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New Super Mario Bros. U Deluxe has made the literal jump to Nintendo Switch, bringing 2D Mario platforming action to the console for the first time. Despite being a series of linear stages rather than the open-ended structure of Super Mario Ddyssey, the game is still far from easy. From clever techniques to reliable strategies, we've compiled a list tips and tricks that we wished we knew when we started our journey through the Mushroom Kingdom. More New Super Mario Bros. U Deluxe Guides New Su help you can get to reach Princess Peach and defeat Bowser. These are the best Super Mario Bros. U Deluxe tips and tricks. Use the spin jump Available regardless of whether you're "super" or have acquired a power-up, the most important move you'll need to use in New Super Mario Bros. U Deluxe is the spin jump. It's activated by jumping as you normally would and then pressing the R button or shaking your controller to make Mario to jump just a tiny bit higher and farther than he otherwise would. The difference seems negligible at first, but there are certain blocks and platforms that are designed to only be accessible this way — unless you have a power-up. You can also use the spin jump at the very end of a level to reach the top of the flag and earn a 1-UP. Sprint through danger By holding down the Y button as you move in New Super Mario Bros. U Deluxe, your character will sprint, which allows for you to jump longer distances or avoid hazards. It's necessary for making some of the longer jumps in the game, but it can also allow you to access hard-to-reach areas. If you spot a series of blocks and gaps where the two are each one space across, this means that you can sprint across to reach what's on the other side. As long as you have gotten Mario up to full speed, you'll run across the open gaps without falling through! Just ensure that nothing will slow you down, because doing so even for a split-second will send Mario to his doom. Check for secrets More so than any Mario game in recent memory, New Super Maro Bros. U Deluxe absolutely loves putting secret areas in its courses. These areas appear to be blocked off by terrain, but you can run through them to receive extra coins or even Star Coins, the latter of which is needed to fully complete the game. To spot secret areas as you're moving through a stage, look for walls that have small notches on them that don't appear to serve any purpose. This is a telltale sign that the wall is fake, and you'll sometimes even find a pipe inside that will let you skip part of the stage. Grab extra coins Certain grass areas of New Super Mario Bros. U Deluxe feature small pinwheel flowers on the ground. These aren't just for decoration! If you perform a twirl while standing on the flower, and this can be enough to get you over the 100-coin limit and earn an extra life. If you need to get extra lives, you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low, as you can always go back and retry earlier stages — this is particularly important if you're nearing the end of a world and are running low. Super Mario Bros. U Deluxe is that every playable character has their own pool of extra lives. If you're running out of lives with Mario, the characters you haven't used yet will each have five lives available, and you can increase these totals separately from the total for your main character. Mario, Toad, and Luigi don't differ in terms of their abilities in New Super Mario Bros. U, but the two new characters do! Nabbit can only be hurt if he falls into a hazard or off the edge of a platform, though he can't transform with power-up abilities. Toadette, meanwhile, can turn into Peachette by grabbing the Super Crown power-up, which gives her a floating ability much like Peach had in Super Mario Bros. 2. For newer players, it's the perfect way to play with family members without immediately dying. Use Yoshi in all his forms You'll occasionally come across Yoshi flutter-jump ability to reach higher areas, and if you hit the Y button, Yoshi will shoot out his tongue and eat whatever is in front of him. When facing several enemies, it's an easy way to clear them out without taking damage. The Baby Yoshi is particularly useful. Grab Baby Yoshi by pressing Y and R at the same time, then use your twirl move to make Baby Yoshi glow. This is crucial for levels that take place in the dark, and for fending off Boo ghosts. Nab Nabbit Mario Party Legacy/YouTube Nabbit isn't just a playable character in New Super Mario Bros. U Deluxe: He's also an annoying rival. The character will randomly pop up on one of the courses you've completed, and if you retry the course and catch him within the 100-second time limit, your reward is a P-Acorn. The item functions similarly to the regular acorn item, but with unlimited wing flaps that make it much more effective. If you fail to get Nabbit the first time you try to catch him, you can always do so again. You don't have to complete the entire stage to get the reward, either, as the course will end as soon as Nabbit is caught. Walk into hazards on the map This sounds counterproductive, but you can actually reap extra rewards if you walk into the enemies you'll occasionally see hopping across the game map. If you see ghosts or Goombas moving into your way as you go to the next stage, try walking into them. This will trigger a little battle stage, and if you're able to defeat all of the enemies, you'll get an item as a bonus. You do risk losing a life (and wasting time) if you fail, but the challenge in these stages is quite low, so