

SUPER MARIO BROS. PEACH'S ADVENTURE

By BWGLite



INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

Thank you for selecting the Super Mario Bros. : Peach's Adventure Game Pak for your Super Nintendo Entertainment System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.



TABLE OF CONTENTS

STORY	2
CONTROLLER OPERATION	4
PLAYING THE GAME	6
BASIC ACTIONS	10
PEACH'S POWERUPS	11
INTERACTIONS AND ITEMS	13
EXTRAS	16

It was what seemed like a normal morning in the Mushroom Kingdom. Mushroom Town was up and bustling as usual, and Princess Peach was preparing for her daily duties at the Mushroom Castle. Far from the Mushroom Castle is Sunshine Plains, where the Mario Brothers were starting their day as well. Luigi was returning home from an early morning walk, and Mario was...asleep, both unaware of the events to come.

The evil King Koopa, who Mario had thwarted many times before, had been planning an attack on Mushroom Castle, to once again kidnap Princess Peach and take over the world, and he was about to set this plan into action.

Princess Peach had just gotten dressed, when she started hearing whirring noises and loud commotion outside. Just as she ran to look out the window to see King Koopa's approaching fleet of Airships, a massive Banzai Bill was fired at the castle, destroying the roof above Peach. As she darted downstairs to take cover in the basement, another hole was blown into the side of the castle. In a panic, Toadsworth, Peach's elder guardian, ordered the Mushroom Retainers to huddle around Peach to protect her. They quickly formed a cluster around the Princess, while Toadsworth rushed to notify the Mario Brothers of the attack.

King Koopa stepped out onto the deck of the lead Airship, and looked down to see the cluster of Mushroom Retainers. Unable to see Peach through the cluster, Koopa demanded the Mushroom Retainers tell him where she was. They remained silent and unmoving. Koopa angrily demanded again, but still they remained steadfast in their position. "Agh, useless!," roared Koopa. "Get these horrible fungi out of my sight!," he yelled, and commanded another Banzai Bill to be fired directly at the Mushroom Retainers. The massive projectile rushed towards them, and upon impact, created a powerful explosion, sending the Mushroom Retainers—and Princess Peach, flying off in all directions.

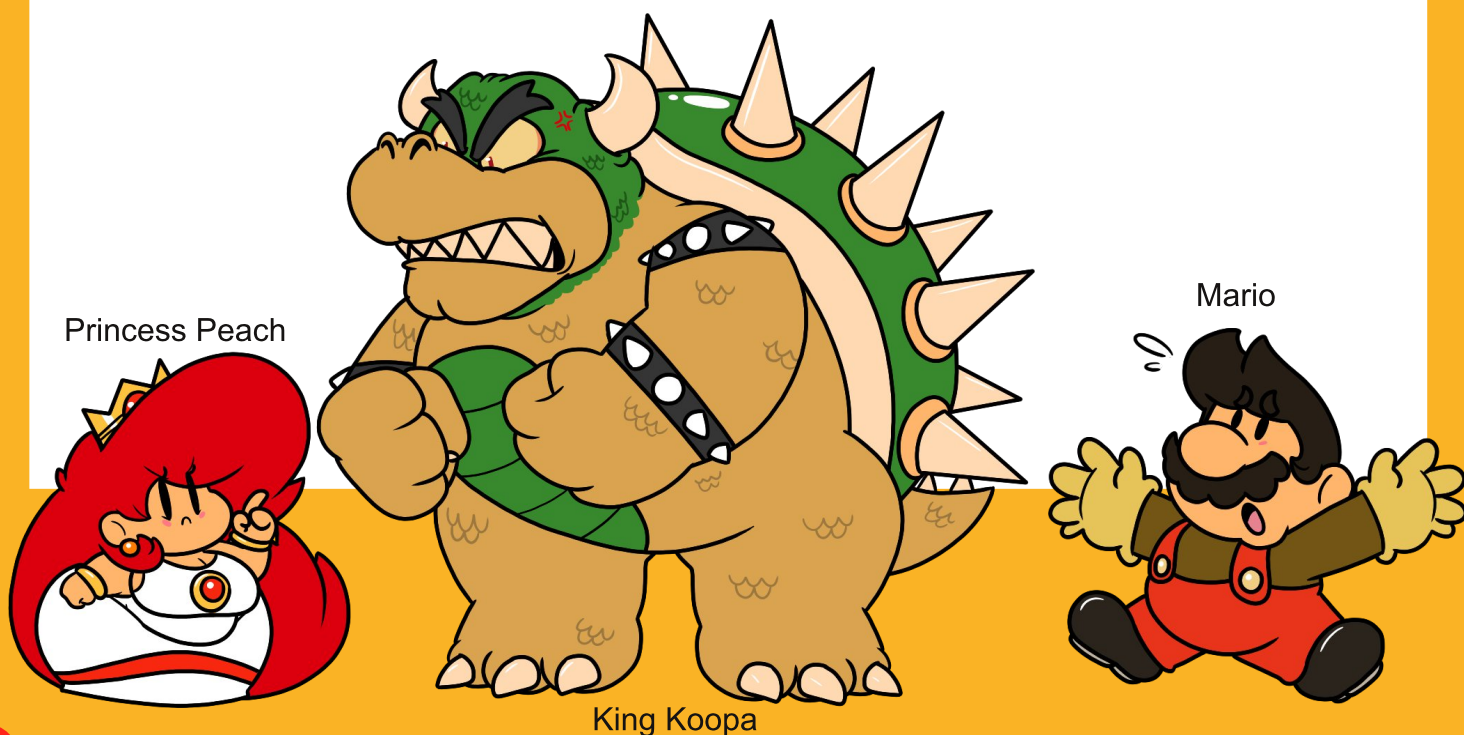
A Koopa Trooper approached King Koopa. "Um, your Evilness? We're getting confirmation that the Princess was in that pile of Retainers that was fired upon," the Trooper nervously informed Koopa. "WHAT!?", Koopa growled. "Who told you to do that!?", The Trooper replied, "Y-you did, sir, we were unaware that she was-" "GAH! Do I have to do everything myself?!", Koopa interrupted. He thought for a moment. "You!" Koopa pointed to the commander of a few of the smaller airships, "Go find out where the Princess went!," he commanded. "As for the rest of you," Koopa explained, "I know that that putrid plumber and his baboon of a brother are going to try to stop me like they always do, we're going to make sure that doesn't happen!"

