

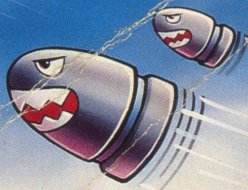
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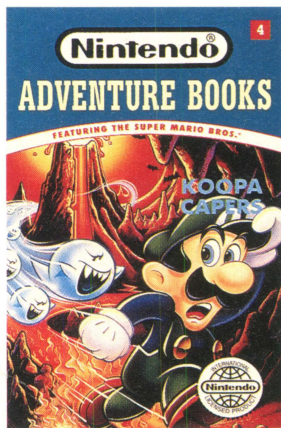
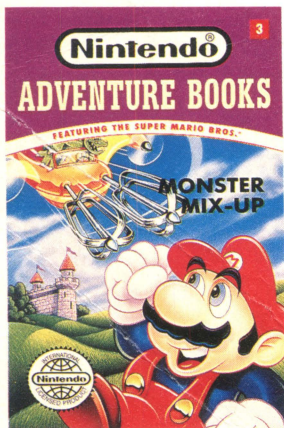
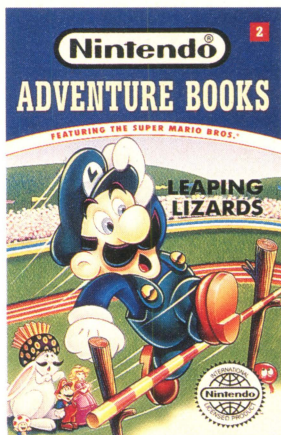
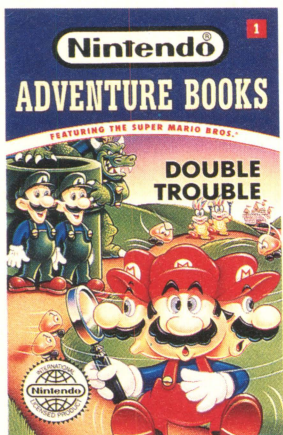
ADVENTURE BOOKS

FEATURING THE SUPER MARIO BROS.®

Based on
Super
Mario
World™

DINOSAUR DILEMMA





Reptile Raid

A long dark shadow stretches over Mario. He looks up and sees one of the Hammer Brothers, standing on a strange flying machine that looks like a block of granite with wings. Somehow the turtle has captured the dinosaurs that Mario was just talking to. Helplessly they sit, tied up behind their sinister pilot.

"Just one more dinosaur to go," laughs the Hammer Brother, floating towards Yoshi. He adjusts his red aviator cap.

Mario leaps onto Yoshi's back and waves his plunger menacingly at the giant turtle.

"Oh, it's you, is it, plumber?" snarls the flying Hammer Brother. "All right, I'll deal with you and your dino pal later." He whirls his flying machine and zooms away.

"Glip!" barks one of the captured dinosaurs.

"Stop!" shouts Mario.

The chase is on! What should Mario and Yoshi do now? It's up to you to make the decisions that will get them safely through this adventure!

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**DOUBLE TROUBLE
LEAPING LIZARDS
MONSTER MIX-UP
KOOA CAPERS
PIPE DOWN!
DOORS TO DOOM
DINOSAUR DILEMMA
FLOWN THE KOOA**

Nintendo®
ADVENTURE BOOKS
FEATURING THE SUPER MARIO BROS.®

7
DINOSAUR DILEMMA

By Clyde Bosco

MAMMOTH

This book is dedicated to Sarah Ginn

This book is a work of fiction. Names, characters, places and incidents are either the product of the author's imagination or are used fictitiously. Any resemblance to actual events or locales or persons, living or dead, is entirely coincidental.

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George Sinfield

Dear Game Player:

You are about to guide me through a great adventure. As you read this book, you will help me decide where to go and what to do. Whether I succeed or fail is up to you.

At the end of every chapter, you will make choices that determine what happens next. Special puzzles will help you decide what I should do—if you can solve them. The chapters in this book are in a special order. Sometimes you must go backward in order to go forward, if you know what I mean.

Along the way, you'll find many different items to help me with my quest. When you read that I have found something, such as the Magic Feather, you'll see a box like the one below:

*****Mario now has the Magic Feather.*****

Turn to page 80.

Use page 121 to keep track of the things you collect and to keep score.

Good luck!

Driplessly yours,

Mario



“BWARRROOOOO!”

“BWARRROOOOO!”

Far off in the distance, two mighty dinosaurs call to each other across a lava pit. The thunderous trumpeting of the prehistoric beasts shakes the earth for miles around. It also wakes Mario from his afternoon nap.

“Drain it,” he grumbles and sits up in the hammock he has strung between two bright blue palm trees. “What does a plumber have to do to get five minutes of rest in this place?”

Princess Toadstool has sent Mario and his brother Luigi on a month-long vacation to Dinosaur Island. But, so far the trip has been anything but relaxing. They have already had to rescue all of the island’s inhabitants once and perform an emergency operation on their beach bungalow’s plumbing system. Worst of all, the island is constantly rumbling with the booming bellows of chattering dinosaurs.

Mario glances over to the picnic table where Luigi is busy enjoying his pre-lunch snack.

"Next time the princess wants to reward us with a vacation, let's make sure it's someplace quieter," says Mario.

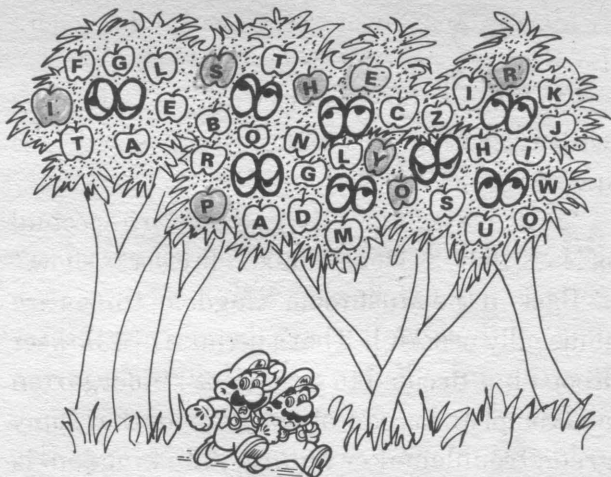
"Yeah," says Luigi as he gulps down a spoonful of Nuts, Bolts N Honey. "Like a fireworks show."

Back in the Mushroom Kingdom, things are unusually peaceful. That's because evil Bowser Koopa has decided to go back to kindergarten and complete his education. Without that slimy green troublemaker at large, the kingdom is temporarily safe from nasty pranks and foul Koopa odors. So, the princess was able to reward the two heroic plumbers for their years of faithful service with an all-expenses-paid vacation.

But as Mario and Luigi relax next to their inflatable plastic swimming pool, they fail to notice a pair of bright blue eyes watching them from behind a nearby miniature apple tree.

Solve this puzzle to figure out who it is:

- There's a pair of eyes hidden in each of these apple trees. Circle the letters each eye is staring at. They'll spell who, or what, the Mario Bros. are about to encounter.



Turn to page 87.



Mario and Yoshi dive for cover behind a large garbage pail overflowing with moldy rice pudding. "I think we'll be safe here," pants Mario, peering out. "I don't see that little terror anywh—"

Phzzt! Phzzt! Two blazing balls of fire strike Yoshi and Mario on their backsides.

"Yeow!" the plumber yelps, leaping into the air. He lands on Yoshi's back.

"Glorryrrp!" the dinosaur wails. He begins to gallop again, even faster this time.

Soon, they have left the tiny terror far behind, retreating all the way to the edge of the Valley of the Koopas.

"It's all right now, Yoshi. You can stop," urges Mario. "He's gone."

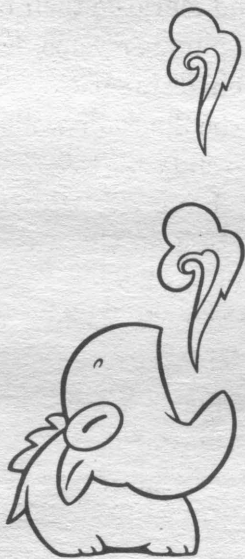
But the plumber's frightened friend doesn't slow down. Panic-stricken, he carries Mario to the edge of the island's dense jungle before finally coming to a halt.

"Drain it," gripes Mario, noticing that his back overalls pocket was singed off by the miniature monster's fireball. All of his possessions are gone.

"I'll think twice before messing with one of those again," he says, delicately touching his burned bottom. "No ifs, ands or, uh, buts."

*****Mario loses all objects.*****

Turn to page 52.





Mario decides that it's time for a boat ride—and a pirate act.

He steps aboard and waves his plunger like a sword. "Sailing, sailing, over the bounding drain," he sings, much less in tune than Luigi would be. The floor of the old wooden raft creaks beneath the plumber's weight.

Sploosh! He goes crashing through the rotten logs and into the cold swirling water.

"Glub," says Mario, fighting the current. But something is pulling him downward. A few feet below the surface, a large iron pipe is sucking in water. The force is too powerful even for an expert plumber to escape. In seconds, Mario is swallowed up inside.

Everything goes black.

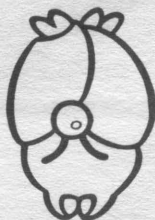
Some time later, Mario wakes, dripping wet. He is now on a stone platform, halfway down a staircase that seems to lead into a dank cellar. Cobwebs are draped over his arms and legs,

and in the darkness overhead comes the high-pitched twittering of bats. Below him he hears rustling noises. He has a bad feeling he's in a deserted—maybe even haunted—house.

Out loud, he speaks the two words that are useful for answering bothersome questions such as 'How did I get here?' and 'What's going on?'

"Who cares?" Mario says. Standing up, he brushes the cobwebs from his red overalls and considers what to do next.

Turn to page 8.





There doesn't seem to be any way to avoid it. So Mario continues down the stairs into the basement.

A few of the lower steps are missing. Carefully, he straddles the gap and peers into the dark void below.

Several hundred pairs of red glowing eyes stare right back at him.

"Yikes!" shouts Mario. "That must be why they call these 'stairs.'"

Taking a deep breath to prepare himself, he dashes down the final few steps.

Turn to page 21.



With Mario on his back, Yoshi steadily climbs the hill, weaving through clusters of tall cacti.

The bunches of tall prickly plants appear more and more frequently. When Mario and Yoshi stop for a moment to get their bearings, they notice that the cacti are not standing still. Steadily, they glide across the sand, closing in on the dinosaur and the plumber.

"Pokey Plants!" shouts Mario. "Yoshi! Carry us out of here, now!"

Yoshi bolts forward, but a large cactus swings its spiny paw and knocks Mario from his perch. Before the prickly monster can snag him, the plumber dives out of the way and rolls to an opening behind several rocks.

Soon, the cactus creatures have moved on. But Yoshi is gone, too!

