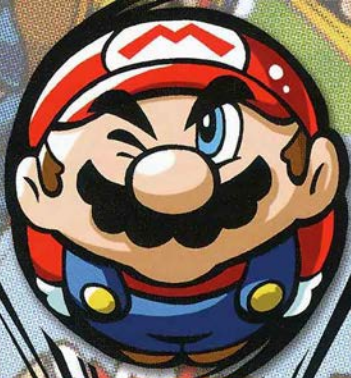


GAME BOY ADVANCE

<http://www.replacementdocs.com>

AGB-BMVE-USA



MARIO PINBALL LAND™

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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TABLE OF CONTENTS

MUSHROOM TIMES	6
GAME CONTROLS	8
GETTING STARTED	10
ADVENTURE MODE	12
TIME ATTACK MODE	17
STAGES	18
ITEMS AND ENEMIES	22
WARRANTY AND	27
SERVICE INFORMATION	



Mushroom Times



PRINCESS IN PERIL!



Princess Peach
before the ceremony.

During the unveiling ceremony for the new "Sky Cannon" at the Fun Fair, Princess Peach was accidentally blasted off to Bowser's castle! The Sky Cannon, an amazing new transportation device that launches people to new destinations, got off to a rocky start because of this shocking turn of events.

According to eyewitnesses, the mishap occurred when a pair of shady Goombas altered the cannon's direction. Within moments, they had locked up the castle, with Princess Peach trapped inside!



Goombas aiming the cannon at Bowser's castle.

MARIO TO THE RESCUE!

Without a moment's hesitation, Mario leapt into the cannon to rescue Princess Peach. If Mario collects four Star Keys, he'll be able to get into Bowser's castle. To do that, he'll need to confront many challenges and defeat the bosses who hold those keys! Will he be able to rescue Princess Peach?



Mario, ready for action!

How Does it Work?



Before you can ride the Sky Cannon, a special "Pinballer" squeezes you into ball, so that you can fit into the cannon's barrel. The Pinballer also makes you surprisingly rubbery, so that you bounce harmlessly when you land!



GAME CONTROLS

L or

Left flipper

START

Pause game (See page 12)

If you want to delete your saved data, press and hold SELECT, and the A Button, B Button, L Button, and R Button simultaneously when you turn your Game Boy Advance on. If you're certain you want to erase your saved data, select Yes. Be careful—once you erase your data, it's gone forever!



On the Target Screen

/ **L** / **R** : Select

A : Confirm

R or **A**

Right flipper

A

Confirm
Launch ball
Start game

B

Use item
Cancel (Return to previous screen)



In Shops

/ **L** / **R** : Select

A : Confirm

B : Leave Shop



Press **START**, **SELECT**, and the **A** and **B** Button simultaneously to reset the game.



GETTING STARTED



Insert your Mario Pinball Land Game Pak into your Game Boy Advance and turn the power on. Press START when the title screen appears.



Adventure Mode (See page 12)



If this is your first time playing, or if you have no saved data: Press START on title screen to start Adventure mode.

If you have saved data:

When you press the A Button, the screen to the right appears. Use the + Control Pad to select, and press the A Button to confirm.



Load Game

Continue a game from your last saving point.

New Game

Start a new adventure.



Time Attack Mode



Select Time Attack and press the A Button on the title screen.

You must defeat at least one boss in Adventure mode in order to play Time Attack.

- You cannot save during Time Attack mode. However, if you get a new high score, the game will automatically save your data when you're done. (See page 16.)



Saving and Loading



Continue

Keep playing your game.

Save & Quit

Save your game and return to the title screen.



Pause Menu

Press START during Adventure mode to view the pause menu. Select Save & Quit to save your game.

- You can only save one game at a time. When you continue a game by selecting Load Game, your saved data is erased. Be careful—if you turn the power off without saving, your game will start over from the beginning. If you want to quit, save the game before you turn the power off.

Even once the game is over, you can still save your game. (See page 13.)



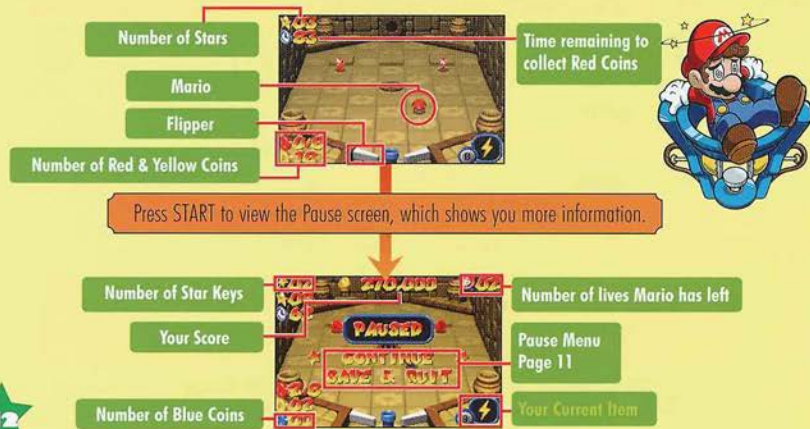
Once you've defeated a boss, you can play Time Attack mode. (See pages 11 & 17.)