you shouldn't have any problem winning the majority of them. As you advance to harder levels the items you've accumulated in less challenging stages will help you take on more difficult tasks. Save before quitting We're not sure why Nintendo chose to make this necessary, but make sure you save your game before quitting New Super Mario Bros. U Deluxe because there isn't an auto-save system. This shouldn't be taken lightly as neglecting to save your game could erase all the headway you've made in previous gameplay sessions. There's no way you'll overlook the opportunity to save because you'll get an automated alert each time you finish a mid-world tower or castle that lets you save with a click. Just confirm your selection and your progress will be locked up to that point. If you haven't beaten one of those stages, you can still save by opening the menu and selecting "quick save." Doing this will send you back to the main menu and the quick save will be erased the next time you load up the game, so make sure you do this every time you exit. Editors' Recommendations Something went wrong. Wait a moment and try again. This article is about the Western Super Mario Bros. 2. For the original sequel to Super Mario Bros., see New Super Mario Bros. 2 in Japan, see Super Mario Bros. 2 in Japan, see Super Mario Bros. 2. Super Mario Bros. 2. Super Mario Bros. 2 in Japan, see Super Mario Bros. 2. Super Mario Bros. 3. Super in the Super Mario series outside Japan. It is a 2D platforming game originally released for the Nintendo 3DS's Virtual Console in 2012, and the Wii U's Virtual Console in 2013. As a result of Japan already having a Super Mario Bros. 2 (known in English as Super Mario Bros.: The Lost Levels), the game did not make its debut in the country until after the release of Super Mario Bros. 2 (known in English as Super Mario Bros.), the game did not make its debut in the country until after the release of Super Mario Bros. 3 (known in English as Super Mario Bros.), the game did not make its debut in the country until after the release of Super Mario Bros. 3 (known in English as Super Mario Bros.), the game did not make its debut in the country until after the release of Super Mario Bros. 3 (known in English as Super Mario Bros.), the game did not make its debut in the country until after the release of Super Mario Bros. 4 (known in English as Super Mario Bros.), the game did not make its debut in the country until after the release of Super Mario Bros. 5 (known in English as Super Mario Bros.), the game did not make its debut in the country until after the release of Super Mario Bros. 5 (known in English as Super Mario Bros.), the game did not make its debut in the country until after the release of Super Mario Bros. 5 (known in English as Super Mario Bros.), the game did not make its debut in the country until after the release of Super Mario Bros. 5 (known in English as Super Mario Bros.), the game after the release of Super Mario Bros. 5 (known in English as Super Mario Bros.), the game after the release of Super Mario Bros. 5 (known in English as Super Mario Bros.), the game after the release of Super Mario Bros. 5 (known in English as Super Mario Bros.), the game after the release of Super Mario Bros. 5 (known in English as Super Mario Bros.), the game after the release of Super Mario Bros. 5 (known in English as Super Mario Bros.), the game after the release of Super Mario Bros. 5 (known in English as Super Mario Bros.), the game after the release of Super Mario Bros. 5 (known in English as Super Mario Bros.), the game after the release of Super Mario Bros. 5 differentiates Super Mario Bros. 2 from other Super Mario games is that players can select four characters - Mario, Luigi, Toad, or Princess Toadstool - and each of these characters have their unique gameplay mechanics, offering advantages in their stats. Another distinction is that players cannot defeat enemies by stomping on them: players need to either toss items at enemies or pick up and toss enemies at each other to defeat them. Super Mario Bros.: The Lost Levels too difficult for Western audiences,[10] which led Nintendo to redevelop the Family Computer Disk System game Yume Kojō: Doki Doki Panic into a Super Mario Bros. game for the international release, and eventually the game became a commercial success, and eventually the game became well received enough that it was also released as one of the Mario games featured in Super Mario All-Stars, and as well as having its own remake in Super Mario Advance. Many enemies in the Mario franchise, like Bob-Ombs, Pokeys, Shyguys, and more, while the gameplay mechanic of picking up various items and tossing them has been reused in several later games. Story[edit] Story from Instruction Booklet One night, Mario had a strange dream. He found himself climbing a long staircase leading up to a mysterious door. Opening the door, Mario, saying, "Welcome to Subcon, the land of dreams. Our once-beautiful world now suffers at the hands of the evil Wart. Please help us! Only you can free us from his tyranny. Oh, and remember one thing: Wart hates vegetables." However, before Mario could figure out what was happening, he suddenly awoke on his bed and realized that it was all a dream. The next day, while heading out to a picnic with his friends Luigi, Princess Toadstool, and Toad, Mario told the tale of his strange dream. Hearing this was quite a shock to his friends, who all had the very same dream the night before. Upon arriving at their picnic spot, the group noticed a small cave. Inside was a long staircase that led up to a door. At