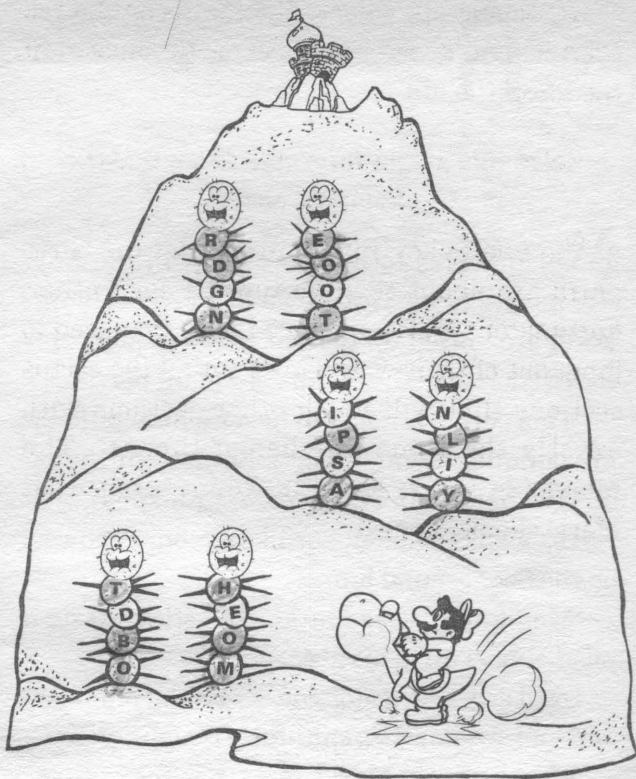
"I guess those cacti got their wish," says Mario, glancing about the barren hillside. "I'm starting from scratch."

He stands up, adjusts the straps on his red overalls and gazes up to the dark mansion at the top of the hill.

Solve this puzzle for a clue to what Mario should do next:

- The two Pokey Plants in each of the three pairs are about to slide toward each other. Fortunately, Mario and Yoshi have managed to jump out of their way. Cross out all the cactus sections that will touch other sections with exactly the same number of thorns. The remaining letters spell out a hint about what Mario should do next.





**If you think Mario should enter the house
at the top of the hill, turn to page 39.**

**If you think he should head back and look
for Yoshi, turn to page 64.**



Mario wakes to find he's back in the huge Koopa kitchen. But he can't move! He and Yoshi are buried up to their necks in slimy, uncooked dough in the middle of a giant pie tin.

"This potpie is going to be a great addition to my banquet menu," snorts Bowser, tilting his dusty chef's hat forward. As he speaks, he waves a spice shaker, sprinkling onion powder on the floor around him.

"Mmmmph," says Mario. The sticky paste is piled almost up to his nose.

Yoshi swishes his tongue across the plumber's face and swallows a mouthful of dough.

"Thanks," says Mario.

"Glorp," Yoshi answers.

"So, your greasiness," Mario calls to Bowser, who has moved across the room to fiddle with the strange oven-like machine. "What exactly is going on here? What's happened to all the dinosaurs?"

“Wouldn’t you like to know!” laughs the giant turtle. He rubs his scaly green hands together and thinks for a few seconds (a Koopa record). Then he trudges over to the pie tin.

“Well, as long as your goose is cooked,” Bowser snorts, “I can tell you my top secret plan.”

He gestures to the giant heap of egg cartons in the center of the room. “You see those eggs? There’s a captured dinosaur sealed inside each one. My boys have been busy kidnapping them for weeks.”

Bowser stomps over to the unusual oven and pats its door affectionately. “In a few hours, the world’s last dinosaurs are going to become extinct.”

Turn to page 43.





Mario decides to pull the lever on the left. He yanks it with all his strength. High above his head, something rumbles. The conveyor belt does not stop moving.

Quickly, Mario uses his sleeve to wipe away some of the flour from the control panel. The letters next to the lever clearly say “EMERGENCY SLOP.”

“Uh-oh,” he says.

With a loud snap, a large panel flaps open in the kitchen ceiling. Immediately, tons of wet bread crumbs, moldy strawberries, and sour cottage cheese cascade down onto Mario.

“Glub!” he wails, as he is buried in cold stale oatmeal and blackened banana peels.

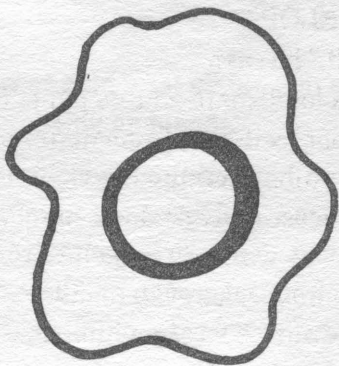
Unfortunately, the conveyor belt keeps rolling. The eggs tumble into the automatic omelette machine, one by one.

Yoshi blinks mournfully as a leering Bowser Koopa closes in on him, too. “Glorp,” he sighs.

Bowser packs him into an eggshell and rolls him down the conveyor belt.

“Done,” says the evil turtle king, rubbing his hands in satisfaction. “There’s nothing like a good dinosaur omelette to start the day off right.”

GAME OVER!



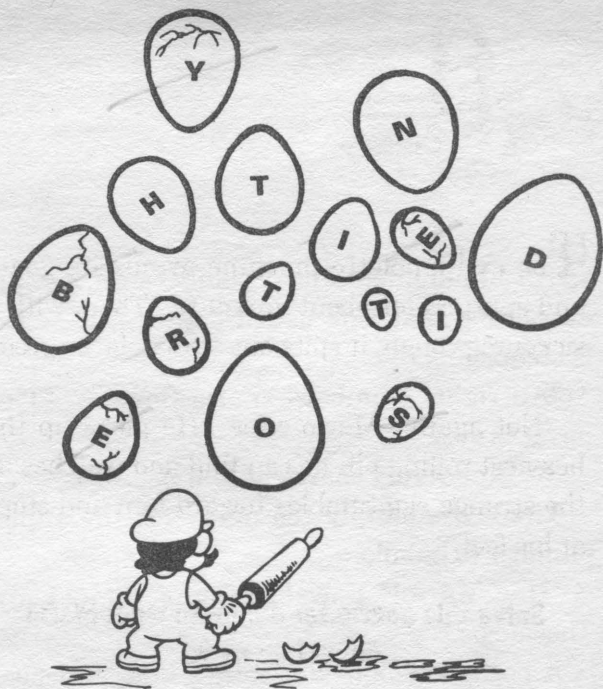


The evil omelette machine grinds its gears and sputters for about a minute. Then, with a sickening cough, it spits out a final, large green egg.

“Not again!” Mario cries. He picks up the heaviest rolling pin he can find and watches as the strange egg tumbles toward him and stops at his feet.

Solve this puzzle for a clue to what Mario should do now:

- You can hatch some advice from these monstrous eggs. Just cross out all of the ones that are cracked. Then arrange the remaining eggs in order from biggest to smallest. They’ll spell out some advice for the plumber.



If you think Mario should smash the egg right away, turn to page 100.

If you think he should wait and let the egg hatch, turn to page 42.



Still blindfolded, Yoshi wanders off, eating everything that isn't nailed down. But Mario is occupied.

"All right, plumber," snarls Bowser. "The picnic is over."

Six Slimosaurs charge at Mario.

There are simply too many for the super plumber to handle.

"Hey Mario!" Bowser laughs. "Meet my Thesaurus."

A bookshelf-shaped creature hits, punches, and smacks the plumber.

Mario drops his Magic Feather.

"Ouch!" he wails, desperately.

*****Mario no longer has the Magic Feather.*****

If Mario has the Starman, turn to page 24.

**If Mario does not have the Starman,
turn to page 78.**



Mario and Yoshi decide to hide in the kitchen before Bowser can spot them. Quickly, they tiptoe behind a pile of large steel mixing bowls.

"There," Mario says softly as he peers out from behind the stack of silvery domes. "He didn't see us."

Then, the plumber hears stilted, raspy breathing and feels someone reaching into his back pocket.

He turns around to discover Larry Koopa standing behind him. The wiry, red-and-blue-haired turtle cackles slyly and fondles the coins that he has stolen from Mario's overalls.

"Hey!" shouts Mario, forgetting that he is hiding. "That's my money."

"Oh," snickers Larry. "You'd like some dough, would you?"

The weasel-faced turtle picks up a large rectangular pan and dumps its contents over Mario and Yoshi.

They are buried in sticky, white goo.
Everything goes dark.

*****Mario loses 10 coins.*****

Turn to page 12.





Mario hops down and lands gently on the cellar's stone floor.

"This place gives me the chills," he mutters, looking around the vast torchlit chamber.

To his left, heavy blocks that make up a massive stone wall are shifting back and forth with ominous grinding noises.

"There's no way I'm going over there," Mario says with assurance. "A guy could get seriously squinched."

He makes his way through the room, ducking booby traps every few feet.

As he nears the exit, several large, furry objects move into his path.

"Rrrrr," growls the largest of three brown hairy Mega Moles.

"Rrrrr," Mario growls right back at him.

The large, ratlike monsters seem to be impressed. Curious, they inch forward and begin to sniff at the plumber up close.

“Rrrrr,” Mario tries again.

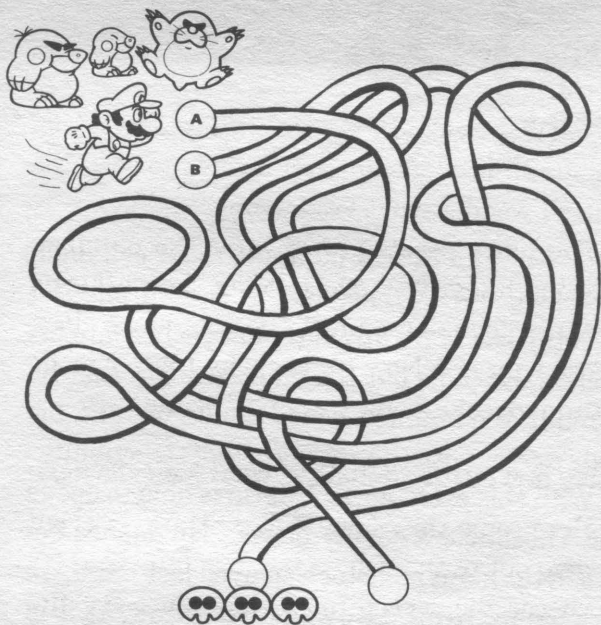
Ferociously, one of the Mega Moles bites him on the nose.

“Ow!” shrieks Mario. He springs away from the group of monsters and dashes toward the exit. “I wonder what I did wrong?”

The hairy beasts scurry after the plumber, drooling hungrily. As he hears the clattering of sharp toenails against the cold stone floor, Mario winces. “Now I know why I never made it through roto-rooter training,” he mutters.

Solve this puzzle to find out what happens next:

- Here come the Mega Moles! Mario is about to dive out of the way. Look carefully, and try to choose the escape route that won't get him into even more trouble!



**If you think he should choose path A,
turn to page 86.**

**If you think he should choose path B,
turn to page 34.**



It looks like Mario is about to be crushed, squished, and flattened by the Thesaurus. But with the last of his strength, he reaches into his pocket and pulls out the blue Starman that he found in the haunted house. In an instant, his body surges with the energy of indestructibility.

With this extra power, Mario is able to dodge the Thesaurus's deadly blows. He dashes between the giant monster's splayed feet.

"Crush him!" Bowser screams at his Slimosaurs.

Meanwhile, a few yards away, Yoshi has been snacking away on some of the flimsy nails that fasten a giant spice rack to the kitchen wall.

"Glorp, glorp," he chirps, swallowing the metal tacks.

At last, he eats one too many.

CRASH! The spice rack clatters to the floor. Several large glass jars shatter, filling the room with a dusty cloud of chili pepper.

ATCHOOOOO! ATCHOOOO! ATCHOOOO!

The entire fortress trembles as the enormous Slimosaurs sneeze violently.

"Yoshi!" Mario shouts, diving to the floor. "Hit the deck!" He covers his ears with his hands.

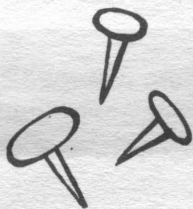
ATCHOOOOO! The evil dinosaur monsters keep sneezing, louder than ever.

"Help! Stop!" croaks Bowser as he stumbles about the kitchen blindly. His eyes are filled with pepper.

