

BARB
GRAND 3
POO WORLD



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

PRECAUTIONS CONCERNING GAME PAK USAGE



Please carefully read the health and safety precautions below before using your Nintendo® Hardware System, Super Nt or Grand Poo World 3 game pak to avoid damages.

- Hold your controller securely and do not let go of it.
- Play in a well-lit room and stay as far from the screen as possible.
- Do not play if you are tired or need sleep.
- A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while playing video games. Immediately stop playing and consult a doctor if you experience any symptoms.
- In cases of frustration, grasp your controller firmly and refrain from throwing it.
- Refrain from kicking/stomping the ground or your console to prevent sudden shutdowns and loss of saved data. Especially in competitive environments.
- Refrain from insulting the maker of game pak after failures and try to accept your own skill issues.
- Direct all of your anger about statements above towards the designer of this manual and not the GPW3 game pak's creator.

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR GRAND POO WORLD 3 GAME PAK.



This non-official seal is your assurance that Nintendo has NOT reviewed this product but it would still meet their standards for excellence in workmanship, reliability and entertainment value. Do not look for this seal on rom hacks because why would you?

All Barb products are free to download for use in any way or form you want to play them. Whether it be an actual SNES®, Super Nt, etc.

Thank you for selecting Grand Poo World 3 for your Super Nt and/or Super Nintendo Entertainment System®.

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

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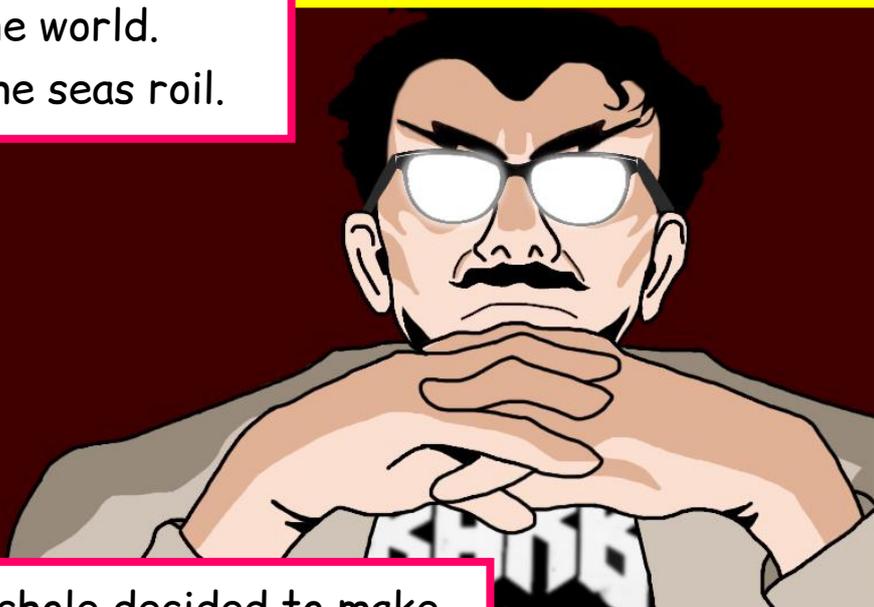
STORY



After defeating Bowser and escaping the Thousand Halls, Mario sails away with his pal Yoshi.

Without provisions, the situation looks bleak. Mario eventually decides survival is paramount and decides to eat his dinosaur companion.

But as Mario savored what might have been his last meal, it becomes apparent that all is not well in the world. Earthquakes rumble and the seas roil.



It seems some asshole decided to make one last romhack and inflict it upon unsuspecting Super Mario World players.

While Mario can't exactly count on Yoshi anymore, undoubtedly he can find another of the annoying creatures somewhere on the looming undiscovered country.



Luigi has landed his green ass back in jail again for some reason, but maybe Mario can enlist his help beating this bullshit again.

With a little luck, a lot of patience, and a halfway decent controller, Mario can uncover the mysteries of this new land. Many hidden locations are bullshit, so you may want to write some things down so you remember it for later.

Don't say I didn't warn you, now stop asking me to release already and play the damn game.

GETTING STARTED



- **Title Screen**

Run Grand Poo World 3 on your preferred system. The title screen will appear shortly.

Press the START button and save slots will appear. Use the directional keys or press the SELECT button to cycle between save slots and select the play mode (1P or 2P), then press START to begin gameplay.