ADVENTURE MODE

Collect Stars, Coins, and Star Keys in different stages, and rescue Princess Peach from Bowser's castle!

The Game Screen



The Basics of Adventure

Control Mario with the Flippers!



Use the left and right flippers to hit Mario. Change where and how hard you hit Mario to control where he rolls.



Aim Mario at enemies to damage them.



Aim Mario at objects that appear on the pinball board (like treasure chests) to activate them.

What if you lose all Mario's lives?

Ball Bonus	
0-999	000,000
1,000-1,999	400,000
2,000-2,999	000,000
3,000-3,999	000,000
4,000-4,999	000,000
5,000-5,999	000,000
6,000-6,999	000,000
7,000-7,999	000,000
8,000-8,999	000,000
9,000-9,999	000,000

If Mario falls down the drain between the flippers at the first area of a stage, you lose one life. The Ball Bonus screen, shown on the left, appears, and you earn bonus points based on the number of coins and stars you collected.



When you lose all your lives, the game is over. The screen to the left will appear.

Continue

Continue playing. However, your score resets to zero.

Save & Quit

Save your progress and return to the title screen.

Quit

Return to the title screen without saving.



Adventure through Pinball Land!



1 Pick a Stage



Start at the Fun Fair

If you begin a new game, Mario starts at the Fun Fair. (See page 19.)



Hit the Sky Cannon

Hit the Sky Cannon to activate it. If you hit it again, Mario falls into the cannon and can blast off to another stage. Press the L and R Button simultaneously to stop Mario from entering the cannon.



Select a stage

Choose the stage you want on the Target screen. Use L and R Buttons or the + Control Pad to select a stage, and press the A Button to confirm.



SPECIAL STAGE

You can enter the Fiery Stage only if you meet certain conditions. (See pages 16 and 21.)



2 Defeat Enemies to Get Stars



Defeat the enemies!

First, defeat all the enemies (see page 24) on the stage. If you hit multiple enemies at a time, you get a combo, which earns you more points and a Blue Coin (see page 23).

Defeat multiple enemies at one time to get more points.



Get a Star

If you defeat all the enemies or if you meet certain conditions, a Star (see page 23) appears. Once you have enough Stars, hit any door that has a number equal to or less than the number of Stars you have to open that door.



An open door



What about entering the stage again later?



If you complete certain tasks, like defeating all the enemies in an area where you've already obtained a Star, a **? Block** might appear. When you hit that **? Block**, you'll see a bunch of items start flashing by on-screen. Press the A Button to stop the items—whatever item you stop on will have a different effect on your game.





3 Defeat the Boss to get a Star Key



Find the boss and beat him!

Each stage has a boss. Find him and beat him, and a Star Key will appear.



Head out to the Fiery Stage!

Once you grab the Star Key, use the Sky Cannon to enter the Fiery Stage.



Use the Star Keys at the boss statues!

Hit the statues with Mario on the Fiery Stage. When each key has been placed, a Red Switch appears at each area where the bosses used to be. Go back to those areas and hit the switches to start the Red Coin Challenge. If you collect all the Red Coins within the time limit, you'll get a Star.

DEFEAT ALL THE BOSSES AND ENTER BOWSER'S CASTLE!

What if you get a high score?



If you get one of the top five high scores, the game will save your score automatically. Press Left or Right on the + Control Pad to enter a name (up to three letters), and press the A Button to confirm.

TIME ATTACK MODE

Select which stage you want to play, and defeat the stage boss as fast as possible.



Game Screen



Select which stage you want to play on the Target screen. You can choose any stage that you've beaten in Adventure mode.



Current play time
The current play time appears here.

Previous fastest clear time

Press START to view the Pause screen.

Pause screen in
Time Attack

Continue

Return to gameplay.

Retry

Return to Target screen.

Quit

Return to title screen.

Once you miss, it's game over!

How you play is the same as in Adventure mode, but you only have one Mario. Once you lose a life, the game ends. If you get the fastest clear time to beat the boss, the game saves your time automatically, and you can enter a name (up to three letters).