"What in blazes is going on here?" growls Gary Koopa, leading the Snowbell Prize committee into the kitchen.

"Ah-ah-ah-ATCHOOOO!" Each sniffing Slimosaur lets out one last big sneeze and explodes.

Turn to page 56.





Mario and Yoshi step out of the Hammer Brothers' wrecked room. Immediately, a high-pitched squeaking sound fills the air.

"What's that?" asks Mario. "Mice?"

"Glorp?" asks Yoshi, looking around the empty hallway nervously.

CLANG! Bowser Koopa races around the corner, pushing a gigantic rolling pin over Mario and Yoshi. Bump! Bump! The dinosaur and the plumber are knocked out.

"Maybe I should oil this thing," Bowser says, dragging the rolling pin and his two prisoners behind him.

Then he reconsiders.

"Nahhhhhhh!"

Turn to page 12.



As Mario and Yoshi head into the Valley of the Koopas, the foul odor hangs in the air even more heavily. And now the two heroes can see why. Scattered across the rocky landscape are huge piles of festering, half-filled garbage bags.

“Peeee-yewww!” says Mario as he spots an unsealed sack spilling out its contents of filthy socks and soggy Limburger cheese on the ground nearby.

Yoshi opens his mouth wide and prepares to swallow the vile bag. At the last minute, however, he changes his mind and clamps his jaws tightly shut.

Then they hear the sound of tiny hoofbeats. A miniature rhinoceros, no more than a foot high, gallops toward them.

Yoshi shifts his feet uneasily. “Relax,” Mario chuckles. “We’ve already made it past monsters that were ten times as big as this little—”

Hissss! The mini-rhino opens its tiny mouth

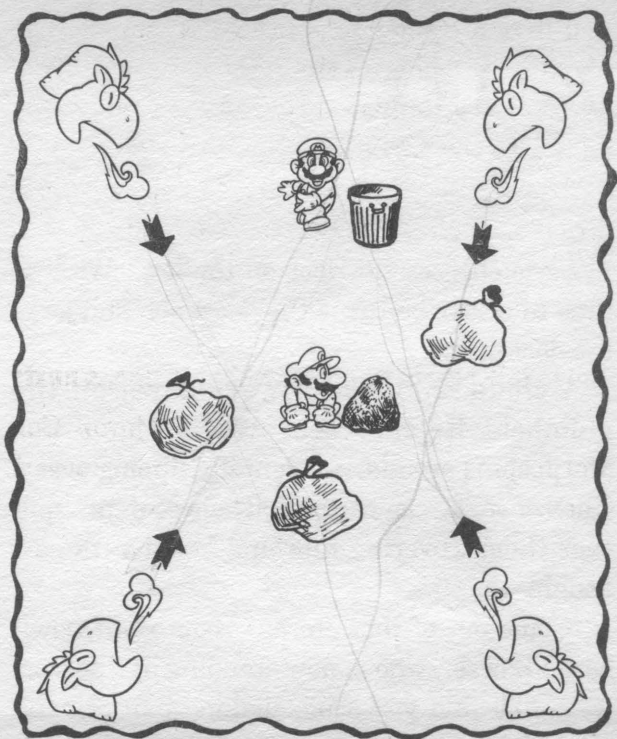
and fires a tremendous fireball at them. The blazing red sphere sails right between Mario and Yoshi's heads, singeing several of the plumber's mustache hairs.

"Run awa-a-y!" Mario yells. Yoshi springs into action, galloping away as fast as he can.

Hissss! The mini-rhino flings two more fireballs after them.

Solve this puzzle to find out what happens next:

- Four fireballs are about to fly at Mario. Can you guess where the plumber should take cover? The fireballs will travel in straight lines, so try to choose a spot that won't get hit by any of the blazing objects.



**If you think they should hide behind the rock,
turn to page 58.**

**If you think they should hide behind the
garbage pail, turn to page 4.**



Mario chooses the door on the left. With no time to spare, he turns the doorknob and jerks the door open.

A cloud of flour showers down on the plumber. He can't see! Waving his arms, Mario spins around, accidentally tipping over a stack of soggy egg cartons. Their contents spill over them, covering him and Yoshi with raw dough!

"Come out of that storage room right now!" barks Bowser, who is now standing in the doorway. "I'll find you a nice baking pan to hang out in."

Desperately, the plumber and the dinosaur try to scramble to the far side of the storage room, but the oozing dough holds them fast. Mario reaches up and grabs the side of a large wooden barrel, trying to pull himself free from the sticky goo. Instead, the barrel tips over, showering him with stale chocolate chips.

"Here, have some raisins with those," guffaws Bowser. He stands over Mario and drops an enormous burlap bag filled with something very heavy on him.

Everything goes black.

Turn to page 12.





Mario and Yoshi weave through a maze of branches, vines, tree trunks, and dragonfly nests. Finally, the steamy green plant life gives way to a smooth grassy slope. From there, they can see far across Dinosaur Island.

To the left are the sandy shores of Lake Trilobite. To the right are the even sandier dunes of the Dinosaur Island desert.

Straight ahead lies the Valley of the Koopas. It's full of grime and slime and smelly stuff that looks like sand.

**If you think they should head toward the lake,
turn to page 81.**

**If you think they should head toward the
desert, turn to page 45.**

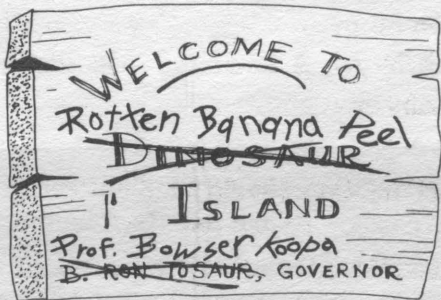
**If you think they should head toward the
Valley of the Koopas, turn to page 27.**



Kra-ka-toa-CLONK! A whirling, hurtling turtle shell smacks Mario on the head.

He shouts "Ou," but doesn't even have time to say "ch," before he's out cold.

Several hours later, the plumber awakes with a stegosaurus-size headache. He is lying somewhere along the island's sandy shores. A sign over Mario's head reads:



"Oh no!" shrieks Mario. But it is too late. The island's dinosaurs are gone forever.

GAME OVER!



Mario dashes across the cellar floor. But the vicious, ornery, razor-toothed creatures gain on him. They get closer and closer and—

“Whooaa!” Mario falls through a small opening in the stone floor.

Splash! He plummets into a pool of dark oily water, several stories below.

“Arrrgh!” shouts Mario, struggling to stay afloat.

“*BLARGG!*” A terrifying roar fills the dark wet chamber.

The people who have heard that sound could tell you that it is made by giant sea serpents that live below the basements of haunted mansions.

Of course, those people have all been eaten.

GAME OVER!



“I’m outta here!” sings Luigi. He double-checks his plumbing boots to make sure that they’re both tied well and stomps off toward the nearby jungle’s edge. “I’ll be back in ten minutes, and then we’ll have lunch.” He disappears into the dense green foliage.

Two hours later, Luigi still hasn’t returned. Mario is starting to get annoyed because his brother has been away so long. He’s also irritated because he had planned to go swimming—until Yoshi drank all the water in the swimming pool.

Just then, a small greenish mushroom wearing a baseball cap waddles past, carrying a satchel of newspapers.

“Extra, extra!” shouts the foot-tall fungus. “Bowser Koopa wins Snowbell Prize. Read all about it.” He tosses a newspaper toward them and struts away.

“What’s it all about, Yoshi?” asks Mario,

snatching away the paper before the dinosaur can swallow it.

Stunned, he reads the front page of the *Mushroom World Gazette*:

TURTLE GENIUS WINS BIG HONOR

For his brilliant new theories about dinosaurs, Professor Bowser Koopa will soon receive the Snowbell Prize, evil reptile-dom's highest award. Earlier this week, Bowser shocked the scientific community by announcing that all the world's dinosaurs had become extinct because they forgot to look both ways before they crossed the street. Tomorrow, some of the greatest turtle celebrities will join Bowser at his summer home to present him with . . .

Mario stops reading.

"Bowser? A professor?" he asks skeptically. "There's something fishy about this whole affair. Besides, Yoshi, you're living proof that dinosaurs aren't extinct." He pats his friend on the snout.

Yoshi purrs affectionately, and swallows the newspaper.

Mario waits by their bungalow all afternoon

and evening. Long after the plumbers' bedtime, however, Luigi still hasn't returned.

"I wonder what happened to him," says Mario, putting out the campfire and getting ready for bed. "Oh well, super plumbers can take care of themselves, I guess."

He climbs into his hammock and drifts off into an unusually sound sleep.

The next morning, Mario wakes to find himself lying on the cold hard ground.

"Ooooo, my spine," he says, massaging his lower back. "How did I wind up on the floor?"

"Glorp," says Yoshi, cheerfully. A lone hammock string dangles from between his two front teeth.

"I don't know about you, but I'm starting to get worried about my little brother," says Mario. "I know he gets sidetracked easily, but—"

Just then, it occurs to Mario why he slept so well last night. It's quiet! For the first time in weeks, the air isn't filled with the sounds of howling dinosaurs.

"Where have all the dinos gone?" wonders Mario. "Come on, Yoshi." He grabs his red cap and his emergency plunger. "Let's investigate right away."

He hops onto Yoshi's back and they begin to gallop away from the beachside camp. To their left is the dense jungle that Luigi entered the day before. To their right, a dirt road winds out into Dinosaur Island's desert. Straight ahead, they can see the blue waters of Lake Trilobite far in the distance.

"Your guess is as good as mine," Mario shrugs, as he tries to decide which way they should go. "I've got a feeling that phony Professor Koopa is up to no good. And we'd better find out what's going on, fast."

If you think Mario and Yoshi should head for the desert, turn to page 45.

If you think they should head for the lake, turn to page 81.

If you think they should head for the jungle, turn to page 52.





Mario decides to check out the spooky mansion all by himself. He walks up to the front of the eerie stone building and peers into the open front door.

"Anyone home?" he asks nervously.

There is no reply.

Carefully, Mario tiptoes into the torchlit entrance chamber. The walls of the enormous room are covered with cobwebs and soot.

Immediately, the door slams shut behind him.

"Well, I might as well have a look around," says Mario, brushing away a tuft of dust that has fallen onto his mustache.

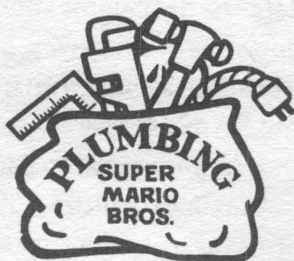
Ahead of him are two staircases. One climbs up into the mansion's rafters. The other descends in a great spiral, into the basement and out of sight.

"You know," Mario notes, "this reminds me of the time I had to rescue the entire population of Weehawken from a great big—"

The heroic plumber realizes that no one is around to listen to his story. He heaves a sigh and marches toward the stairs.

Solve this puzzle to help decide what Mario should do next:

- Mario is going to land on the first step of this staircase, then the third, then the fifth, etc. Are any of those steps shorter than the length of the plumber's boot? If you think that Mario is only going to land on steps longer than his boot, send him upstairs. Otherwise, send him to the basement.





**If you think Mario should go upstairs,
turn to page 109.**

**If you think Mario should go downstairs,
turn to page 68.**



Mario decides to wait and let the egg hatch.

Seconds later, it bursts open and a tall skinny plumber pops out.

"Luigi!" Mario shouts.

"Boy, am I hungry," says Luigi.

The two plumbers perform their secret handshake. Then, together with Yoshi, they climb out the kitchen window.

"Gee," Luigi snickers, looking back at the wreckage of overturned counters and splintered eggshells. "I guess the yolk was on them!"