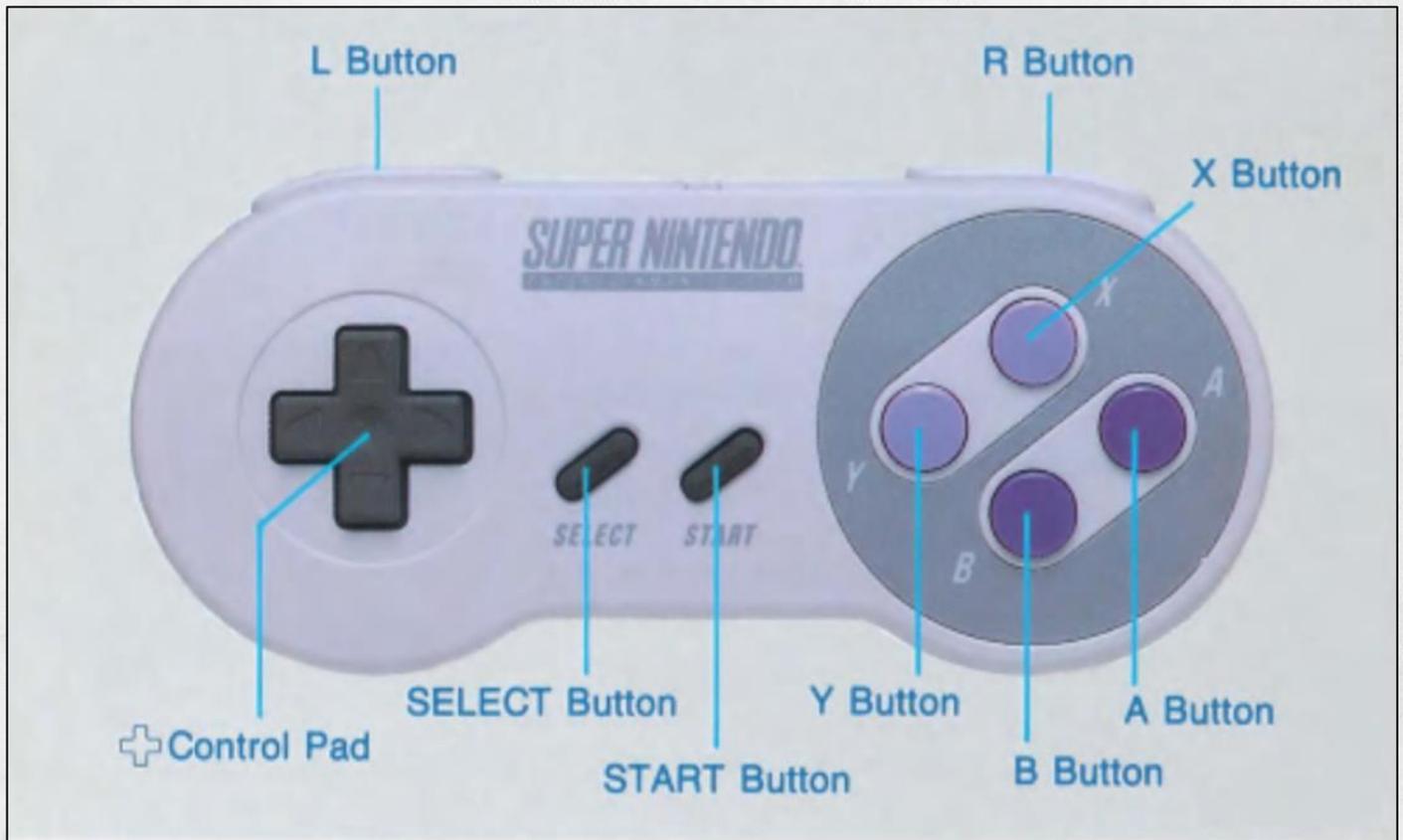


- **Map Screen**

Move Mario by using the directional keys and press the B button to enter a stage.

The game saves every time you return to the overworld, including midways. If you wish to save a midway, make sure you go back to the overworld before shutting your device down!

CONTROLS



- **L / R Buttons**

Can be used to scroll the screen forward or backward slightly. This function will NOT work in all areas and is generally not advised to do.

- **A Button**

Makes Mario spin jump. Also used to jump off Yoshi's back.

- **B Button**

Makes Mario jump on the ground, and swim upwards while in water. While using a cape, holding the button causes Mario to float down slowly.