the top, the four friends opened the door and stood shocked by what they saw. It was Subcon - the world of their dreams! Mario discovers that Subcon has been taken over by Wart and that the events of his dream world. At the end of the game, Mario, Luigi, Toadstool and Toad are seen being chanted on by the inhabitants of Subcon, who are carrying Wart across the room. Mario opened a door after climbing a long stair in his dream, another world spread before him and he heard a (faint)[11] voice call for help to be freed from a spell. After awakening, Mario went to a cave nearby and to his surprise he saw exactly what he saw in his dream.... Gameplay[edit] A screenshot from the Nintendo Entertainment System version of Super Mario Bros. 2. Since the game is a reskin of Yume Kōjō: Doki Doki Panic, it has little in common with the original Super Mario Bros. For example, in order to defeat enemies, the player needs to pluck clumps of grass to receive items (such as vegetables), and then throwing them up and then throwing them to other enemies. There are a few elements in common with its predecessor, however, such as the appearances of the Mushroom and Starman, although the former has a different function. If the player has one health point remaining, they turn into their Small form. Additionally, there are no power-ups in the game that grant the player additional abilities in the Super form such as the ability to shoot fireballs making Super Mario Bros. 2 one of the only 2D Super Mario titles (with the other being Super Mario Run) to not have additional forms after the playable characters: Mario, Luigi, Toad, and Princess Toadstool. All four characters have different powers and statistics. When entering the next level or losing a life, players can select a different character. At the end of most levels of the game, the player fights Birdo. The player has to jump on the eggs that Birdo spits, grab them and throw them back, hitting Birdo three times to gain a crystal which opens the Mask Gate at the end of the level. There are several colors of Birdos: pink, which only spits eggs; red, which spits eggs and fireballs and green, which only spits fireballs. For the green Birdos, there are seven worlds in this game. The first six has three levels apiece, and the seventh has two. At the end of each world, the player encounters one boss. Mouser is encountered at the end of World 1, Tryclyde in World 2, Mouser again in World 3, Fryguy in World 4, Clawgrip in World 5, Tryclyde again in World 5, Tryclyde again in World 6, and Wart himself at the end of World 7. Defeated enemies and Birdo can re-spawn if the player runs one screen away from the area where they normally appear and return, which may allow the player to defeat the enemies again in order to regain health if necessary; this still occurs in later releases (except Super Mario Advance), but a defeated Birdo does not reappear unless the player completely leaves and re-enters the areas where Birdo is fought. Controls[edit] Controls NES - Jump, accept - Dash, pick up objects, throw objects, pluck vegetables, stop slots at the Bonus Chance - Pause the game, confirm menu option - Select character (up) - Enter doors and other openings, climb up vine (down) - Crouch (Power Squat Jump if held long enough), enter jars, climb down vines Wii Remote - Jump, accept - Dash, pick up objects, throw objects, throw objects, pluck vegetables, stop slots at the Bonus Chance - Pause the game, confirm menu option - Select option after a Game Over (left/right) - Select character (up) - Enter doors and other openings, climb up vine (down) - Crouch (Power Squat Jump if held long enough), enter jars, climb down vines Wii Classic Controller or - Jump, accept or - Dash, pick up objects, throw objects, pluck vegetables, stop slots at the Bonus Character or (up) - Enter doors and other openings, climb up vine or (down) - Crouch (Power Squat Jump if held long enough), enter jars, climb down vines GameCube Controller or - Jump, accept or - Dash, pick up objects, throw objects, throw objects, throw objects, pluck vegetables, stop slots at the Bonus Chance - Pause the game, confirm menu option - Select option after a Game Over or (left/right) - Select character, move character or (up) - Enter doors and other openings, climb up vine or (down) - Crouch (Power Squat Jump if held long enough), enter jars, climb down vines Nintendo 3DS or - Jump, accept or - Dash, pick up objects, throw object doors and other openings, climb up vine or (down) - Crouch (Power Squat Jump if held long enough), enter jars, climb down vines Wii U GamePad / Pro Controller (Default) or - Jump, accept or - Dash, pick up objects, throw objects, t Over or (left/right) - Select character, move character or (up) - Enter doors and other openings, climb up vine or (down) - Crouch (Power Squat Jump if held long enough), enter jars, climb down vines Nintendo Switch Dual Joy-Con / Pro Controller (Default) or - Jump, accept or - Dash, pick up objects, throw objects, pluck vegetables, stop slots at the Bonus Chance - Pause the game, confirm menu option - Select option after a Game Over (left/right) - Select character, move character (up) - Enter doors and other openings, climb up vine (down) - Crouch (Power Squat Jump if held long enough), enter jars, climb down vines Nintendo Switch Single Joy-Con (Default) - Jump, accept or - Dash, pick up objects, throw objects, pluck vegetables, stop slots at the Bonus Chance + - Pause the game, confirm menu option + - Select option after a Game Over (left/right) - Select character, move character (up) - Enter doors and other