Over in Sunshine Plains, a ways away from the Mario Brothers' house, Peach fell from the sky and slammed into the ground near another house, that of Toad, immediately being knocked out upon hitting the ground. Toad, hearing a loud 'THUD!', rushed outside to see Peach lying on the ground. Shocked and concerned, Toad carried Peach into his house and allowed her to rest and heal up. After a while of resting, Peach woke up, dazed and confused, not remembering what happened. Toad filled her in to the best of his ability. Peach expressed her gratitude, and Toad directed her to a Warp Pipe that would return her to her castle. Peach thanked Toad once more and was on her way.

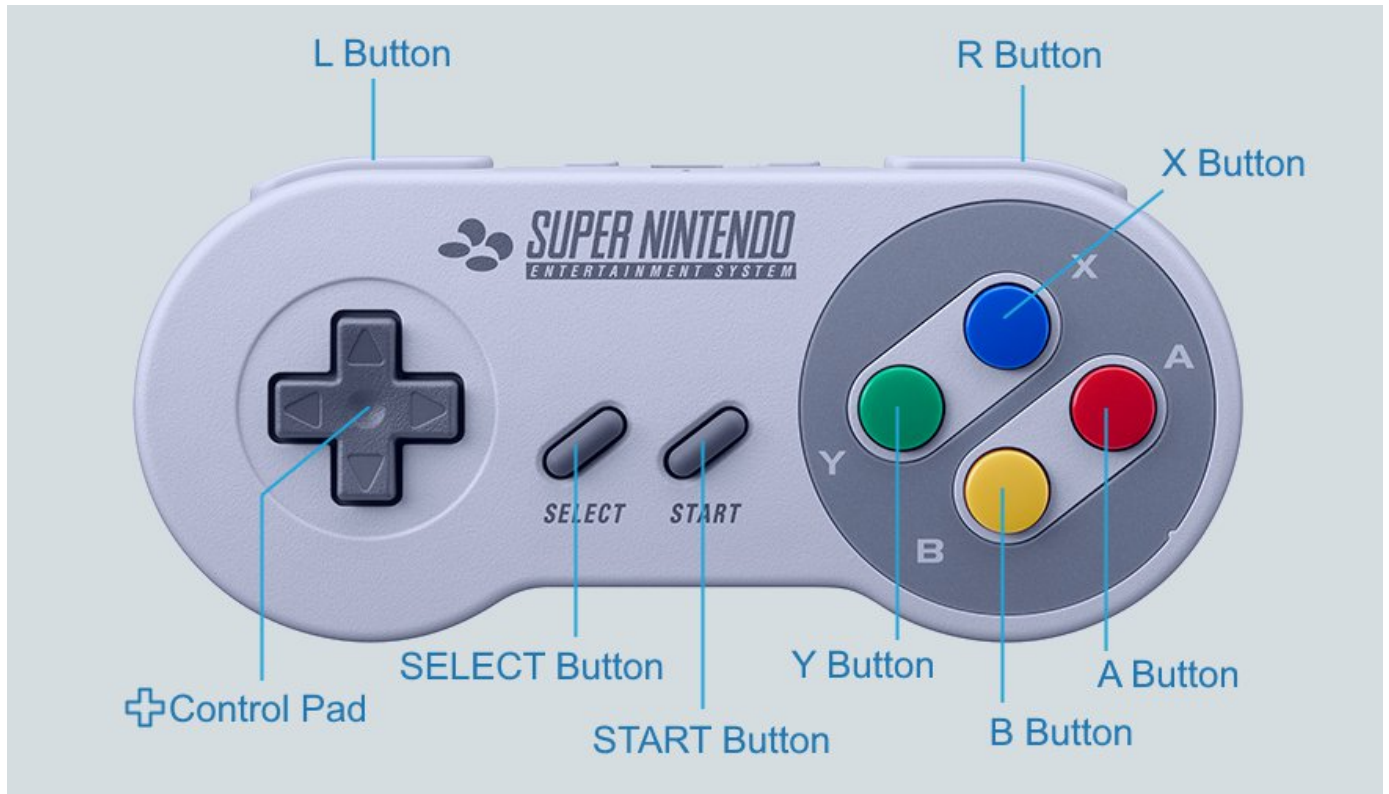
She was quickly stopped, however. The Warp Pipe to her castle had been blocked off by King Koopa, who had begun his takeover, and had already taken up ownership of her castle. Peach, shocked and confused as to what had happened, rushed to the Mario Brothers' house to make sure they were okay.