YOU WIN! GAME OVER!

Turn to page 121 to find your final score.



“You mean you’re going to roast all the dinosaurs in that oven?” asks Mario in disbelief.

“No,” Bowser chuckles. “Something even better.”

He pushes a button on the strange appliance, and the front door swings open. Colored lights begin to flash, and a long conveyor belt glides out from the machine, extending all the way to the egg cartons, twenty feet away.

“This is my Koopa deluxe automatic omelette maker,” explains Bowser. “Tonight, I’m going to cook all the dinosaurs into one big scrambled casserole and feed them to the Snowbell Prize committee. Meanwhile, they’ll be giving me an award for my phony theory about how the dinosaurs went extinct because they didn’t look both ways before crossing the road.”

“Grrrrr,” Yoshi growls angrily.

“But wait!” the evil turtle king continues. “It gets even better. Because I’ll have won that prize, I’ll get to be curator of the Museum of

Mushroom Kingdom History. And that's right across the street from the royal mushroom palace." He snorts twice and begins to tap his scaly foot with glee. "I'll be able to throw rotten banana peels at Princess Toadstool and play all kinds of mean tricks on her fungus friends. No one will be able to stop me because it'll be my museum and I won't let anybody come in."

Bowser doesn't realize that, while he's been talking, Yoshi has been busy eating away at the dough that holds Mario and him in place.

"Let 'er rip!" laughs the turtle king. He yanks one of several levers and the conveyor belt roars to life. "Bye-bye, dinosaurs!"

One by one, the giant dinosaur-filled eggs tumble onto the belt and roll toward the clanking, sinister omelette machine.

Turn to page 89.



“Desert ho!” shouts Mario. He and Yoshi head into Dinosaur Island’s ancient sandy plains. Fearlessly, they charge onward over sloping dunes and rocky ridges, dodging several clusters of thorny cacti as they ride.

Galloping at high speed, Yoshi kicks up a cloud of swirling yellow dust around himself and his rider. That’s probably why they don’t notice the swarm of Spike Tops sailing toward them.

Zing! A jagged-edged turtle shell soars over Mario’s head, missing him by a few feet.

Zang! A second spiky creature whizzes by him, almost poking him in the eye.

From all directions, the annoying creatures fling themselves at Mario and Yoshi.

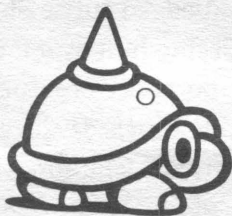
“Step on it,” orders the plumber. “I don’t want these pests to get their point across, if you know what I mean.”

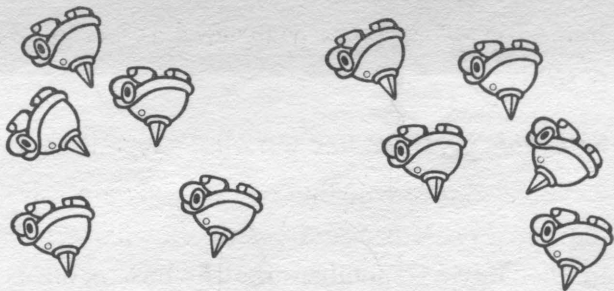
Yoshi bends down in time to dodge another

Spike Top. Then he races forward as fast as he possibly can.

Solve this puzzle to find out what happens next:

- Two clouds of whirling turtle shells are raining down on Mario and Yoshi. But look carefully! Only one shell in one of the clusters is actually going to hit them. Try to choose the group of shells that will completely miss the two heroes.





**If you chose the turtle shells on the left,
turn to page 93.**

**If you chose the turtle shells on the right,
turn to page 33.**



Then Mario remembers that he has been carrying the giant pair of scissors with him.

Snip! Snip! Snip! He reaches up and lops off several of the evil creature's ties.

"Aawwrrr!" the Tie-rack-asaurus wails. Immediately, it charges toward the kitchen exit, tipping over several tables along the way. It stops to examine its reflection in a shiny frying pan hanging on a wall. Looking at its destroyed neckwear, it bursts into tears before storming through the door.

"Saved in the neck of time," pants Mario.

But he gets no time to catch his breath. Before he can even put the scissors back in his overalls pocket, a bright light flashes behind him.

WHAM! Something large and wrapped in glaring, blinking light bulbs bashes Mario on the side of his head, knocking him down.

"Hee hee!" laughs Bowser. "It's my Times-Square-atops!"

WHAM! The giant, brightly lit Slimosaur swings its tail and clubs Mario with an illuminated ball.

"Can't see," groans Mario, staggering to his feet. "I've got to get away from this thing before it's lights out for good."

**If Mario has the Magic Feather,
turn to page 101.**

**If Mario does not have the Magic Feather,
turn to page 65.**





“Stop!” shouts Bowser, suddenly.

The Slimosaur stops lashing Mario with its sharp-edged leathery ties.

“Maybe I should let this poor slob go,” says the turtle king, scratching his lumpy chin. Savoring the moment, he watches Mario collapse on the floor, gasping for air.

“No, I think knot,” Bowser chuckles.

Immediately, the Tie-rack-asaurus grabs Mario with its slimy claws and twists him into a half-Windsor.

The giant creature lumbers away, proudly wearing the tied-up plumber around one of its necks.

GAME OVER!



Mario dashes past the exit sign and up a flight of slippery stone steps. At last, he exits the spooky mansion.

“That was about as fun as the time Luigi put weasels in my overalls,” he grumbles and begins to walk down the hill.

Soon, the plumber reaches the shore of Lake Trilobite. There’s no sign of his dinosaur pal Yoshi yet.

As a matter of fact, there’s no sign of any dinosaurs anywhere!

Turn to page 98.



They decide to head into the dense tropical jungle of Dinosaur Island. Yoshi tramps into the steamy green region with the plumber on his back.

The dinosaur doesn't say anything as he watches a swarm of bright orange Hoopster beetles crawl across a dew-covered tree trunk. But his stomach rumbles hungrily.

"Shhh," whispers Mario, brushing aside a large leafy vine and listening carefully for any dinosaur noises.

Instead, he hears the faint sound of someone calling out numbers.

"Thirty-two. Twenty-one. Fifty-nine," a voice says from some nearby bushes.

Yoshi leans forward to investigate.

"Hike!" screams an armored turtle wearing a football helmet. He and four other turtles burst from the foliage and crash into Yoshi, knocking dinosaur and rider to the ground.

“Hike!” barks another turtle. Three more football players slam into the two confused heroes.

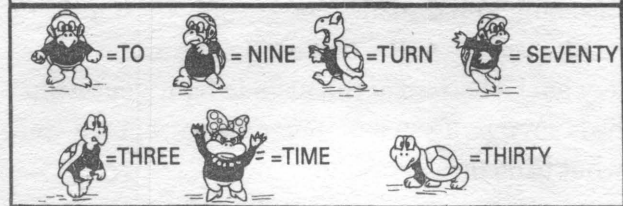
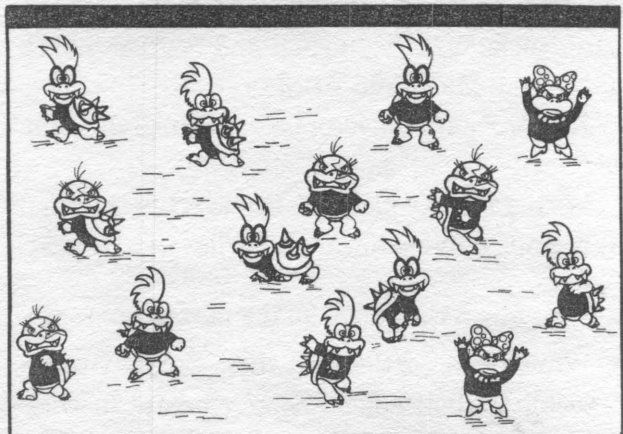
Then, another one of the weird green creatures picks up a loose shell and begins to back away from Mario and Yoshi.

“Uh-oh,” says the plumber. “I think he’s going to punt.”

With a mighty kick, the turtle boots the shell and sends it flying towards Mario.

Solve the puzzle on the next page:

- While these turtles play their violent version of tackle football, some Koopa referees are sending signals on the sidelines.
- Choose one of the three officials, and use the key at the bottom of the page to figure out what he is saying. That referee’s message will tell you what to do next.





Mario stomps toward Yoshi and the few other dinosaurs that are with him.

“How did you get here?” he asks.

“Glorp,” says Yoshi, which doesn’t exactly explain everything.

The other dinosaurs are frightened and confused. Even worse, they look hungry. Two or three of them are eyeing Mario and licking their lips. With a nervous twinge, he wonders if any dinosaurs are plumber-eaters.

“Don’t worry, guys, I’ll help you get some food,” Mario promises. “And then we’ll get to the bottom of this mystery,” he adds.

**If Mario has the basket of apples,
turn to page 106.**

**If he does not have the basket of apples,
turn to page 116.**

Splat! As the mighty Slimosaurs explode, they shower the distinguished Koopa guests with smelly green and yellow dino-goo.

"This is an outrage!" screams Gary Koopa. He wipes some of the sticky green goo from his tuxedo.

Mario and Yoshi stay hidden on the floor, behind a pile of empty Slimosaur shells.

"This fortress is definitely hazardous to my health," huffs C. Everett Koopa. "I'm leaving!"

"I'm getting far away from this apocalypse, now!" says Francis Ford Koopola.

"This is the last of the weekends I spend in this place," mutters James Fennimore Koopa. He and the other splattered turtles turn toward the exit.

"Wait!" Bowser pleads, chasing after them. "I can explain everything!" But it is too late. His evil plans are ruined.

The Snowbell Prize committee is gone. The

dinosaurs are all free. Alone now, Mario unties Yoshi's blindfold. Together, they begin to look about the ravaged Koopa kitchen.

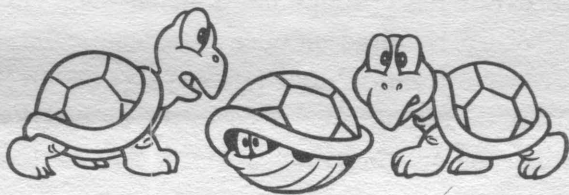
"Jackpot!" shouts Mario as he discovers hundreds of shiny coins scattered among the dented baking pans and twisted spoons.

"Glorp!" says Yoshi, swallowing all the coins that Mario doesn't pick up first.

Just then, the evil omelette maker begins to rumble and whirl once again.

*****Mario collects 200 coins.*****

Turn to page 16.





“Head for the hills!” gasps Mario. He scrambles for a plumber-sized pile of rocks and throws himself behind them. Yoshi squeezes in next to him.

“Ow! That’s me you’re sitting on,” the plumber grumbles.

“Glorp,” says Yoshi apologetically.

Fortunately for the fearless but flammable heroes, the two fireballs fall short of their targets. The blazing spheres land in a pile of garbage a few feet to the right of their hideout, igniting a cluster of empty milk cartons.

While the rhino pauses to reload, Mario and Yoshi speed away, leaving the miniature menace far behind. They pass several lava pits, some patches of snapping Muncher plants and, of course, hundreds of piles of garbage.

Soon a gigantic stone fortress appears on the horizon. Big neon letters over the arched doorway spell out the name “Koopa.” An enormous

yellowed bedsheet is strung above the building as a makeshift banner. In barely readable handwriting, greasy black letters say:

WELCOME SNOWBELL PRIZE COMMITTEE!

"So this is Bowser Koopa's summer home," says Mario, scratching his chin thoughtfully. "We've got to get inside and find out what he's done with all the dinosaurs."

Just then, they hear the rumble of car engines.

