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**GAME BOY ADVANCE**



AGB-BM5E-USA

**INSTRUCTION BOOKLET**

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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For more information about our forums, visit [www.nintendo.com/community](http://www.nintendo.com/community).

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It looks like Donkey Kong is up to his old tricks again!

Over in the Mushroom Kingdom, Mario has become so famous that he's started his own toy company. His new Mini-Mario action figures are all the rage, and this cute li'l wind-up toy is just flying off the shelves.

In fact, these toys are so popular that stores can't even keep them in stock. Donkey Kong just loves these new toys, but when he showed up at the store, they were all gone!

Donkey Kong's not famous for his patience, and he wasn't about to wait for the next shipment, so he just went straight to the factory and started grabbing all the new Mini-Marios for himself. Mario arrived just in time to see Donkey Kong run off with all his inventory!



Now it's up to you to help Mario recover his stolen trinkets and give Donkey Kong a good talking-to for not pre-ordering!



## CONTROL PAD

### UP

- Climb up and down
- Grab on a rope or wire
- Spin (while holding



### LEFT AND RIGHT

- Move

### DOWN



### R + L BUTTON

- Activates Free Scroll Mode
- View the level (scroll by using the +Control)

### A BUTTON

- Jump
- Jump from a rope or

### B BUTTON

- Pick up objects
- Throw objects
- Let go of a rope or wire

### START BUTTON

- Start or pause the



## ADVANCED CONTROLS

### HANDSTAND

Press the A Button and ▼ simultaneously.

- Mario can walk on his hands if you press ◀ or ▶
- Mario can deflect some falling objects with his feet

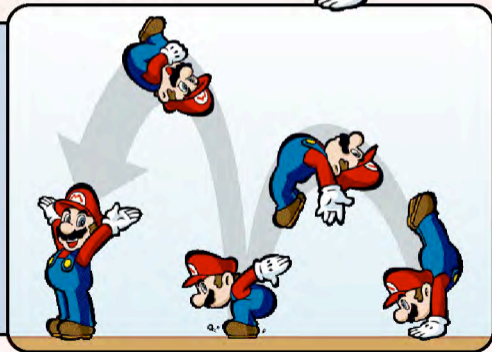


### HANDSTAND JUMP

Press the A Button while performing a handstand for a high jump.

### DOUBLE JUMP

After performing a Handstand jump, press the A Button just as Mario lands to jump even



### BACK FLIP

- While running in one direction, press the opposite direction and the A Button at the same time

### THROWING OBJECTS UP

- Press ▲ and the B Button at the same time to make Mario throw any object he is holding straight up.
- Make Mario jump and then throw the object straight up if you want it to reach higher platforms.
- While standing at the top or bottom of a ladder, you can throw a hammer straight up, climb the ladder, and then catch the hammer. This lets you use the hammer on

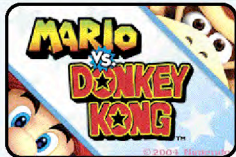
### WIRE SPIN

- Press ▲ while Mario is holding on to a wire to make him spin.
- Let go of the wire while Mario is spinning fast to help him reach great heights.
- Remember, while jumping or falling, press ▲ to grab onto the wire.



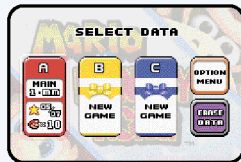
# GETTING STARTED

1. Insert your Mario vs. Donkey Kong Game Pak into your Game Boy Advance system and turn the power ON. When the title screen appears, press START.
2. Once the Select Data screen appears, choose one of the three data files and press the A Button.
3. After watching the opening cinema, you are now ready to start the first level.



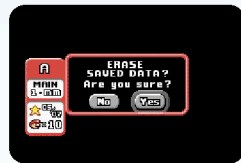
## CONTINUING A SAVED GAME

To continue a game you've already begun, use the +Control Pad to choose the save file you want to play on the Select Data screen and press the A Button. The game will continue from the last level you completed.



