

Famicom Mini: Super Mario Bros. 2 (Import) FAQ/Walkthrough

by Charizard06

Updated to v0.7 on Oct 14, 2005

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Famicom Mini: Super Mario Bros. 2 for the Game Boy Advance
FAQ/Walkthrough by Charizard06 (Austin Angelus)

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| 1. Version History |
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Version 0.1 - 08/28/04

Started the walkthrough up to World 3-4.

Did every other section except for 8b: Glitches and 9: Bonus Rooms.

Version 0.2 - 09/01/04

Covered the walkthrough up to World 4-4.

Posted some glitches on Section 8b.

The rarity ratings for the items and enemies are more accurate.

Added a new note under Section 2: Legal/Contact Info.

Added "Pipe" under Section 5a: Items.

Version 0.3 - 12/28/04

OK. The reason why I wasn't able to update this FAQ is because I had my game stolen a while back. I didn't replace it until a few days ago, so therefore, I hadn't been able to update this FAQ until now. But, there are many changes to this update.

Added "Infinite 1-UP trick" and "Bowser Decoys" in Section 8a: Helpful Tips.

Added two people (...er, three, one of which is anonymous) in the Credits section.

Added a very helpful tip for World 3-4. I put it AFTER that long ASCII art of the maze.

Made a clarification in "Hammer Immunity" in Section 8b: Glitches.

Finished up to World 5-4.

Version 0.31 - 12/28/04

Minor update: Added the site <https://www.neoseeker.com/> to the list of sites allowed to use this FAQ.

Version 0.4 - 01/12/05

Walkthrough is now covered up to 6-4.

Added a power-up I missed in 5-3.

Added a new glitch called "Timer Loop."

Version 0.5 - 05/16/05

Again, it's been a long time since this FAQ was last updated... but this time because I was lazy.

Walkthrough is now covered up to 7-4.

Added a few Frequently Asked Questions.

Added a glitch called "Missing Flagpole."

Added some information about Worlds A, B, C, and D (in Section 8a).

Added underground Bonus Rooms (see Section 9). I have yet to include airborne or underwater Bonus Rooms, however... they will be a pain in the neck to complete!

Version 0.6 - 10/09/05

Created a brand new "Changes to SNES" section for this FAQ. The section is basically all (or at least many) of the changes done to the SNES game Super Mario All-Stars (or Super Mario Collection in Japan), with a huge thanks to BuchanMan X for writing the section.

Walkthrough is now covered up to 8-4. Finally, the first part of this game is covered!

Fixed a few typos in this guide.

Version 0.7 - 10/14/05

Added the site <http://www.supercheats.com/> to the list of sites allowed to use this FAQ.

Walkthrough is now covered up to 9-4.

Fixed some more typos.

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| 2. Legal/Contact Info |
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on your website without my permission. If you want permission, send me E-Mail. I *might* give you permission, but it isn't guaranteed. If you put this guide on your site without permission, I will ask you to remove it within 14 days. And if you refuse to do that... well, I don't want to go there; I will take legal action. And especially, do not sell this guide.

If you want to put this on your site, make sure to update it whenever I update it. Also, if you want to put it as part of a frame, make sure it's removable. Leave the file in *.txt form. Finally, do not edit any part of this FAQ.

Also, if you see this guide on another site without permission (see the list below), E-Mail me IMMEDIATELY.

My E-Mail address is charizard06 @ comcast.net (remove the spaces as necessary). If you wish to send me E-Mail, look at the following guidelines first:

- Do not send SPAM (a.k.a. "Stupid Pointless Annoying Messages"). In other words, do not sell me anything, because I'm not interested. Thank you.
- Make sure the subject is "Famicom Mini: Super Mario Bros. 2 FAQ". If you don't, I will mistakenly assume that it is spam, and therefore I will delete it, which means your message will never get to me.
- No pictures! I don't want to take the risk of offensive images in the E-Mail. I will delete it before I even read the E-Mail.
- No attachments! If you send me one, don't worry, I'll still read the E-Mail, but I won't open the attachment. I don't want to risk viruses.
- Please don't send unconstructive criticism. If there's something about the FAQ you don't like, please say it nicely.
- If you have a question, please check the walkthrough or the frequently asked questions section. If you don't see it there, feel free to ask me. Also, feel free to correct any errors.
- When I credit you, tell me what you want as an "alias", otherwise, I will credit you by your E-Mail address.
- And lastly, don't send me "chain mail" or "pyramid schemes". They are annoying.