openings, climb up vine (down) - Crouch (Power Squat Jump if held long enough), enter jars, climb down vines Characters[edit] Playable characters[edit] P abilities. Luigi has a high jump, but he is weaker than average as well. Toad is the fastest and the strongest. He has the lowest jump in the game, however. Due to his poor jumping ability, he relies heavily on the charged jump. The princess has a special float jump that allows her to hover in midair, which can be used to jump further or correct an otherwise fatal landing. As a tradeoff, she has the lowest speed and power. Supporting characters[edit] Image Description Subcon The Subcon species are a group of peaceful fairy-like beings that have their land invaded by Wart. Wart traps them in jars, and they plead Mario and his friends for help. They also give Mario and his friends vital information to defeat Wart (Wart hates vegetables). Enemies[edit] Image Description Albatosses fly only horizontally. They can drop Bob-Ombs on players, but they can also be ridden. Unlike other enemies, they cannot be picked up, but they are defeated as with any other enemy. Autobomb Shyguys often ride Autobombs. Autobombs shoot projectiles, but if the Shyguy is removed, they simply move. Players can ride on Autobombs must be destroyed with an item. Beezo Beezos fly down and attempt to run into the player with their bidents. Players can jump on them and pick them up. Bob-Ombs run back and forth and eventually self-destruct if they are near a player. If they self-destruct, they can harm players can pick them up and throw them. Cobrats are seen roaming on the ground, but they self-destruct, they self-destruct, they can harm players. Players can pick them up and throw them. Cobrats are seen roaming on the ground, but they self-destruct, they self-destruct the selfattempt to run into the player. They move faster than average, but they are prone to slipping. Hoopsters crawl slowly on vines, attempting to harm players. Players can jump on them and even pick them up and throw them. Ninji Some Ninjis are stationary enemies that simply jump while others charge and jump into the player. They can be picked up and thrown. Ostro Ostros are seen often being ridden by Shyguys. If the Shyguy is removed, they travel in a straight line. They can be picked up and thrown, but they do not bounce off enemies. Panser shoot fireballs at the player. Red varieties are stationary and shoot three fireballs. The green/gray variety patrols and shoots up fireballs. Pink varieties chase the player and shoot three fireballs. Phanto Phantos are normally dormant enemies, but if players pick up a key, they deactivate. They cannot be picked up and there are limited methods to destroy them. Pidgit Pidgits are always seen on carpets. Pidgits attempt body segments being removed one by one. Porcupo Porcupos cannot be jumped on, so to defeat them, players must throw an object at them. Shyguy turn at the ledges. Small Fry Guy Small versions of Fryguy that bounce in the player's direction. They appear when Fryguy is defeated. Snifits shoot projectiles at players, but they act similar to Shyguys. Gray/green Snifits jump and fire projectiles while the sole red Snifit can walk off ledges. Pink Snifits turn around ledges. Spark Sparks circle around platforms or hover in the air. Sparks can harm players touch them at the sides. Tweeter Bosses[edit] Image Description Birdo Birdo is a recurring mini-boss, appearing at the end of every first and second level in the worlds. Birdo comes in three varieties. The pink one shoots simply eggs, which can be picked up and thrown at it. The red one shoots randomly eggs or fireballs (which harms players if they touch them). The remaining type appears green or gray depending on location (but are assigned to the same palette) and shoots only fireballs; these ones must be defeated with Mushroom Blocks. Bosses[edit] Image Description Mouser is the first true boss players to Mario Bros. 2. Tryclyde Tryclyde Shoots at throw Mushroom Blocks at him. Fryguy Fryguy shoots fireballs at players must throw Mushroom Blocks at him to damage him. Once he takes enough damage, he bursts into Small Fry Guys These take one hit from a Mushroom Block to be defeated, and destroying these enemies clears the level. Clawgrip throws rocks at players. These rocks can be picked up and tossed at Clawgrip, inflicting damage on him. Once he is hit five times, he is defeated. Mask Gate Although most Mask Gates are harmless and allow completion to the level, the Mask Gate within the dream factory is aggressive, attacking the players by flying into them. Players must attack it with Mushroom Blocks to stun it for a short period. Once it is stunned, it allows entry into Wart's room. Wart Wart is the final boss of the game. He moves back and forth and shoots harmful bubbles at the player. A machine nearby spawns vegetables. To defeat Wart, players must throw these vegetables at Wart when Wart's mouth is open. Wart takes six hits to defeat. Items[edit] Image Description 1 UP When players can pick these up and throw them at Birdo to inflict this item, they receive an extra life. Egg Pink and red variants of Birdo spit out eggs. Players can pick these up and throw them at Birdo to inflict this item, they receive an extra life. damage on it. Bomb Bombs can be found normally, from plucking vegetables, or from Mouser. They eventually explode, destroying breakable blocks as well as harming nearby enemies and players. Cherry Found scattered throughout levels, cherries can be collect five, a Starman appears. Coin Coins are found only in Sub-space When players pluck vegetables, they receive coins. Coins are used in the Bonus Chance at the end of a level for extra lives. Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found at the end of the level or by defeating Birdo, Crystal Ball Found Birdo, Crystal Ball Found Birdo, Crystal Ball Found Bi carpets for a short time. Jar Jars, as with Warp Pipes, can be entered by having the player duck. Jars contain usually some items, including POWs, Turtle Shells, and keys. Jars also contain some enemies, such as Shyguys. Key Keys open locked doors, granting access to another part of the level. Phantos guard it, however. Magic Potion Found after being plucked, Magic Potions creates a door depending where the players toss them. This vitality remains for the level. The Mushroom also restores any lost health. Mushroom Block Mushroom Block Mushroom Found only in certain spots of Sub-space, Mushroom Found only in certain spots of Sub-space. Blocks are simple throwing items. They can be used as weapons or get stacked so players can reach higher places. Mushroom Block designs vary from world to world. POW POWs can be thrown to create a powerful quake. This quake defeats most enemies in the screen. Rocket Rockets are found in grass. If a rocket is found, it automatically transports players to the next part of the level. Small heart For every eight enemies defeated, a small heart srestore any HP a player to Super form. Starman A Starman for a short amount of time, enabling them to defeat most enemies that they touch. Stop Watch Found in grass, the Stop Watch stops all enemy movements for a brief time. Turtle Shells are found in grass. Once they are thrown, they slide across the ground, defeating any enemy it touches. Once it hits a wall, it is destroyed. If players attempt to land on the shell, they can ride on it. Vegetables are plucked from grasses and can be thrown at enemies to defeat them. Vegetables are plucked from grasses and can be thrown at enemies, extra lives may be rewarded. List offeat them. levels[edit] Enemies that make their first level appearance are marked with an asterisk. Development[edit] Super Mario Bros. 2 started out as a prototype game emphasized vertically scrolling levels and throwing blocks. It was originally intended to be a two player co-op game, allowing players to toss each other around. However, the technical limitations of the Nintendo Entertainment System made it difficult to produce a polished game with these elements. It was decided to add more Mario-like elements, such as horizontal levels (although many vertically oriented levels were retained in the final project).[12] Some time later, the Fuji Television Company requested that Nintendo create a video game using Yume Kojo mascots, and Tanabe developed the prototype into Yume Kojo mascots, and Yume Koj version of Super Mario Bros. 2. Nintendo of America believed that Super Mario Bros. 2, which was a slightly altered version of the first Super Mario Bros. 2. Nintendo took the finished Yume Kojō: Doki Doki Panic and reverted the licensing changes to once again feature Mario and his friends as playable characters. The game would later be released in Japan under the super Mario series. Princess Peach's occasional ability to hover in midair and pull vegetables from the ground (Super Smash Bros. Melee), for example, originates from this game. Toad's nimbleness (as seen in the Mario Sports Mix) could also have been influenced from his uprooting speed first introduced in Super Mario Bros. 2. Shyguys, Snifits, Bob-Ombs, Pokeys, and Birdo were also introduced and would later be incorporated into later Mario games. Some of the enemies (most notably Bob-Ombs and Pokeys) have made countless reappearances as enemies within many of the later Super Mario titles. Wart, the main villain, never reappeared in a Mario game after Super Mario Bros. 2, but he appeared in the Nintendo Comics System, and was mentioned in later games. He also appeared as an ally in The Legend of Zelda: Link's Awakening under his Japanese name, "Mamu". The four playable characters return in Super Mario Bros. 2. Remakes and ports[edit] Super Mario Bros. 2 Super Mario USA. It was marketed as the American Super Mario Bros. 2, and the game is unaltered save for the title screen. As such, the ending cast uses the characters' English names (in the manual, their Yume Kōjō: Doki Doki Panic names are also included). Super Mario USA is also the name of the game in the Korean Virtual Console version.[4] The game was ported to the American arcade machine, the Nintendo PlayChoice-10. It was later remastered on the Super Mario All-Stars + Super Mario World, and it was also included in the Wii re-release of the compilation game, Super Mario Bros. 2 possessed updated graphics and music. The NES version of the game was released on the Wii Virtual Console for 500 points in 2007. Super Smash Bros. Brawl features masterpieces, short demos of games. One unlockable Masterpiece is Super Mario Bros. 2. Here, the player gets a Game Over before they are forced to quit the game). To unlock it, one must win five brawls with Peach. The game is one of the 30 titles included in the NES Classic Edition and Nintendo Classic Edition and Nintendo Classic Edition and Nintendo Switch Online service on February 13, 2019. Super Mario Advance for the Game Boy Advance. This port featured the enhanced graphics and sound effects of the Super Mario All-Stars remaster, as well as voice acting and various other slight changes. It was bundled with an enhanced port of the original Mario Bros. game. Notable mistakes and errors[edit] Some errors