## ERASING GAME DATA

To erase your saved game, use the +Control Pad to choose the Erase Game option and press the A Button on the Select Data screen. Choose the file you want to erase and press the A Button. When prompted, choose Yes and press the A Button to confirm that you want to



## ★ OPTIONS ★

To enter the Options menu, use the +Control Pad to choose Options from the Select Data screen and then press the A Button.

### VISUAL OPTIONS

From this screen, you can set the hardware on which you are playing the game: a Game Boy Advance system or a Game Boy Player.

### VIEW MOVIES

From this screen, you can choose to watch any of the movies from the game. (This option appears once you finish the main game.)



### AUDIO OPTIONS

From this screen, you can set the music to play in mono using the Game Boy Advance speaker or Stereo (if you are using headphones). You can choose to listen to any the sound effects, voices, and music in the



### ERASE ALL SAVED DATA

By choosing this option, you will erase all your saved-game data. Be careful though: when you erase a file, it's gone forever, so think carefully before you erase!





## PLAYING THE GAME

When you start your game, the first thing you will see is the level-selection screen.

If this is a new game, you will only be able to select the first level in world one. Every time you complete a level, you can move on to the next level or replay an earlier level.

There are six worlds, and each world has six main levels. These levels are divided into two sections.

In the first section, you must guide Mario to the key and carry the key back to the locked door.

After unlocking the door, guide Mario through the second half of the level and rescue one of the Mini-Marios.



## THE GAME SCREEN

### SCORE

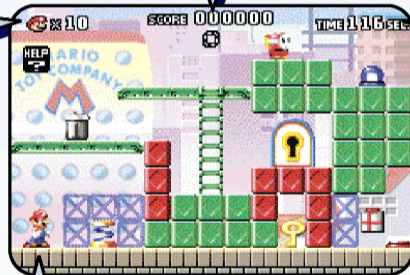
The number of points you've earned. Unlock new features by earning high scores.

### LIVES

The number of lives Mario has left.

### TIME LEFT

The amount of time remaining. Every level has a time limit. Finish before it reaches zero, or you'll have to start over.



**IT'S-A MARIO!**

## MINI MARIO LEVEL

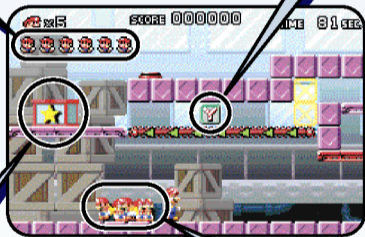
Once you've rescued the six Mini-Marios in each of the main levels, you'll have to guide them to safety in a special Mini-Mario level. Your Mini-Marios will follow your every move as best they can, but you'll have to use the switches and platforms in order to guide them to the safety of the toy box. You'll need to guide them to collect the letters T, O, and Y before you can put them away, though!

There's one hitch, though: Mini-Marios can't climb ladders or perform any of Mario's advanced jumps, so it's entirely up to you to find the safest path for your tiny toys.



You start with six Mini-Marios. You can still finish a level with only one left, but try not to lose any of the

You'll have to collect all three letters with your Mini-Marios.



It's up to you to guide your Mini-Marios to the safety of this toy box.

These are Mini-

## PLAYING THE GAME (CONTINUED)

### DONKEY KONG

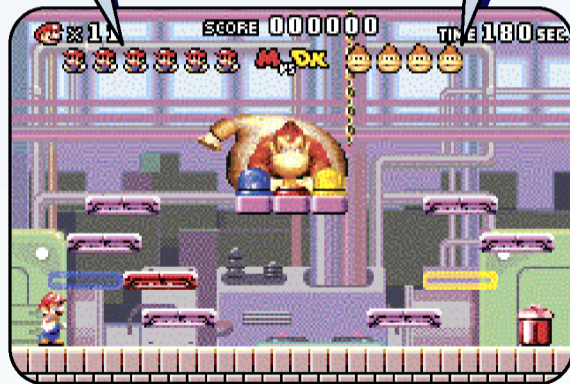
Donkey Kong awaits you at the end of each world. You'll have to fight him one on one to win back all of your Mini-Mario toys.

