

## Super Mario Mushroom Knitted Toy

by Emily B. Miller



The cartoony mushroom from Mario games has become a cultural icon of Nintendo fandom and retro 8-bit style. Now you can knit yourself a small toy or desktop accessory as an emblem of your gaming glory or nerd style pride. Or knit one for the child or the grown-up kid in your life, as a reminder that life should be colorful and problems should be solved by jumping on your enemies. Gauge isn't critical for this pattern, so you could use a heavier yarn to make bigger mushrooms. The models shown are two to three inches tall in fingering weight yarn. The yarns you choose should be knit on smaller needles for a tight fabric, so that no stuffing peeks through the cracks.

Sizes: Mario [Luigi] (follow the [bracketed instructions] for Luigi size)

Needles: Set of 5 double pointed needles, size US 0.

Yarn: Knit Picks Palette (fingering weight wool) a small amount of each:

MC: Tan

CC1: Ash (or a tiny bit of dark colored scrap yarn)

CC2: Red [Green]

CC3: White

Notions:

small amount of craft stuffing or dried grains

tapestry needle

a few quarters

Instructions:

With MC, cast on 9 stitches, leaving enough of a tail to sew with later. Divide evenly onto 3 DPN's and join without twisting to knit 1 round.

Next round: Kfb into every stitch. 18 stitches total.

Knit 3 rounds.

Next round: Kfb into every stitch. 36 stitches total.

Knit 4 [12] rounds. On the next round, knit a few stitches in MC, then attach CC1, leaving enough of a tail to knit with. Knit 1 stitch in CC1, 3 stitches in MC (carrying the working end of CC1 along), and 1 stitch in CC1. Continue knitting to the end of the round in MC.

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Next round: To continue the face pattern, knit the first CC1 stitch you come to with the tail end of that yarn, knit 3 stitches in MC, and knit the second CC1 stitch with the working end of that yarn. In this way, CC1 is not carried along but each eye has its own strand to work with. [Repeat this round 1 time.]

Break CC1 and continue knitting with MC for 2 [6] rounds. Next round: \*K7, k2tog\* repeat between \*'s 4 times. 32 stitches total. Knit 1 [2] more rounds.

Attach CC2 on the backside of the piece, so that the “jog” from the color change is not on the side with the face. (Knit halfway around the next round if you have to move the start of the round) Knit 1 round in CC2, breaking MC. Next round: Kfb into every stitch. 64 stitches total.

Knit 1 round. Rearrange the stitches onto 4 DPN's (16 stitches each). Slide these stitches around so that the face is centered evenly below one of the needles. This will align the mushroom dots chart neatly above the face.

Take this opportunity to stuff the stem of the mushroom and sew the cast-on shut with the tail of the yarn and a tapestry needle. The decreases of the cap shaping will make the stuffing too difficult to do later, so stuff the piece as you knit it from now on. I used some quarters in the base of the stem to make it flat and weighted so it would stand up better. I don't recommend putting small objects inside the piece if this will be a child's toy.

Attach CC3 and knit from the chart on page 3, repeating the chart 4 times in a round. For Round 12, break CC2 and knit only with CC3, continuing the decreases of the chart. When only 8 stitches remain, break CC3 and use a tapestry needle to thread the yarn through the live stitches. Pull the yarn tight to close the hole and weave in the end. 1 up!



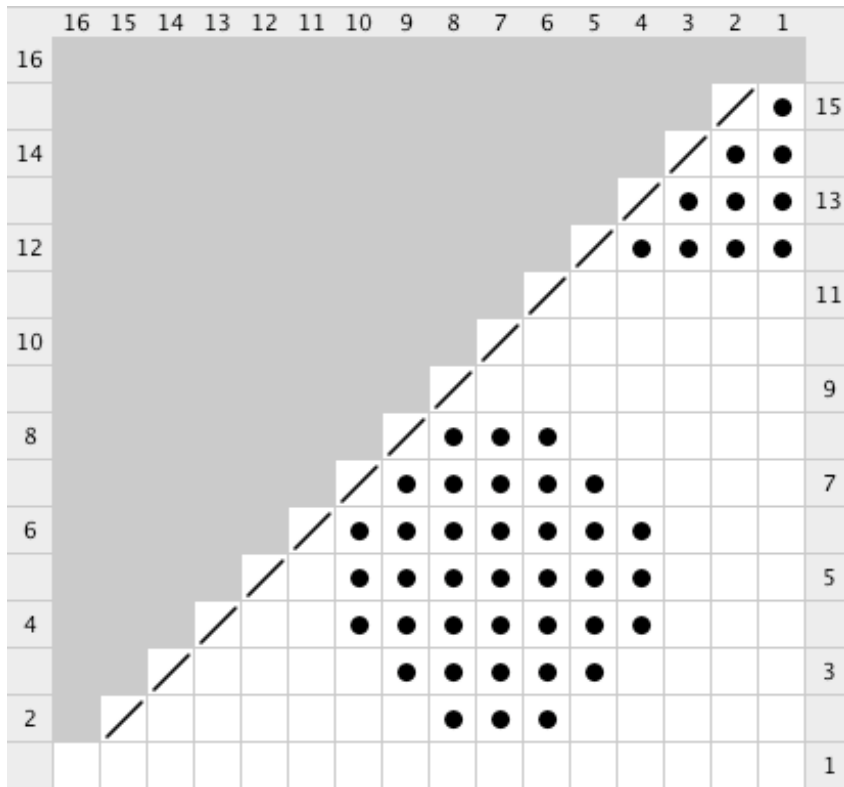


Chart Symbols:

[ ] = CC2

● = CC3

/ = K2tog

Every row of the chart is read from right to left for knitting in the round.



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