Peach entered the Mario Bros' house to find it in disarray. Neither Mario or Luigi were anywhere to be seen, Mario's hat had been left on his kitchen table, and it looked like a break in had taken place. In the house, Peach discovered a message left by King Koopa, telling anyone looking for Mario that he had kidnapped him, and was after Peach next.

Peach wasn't having any of this; she wasn't about to stand idly by as her Kingdom was destroyed and Mario in danger. So she set out, determined to find Luigi, save Mario, get her castle back, and put an end to King Koopa's evil deeds!



CONTROLLER OPERATION



+ Control Pad

Map Screen

- Moves Peach on the map screen
- Moves the menu cursor

Action Screen

- Moves Peach

START Button

- On the map screen, opens the save menu.
- Pauses the game
- Enters selections on the selection screen.

SELECT Button

- Changes selections on the selection screen.
- Drops reserve item from the box at the top of the screen.
- When the game is paused, exits a level that is already cleared.

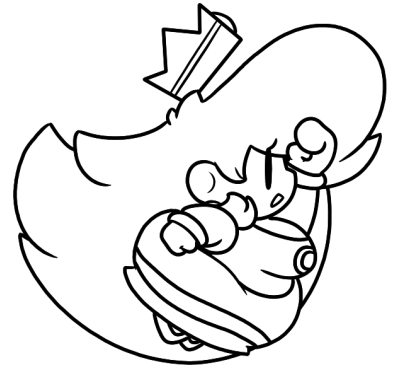
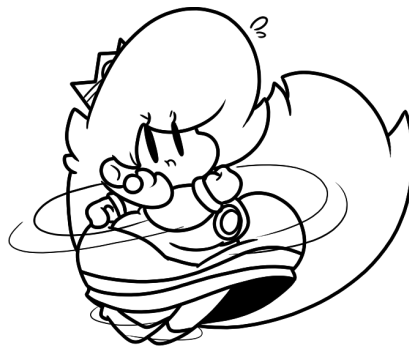
L Button

R Button

- No function

A Button

- Makes Peach spin jump.



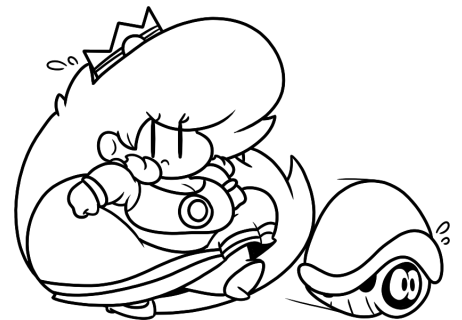
B Button

- Makes Peach jump.
- Makes Peach swim.
- Enters selections on the selection screen.