can be found in the credits of the game: Ostro and Birdo have their names swapped. Hoopster is spelled "Hoopster". Clawgrip is spelled "Clawglip". Tryclyde is spelled "Clawgrip is spelled "Clawgrip is spelled "Clawgrip is spelled "Triclyde". These errors remain in Super Mario Advance, the Ostro and Birdo mistake was corrected, and in the International version, the remaining names were corrected to match the manual. Another mistake which was never fixed for the enhanced ports is the color of the vegetable tufts - in Yume Kojō: Doki Doki Panic, the grass is consistently black, while in Super Mario Bros. 2 they are red, but keep the black coloring after being picked up. Enhanced ports maintain the red coloring for the tufts, though they turn green when dug out. Additionally, at least three versions of the North American manual exist. One version provides the full description of Birdo ("Ostro") as "He thinks he is a girl and he spits eggs from his mouth. He'd rather be called "birdetta" version is more true to the original Japanese version, which explains that Birdo, known as "Catherine" in Japan, would rather be called "Cathy." [15] A third version of the unusual pink Beezo as gray and misnamed. [18] This matches its depiction in the game and the Yume Kōjō: Doki Doki Panic manual.[19] The NES Super Mario Bros. 2 manual reuses enemy sprites and artwork from the Pokey artwork, as well as the omission of a gray Shyguy and addition of Tweeter, Flurry, Spark, and Clawgrip[19]). Thus, it uses the designs of Albatoss and Phantosis and from Yume Kōjō: Doki Doki Panic.[20] During the ending celebration sequence in the NES version, there are common mistakes in the number of levels each hero completes. Staff[edit] Main article: List of Super Mario Bros. 2 staff A number of levels each hero completes. Staff[edit] Main article: List of Super Mario Bros. 2 staff A number of levels each hero completes. Bros. theme. Kensuke Tanabe is the director of the game with Shigeru Miyamoto and Hiroshi Yamauchi as producers. Pre-release and unused content In the game's prototype, there is a different color palette for the in-game title, which includes glitches Jar-entering glitch[edit] This glitch requires precise timing; the character must be small and must enter a jar at the same time they are hit by a Phanto. If this is done correctly, the defeat fanfare plays as usual. However, the character still goes through the jar. When they exit, the character still goes through the jar. glitch remains in the Super Mario All-Stars enhanced port. Disappearing Mushroom Blocks[edit] If the player throws a Mushroom Block offscreen and does not see it land, even to a place where it should safely land, it disappears until the player leaves through a door and comes back. Critical reception[edit] Super Mario Bros. 2 has been received positively, with IGN editor Lucas Thomas praising the graphics, sound and replay value,[21] although he insisted that Western gamers could have gotten into the Japanese version of the game. GameSpot critic Alex Navarro agreed, and commented that the game "...shows that veering from the beaten path of a franchise's standard game design isn't always a bad idea".[22] The game placed 47th in the 100th issue of Nintendo Power's "100 best Nintendo games of all time" in 1997.[23] It also placed 18th on IGN's Top 100 NES Games list.[24] As for sales, it is the fourth best-selling NES game, with 10 million copies sold worldwide. Reviews Release Reviewer, Publication Score Comment Wii Marcel van Duyn, Nintendo Life 8/10 "It's a bit of an oddball to players familiar with other Mario games, sure, but the fact that it's so different from the rest of the series is what makes Super Mario Bros. 2 such an entertaining game. If you want a fun but unusual Mario Bros. 2 such an entertaining game. experience, look no further - this is pretty much the textbook definition of it." Wii Lucas M.Thomas, IGN 8.5/10 "American gamers really do have the skill to play the Japanese Super Mario 2 is still a lot of fun, and it inspired several aspects of future Super Mario titles. At 500 Wii Points, it's a great value for download. The only reason you may not want to pick it up is if, like Super Mario World, you already own it in another form &#Array; this game was re-released with enhanced graphics and a few other bonuses as Super Mario Advance for the launch of the Game Boy Advance back in 2001. As for the "real" Super Mario Bros. 2? Who knows. But the Virtual Console offers Nintendo a great avenue to distribute it here in its original 8-bit form, should the company ever decide we can handle it. "Wii Alex Navarro, GameSpot 8/10" For all its inherent weirdness, SMB2 was, and still is, quite a bit of fun. The level designs are still challenging to navigate, the bosses are still amusing to fight, and the presentation holds up. This is especially true of the music, which is some of the very best of the era. One minute spent in any of the game's subterranean levels is all you need to get that catchy tune stuck in your head for the rest of your natural life. At 500 Williams Points (\$5), Super Mario Bros. 2 is a game well worth downloading, both for older audiences who remember playing it back in the day, and younger players interested in a history lesson. Granted, its value is lessened somewhat if you already own the fabulous Super Mario All-Stars version that came out for the SNES. But, for everyone else, it's a great platformer that shows that veering from the beaten path of a franchise's standard game design isn't always a bad idea." Aggregators Compiler Platform / Score