The following sites are currently allowed to post my FAQ:

- > <http://www.gamefaqs.com/>
- > <http://www.gamespot.com/>
- > <https://www.neoseeker.com/>
- > <http://www.supercheats.com/>

The following sites are NOT allowed to post this FAQ:

(Thankfully, there are none yet)

Also: You are also not allowed to link directly to this FAQ (except for the sites listed in the "allowed" list). Feel free, however, to link to the LIST of FAQ's. Just not directly to it.

The latest version of this FAQ can be found at: <http://www.gamefaqs.com/>

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| 3. Introduction |
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You're probably wondering, "What exactly is this game?" Well, I will first explain the Famicom Mini games. They are games ported from Famicom and Famicom Disk System games (neither of which I know too much about, as I don't live in

Japan), like our Classic NES Series. (Yes, I imported this game.)

Now you might be wondering, "What is this Famicom you speak of?" Well, it's not called NES in Japan, but rather a Family Computer, or Famicom for short. Next, there is an add-on called the Famicom Disk System, which, from what I understand, you plug into the Famicom (much like how you plug an e-Reader into a Game Boy Advance). The Famicom Disk System plays games made out of yellow floppy discs. This is why the Famicom Mini Series 3 cartridges are yellow.

Now that we have that covered, you're most likely wondering, "This is Super Mario Bros. 2? I thought you had to throw vegetables at Shy Guys!" Well, you're wrong. Japan had a different Super Mario Bros. 2 than we Americans did. (Remember, this is a Japanese game.) This has the same game engine as Super Mario Bros., but the levels are a lot harder. Then, when it was time for a sequel in North America (and Europe), they decided not to release it here because it was thought to be too challenging, which is pretty insulting. If it were not too challenging in Japan, why would it be here? Although, it WAS eventually released in Super Mario All-Stars (for SNES, which I don't own) as "Super Mario Bros.: The Lost Levels". Then, it was released on the GBC game Super Mario Bros. Deluxe as "Super Mario Bros. for Super Players".

So, anyway, you're thinking, "So where did our Super Mario Bros. 2 come from?" Simple. It was taken from a Japan-only game called "Doki Doki Panic." It had a different storyline, and had different characters (they were originally Arabic characters). It wasn't even a Mario game. Anyway, they changed the characters into Mario characters -- Mario, Luigi, Peach, and Toad -- and the plot as well, as well as a few other things (most noticeably upgraded animation), and called it "Super Mario Bros. 2". This is why it is so different from other Mario games (in my opinion, it is fun nonetheless). By the way, our Super Mario Bros. 2 was eventually released as "Super Mario USA" in Japan.

This Super Mario Bros. 2 is a bit different from the original Super Mario Bros. Some of the graphics were changed, such as the floor on the bottom is now stone, the font has a shadow effect on it, clouds have faces, and some others. However, most of the graphics remained the same. And, there are new additions as well. The most important one is the Poison Mushroom, which makes you SHRINK when you hit it. Another noticeable addition is the Red Piranha Plant. These will always come out of pipes, even if you standing next to the pipe. There are other additions too, but there are too many to list!

Additionally, another big change is the difference between Mario and Luigi. Although only one player can play at a time, you can choose your character at the start of a game. Mario plays almost the game as he did in SMB, however, he seems to bounce a bit higher off of enemies than before. Luigi, however, jumps much higher than Mario, runs a bit slower, skids like crazy and he bounces even higher than Mario does off an enemy. So choosing your character can change the difficulty of various levels. And no, Luigi doesn't kick when jumping, seeing that their sprites are the same, just different colors.