X Button

- Makes Peach accelerate.
- Can be used to pick up holdable objects.
- Makes Peach punch wire fences.
- Makes Peach use her powerup ability (tail spinning, throwing projectiles).



Y Button




- Same as the X Button.



PLAYING THE GAME

• MAP SCREEN



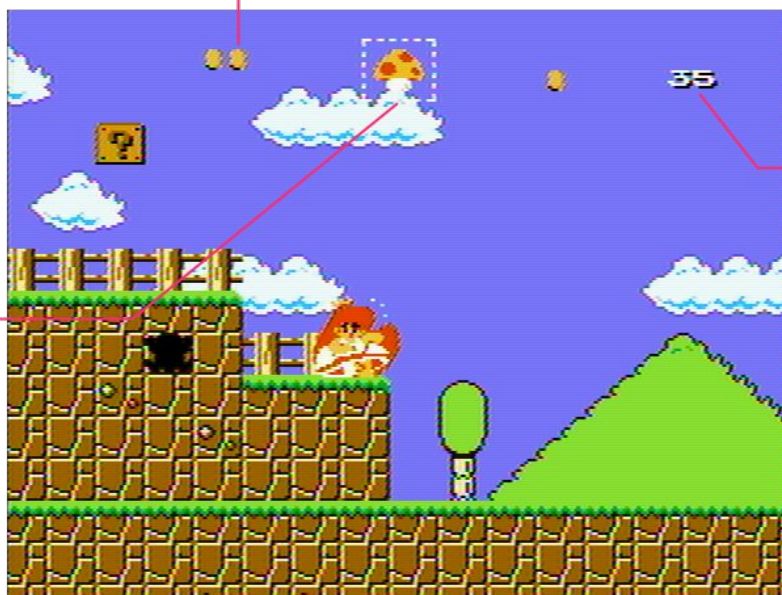
The game starts at the START point, Toad's House. Move Peach by using the  Control Pad. You can only access one level to begin with, but as you clear levels, more paths will become available! Most level markers are yellow (); however, in every other world is a level marker that is red (). Red level markers indicate that it's level contains a secret exit, which, if found, will unlock an alternate route on the map screen containing a specially themed level! Try to find them all!



• ACTION SCREEN

Star Coins Collected on this level

Item in Reserve



Coins

Press the B or Y Button while on the map to enter a level. If you can get Peach to the goal safely, the level will be cleared. Once a level is cleared, you can return there as many times as you like! When inside of a level that has already been cleared, you can press START to pause the game, followed by SELECT to exit the level. When exiting a level this way, you will still keep any coins and powerups that you had collected while in the level.



LOSING LIVES

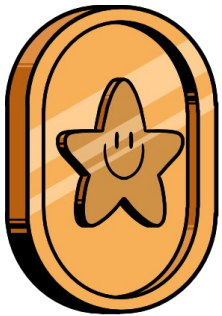
There are many obstacles throughout each level, losing a life to one will cause you to lose a bit of progress in the level. If you have collected the level's checkpoint, you will restart by the checkpoint. You have an unlimited number of lives, so you will never need to worry about losing your checkpoint or map progress to a game over.



COINS



A regular Coin. As there are no lives, coins do not provide them, and continue counting past 100. You can use coins to purchase powerups in shops on the map.



A Star Coin. Most stages have five star coins, indicated by the marker on the map screen. Try to collect all five in each stage containing them! You will be rewarded!

ITEM STOCK

If you collect an item when Peach is already powered up, you will equip that item's power, and your current powerup item will be put into the reserve box at the top of the screen. It will replace whatever item is already in the box, unless the item you collected was a Super Mushroom. Super Mushrooms will not replace your current reserve item. You can press SELECT to drop your reserve item for use.

MIDWAY FLAG AND GOAL POLE

Each level has a midway flag. If you lose a life after collecting it, you will restart from its location. Some levels have two midway flags. If you are Small Peach, collecting it will make you Super! When starting from the checkpoint, the flag can be recollected for another Super powerup!



At the end of each level is a Goal Pole! When jumping onto the pole, the higher up on the pole you grab, the more coins you will be rewarded. Goal Poles that lead to secret exits will be a different color than regular Goal Poles.