Mario and Yoshi dive behind a rock and duck down as a fleet of long black limousines drives up to the front of the fortress.

At the same time, Bowser Koopa stalks out of the main entrance, followed by several of his vicious turtle attendants. The turtle king is wearing a long green gown and a graduation cap and is sucking a large pipe stuffed with smoldering green tobacco. He coughs every few seconds, but he is grinning with glee.

Drivers emerge from their cars and open the doors for their passengers.

"His Honor, James Fennimore Koopa!" announces a chauffeur, as a shrivelled, ancient tortoise wearing spectacles steps forward.

"Doctor C. Everett Koopa!" squawks a sec-

ond chauffeur. A giant bearded turtle strolls up to greet Bowser.

"Ladies and gentlemen, Mister Gary Koopa!" announces yet another chauffeur.

One after another, large elegantly dressed turtles continue to climb out of their cars.

"Welcome! Welcome!" shouts Bowser to all his guests. "I'm very honored that you've chosen me to receive the Snowbell Prize. Please, come in and make yourselves at home."

"What a collection of horrible monsters," Mario observes. "It's an ugh-stravaganza."

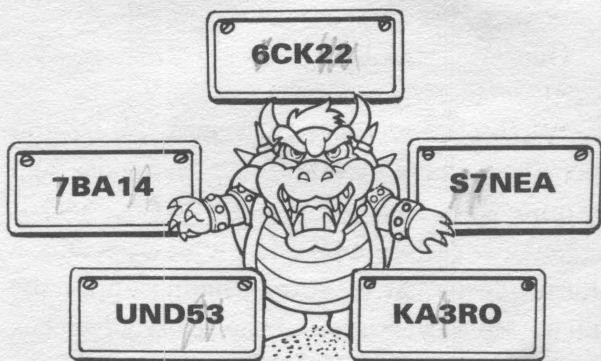
Yoshi watches nervously, as Wart, the giant frog ruler of the Land of Nightmares, hops up to Bowser.

"Sorry, pal," says Mario, patting Yoshi on the back. "But we've got to go in there and find out what's going on." He fidgets with his bushy black mustache for a few moments. "Now, which way should we go?"

Solve this puzzle for a clue to what Mario and Yoshi should do next:

- Check out the license plates on the Koopa celebrities' cars. If you take away all the numbers and arrange the plates in the right order,

they'll spell out some valuable advice about what Mario and Yoshi should do!



If you think Mario and Yoshi should try to sneak in with the rest of Bowser's guests, turn to page 74.

If you think they should try to sneak around back and find another way into the fortress, turn to page 103.



Bap! Bap! Two more Swoopers sail by and fling their shells at Mario, but both miss him by quite a few feet.

“Take cover!” shouts the plumber, seeing a third hideous bat creature winding up for the pitch. He dashes around the shiny silver box in the center of the platform and crouches behind it.

As soon as the Swoopers are unable to see Mario, they lose interest and flutter away.

“Stupid bats,” Mario mutters. He makes sure that there are no more enemies around, then opens the box and looks inside.

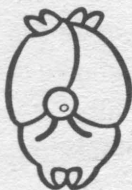
“Yes!” he shouts. Inside are several coins and, even better, a blue Starman.

“I know I’ll need this at some point. It’s always useful to become invincible,” says Mario, stuffing the Starman and the other goodies into his overalls pockets. “This must be my lucky day,” he announces.

He looks around quickly to make sure that there are no monsters or anything else lurking that might end his lucky streak. Then, carefully, he hops back down the stairs toward the basement.

*****Mario collects 10 coins
and he now has the Starman.*****

Turn to page 68.



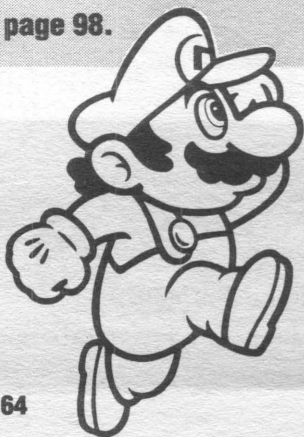
Mario decides not to enter the spooky mansion alone. He turns and hurries back down the hill.

“Yoshi! Here boy! Glorp glorp glorp!” calls the lonely plumber. But no one answers.

Soon Mario has wandered all the way to the edge of the desert. He approaches the shores of Lake Trilobite with no sign of Yoshi at all.

And there’s no sign of any other dinosaurs, either.

Turn to page 98.





Mario staggers around the kitchen, blinded by the Times-Square-atops' flashing lights. Unable to see, he reaches out and grabs what he thinks is the evil Slimosaur's tail. He yanks it hard.

"Glorp!" Yoshi wails in pain.

"Oops," says Mario.

WHAM! The Slimosaur brings one of its heavy blinking paws down on the plumber and another on his dinosaur pal.

Everything goes black.

A while later, they wake. Mario is lying on his back on a small grassy hill. Yoshi is only a few feet away, leaning against an apple tree. Neither of them have seen this part of Dinosaur Island before.

Bowser is gone. The Slimosaurs are gone. All of the plumber's coins are gone, too.

"I'm really confused," mutters Mario, trying to piece together exactly what has happened. But only a few details come back to him. He can

remember that the island's dinosaurs are disappearing—and that's all.

"Remind me not to get amnesia so often," he says to Yoshi as he climbs onto his pal's back.

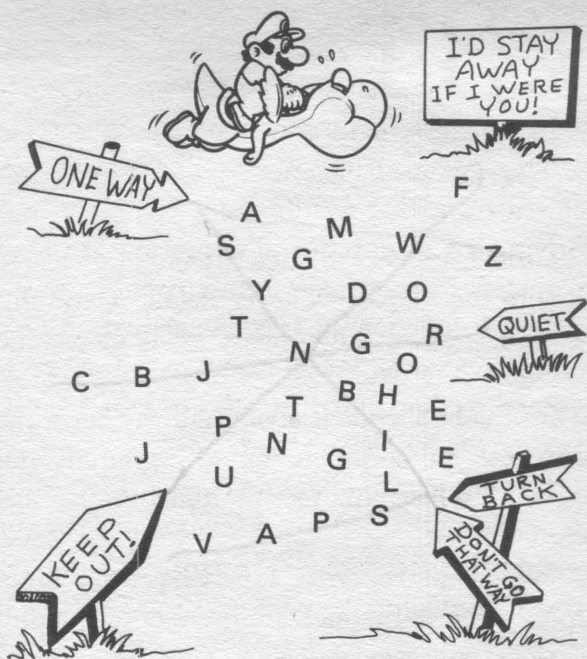
They gallop along a narrow dirt trail through the unfamiliar landscape, hopping over Shyguys and patches of snapping Muncher plants. Soon they reach a crossroads.

In one direction the trail winds through a valley of lava pools, tar pits, and volcanos. In the other direction, the trail leads up to the edge of a thick green jungle and then ends.

"We've got to get back on track, Yoshi," Mario mutters, pulling off his red plumber's cap and scratching his head. He examines the two trails. "But which way should we go?"

Solve this puzzle for a clue to which way Mario and Yoshi should go:

- There are many signs offering advice for Mario. But they won't be much help unless he can use them all at once. Find all the signs that are shaped like arrows and draw straight lines from each one across the field. The letters that are not touched by the lines will spell out advice about what the plumber should do next.



*****Mario loses all his coins.*****

**If you think they should go to the jungle,
turn to page 52.**

**If you think they should head for the lava pits,
turn to page 97.**



Mario descends the huge circular staircase to explore the mansion's lower floors. Carefully, he tiptoes down the slippery stone steps, one by one.

Just as he's made it about halfway down the staircase, he steps on something small and shiny. He loses his footing and tumbles forward.

"Whoa!" Mario cries, expecting to plummet to his doom. Instead, he flops onto a small platform only two feet below.

"That could have been worse," he says, and reaches up to the step that made him slip. He grabs a handful of silvery coins.

"These'll help pay for a hamburger or two," the plumber comments and tucks the coins into one of his overalls pockets. Then he walks over to the edge of the platform and peers down.

He can now see that the basement of the mansion is one huge vaulted room. It's dotted

with sinister-looking cages, open tanks of slimy liquid, and, milling about in the dim light, several fuzzy, hulking shapes that Mario suspects are monsters. Far on the other side of the room, a small neon sign flashes the word, "EXIT."

"Hmmm," Mario ponders. "If I could only get across without having to dodge all of those monsters . . ."

*****Mario collects 5 coins.*****

**If Mario has the Magic Feather,
turn to page 71.**

**If he does not have the Magic Feather,
turn to page 8.**



STOP!! It's impossible to get that result. Turn back to the page you were just on and try to solve the puzzle again.





Then Mario remembers that he has the Magic Feather. He takes it out of his pocket and waves it above his head. A strange, tingling sensation fills his body and—zing!— a bright yellow cape appears, on the back of his red overalls. Charged with energy, he leaps high into the air and lands on a small platform.

Endless fistfuls of coins are scattered about the ledge.

“Yes!” exclaims Mario, as he scoops up handfuls of the shiny metallic objects. “These’ll help pay for a whole cow.”

Mario spies another platform across the room, about twice as far from him as the one he just left. With all those coins in his pockets, he’s twice as heavy as usual. That means that reaching the far platform would require a leap four times as great as the one he just made. That’s a long jump, even for a plumber with a magic cape.

Should he go for it? Or should he head back the way he came?

Solve this puzzle for a clue about what Mario should do:

- Here are four super plumbers about to leap from narrow ledges. Unfortunately, monsters are everywhere. Is it possible to draw a straight line between any two plumbers without touching one of the terrible beasts?
- If it can be done, then Mario will also be able to make his leap. Otherwise, don't let him try it!



Mario and Yoshi sneak into the fortress with the other turtle guests.

Weaving behind several of the limousines, they zigzag to the building's main entrance. Then they dash, as quickly as they can, through the front door.

But only for a few feet.

Whomp! They run smack into Bowser Koopa's green bloated belly.

"Look at what we have here!" snorts the giant turtle. He reaches out and grabs them with a huge paw.

"Attention everyone," Bowser calls to his guests. "Dinner will be served in three hours, but I am happy to announce that you may have some appetizers right now."

GAME OVER!



Mario yanks open the right-hand door. He and Yoshi charge inside.

Instantly, they freeze in their tracks. They are in a narrow, candlelit room. Two large sledge hammers are hanging from hooks on one wall. In the center of the room, two of the biggest turtles that Mario has ever seen are asleep on flimsy wooden cots.

Carefully, Mario and Yoshi tiptoe past the sleeping monsters toward a small door on the opposite end of the room.

Mario gets there a few feet ahead of Yoshi. He grabs a small knob and pulls open the wooden panel.

Cuck-koo-pa! Cuck-koo-pa!

A hideous mechanical bird darts out of the wall, shrieking fiercely.

Too late, Mario realizes that it is a giant cuckoo clock, not an exit.

The giant turtles roll from their cots.

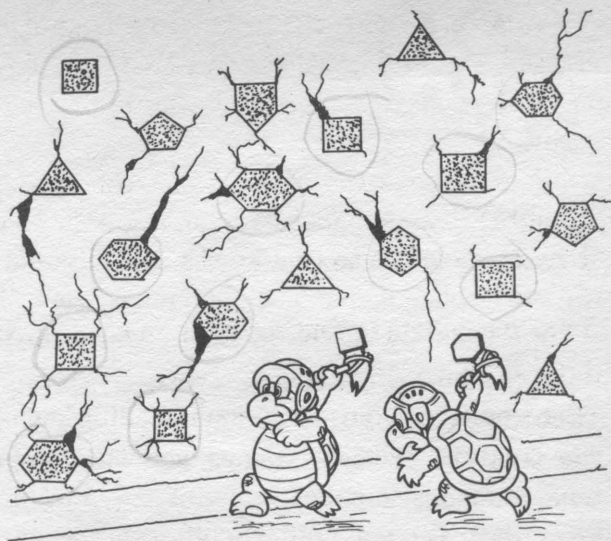
"Yum," says one of the horrible Hammer Brothers, noticing Mario and Yoshi. "That looks like a good five hundred pounds of lunch-meat."