GameRankings 81.25% For this subject's image gallery, see Gallery: Super Mario Bros. 2. For a complete list of media for this subject, see List of Super Mario Bros. 2 media. Help:Media • Having trouble playing? Donkey Kong: Clawgrip tosses rocks in a very similar manner to the way Donkey Kong tossed barrels. Also, Clawgrip frequently bangs his chest like a gorilla. In the Super Mario All-Stars and Super Mario Advance versions, some of the indoor areas look like warehouses with familiar-looking girders in the background. Donkey Kong Jr.: Sparks reappear in Super Mario Bros.: The Starman power-up appears in the game, as well as a remix of the Ground Theme from Super Mario Bros. played in Sub-space. Also, the heroes shrink once they are down to one heart point. Also, the ability to run by holding down the button is exclusive to the Mario series, and was not present in Doki Doki Panic. The title theme is a rearrangement of the Underwater Theme from this game. Mario's artwork on the international box art is a flipped and modified version of his artwork from this game. The Legend of Zelda: The sound effect of Birdo spitting an egg is taken from the sound effect that plays when a magic projectile is fired from Link holding the Fire Rod or from a Wizzrobe. [25] Super Mario Bros.: The Lost Levels: Luigi being a higher jumper than Mario is re-established when he replaced Mama in the game. Mouser in The Super Mario Bros. 3: Bob-ombs return here and act similarly as in Super Mario Bros. 3: Bob-ombs returned. Players can earn lives via the Spade Panel slot minigame. Peach's sprite is also reused here. The Super Mario Bros. Super Ma Pokeys, Ninjis, and Pidgits first reappear here. Wario's Woods: Toad's strength returns in this game, and he picks up, carries, and throws Bombs and his enemies as he did in Super Mario Bros. 2. Some enemies as he did in Super Mario Bros. 2. Some enemies as he did in Super Mario Bros. 2. Birdo also makes her first reappearance in the Mario series through this game. Super Smash Bros. Melee: A Super Mario Bros. 2-themed stage called Mushroom Kingdom II is selectable, and Birdo frequently appears at the sides of the stage, spitting eggs at fighters. This stage also plays Super Mario Bros. 2's Ground Theme, as well as that game's boss music (during Sudden Death matches). Also, parts do in Super Mario Bros. 2. Super Princess Peach: The ability to pick up enemies and throw them at each other to defeat them is reused in this game, although it is not the only way Peach can defeat enemies as she can also attack enemies with Perry. Mario Hoops 3-on-3: The final victory theme is a rearrangement of the ending theme of Super Mario Bros. 2. Super Paper Mario: Francis mentioned having a comic called, "Cyborg Wart", which is clearly a reference to Wart. Also, there were Sammer Guys by the names of "Squatting Birdo", "Pidget on Wind's Breath", "Sleeping Turnip", "Ipward Leaping Ninji", "Plugged Snifit", and "Guy Who Fry", references to Birdo, Pidgit, Turnip, Ninji, Snifit, and character if one gets a Game Over before the trial ends). Snifit and Mouser appear as stickers. Mario & Luigi: Bowser's Inside Story: In this game, Wiggler sometimes attack by pulling out vegetables, which are the same ones that are seen in Super Mario Bros. 2. Also, one of Bowser's brainwashed minions states that he forgot what Bowser's Castle was originally called (before it was turned into "Fawful Theater"), and mistakenly referred to it as "Mouser's Castle". New Super Mario Bros. Wii: The way the characters are able to pick up the items, such as the POW Block, returns. Super Mario Bros. Wii: The way the characters are able to pick up the items, such as the POW Block, returns. Super Mario Bros. Wii: The way the characters are able to pick up the items, such as the POW Block, returns. Kong: Mini-Land Mayhem!: Arrangements of the Ground Theme, life lost, boss battle, and victory themes are heard in World 1. Mario Sports Mix: Toad's throwing animations appear to be influenced from Super Mario Bros. 2, and his high running speed returns. Super Mario 3D Land: Mario and Luigi's chargeable jumps while crouching resemble the Power Squat Jump ability that the playable characters can perform in Super Mario Bros. 2 while crouching. Mario Bros. 2 while crouching that the playable characters can perform in Super Mario Bros. 2 while crouching. Mario Bros. 2 while crouching that the playable characters can perform in Super Mario Bros. 2 while crouching that the playable characters can perform in Super Mario Bros. 2 while crouching that the playable characters can perform in Super Mario Bros. 2 while crouching that the playable characters can perform in Super Mario Bros. 2 while crouching that the playable characters can perform in Super Mario Bros. 2 while crouching that the playable characters can perform in Super Mario Bros. 2 while crouching that the playable characters can perform in Super Mario Bros. 2 while crouching that the playable characters can perform the playab audience members throughout the course. New Super Mario Bros. 2: The Cannon levels resemble Sub-space. Paper Mario Bros. 2 return. Also, the main theme is a jazzy version of the credits theme from this game. Ninjis reappear as enemies. Super Mario 3D World: Princess Peach and Toad are once again playable characters, and everybody has the same abilities as in Super Mario Bros. 2. An arrangement of Super Mario Bros. 2. An arrangement of Super Mario Bros. 2's "character select" music is used for the Lucky House. Donkey Kong Country: Tropical Freeze: The ability to pluck items out of the ground (using Item