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| 4. Story |
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The story is the same as the original. Bowser turns all the Mushroom Kingdom citizens to stone, and the only one who can break this spell is Princess Peach. However, Bowser has her locked up in one of the eight castles. Fortunately, Mario and Luigi are willing to save Peach from Bowser. Also, the other castles have Toad in them, so you can rescue those as well if you want.

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Famicom Mini: Super Mario Bros. 2 is full of items and power-ups in this game, and here they are.

- Mushroom -

Value: 1000 pts.

Rarity: Common

Description: When you are regular Mario or Luigi, some ? Blocks can reveal these red and orange power-ups. If you get one, you will become Super Mario or Luigi, and you will get an extra hit from an enemy. You can also break brick blocks. If you are hit while you are in Super form, you will shrink back.

- Poison Mushroom -

Value: 0 pts.

Rarity: Common

Description: These look like Mushrooms, but they have black dots and their color matches that of the level. Also, they do the opposite of Mushrooms. If you touch one while big, you will shrink. If you touch one while you are already small, you will lose a life. Avoid these at all costs. Also, these never existed in the original SMB.

- 1-UP Mushroom -

Rarity: Rare

Description: These rare beauties will give you an extra life and are green in color. They are found in invisible blocks USUALLY on the first level of each world, and usually only once per game. Also, they can only be found if you warp to the level, or if you get every coin in the third level of the preceding world.

- Fire Flower -

Value: 1000 pts.

Rarity: Common

Description: If you are Super Mario or Luigi, a ? Block may reveal this instead of a Mushroom. Touch one, and you will turn orange and you can shoot fireballs by pressing B. Most enemies will be knocked out from them, but some enemies like Buzzy Beetles are immune to this attack.

- Starman -

Value: 1000 pts.

Rarity: Uncommon

Description: These appear from brick blocks. They bounce and you have to chase them down. Hit one and you will be invincible for a short period of time. These power-ups are useful when there are a lot of enemies in one place.

- Coin -

Value: 200 pts.

Rarity: Very common

Description: These items are very abundant throughout the Mushroom Kingdom. They can be hidden inside ? Blocks, brick blocks, and even invisible blocks. They can also be found lying in the air or on the ground. 100 of these will give you an extra life.

- Vine -

Rarity: Uncommon

Description: These are found from brick blocks. When you climb them, you are taken to "coin heaven." You ride on a cloud platform and get as many coins as possible, while hearing Starman music. After you fall down at the end,

you are taken to another part of the level. Not all vines take you to "coin heavens," though. Some take you to Warp Zones, and there's one that is necessary to finish one level.

- ? Block -

Rarity: Very common

Description: Not really an item, but if you hit the bottom of one, an item will come out of the top. These can be Mushrooms, Poison Mushrooms, Coins, or Fire Flowers. You don't know what's inside until you hit it! Also, you can kill most enemies by hitting the bottom of a ? Block while the enemy is above the same block.

- Used ? Block -

Rarity: Very common

Description: This is what a ? Block or certain brick blocks will turn into after it is used. Also, Firebars usually, but not always, spin around this as well.

- Brick Block -

Value: 50 pts.

Rarity: Very common

Description: Usually, these blocks can only be broken with Super Mario/Luigi or Fiery Mario/Luigi. But some others are really ? Blocks. If this is the case, then it can hold anything a ? Block can hold, plus it can also reveal Vines, Starmen, or multiple Coins. And, like the ? Blocks, punching it from the bottom will kill most enemies directly above the same block.

- Springboard -

Rarity: Uncommon

Description: These come in two colors: red and green. The red ones are just like in original Super Mario Bros., which, when you press A at the right time, will launch you in the air and are useful to get to high platforms. The new green one launches you very high in the air! You fly off the screen for a long time, allowing you to skip a huge portion of a level. There is even a level full of wind and green springboards! Use these wisely!

- Pipe -

Rarity: Very common

Description: These appear everywhere in every single level. Most of these have Piranha Plants in them. Also, some of them can be entered by pressing Down (or Right, depending on the formation), and you will end up in another part of the level. A few of them can take you to another world of the game, and unlike SMB, sometimes they can take you back a few worlds! And, pipes can be upside-down in this game, unlike in SMB.

