

MARIORDIO

MARIMUS RETURNS



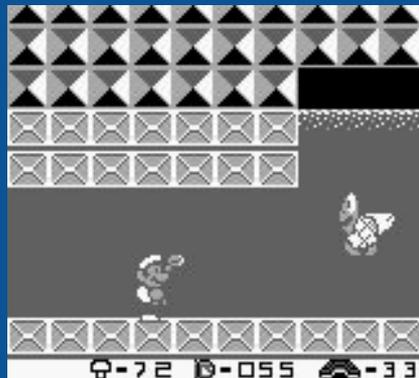
The princess has been kidnapped, but she is not in another castle, but on another planet!

Bowser has kidnapped the princess (again!) and taken her to the alien planet SR388, where he has made it his base. Control Marimus to search the planet's cave system and kill all the Koopas as you try to rescue the princess. The bizarre gravity of SR388 means that you don't have the necessary force to stomp on enemies, so you will have to shoot them with your new gun. Find new abilities, such as the Tanooki Suit, P-Wing and Bombs to explore new areas and kill every Koopa on the planet!

Gameplay:

You explore the planet SR388 as Marimus, who has arrived in his ship, The Blocked Pipe and explores the nearby cave system, searching for the princess. Marimus will find many enemies inside, Goombas, Lakitus and Chain Chomps roam the tunnels as he makes his way through, seeking out the elite Koopas that block his way. When Marimus eliminates every Koopa in the area, the lava will lower, allowing him access to the next area full of Koopas.

Along the way, Marimus will come across several ancient temples, where he can find new abilities that help him progress and reach previously unreachable areas.



Abilities:

Koopa Killer: Marimus's convertible gun that shoots fireballs or can switch to fire Bullet Bills to destroy Koopas. The gun can be upgraded with different types of flowers, such as Ice Flower (freezes enemies), Plasma Flower (Fires multiple fireballs in a row), Spread Flower (Fires multiple fireballs in a spread) or Wave Flower (Goes through walls)



Bob-Ombs: Allows Marimus to drop Bob-Ombs to blow up destructible blocks.



Shoe: Allows Marimus to jump higher.



Tanooki Suit: Doubles Marimus's resistance to damage and allows him to run faster.



P Wing: Allows Marimus to jump continuously in the air.



Spike Ball: Allows Marimus to climb walls and ceilings in ball form.



Abilities:

Frog Power: Allows Marimus to jump in ball form.



Star Attack: Allows Marimus to defeat enemies by somersaulting into them.



All of these ability can be found within Koopa temples, small bases guarded by Koopas. These abilities can help Marimus reach previously unreachable places. Look for Peach statues (Why do Koopas have statues of her, weird 0_o)

Koopa Life Cycle:

Koopa: A basic Koopa that can only attack by ramming Marimus, if you die here, it's almost as bad as dying to a Goomba.



Spiny: A Koopa that has started growing its spikes. This Koopa will attack you with hammers. Requires more bullet bills to kill, but that just means it suffers more pain before dying.



Koopaling: A Koopa that is almost fully grown, will attack with fireballs and attempt to ram Marimus.



King Koopa: A fully grown Koopa. Extreme danger. Deal with maximum fire power.



Koopa Life Cycle:

Bloopers: Those annoying squids from Mario Kart that will attempt to attach themselves to Marimus and drain his health. Use bombs to detach them.



Birdo: Peach's guardian. Spits eggs and bites. Shoot the mouth with bullet bills or climb inside and blow her insides out.



A discarded Koopa shell means that there is a Koopa nearby, hunt it down and destroy it.



Thanks to:

Nice-T for fixing the jank (walking/aiming animations)

Moehr for playtesting and suggesting a palette swap that made the Tanooki Suit not look horrible

MarioFan2468 for Marimus on the box art and first page of this manual

Anyone else that helped I've forgotten because my brain is stinky