SAVING YOUR PROGRESS

On the map screen, pressing START will bring up a save prompt. You can choose to save your game, or close the prompt without saving. When you save your game, Peach's current progress, state, reserve item, coins, Star coins, and checkpoint are all saved. The save prompt will not come up automatically after any levels or fortresses, so make sure to remember to press START to save to avoid losing progress.

BASIC ACTIONS



The basic jump! Press the B Button to perform one. The longer you hold the button, the higher the jump!

A spin jump! Press the A Button to perform one. While not as high as a regular jump, a spin jump can be used to defeat enemies faster, and safely land on spiked foes, such as Thwomps and Spinies.



While moving, hold the X or Y Button to run! When running at full speed, press B to jump extra far and high! Hold B while running to run across single-block gaps.

Press and hold X or Y to hold carryable items. Release it to kick the item away, release it while crouching to gently set the item down, or while looking up to kick the item upwards.



While in water, press the B button to swim. Hold Up or Down on the \oplus Control pad while swimming to perform big and small stokes.

PEACH'S POWERUPS



SMALL PEACH

Peach's most vulnerable state. One hit from an enemy is all it takes to lose a life while small! Be careful, and grab a powerup as soon as you can!



PEACH

Peach's regular form. She can take a hit in this state, reverting to her Small form. She can also break brick blocks!



FIRE PEACH

Press X or Y to throw fireballs in this form! Hold Up while throwing a fireball to toss it in an upwards arc.





RACCOON PEACH

Dawning a magical tail, repeatedly press B while in the air to slow your descent!

Press X or Y to whack enemies with your tail!

ICE PEACH

Press X or Y to throw iceballs in this form! iceballs will freeze enemies into a block of ice, which can be kicked to knock out other enemies!



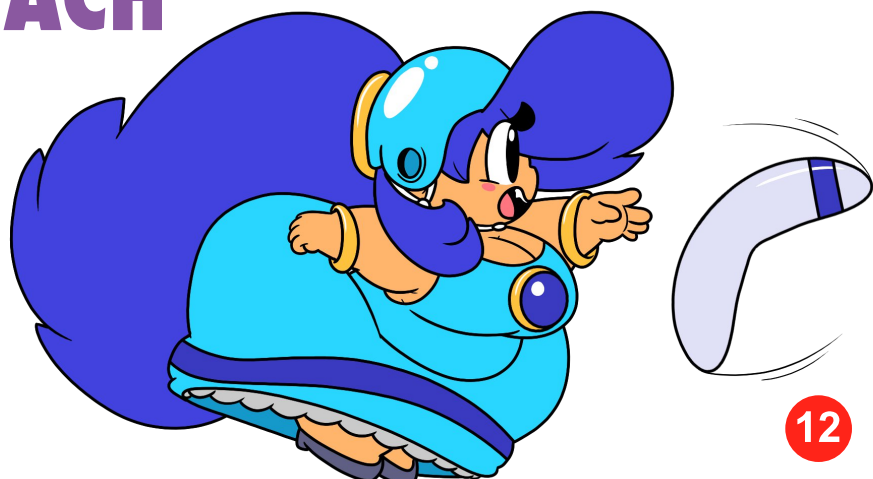
HAMMER PEACH

Press X or Y to throw hammers in this form! They are more powerful than fireballs. Use the momentum from running to throw the hammers farther!




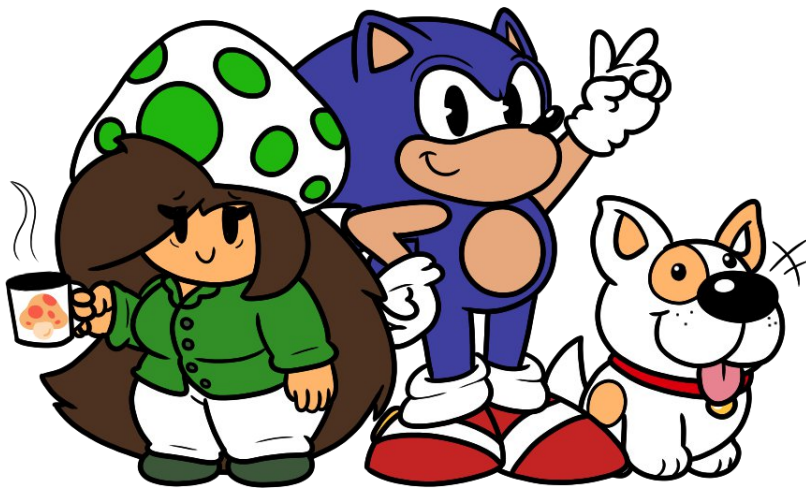
BOOMERANG PEACH

Press X or Y to throw boomerangs in this form! They are more powerful than fireballs. Use the momentum from running to throw the boomerangs farther!