Handles) and the ability to carry specific enemies were brought over from Super Mario Bros. 2, according to Kensuke Tanabe. [26] NES Remix 2 / Ultimate NES Remix: Several challenges are based on this game. Super Smash Bros. for Nintendo 3DS / Wii U: Grass appears as an item in these games. Peach's Vegetable move and floating ability returns, this time with the vegetable-pick sound effect taken directly from the NES version of the game. Also, Luigi performs a scuttle in his jump, a technique that originated in this game. The Ground Theme is present in Super Smash Bros. for Wii U and can be heard on the stages Peach's Castle (64) and Super Mario Maker. Captain Toad: Treasure Tracker: Turnips return, alongside various roof structures that resemble Wart's castle. Mario vs. Donkey Kong: Tipping Stars: New arrangements of the Ground Theme, world clear, and life lost themes appear in Rolling Hills. Super Mario Bros. 2 is used in the Super Mario Bros. 3 game style in these two games. Shy Guy's sprite is reused for his costume, and sound effects from Super Mario Bros. 2 can be heard in the costumes for Peach, Shy Guy, and Birdo. A course based on World 1-1 also appeared as an Event Course on December 2015. Mini Mario & Friends: amiibo Challenge: The abilities for Mini Luigi and Mini Peach work similar to their counterparts in this game. The arrangements from Mario vs. Donkey Kong: Tipping Stars are reused in Boost Pad Bonanza. Paper Mario: Color Splash: Shy Guys are the most common enemy in this game. An arrangement of the Ground Theme from Super Mario vs. Donkey Kong: Tipping Stars are reused in Boost Pad Bonanza. Paper Mario vs. Donkey Kong: Tipping Stars are reused in Boost Pad Bonanza. Paper Mario brox. 2 is used in the Spinning-Door bonus areas. Jars make an appearance in Château Chanterelle. Wart is mentioned by a yellow Toad. Super Mario Run: Ninjis return in this game, retaining their colors from Super Mario Bros. 2 and look from Super Mario Bros. 2 is featured in the background music for Remix 10. This is also Peach's first playable appearance in a 2D Super Mario platformer since Super Mario Bros. 2, although the player has to rescue her in order to play as her as she is also the usual damsel in distress in this game. As in her playable appearance in Super Mario Bros. 2 along with the addition of slowly descending in mid-air. Super Mario Odyssey: Mario can carry and throw Turnips, as in Super Mario Bros. 2. Super Mario Bros. 2. Super Mario Bros. Ultimate: Peach (and by extension, her new Echo Fighter Daisy) returns her float and vegetable moves from the previous games. Mushroom Kingdom II from Super Smash Bros. Melee returns with updated graphics based on Super Mario All-Stars and various spirits originating Super Mario Bros. 2 also appear. A new arrangement of the Ground Theme is also featured. Super Mario Bros. 2. The 3.0.0 update also added the Cursed Key, which summons Phanto once it is collected. Mario Kart Tour. "Uprooting and lifting things as you played gave the game a new feel. It was released in Japan as Super Mario USA." — Shigeru Miyamoto, Super Mario History 1985-2010 Booklet "The basic controls have a very free, silly feeling to them that I absolutely love." — Takashi Tezuka, Super Mario History 1985-2010 Booklet "I adjusted the sounds of the NES to make it sound like a lot of different instruments were being played." — Koji Kondo, Super Mario History 1985-2010 Booklet Language Name Meaning Japanese スーパーマリオUSASupa Mario Yu Esu E Super Mario USA Chinese (Simplified) 超級与力欧USAChaoji Mali'ou USA Super Mario USA Chinese (Traditional) 超級場利歐USAChaoji Mali'ou USA Super Mario USA Super Mario USA Chinese (Traditional) 超級場利歐USAChaoji Mali'ou USA Super Mario USA Chinese (Traditional) 超級場內 (Traditional) 和 (Tra fight are Birdo, Tryclyde (Mouser in Super Mario Advance), Mask Gate, and Wart, [27] In South Korea, the Virtual Console release on Wii is the Japanese version. Super Mario Bros. 2. If the player defeats Wart with Luigi, he does one jump in the ending cutscene instead of two. ^ Shogakukan. 2015. Super Mario USA 3DS eShop page at Nintendo.co.jp (Retrieved February 16, 2013) ^ Nintendo. (February 5, 2019). ファミリーコンピュータ Nintendo Switch Online 追加タイトル [2019年2月]. YouTube. Retrieved February 5, 2019. ^ Nintendo of Europe Twitter ^ Official Nintendo AU NZ Twitter ^ McLaughlin, Rus. (September 13, 2010) IGN Presents: The History of Super Mario Bros. 2 Prototype - The Mushroom Kingdom ^ The Secret History of Super Mario Bros. 2 instruction manual PDF scan available on digitpress.com. (Retrieved August 2, 2017. ^ Super Mario Bros. 2 instruction manual PDF scan available on digitpress.com.) September 28, 2013) ^ Super Mario Bros. 2 instruction manual Greyscale PDF scan available on mariomayhem.com (originally from replacementdocs.com). (Retrieved September 28, 2013) ^ The Mushroom Kingdom provides the original Japanese biography of Birdo/Catherine (retrieved September 28, 2013) ^ Super Mario Bros. 2 instruction manual, pages 25-26 Scan available on nintendoage.com. (Retrieved March 24, 2015) ^ Super Mario Bros. 2 instruction manual, pages 27-28 Scan available on nintendoage.com. (Retrieved March 24, 2015) ^ Super Mario Bros. 2 instruction manual, pages 27-28 Scan available on nintendoage.com. (Retrieved March 24, 2015) ^ a b Closer look at the Yume Kōjō: Doki Doki Panic manual, provided by the Back of the Cereal Box. ^ Super Mario Bros. 2 Review at IGN ^ Super Mario Bros. 2 Review for Wii - GameSpot ^ ^ [1] ^ ^ Nintendo. Wii U Developer Direct - Donkey Kong Country: Tropical Freeze @E3 2013. YouTube. Retrieved July 13, 2017 ^ [2]