- Flagpole -

Value: 100-5000 pts. (varies)

Rarity: Take a guess, there's one in each level...

Description: In order to beat a level (other than the castle levels), you have to get to the Flagpole. The higher up you get, the more points you receive.

- Axe -

Rarity: Uh, take another guess...

Description: Every castle has this axe. You must touch it to beat the castle. Doing so will cause the chain holding the bridge to break, which makes the bridge fall. And then, Bowser falls down with it.

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| 5b. Enemies |
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- Goomba -

Value: 100 pts.

Rarity: Very common

Description: These living mushrooms are pretty easy to beat and are usually in groups. All you have to do is jump on one or shoot a fireball at it. They also change color according to the color of the level.

- Koopa Troopa -

Value: 100 pts.

Rarity: Very common (green/blue/gray), Common (red)

Description: These come in four colors: green, red, blue, and gray. All except red fall off of platforms, and their color changes according to the level. Red Koopas always stay on platforms and can become pretty annoying, unless they were originally Red Koopa Paratroopas which were stomped on, in which case they will act like other colored Koopas. When you jump on one (unless you're underwater), it will hide in its shell, and it can be kicked. When kicked, other enemies will be defeated, and each enemy it defeats will give you more and more points: 500, 800, 1000, 2000, 4000, 5000, 8000. Each enemy a shell defeats after that gives you an extra life. If it hits a wall or pipe, it will ricochet and bounce back at you. If you stomp on it again, it will stop moving. If you leave it alone for a while, it will get back up. Fireballs will instantly eliminate these. Also, don't jump on them when you're underwater, because they will hurt you.

- Koopa Paratroopa -

Value: 400 pts.

Rarity: Very common (green/blue/gray), Common (red)

Description: Like the Koopa Troopas, they come in green, red, blue, and gray. Red ones always fly vertically back and forth, and green, blue, and gray Koopas usually hop. However, sometimes they can fly horizontally back and forth as well. Jumping on one will revert it to a regular Koopa Troopa, unless you're underwater, in which case you should avoid it at all costs.

- Buzzy Beetle -

Value: 100 pts.

Rarity: Uncommon

Description: These are like Koopa Troopas, but they are immune to fireballs, and they don't have a flying form. Also, they look completely different, and they always fall off of cliffs. The gray Buzzy Beetles, when underwater, are dangerous because they can't be stomped on OR be gotten with fireballs.

- Piranha Plant -

Value: 200 pts.

Rarity: Common

Description: Unlike the original, which only had green and blue Piranha Plants, this game also has red. They appear out of almost every single pipe and you can't jump on it. Fireballs, however, will kill them. Green and blue ones (which colors change depending on the background of the level) won't come out of pipes if you're standing on, above, or next to the pipe, but red ones (which start to appear on 4-1) will appear even if you're right next to the pipe or if you're standing on the very edge of it. Also, since there are upside-down pipes in this game, Piranha Plants can also be upside-down.

- Hammer Brother -

Value: 1000 pts.

Rarity: Uncommon

Description: These guys like to throw hammers like crazy. Unlike the original (and SMB3), which usually had them in pairs and with a lot of brick blocks, this game usually has one Hammer Brother at a time and without the brick

blocks (ouch). Fireballs are very effective against these, but if you don't have a Fire Flower, your best bet is to avoid these completely. You can jump on them, but you risk getting hit by a hammer by doing so.

- Lakitu -

Value: 200 pts.

Rarity: Uncommon

Description: These turtles like riding in clouds and throwing Spiny Eggs at you! They are usually in out-of-reach positions as well, making it hard to jump on one. And even if you do, Lakitu will reappear eventually. They can be a pain in the neck at times. Fortunately, they will stop throwing eggs if there are a lot of enemies on the screen. Also, the eggs are always vertical, so if you keep running, they will never hit you.

- Spiny Egg -

Value: 200 pts.