INTERACTIONS AND ITEMS

Throughout Peach's Adventure, you will come across many characters and points of interest that can be interacted with by pressing Up on the  Control Pad. These interactables can be anything from folks wanting to chat, castles with the lights left on, a cup of tea to have a sip of, and much more! Be sure to interact with whatever and whoever you can!



FRIENDLY FACES

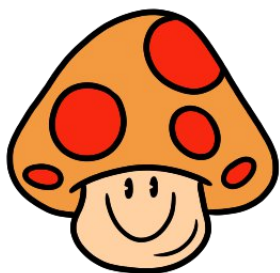
Some of the characters you can talk to can provide useful information, story lore, and fun interactions! Be sure to speak with them!



SLIE P'S SHOP

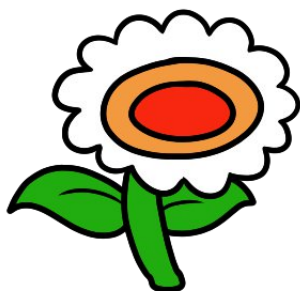
In each World starting with World 3, you will have access to a shop owned by the friendly but tired Slie P. In her shop, you can purchase powerups when you need a boost!

ITEMS



SUPER MUSHROOM

A basic, but still useful powerup! Collect it to grow from Small Peach into regular Peach.



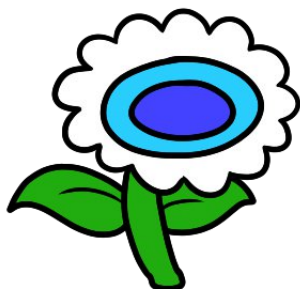
FIRE FLOWER

A flower burning with fiery fury! Collect it to become Fire Peach and throw fireballs!



SUPER LEAF

A magical leaf that makes the user sprout a raccoon's ears and tail! Collect it to become Raccoon Peach and take to the skies!



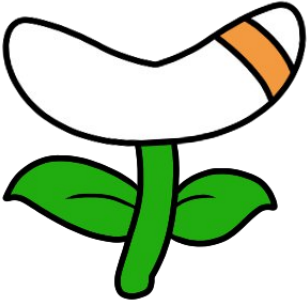
ICE FLOWER

A flower with the power of a frozen flurry! Collect it to become Ice Peach and freeze your foes!



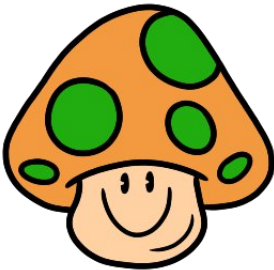
HAMMER FLOWER

A heavy-duty flower with a hard head! Collect it to become Hammer Peach and throw hammers!



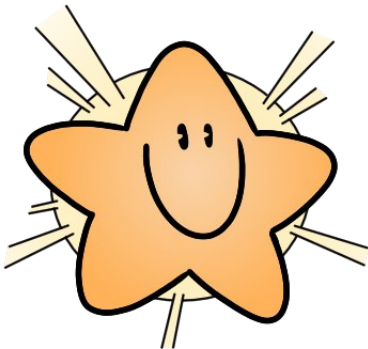
BOOMERANG FLOWER

An obedient flower that is there when you need it! Collect it to become Boomerang Peach and throw boomerangs that will try to return to you!



1-UP MUSHROOM

With limited lives out of the picture, the familiar 1-UP Mushroom takes a vacation from it's usual role! Collect it to be rewarded with 15 coins!



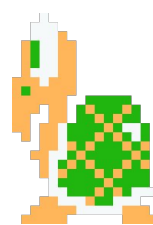
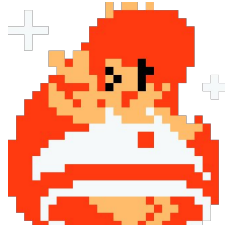
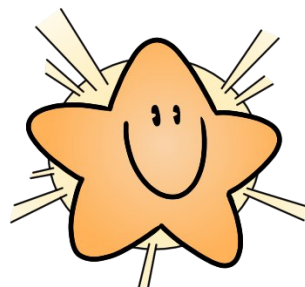
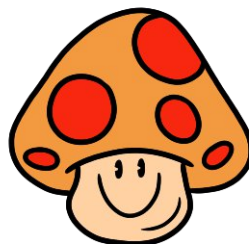
STARMAN

A shining star that fills you with power! Collect it to become invincible for a short time!