- **X Button / Y Button**

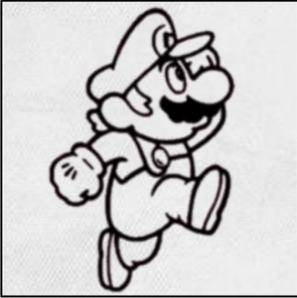
Makes Mario run. Run fast enough while having the cape power up to be able to fly.

By holding this button down, you will also be able to carry objects. Release the key while holding an item to throw it forward, or hold a directional key beforehand to throw it in your desired direction.

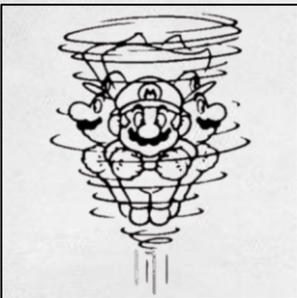
BASIC ABILITIES



Walking: You walk. Simple.

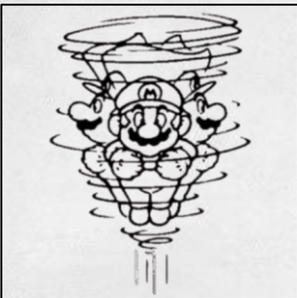


Running: Not as fast as a certain blue hedgehog, but fast enough for times when Peach tells him the Toads aren't home.



Jumping: Eh... he jumps.

What? Expected more than that?



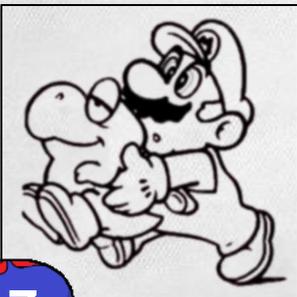
Spin Jumping: With Mario secretly being a total weeb, he finally decided to develop a move based on his favorite manga and anime: Beyblade. He still doesn't know the toys came first.



Flying with Cape: After becoming an unlicensed doctor and driver, Mario decided to try and rip-off another super hero's moveset next; as apparently no force in the universe can stop him from breaking laws.



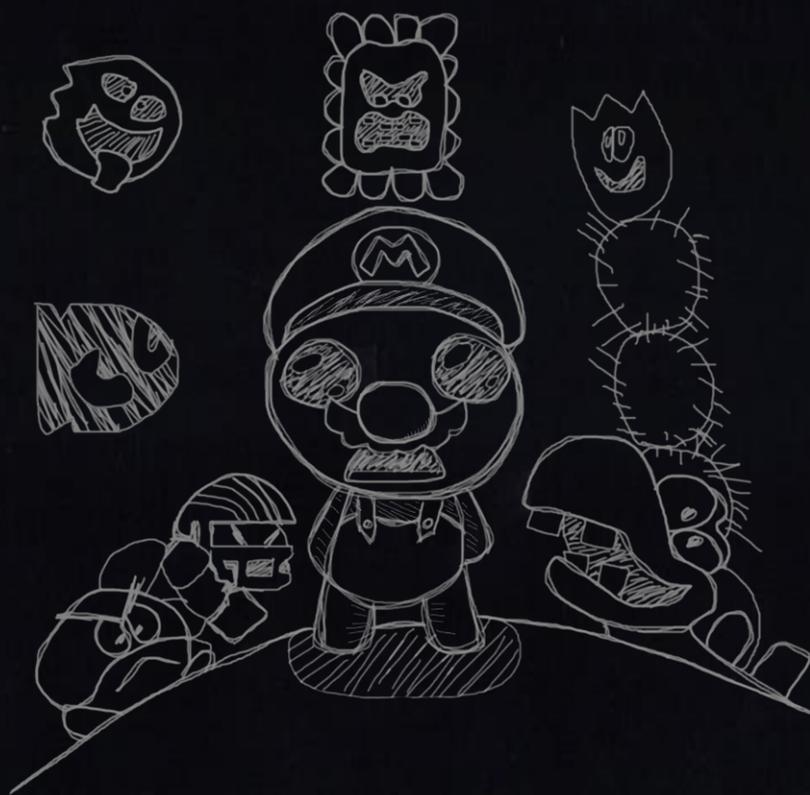
Swimming: We would talk about how Mario's wet clothes never drag him down like cement blocks, but this is a guy who fights a giant, fire breathing lizard in a world full of sentient mushrooms. So, logic clearly doesn't apply here.



Carrying: Bold of you to assume Yoshi willingly went towards the oven to be made into a delicious meal.

Handwriting practice lines consisting of 18 horizontal dotted lines.





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