

Lakitu's pet. You can't defeat him by jumping on top of him. 200 Pts.



**Piranha  
Plants**

Man-eating plants that live in the pipes. They show their faces quickly and without any warning, so watch out! You can't defeat them by jumping on top of them. 200 Pts.



**Blooper**

A guard who chases stubbornly after Mario. 200 pts.



### Cheep-Cheep

Usually found in the water, but also sprouts wings and flies. Can't be defeated from above while she's in the water. 200 Pts.



### Bullet Bill

Chases after Mario slowly but steadily. You can defeat him by jumping onto him from above. 200 Pts.



### Jumping Board

If Mario jumps onto it, it goes up and down. Pressing the A Button when the jumping board is all the way up makes Mario jump super high!



### Mushroom Retainers

Seven mushrooms who originally served in the court of Princess Toadstool but are now under the spell of the evil Koopa King.



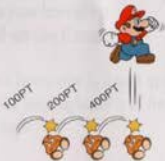
### Bowser, King of the Koopas

The sorcerer king holding Princess Toadstool captive in the last castle. He comes at you spitting fire. There are several ways of defeating him, but you only get points if you use fireballs. ??? Pts.

## Tips and Tricks

### ORIGINAL 1985

- You can score extra points by wiping out several enemies in a row.
- Each Coin is worth 200 points. When you collect 100 Coins, you get an extra life in addition to the points. Surely there is a treasure-trove of Coins hidden somewhere. See if you can find it!
- There are many ways to get an extra life. See if you can find them all...
- Fireworks may appear in the castle after you jump onto a flagpole. You get 500 points for each explosion, but the reason why the fireworks go off in the first place is a secret...



### CHALLENGE Game

- Red Coins may be hidden in places that you don't usually see. If you think one might be nearby, use the + Control Pad to change your view. Be sure to look high and low for them!
- Some Red Coins may be hidden inside blocks. Try hitting any blocks that look suspicious.
- In this mode, 1-Up Mushrooms are worth 2000 points. There are also plenty of Coins in the Bonus Stages. Use these techniques to reach the high score.
- If you can collect all the Coins in the Bonus Stages above the clouds, something good will happen. Good luck!
- Yoshi Eggs are hidden in the strangest of places. Try going to areas that you usually ignore. Things arranged differently from the ORIGINAL Game just might be the clue you're looking for. As soon as you find one Yoshi Egg, the Yoshi icon will appear in the TOY BOX.



## VS Game

- You can hit your opponent with fireballs. Hit him just as he jumps for an effective attack.
- When you get a Star, you can dash for a while.
- If you hit a block while you are invincible, your invincibility ends.
- If your opponent misses, the game will continue for a few seconds. Be careful not to miss during this time, or the player with the most Coins will be declared the winner.
- If Fiery Mario picks up a Fire Flower in the VS Game, it is worth 5 Coins. (In the ORIGINAL Game it is worth 1000 Points.)
- Remember which direction the blocks are facing, and use the reversible blocks to your own advantage.



## Notes

# Notes

1. The first part of the paper is devoted to the study of the properties of the function  $f(x)$  defined on the interval  $[0, 1]$ . It is shown that  $f(x)$  is continuous and differentiable almost everywhere. The derivative is given by the formula  $f'(x) = \dots$

2. In the second part, we consider the problem of the approximation of the function  $f(x)$  by a sequence of polynomials. It is proved that the sequence  $\{P_n(x)\}$  converges to  $f(x)$  in the  $L^2$  norm. The rate of convergence is estimated as  $O(n^{-1/2})$ .

3. Finally, we discuss the question of the uniform approximation of  $f(x)$  by polynomials. It is shown that the Weierstrass approximation theorem does not apply to this function.

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Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
[www.nintendo.com](http://www.nintendo.com)