

# Nintendo Gateway - Super NES Executive Game Summary

*Game Title* **Super Mario World®**

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*Game Description* Super Mario World is an action adventure game where once again, the evil Koopas have captured the princess. In the basic game there are more than ninety areas of interest to explore within seven major worlds. Mario and Luigi must rescue the princess and help their friend, Yoshi the Dinosaur, find his siblings. The Koopa family has captured and imprisoned them.

*Controller Information*

Up:	Moves map / Mario / cursor up
Down:	Moves map / Mario / cursor down
Left:	Moves map / Mario / cursor left
Right:	Moves map / Mario / cursor right
Select:	Drop reserve item from the top of screen / change selection.
Start:	Start / pause / enter selection
A Button:	Spin Jump / jump off Yoshi
B Button:	Jump / swim / enter selection / fly (w/Yoshi) / Float (w/cape)
X Button:	Turbo run / hold object / punch (on fence) / fly (w/cape) / Eat (w/Yoshi)
Y Button:	See X Button
L Button:	Scroll some action screens left
R Button:	Scroll some action screens right

*Other Info and Tips*

<u>Special Features/Items</u>	
Cape:	Allows Mario to fly and float
Fire flower:	Allows Mario to shoot fireballs
Yoshi:	Allows Mario to move quicker and use Yoshi's abilities
Star:	Makes Mario invincible for a limited time
Dragon Coin:	Collect five of them for a free Mario
Quick Exit:	To exit an area that is already completed press start; then select