"Pound," says the other monstrous turtle, thoughtfully. He grabs his sledge hammer from its hook. "I like that word."

Solve this puzzle to find out what happens next:

- Choose one of the horrible Hammer Brothers and look at the shape on the end of his sledge hammer. Then look at all the holes that the monsters have punched in their bedroom wall. Circle all the holes that match your turtle's hammer, and then count up all of the sides on each of the shapes that you chose.





**If your holes have a total of 36 sides,
turn to page 107.**

**If your holes have a total of 24 sides,
turn to page 92.**

The horrible Thesaurus knows 367 different ways to clobber, pound, beat, and pulverize.

Unfortunately, at the moment, Mario can't think of even a single way to escape.

The odiferous, stinking, foul-smelling monster trounces, crushes, stomps, squashes, flattens, smashes, mashes, vanquishes, annihilates, destroys, squishifies, obliterates, wipes out, punishes, and pummels the plumber.

GAME OVER!





The shell lands harmlessly at Mario's feet. He gets an idea.

Grabbing the shell, Mario darts out into a clearing a few yards away.

"Fifteen. Twenty-two. Thirty-three," he counts loudly, getting down on one knee.

All twelve turtles turn and face him. They charge.

"Hike!" shouts Mario.

One dozen green football players hurl themselves at him from all angles. Just as they are about to crash into him, he leaps high into the air.

CLONK! The turtles all collide. "Ow! Yow! Ouch!" they scream as they bounce off one another and fall to the ground. All twelve creatures are out cold.

Mario lands softly in the jungle weeds next to them. "They really had to put their heads together to do that," he laughs.

Then the plumber spies several objects scattered among the sprawling shells of the flattened footballers. He sifts through the unconscious athletes, picking up several shiny coins. When he spots a small, yellow feather, he cheerfully pockets that, too. He happens to know it's a magic feather.

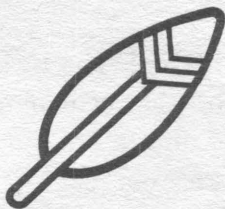
"This could come in handy. It's a jungle out there," he says, climbing back onto Yoshi.

"Glorp," agrees Yoshi.

They continue on their way through the jungle.

*****Mario collects 5 coins
and now has the Magic Feather.*****

Turn to page 32.





Mario and Yoshi gallop to the shores of Lake Trilobite, deep in the central valley of Dinosaur Island. There, the plumber has Yoshi stop for a moment while he scouts out the horizon.

"Look over there," says Mario, pointing to a barren valley far past the other side of the lake. "I never noticed that before. Did you, Yoshi? Yoshi?"

Yoshi has leaned forward to nibble on a small tomato plant at his feet. After eating it down to the stem, he bends a little further to get the last tasty mouthful. Mario tumbles forward, landing face-first in the mud.

"Thanks a lot, pal," the plumber says angrily, wiping the muck from his mustache and eyebrows.

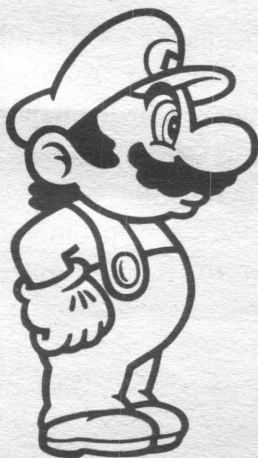
But when he looks up, Yoshi is gone.

"Where'd that dino go so fast?" Mario wonders.

Getting to his feet, he brushes wet sand from

his bright red overalls and begins to trudge along the shores of Lake Trilobite, alone.

Turn to page 98.





Mario dives into the water and swims with power and precision.

"You know, I miss the old storm drain," he muses, thinking back on his days at Basic Draining.

Then something small and shiny catches his eye.

"Coins!" he says cheerfully. Nestled among the lake's seaweed and Lava Lotuses, clusters of coins are scattered everywhere.

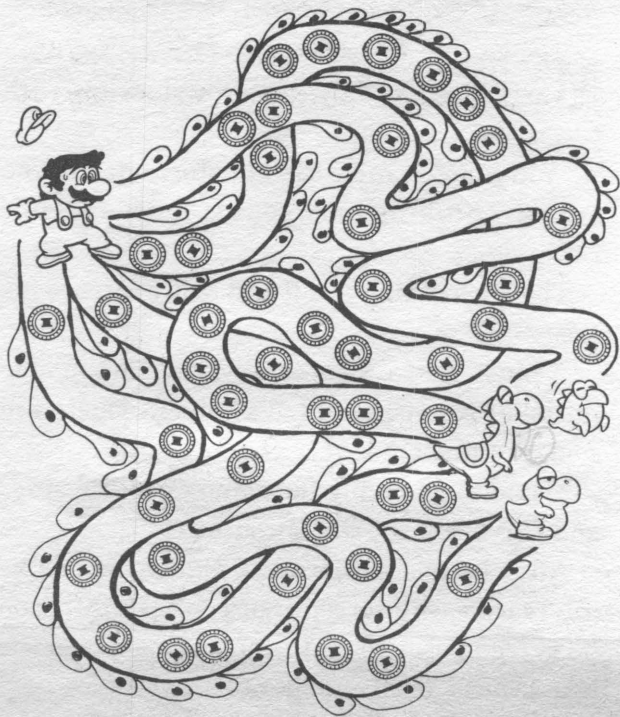
"Time to go diving for dollars," Mario sings and dips below the water's surface.

After he has gathered as many coins as he can reach easily, he continues on his way. Soon he is scampering onto the opposite shore of the lake to meet Yoshi and the other dinosaurs.

**Solve this puzzle to find out how many coins
Mario gathers from the lake:**

- Choose one route for Mario to swim through

all the seaweed to reach the dinosaurs on the other shore. When you're done, go back and count all of the coins the plumber gathered along the way.



*****Mario collects that many coins.*****

**If Mario gathers fewer than 5 coins,
turn to page 70.**

If he gathers 5 to 11 coins, turn to page 55.

If he gathers 12 to 20 coins, turn to page 55.

If he gathers 21 or more coins, turn to page 70.





Frantically, Mario flees the hairy creatures. Suddenly, he remembers an important fact about Mega Moles: they have very bad eyesight.

Mario steps to one side and stops short. The giant moles race past him.

"How about that?" Mario muses cheerfully. He watches the monsters charge away into the darkness. Gradually, the sound of their slaver-ing and panting fades in the distance.

The heroic plumber stops to gather a few coins that are scattered about the dank stone floor. Then he heads towards the glowing red exit sign.

*****Mario collects 5 coins.*****

Turn to page 51.

Suddenly, a long pink tongue zips out from behind the apple tree and snags Luigi's meal.

A six-foot-tall dinosaur lumbers forward. He looks like a baby iguanodon, with a short neck and an egg-shaped head. He's wearing a pair of heavy boots on his chunky hind legs.

"Glorp!" the dinosaur says happily as he swallows Luigi's cereal, box and all.

"Yoshi!" Luigi scolds. "Ba-a-a-d dinosaur!"

The two plumbers met Yoshi a few hours after they arrived on the island. Immediately they became the very best of friends. Unfortunately, this friendship has severely cut into the Mario Bros.' food supply!

"Don't yell at him," says Mario. "He can't help it. He's a growing boy."

"Hmph," Luigi grumbles, getting up from the picnic table. "It's a good thing we've got plenty more where that came from." He walks over to the wooden shed where they have

stored all their food for the vacation. Gingerly, he dials the secret combination of the shed's padlock and opens the door.

"Yikes!" Luigi cries.

The hut has been ransacked. Except for a bag of black jelly beans, all the food is gone.

"Who's responsible for this?" the tall skinny plumber shouts, frantically sifting through a pile of empty soup cans.

Then he notices a few dinosaur footprints tracked through a splotch of raspberry jam.

"Glorp," Yoshi says nervously.

"Arrrgh!" Luigi wails, and begins to pound his head against a wall of the now empty shed. "I'm sooo hungry!"

"Just relax, little brother," says Mario. He pats Luigi on the shoulder. "It's a big island. I'm sure we can find some more food."

"Yeah, I guess you're right," says Luigi. He adjusts his green plumber's cap. "How about if one of us tries to find something to eat?"

**If you think Luigi should look for food,
turn to page 35.**

If Mario should look for food, turn to page 112.

With all his might, Mario twists and tugs to break free from the remaining dough in the pie pan. Slowly, steadily, he pulls himself loose from the goo. “Good work, Yoshi,” he whispers to the dinosaur.

Yoshi licks his lips and looks pleased with himself.

Bowser has been busy checking the controls of his omelette machine and babbling to himself about how he is going to break all of the windows in the Mushroom Kingdom. By the time he notices Mario, it’s too late. The plumber races up to the machine’s controls and shoves the turtle king to one side.

“Hey, stop!” shouts the enraged Bowser.

Two large levers are connected to the main control board of the conveyor belt. Unfortunately, flour and globs of uncooked dough conceal much of the labels around them.

A smudged sign next to the right-hand lever

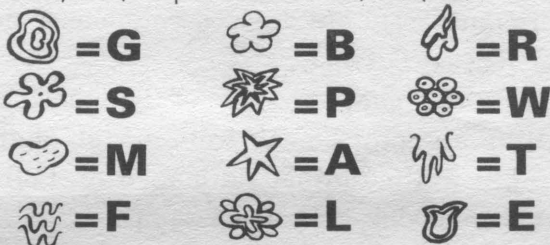
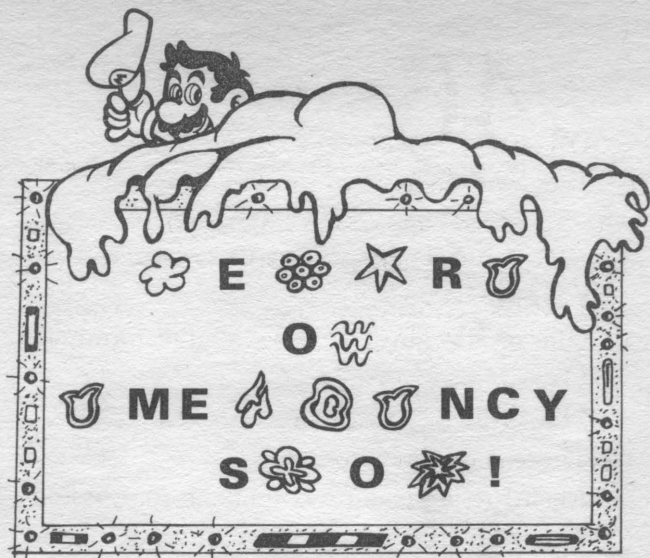
says, "RE*ER*E." Through blobs of grease and flour, a sign next to the left-hand lever says, "EMERGEN*Y S*OP."

Mario has no time to lose. The first of the dinosaur-filled eggs is now only a few feet from the mouth of the horrible omelette maker.

**Solve this puzzle for a clue to what Mario
should do:**

- There's an important message blinking on this control panel. Unfortunately, a lot of it is covered with slimy dough. Use the guide at the bottom of the page to find out which blobs are covering parts of the message, and which blobs are simply splotches of slime.