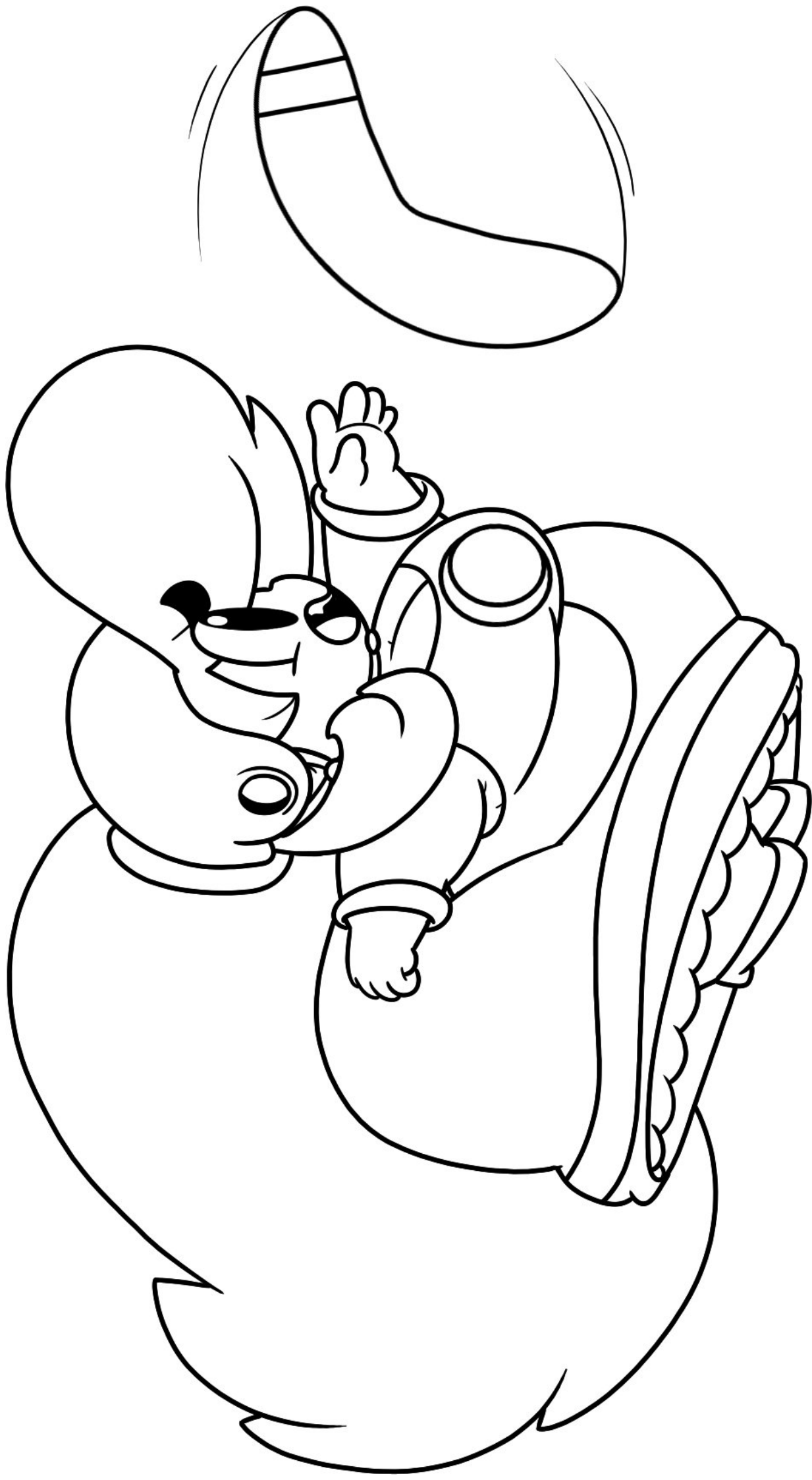
EXTRAS

A few extras to enjoy, outside of the game! Some stickers that can be printed out on sticker paper and put wherever you like, and some coloring pages to print out and spend time with, too!