STAGES



Paths Between Areas

Each stage is divided into several areas. You can move from one area to another by using doors or moving Mario onto special spots.



The number of Stars required to open a door is written on the door.

In this case, if you have one Star, you can hit Mario at the door to open it.

Tricks and Treats!

If you use Mini Mushroom (see page 23), Mario shrinks, allowing you to enter small holes in the stage. You can find lots of tricks inside those holes! Also, if you get lucky, the Bonus Tower appears. If you hit the tower with a Yoshi Egg (see page 23), you can earn many points. However, if the Yoshi Egg disappears from the area, so does the tower.



Each stage is broken down into a number of different areas. These are just a few of the areas and the tricks you'll find on them—there are many more!



THE FUN FAIR

This stage has both a haunted house and a roller coaster. It looks fun, but...

Haunted House

The entrance is closed at first, but it will open if you do the right things.

High Striker

If you hit it hard enough, you'll ring the bell, and a Yellow or Blue Coin will pop out.



Sky Cannon

Use the cannon to go to different stages.

Shop

Buy different items here.

Shopping Secrets



Some shops are always open in certain places, and other shops only open when you remind Toad. Hit Toad with Mario to get him to open his shop.



Coins required for purchase

You'll need coins if you want to buy items at the shop. If you already have one item and you buy a new one, you lose the item you were carrying. Some items can take you to special mini-game areas when you buy them.



FROSTY FRONTIER STAGE

This winter wonderland is covered in snow and ice.

Mr. Blizzard

He'll throw snowball at you. If you hit him with Mario, he'll become dizzy for a little while.



? Block

Hit this block with Mario to make an item appear.



Egg Mark

What happens if you use the Yoshi Egg here?



GRASSY GREENS STAGE

This verdant stage is full of lush greenery and vicious insects.

Beehive

Bumblers come out of the beehives. Use a Mini Mushroom to enter them.



Blue Switch

Hitting these switches stop the windmill blades, making it easier for Mario to enter the windmill's door.



SHIFTING SANDS STAGE

What mystery lies deep within this sun-scorched desert?

Cactus

If you hit a cactus, you get points, but the ball bounces back extra-hard.



Sphinx

The sphinxes hold some secret to the pyramid...



FIERY STAGE

This stage fills everyone with a nameless dread.

Boss Statue

Insert the Star Keys into these boss statues. You'll need all the Star Keys to open the gate to Bowser's castle!





ITEMS AND ENEMIES

In the next section, we'll introduce you to some of the items and enemies you'll encounter.



How to Use Items

Some items take effect right when you get them, like the 1-UP Mushroom. Others can be used anytime by pressing the B Button.



Press the B Button.



The item you have appears in the lower-right corner of the screen. Press the B Button to use it.



Item List

The more Coins you collect, the more points you get. If you get a Blue or Red Coin, the number of Yellow Coins still goes up.



Yellow Coin

Earn Blue Coins by defeating enemies. You need to have some to buy items at the shops.



Blue Coin



Red Coin

Red Coins appear when you press Red Switches. Collect them all to get a Star.



Star

Stars appear when you defeat all the enemies in an area. You need Stars to open doors.



Star Key

Win Star Keys by defeating the stage bosses. Collect all the Star Keys to get into Bowser's castle.



Pipe

The Pipe temporarily blocks the drain, so that Mario won't fall into it as easily.



Mini Mushroom

Mario can enter smaller holes that he normally can't go into.



Mega Mushroom

This makes Mario bigger for a little while, so that he can't fall into the drain as easily.



1-UP Mushroom

This mushroom gives Mario one extra life!



Yoshi Egg

A Yoshi Egg appears on the stage! The Pipe also appears for a short time.



Invincibility Star

Mario becomes invincible for a short time. Instead of bouncing off enemies, he'll bowl right through them!



Lightning

This lightning bolt damages all the enemies in an area.



Enemy List



GOOMBA

Goombas just wander around aimlessly. Hit them with Mario.



BOO

Hit the Boos from behind, while they're visible.



SHY GUY

Theses Shy Guys crawl around on the ground. You'll need good aim to hit them.



PENGUIN

They appear in a group (sometimes called a "waddle" of penguins!) and move around in a circle. Go for a combo!



BUMBLER

These come out of Beehives. If you hit them from the front, they'll sting you!



KOOPA

Hit Koopas once to flip them over. If you them him again to knock 'em out!



POKEY

It will take a few hits to get rid of these cactus critters.



KLEPTO

They fly around in the sky, so you'll need to use terrain features to jump up and hit them.



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REV-D

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REV-O

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