**If you think Mario should pull the lever
on the left, turn to page 14.**

**If you think Mario should pull the lever
on the right, turn to page 96.**



WHAM!!

One of the giant turtles' sledge hammers clobbers Mario.

WHAM!!

There goes Yoshi, too.

Each turtle picks up one of the unconscious heroes and lifts him high in the air. Then, Mario and Yoshi are dropped onto one of the cots. They're out cold.

"Let's see, now," says one of the monsters, pulling a gigantic book from a high shelf. "Plumber Almandine, Plumber Con Pollo, Plumber Fondue, Plumbers Posillipo . . ."

"Ahhhh," says the other massive turtle, philosophically. "So many recipes, so few plumbers."

GAME OVER!



Six spinning Spike Tops line up and sail single-file toward the two heroes.

"Glorp, glorp, glorp, glorp, glorp, glorp!" One after another, Yoshi swallows them all.

"Nice going," says Mario. "For a minute, I thought we were about to get shelled."

In the sand, they notice several coins that the spinning pests dropped. Mario leans over and picks them up.

The desert trail leads up a rocky, cactus-covered hill. At the top, a dark stone mansion casts an eerie shadow over the heroes.

"Looks spooky," says Mario, gazing up at the building's sinister dark windows.

"Glorp!" Yoshi cheerfully licks his lips.

"Relax," snaps Mario. "I didn't say 'cookie.'"

***** Mario collects 5 coins. *****

Turn to page 9.



“We’d better run for it,” Mario whispers to Yoshi. But as they slip softly past a rack of cookie containers, Yoshi decides to grab a quick snack. He reaches out with his long pink tongue and snatches the bottom cookie jar from a stack of ten.

Of course, the other nine come crashing to the floor.

“Hey!” shouts Bowser Koopa. He jerks his lumpy green head and spots Mario and Yoshi. “It’s that plumber! And he’s got a dinosaur, too.” Immediately he charges toward them.

Mario and Yoshi dash out of the nearest door, into a long, dirty hallway.

“Guards! Guards!” Bowser yells, only a few yards behind them.

At the end of the hall are two closed doors. Which one should Mario and Yoshi enter?

Solve this puzzle to find out what happens next:

- Choose one jar of numbers. Then trace a path from Mario to the doors at the far end of the hall. Here's the catch: Mario may not move diagonally, and he may only step on floor tiles that contain one of the numbers in your jar.



2	31	7	4
53	9	32	51
8	6	84	7
64	3	6	5
98	4	95	2
2	5	7	34
32	95	8	3
7	2	1	94
5	4	8	3
6	1	4	9
A		B	

If Mario reaches door "A," turn to page 75.

If Mario reaches door "B," turn to page 30.



Mario decides to pull the right-hand lever. Immediately, the massive conveyor belt screeches to a halt. Then it begins to move in the opposite direction.

“Yes! Reverse!” Mario cheers, as the giant eggs roll off the belt and onto the kitchen floor.

The eggshells crack open and confused dinosaurs tumble out of them. “Glip! Glep!” they chirp. Quickly, the freed beasts scramble out doors and through windows.

“Wait! Come back!” Bowser shrieks frantically, grabbing a stegosaurus by the tail.

But the machine keeps grinding its gears.

“What’s that smell?” asks Mario.

One after another, giant greenish eggs begin to emerge from the mouth of the backward-running omelette machine.

Turn to page 119.



“This place is the pits!” Mario says loudly, as they trot into the strange prehistoric valley. Sure enough, there are lava pits, tar pits, and even small piles of cherry pits.

Yoshi coughs as he breathes in a plume of green steam rising from a shallow slime pit.

Soon they pass piles of peach pits. Then a mound of fist-sized avocado pits.

“I’ve got a bad feeling about this,” Mario remarks as he notices a huge heap of bowling ball-sized Super Squash pits.

ZIP! A humongous tongue darts out from a wide black opening between a few boulders and yanks Mario and Yoshi right out of their shoes. Then there is one big horrible gulp.

— Somewhere out there, in a smoldering Dinosaur Island valley, is a small pile of plumber and dinosaur pits.

GAME OVER!



As he walks along the banks of the lake, Mario spots several dinosaur-shaped objects on the opposite shore. One of them looks like Yoshi. Mario is very relieved to see his friend.

"Yoo-hoo!" he calls and waves his arms. But the creatures don't see him.

"Fine," he says at last. "I guess I'll just have to cross the lake."

Nearby, he spies a flimsy raft made of old logs bobbing on the surface of the water. It doesn't look very sturdy.

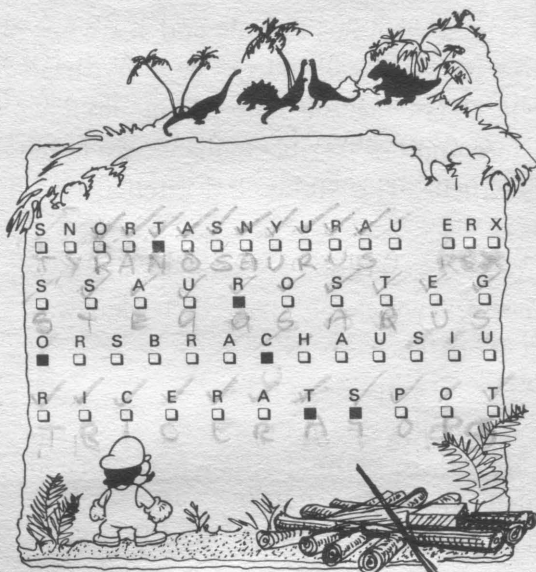
"Maybe I'll just jump in and try to swim there by myself," Mario remarks. "After all, I do hold the all-time swimming record back at the Plumbing Academy."

He looks over his shoulder quickly.

"Second only to Luigi," he adds very quietly.

Solve this puzzle for a clue about what Mario should do:

• Here are the jumbled-up names of four species of dinosaurs. Unscramble them and write the names in the boxes below each one. The letters in the shaded spaces will spell out some advice about how Mario should get across the lake.



If you think Mario should use the raft to get across the lake, turn to page 6.

If you think he should swim across, turn to page 83.



Mario decides not to wait and see what new horror is lurking inside the egg. With all his might, he crashes the giant rolling pin down on it before another terrible monster can hatch.

Scrunch! The 100-pound kitchen tool flattens the egg.

Yoshi creeps forward and bends down to inspect the wreckage. Then he backs away.

"Oh no!" shouts Mario.

"Glorp!" wails Yoshi.

Luigi was inside the egg!

Sometimes being a super hero isn't all it's cracked up to be.

GAME OVER!

Before the Times-Square-atops can swing its light bulb again, Mario reaches into his pocket and takes out the powerful Magic Feather. Instantly, he surges with energy and a yellow cape attaches to his overalls. He leaps high into the air and sails over the blinking creature.

Meanwhile, Yoshi has finished eating all of the dough in the giant pie tin. He hops from the pan and begins to wander around the room in search of new things to eat.

"Yoshi!" shouts Mario, landing near the six-foot-tall dinosaur. "Come here for a minute."

He pulls off his yellow cape and wraps it over Yoshi's eyes. Then he points him in the direction of the Times-Square-atops.

"Glorp?" asks Yoshi, curiously reaching out with his long, pink tongue.

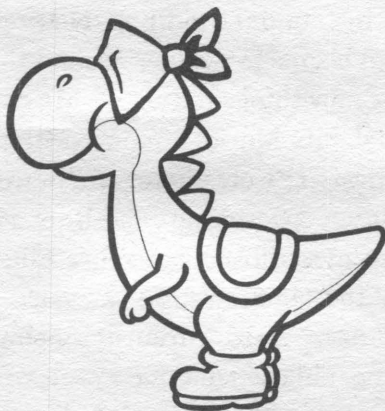
With one terrific gulp, Mario's dinosaur pal opens wide and swallows the flashing Slimosaur, light bulbs and all.

“Aw, nuts,” grumbles Bowser from across the room.

“Good boy,” says Mario, patting Yoshi on the back.

“Burp!” says Yoshi.

Turn to page 18.



Quickly, Mario and Yoshi sprint to the left of the fortress's main entrance and dive around the corner.

"Nobody saw us!" Mario pants.

There are several windows alongside the building, close to the ground. Mario peers into the nearest one to check out the basement. Inside, he sees sixty or seventy giant tarantulas spinning an enormous web.

"Uh, let's not go in there," Mario says thoughtfully.

They walk to the other end of the wall and peek through a different ground-level window. Below is an incredibly huge room filled with pots, pans, and other cooking utensils. In one corner sits an odd-looking oven, or a dishwasher, or something—Mario isn't quite sure what the contraption is. Piled high in the center of the huge chamber are stacks and stacks of gigantic egg cartons.

At first, it looks like the walls are painted bright white. But looking more closely, Mario can see that everything in the room is covered with a layer of flour. A mammoth sink on another wall is filled with several years' worth of dirty plates and silverware.

"Of course," says Mario. "I didn't think the Koopas ever did the dishes."

Carefully, he and Yoshi push open the window and climb into the room.

Before they have a chance to look around, however, they hear the familiar stomping of large leathery feet. Through a door, on the other side of the room, Bowser Koopa enters having changed his cap and gown for a chef's hat and a big white smock.

"Glorp," says Yoshi, nervously.

"I don't speak dino," Mario whispers. "But I'm sure that means 'Think fast.'"

Solve this puzzle for a clue to what the heroes should do next:

- There are fifteen cooking utensils hidden in this grid. Words go up, down, across, backwards, and diagonally. Circle them all, and the leftover letters will tell you what Mario and Yoshi should do next.



R	E	N	I	A	R	T	S	N
B	E	K	R	O	F	C	S	I
L	P	T	T	O	P	O	L	P
E	A	E	F	R	U	R	I	G
N	N	N	E	I	A	K	C	N
D	B	O	W	L	S	S	E	I
E	P	L	A	T	E	C	R	L
R	E	F	I	N	K	R	W	L
S	T	T	I	M	N	E	V	O
N	O	O	P	S	A	W	Y	R



If you think Mario and Yoshi should hide in the kitchen, turn to page 19.

If you think they should get out of there, fast, turn to page 94.



Mario holds out the basket of apples, offering them to the hungry dinosaurs. As they draw close, however, he notices a number of zippers running along the surface of each animal's skin—even Yoshi's!

Nervously, the plumber begins to back away from the advancing creatures.

Too late.

Rrarr! An evil Mega Mole bursts out of the fake dinosaur skin. He lunges forward and seizes Mario's sleeve with his razor-sharp jaws.

The other phony dinosaurs have now shed their skins, too. Mario is surrounded by hungry, hairy monsters.

And Mega Moles don't eat apples.

GAME OVER!



One of the horrible Hammer Brothers swings his weapon down toward Mario. Just in time, the plumber jumps out of the way.

WHAM! The flat end of the mighty sledge hammer crashes into the floor, punching a foot-wide hole in the tile surface.

BAM! The other humongous turtle brings his hammer down, also missing its target. It punches a large, jagged hole in the floor, too.

WHAM! BAM! BAM! Broken tiles and chunks of concrete fill the air, as the monsters pound the floor furiously, trying to flatten Mario and Yoshi.

Until the floor gives out, that is.

"Aaaaaaaah," the Hammer Brothers scream, tumbling down into darkness. Two full minutes later, an eerie crash can be heard, coming from several miles below.