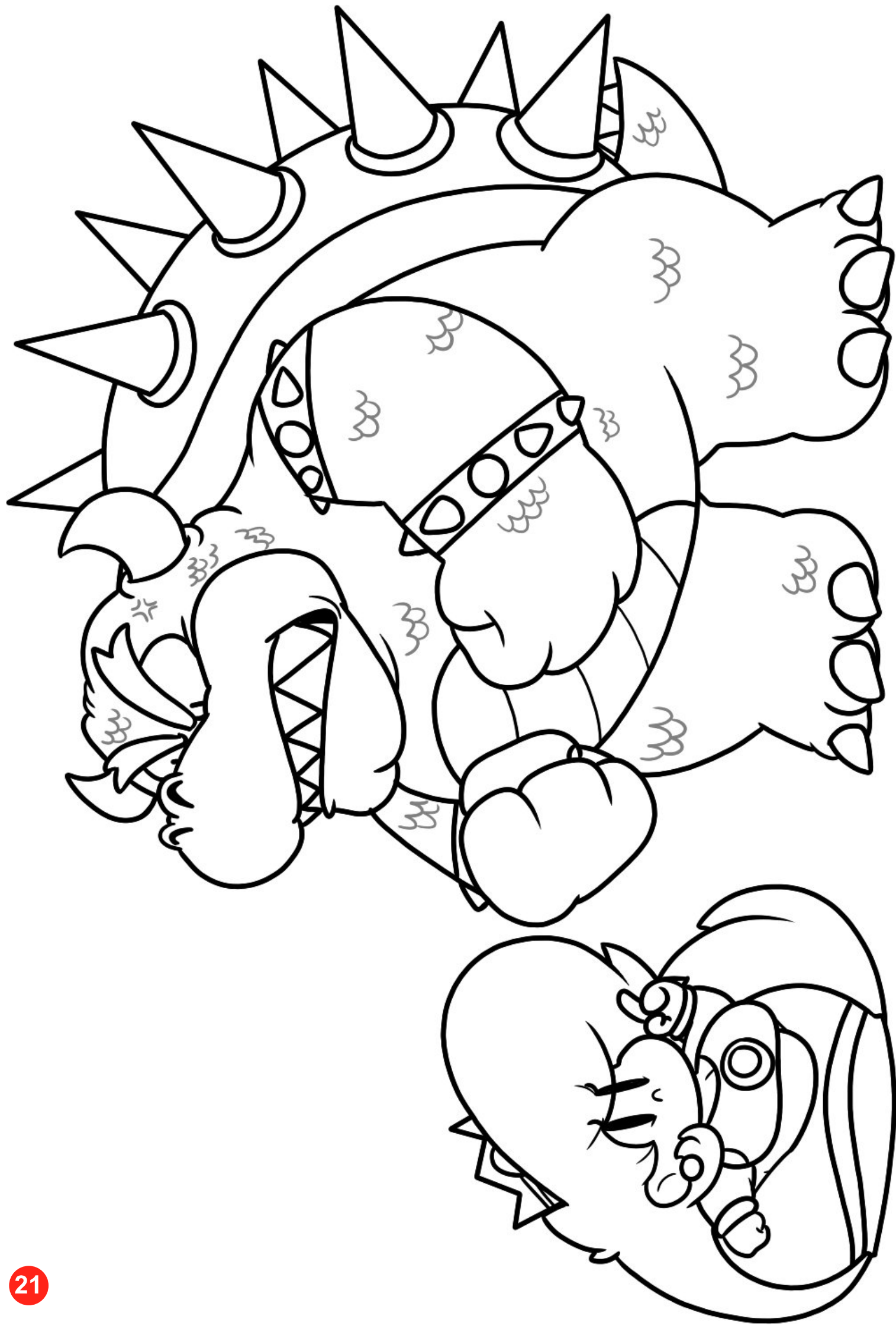












MEMO

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

MEMO.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

MANUAL AND GAME INFORMATION

This game manual for Super Mario Bros. : Peach's Adventure is based off of the original U.S. manual for Super Mario World, and uses aesthetics and text excerpts from said manual. Super Mario World's U.S. manual can be found on Nintendo of Japan's website here: <https://www.nintendo.co.jp/clvs/manuals/common/pdf/CLV-P-SAAAE.pdf>

Super Mario Bros. : Peach's Adventure, as with any ROM Hack, is not to be sold, nor is this manual to be sold.

All drawings in this manual are made by myself (BWGLite), if you are to repost them, credit is appreciated.

CONTACT AND CLOSING

If you come across any major issues with the game that cause you to be softlocked, cause the game to no longer function, or cause your save data to be cleared, feel free to contact me @BWGLite on Twitter, or BWGLite on SMWCentral.net to let me know.

I hope you enjoy Super Mario Bros. : Peach's Adventure, and all it has to offer!

-BWGLite