For each Mini-Mario you rescue in that world's Mini-Mario level, you get an extra health point for your fight with Donkey Kong. That means if you only rescue two Mini-Marios, you only get two health points to fight. You lose a health point every time you get hit. Donkey Kong always has four health points. You must hit him



These are your health points. You can have a maximum of

These are Donkey Kong's health points. Hit him four times to defeat



## PLAYING THE GAME (CONTINUED)

### OPENING BONUS LEVELS

#### PLUS LEVELS

Once you finish the six main worlds and defeat Donkey Kong, you might think you're finished, but you're not. You'll unlock six new "Plus" worlds, each with six new levels.

These levels are even trickier, as you must find the Mini-Mario with the key and lead it to the locked door.



#### EXPERT LEVELS

Once you complete the six main worlds, you can open Expert Levels. Expert Levels will open by collecting stars. You receive a star for completing a level with all three presents and the high score. These levels are the toughest test of your gaming ability.

## ITEMS AND FEATURES

### KEY

Carry this key to the locked door to move on to the next level.



### MINI-MARIO

This is one of the Mini-Marios you must rescue. Pick up the crystal ball to set it free.



### SWITCHES

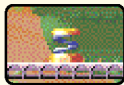
There are red, yellow, and blue switches. Jumping on the switches makes the platforms, ladders, and blocks of the same color become solid. For example, jumping on the yellow switch makes yellow blocks and platforms become solid and red and blue platforms disappear.



## ITEMS AND FEATURES (CONTINUED)

### SPRINGS

Jump on these springs to reach high platforms and ledges. Springs can also help Mini-Marios jump up to higher platforms.



### CONVEYOR BELTS

Crouch on these and ride them under low walls. They are also very helpful in moving the key.



### DIRECTION SWITCHES

When Mario jumps on these switches, all the conveyor belts and platforms in the level start moving in the opposite direction.



### ELEVATORS AND MOVING PLATFORMS

Change the direction of the elevators and moving platforms by jumping on a direction switch.



### WIRES

Hang from these wires and use Mario's spin technique to jump really high.



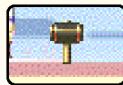
### GARBAGE CANS

Pick these up and throw them at enemies. Use them as steps to jump up and reach higher platforms.



### HAMMERS

Use the hammer to remove the enemies, even ones you cannot jump on. Just remember, they only last for a limited amount of time, so use them wisely.



## PRESENTS

In each of the main levels there are three presents—a red one, a blue one, and a yellow one—scattered between the two halves of the level. Collect all three presents to earn a shot at getting



## BONUS GAMES

When you collect all three presents in a level, you get a chance to play one of two bonus games and maybe even win some extra lives. Three items are dropped into the presents: one Donkey Kong head and two power-ups. In one of the bonus games, press the A Button when the arrow is pointing at the present you want. In the other bonus game, help Mario switch the presents while Donkey Kong tries to smash them. Whichever present Donkey Kong doesn't crush is yours to keep! Which of the two

## LETTERS

In every Mini-Mario level, there are three letters that together spell out the word "TOY." Use the Mini-Marios to collect each letter before you finish the level.



## TOY BOX

After you've collected all three letters, lead the Mini-Marios to the toy box. Once they have all jumped in, pick up the toy box to end the level.



## ENEMIES

Many of Mario's old enemies have come together to stop Mario from collecting all his Mini-Mario toys, and some of them have brought new baddies along to help!

### SHY GUYS

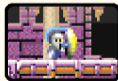
You'll find these guys are wandering around many of the levels. Be careful: some of them carry weapons to help them stop Mario.

### BOOS

These mischievous ghosts just love messing with Mario. Watch out, or they'll try sneaking up on you when you aren't looking.

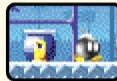
### SIR SHOVALOT

These guys will push you into a wall if you let them. Make sure you jump once they push you through those narrow gaps.



### BOB-OMBS

Be careful to leave plenty of space between Mario and these guys. When they explode, they blow up but good. You know, maybe that blast could help you open up some new paths...



### BOB-OMB BLOCKS

If you find these blocks, use a Bob-omb to blast your way through.



### RAMRAM

You can hop on their backs, but just watch out for the horns.



### MONGHEE

Grab their li'l monkey tails and ride across large gaps in style



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