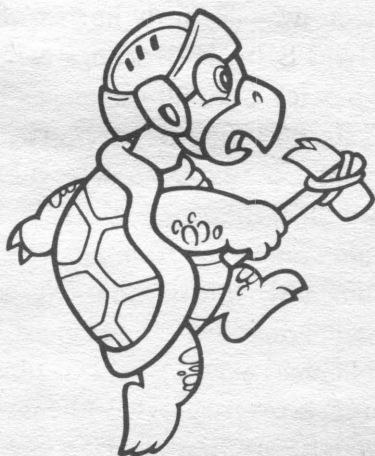
Fortunately, the two heroes were close enough to the wall to avoid the terrible plunge.

“I’ve seen some pretty down-and-out characters in this place,” says Mario, picking up a few loose coins. “But those guys have hit rock bottom.”

Before they leave the room, Mario grabs a large pair of scissors from the top of a table near the door—just in case.

*****Mario collects 10 coins
and he now has the scissors.*****

Turn to page 26.





Mario decides to explore the upper regions of the mysterious dark mansion. The wooden steps creak treacherously as he makes his way up the narrow staircase. At last he reaches a solid steel platform suspended from the mansion's roof beams.

The plumber hops lightly onto the deck. He spots a strange silver box resting on the floor a few feet away. Eagerly, he steps forward.

Zwish! Something orange and fuzzy flutters past Mario's face.

"A Swooper," mutters Mario. He crouches down and prepares to defend himself, for he knows that the evil batlike creatures always travel in groups of three or more.

Zwish! Zwish! Sure enough, two more Swoopers loop down from the ceiling.

"All right you guys," the plumber shouts, leaping to his feet. "When the going gets tough, the tough start plunging!"

As the creatures circle back to attack, Mario picks up a small stone and uses his emergency plunger to whack it toward one of the pests.

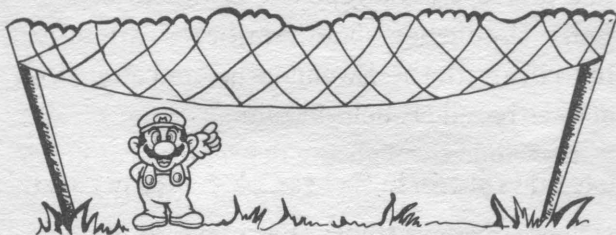
Something comes whizzing back at the plumber.

"Yeow!" he gasps, diving out of the way in time to avoid getting pelted by a heavy turtle shell. He dashes about frantically, trying to find cover, as the Swoopers prepare to fling another round of shells at him.

Solve this puzzle to find out what happens next:

- These Swoopers are about to dive straight into Mario. Can you tell if the bottoms of these evil flapping creatures fit the net above the plumber?





**If you think they'll fit perfectly in the net,
turn to page 33.**

**If you think they won't fit in the net perfectly,
turn to page 62.**

“You just wait here, guys,” says Mario.

He straightens his plumber’s cap, slicks back his bushy black mustache, and stomps off across the island to look for food.

He winds through the dense, tropical jungle nearby, hopping and skipping over the occasional snapping turtle that stays in his path. Every now and then, he stops to pick a ripe apple from the waist-high trees that seem to grow everywhere on the island. Soon he has a whole basketful.

As he continues on his way, however, he begins to notice how quiet things have become.

“How strange,” Mario says, realizing that there are no dinosaurs to be seen in any direction. “This calls for some serious investigation.”

Walking faster now, he trots out of the jungle, into the island’s central valley, until he reaches the shores of Lake Trilobite. About a

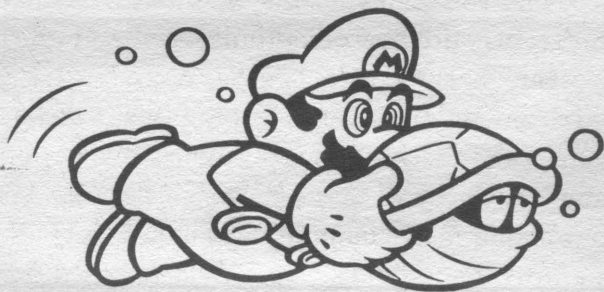
half mile away, on the other side of the lake, Mario spots Yoshi and a few other small dinosaurs—nothing like the vast herds that he is used to seeing.

“How did he get over there so quickly?” the plumber wonders. “And where are the rest of the dinosaurs? Things are certainly getting stranger and stranger.”

Mario decides to waste no time getting across the lake. He takes to the water like a Koopa to slime.

*****Mario now has the basket of apples.*****

Turn to page 83.



Mario decides to go for it.

With one mighty spring, he rockets into the air and sails across the room, landing on a small square ledge just above the exit sign. The surface is covered with coins.

“Ooowee!” he shouts, shoveling them into his pockets. “Now I can afford to take a whole herd of cattle on a vacation to Hawaii!”

Confidently, the red-clad plumber strides down the staircase toward the exit. As he skips downward, however, Mario bumps his head on a heavy metal chain that swings above the stairs and accidentally drops the Magic Feather.

Immediately, the yellow cape on his overalls vanishes. In silence, Mario watches the feather as it drifts down to the basement floor, lands in a cauldron of steaming blue liquid, and is lost forever.

“Uh-oh,” Mario mutters as he rubs the

newly-earned bump on his head. "I've got a sinking feeling I'm going to need that feather again sometime soon."

Less cheerful than he was a few minutes earlier, he jogs toward the door.

*****Mario collects 300 coins
and loses the feather.*****

Turn to page 51.





Mario, Yoshi, and the other dinosaurs fan out and begin to scrounge for apples, brussel sprouts, and anything else that the dinosaurs might want to eat.

As the plumber kneels down to pick a few spongeberries, a long, dark shadow stretches over him. He looks up and sees one of the Hammer Brothers—a team of vicious giant turtles—hovering in the air. The enormous reptile is standing on a strange flying machine that looks like a block of granite with wings. Somehow, the evil turtle has captured the dinosaurs. Helplessly they sit, tied-up behind their sinister pilot.

“Just one more dinosaur to go,” laughs the Hammer Brother, floating toward Yoshi. He adjusts his red aviator cap.

Mario leaps onto Yoshi’s back and waves his plunger menacingly at the giant turtle.

“Oh, it’s you, is it, plumber?” snarls the fly-

ing Hammer Brother. "All right, I'll deal with you and your dino pal later." He whirls his flying machine until it is pointing in the opposite direction. Then he zooms away.

"Glip!" barks one of the captured dinosaurs from on board the floating craft as it disappears from the horizon.

"Stop!" shouts Mario. He and Yoshi tear off after them, but they are gone.

Mario is worried now. He knows the Hammer Brothers' boss, Bowser Koopa, from many a past adventure. If the dinosaurs are headed for the evil turtle king's clutches, the only guarantee is that they're in big trouble.

"We've got to find out just what that sneaky reptile is up to," Mario tells Yoshi.

The chase has led the two heroes to a new region of Dinosaur Island. Most of the green shrubbery is gone. Instead there are spindly cacti scattered here and there. An unpleasant stink wafts through the air.

"I knew it," says Mario, immediately recognizing the awful odor.

A sign nearby says:

VALLEY OF THE KOOPAS
POPULATION: ??????
(WE CAN'T COUNT)

“Valley of the Koopas?” wonders Mario. “On Dinosaur Island?” Shaking his head, he urges Yoshi across over the border. Immediately, Yoshi’s stubby feet are covered with a thin layer of dirt and grease.

Turn to page 27.





“You’re in big trouble now, plumber!” Bowser screams, momentarily tangled in a snarl of wet spaghetti. “Here come my Slimosaurs!”

The foul-smelling eggs tumble off the far end of the conveyor belt and burst open. Mario is face-to-face with a dozen evil creatures. He’s never seen anything like them before.

They look a little bit like the dinosaurs that Mario has already met, except that they’re almost twice as big and they smell terrible!

“R-r-roar!” A gigantic, six-headed beast rears up on its hind legs and takes a swipe at Mario with its razor-sharp claws. Then it twirls its heads in a furious rhythm and begins to lash the plumber with a cluster of leathery neckties suspended from each of his necks.

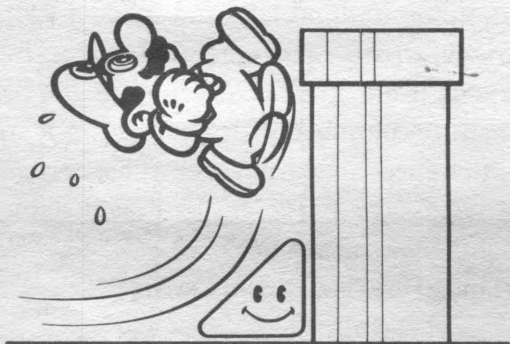
“Ouch!” says Mario, desperately dodging the stinging blows of the ties.

“That’s my Tie-rack-asaurus Necks,” says Bowser cheerfully.

The plumber frantically looks for a way to get away from the evil Slimosaur. His arms are starting to become black and blue from the horrible whipping ties.

If Mario has the scissors, turn to page 48.

**If Mario does not have the scissors,
turn to page 50.**



Drip by Drip Scorecard

Circle each object as you collect it.

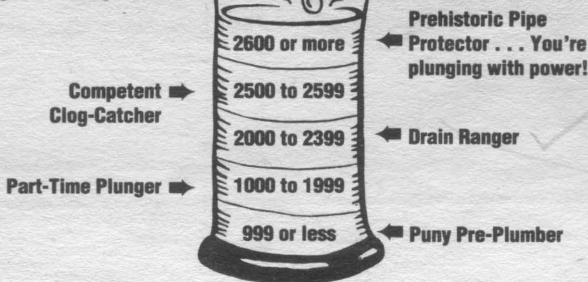


Keep track of your score here:

55,20,200,300

Now, use this chart to find out P.P.R. (Personal Plumber Rating). Score 10 points for every coin that Mario has at the end of this adventure. Tally your points, then check your rating on the chart.

Did you visit the haunted house?
Did you battle the football players?
Did you wake the sleeping Hammer Brothers? Try this adventure over again, until you earn the highest rating.



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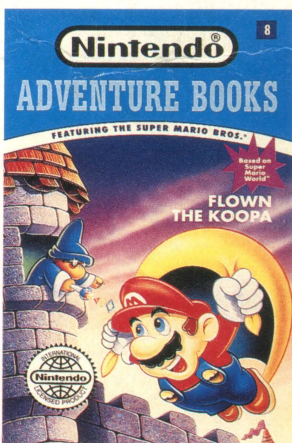
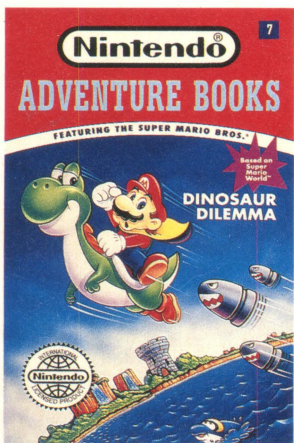
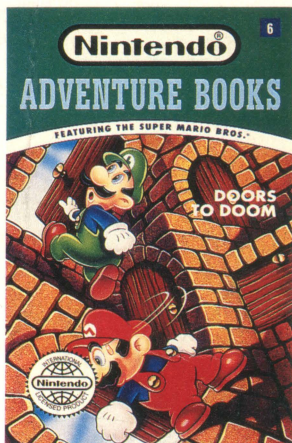
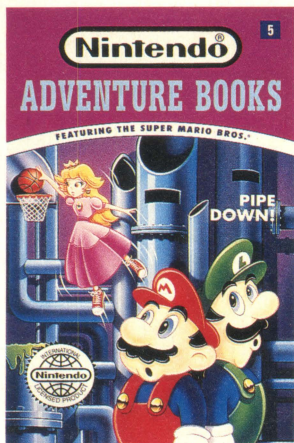
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