Rarity: Uncommon

Description: These spiky eggs are thrown by the annoying Lakitu. They always fall vertically, unlike SMB3 where Lakitu can predict your movement (what a relief!) You also can't jump on it, but fireballs are very handy here.

- Spiny -

Value: 200 pts.

Rarity: Uncommon

Description: As soon as a Spiny Egg hits the ground, it hatches into a Spiny. You can't jump on it, and you can't hit it from the bottom of a block. Also, when it falls down a platform, it will change direction depending on where you are. Spinies can be very frustrating. It's a good thing that fireballs kill them.

- Bullet Bill -

Value: 200 pts.

Rarity: Uncommon

Description: These bullets are launched out of cannons. They are usually in groups and are somewhat hard to avoid. Fireballs do not affect it. You can jump on it, though. If you're right on or next to their cannon, they won't fire. Cannons never fire any Bullet Bills underwater, either. Use this to your advantage.

- Cheep Cheep -

Value: 200 pts.

Rarity: Uncommon

Description: These are basic fish that swim in water. They come in two colors: red and gray. Red ones move faster than gray ones, but both are slow. Surprisingly, they can be hit by fireballs. When Cheep Cheeps jump on levels above water, they are really frustrating (and only red ones appear). If you run often, however, they'll rarely hit you.

- Blooper -

Value: 200 pts.

Rarity: Uncommon

Description: These are more annoying than Cheep Cheep. They are squids that float around and follow you a lot. Mario and Luigi can swim faster, however, so it's not the end of the world. Also, in this game only, there are FLYING Bloopers! Yes, that's right. In the air, they float around as if underwater, and you can, thankfully, stomp on them above water. And, in both underwater and above water, they can be shot with fireballs.

- Podoboo -

Rarity: Uncommon

Description: These fireballs appear out of lava in almost all castle levels. They jump out, and fall back in. It's not consistent, either, so you have to have good reflexes to avoid getting hit. Not only that, but you can't jump on it OR shoot fireballs at it, so you should avoid it completely.

- Firebar -

Rarity: Uncommon

Description: This chain of small fireballs (the size of Mario's and Luigi's) swings around in circles. It is usually, but not always, around a used ? Block. Some chains are bigger than others, and others are faster than others, so be very careful getting past the larger or quicker ones. Also, your own fireballs do not affect it, let alone jumping. And in this game, they aren't only in castles -- they can be in ordinary levels too!

- Bowser -

Value: 5000 pts.

Rarity: Uncommon

Description: Bowser, King of the Koopas, is the reason why you're playing this game in the first place. He is the one who unleashed the black magic spell, and kidnapped Peach (along with seven Toads). Bowser appears at the end of every castle... well, a decoy, anyway. The REAL Bowser is at 8-4. Anyway, when you see him, he breathes out fire! Be careful. In some levels, he throws hammers instead (which, in my opinion, is easier to dodge). The best way to counter him is to throw five fireballs at him, giving you 5,000 points, revealing his identity, and being able to beat the level! But, if you don't have a Fire Flower, the next best method is to wait for him to jump, then run under him. Then, when you get the axe, the bridge will disappear. Also, in some castles in this game, there are TWO Bowsers -- watch out!

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| 5c. Other Characters |
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- Mario -

Yes, we all know who Mario is... he is considered an Italian plumber who is set out to save the Mushroom Kingdom! He is a good choice in the game for levels that require a lot of speed or levels with narrow platforms.

- Luigi -

He is Mario's brother. (Duh.) Instead of wearing red and brown, Luigi wears green and white (he looks better with blue instead of white, though). He jumps higher, but he has a bit of a skidding problem, and he runs a bit slower. He is better for levels with high and long jumps. Too bad he doesn't kick while jumping...

- Toad -

Toad is Peach's servant, who looks like a mushroom, and he is locked up (along with other Toads) in most castles. Mario and Luigi must save him along with Peach. And like in the original, he always says, "Thank you Mario! But our Princess is in another castle!" (Or, if you're playing as Luigi, Toad will say "Luigi" instead of "Mario.")

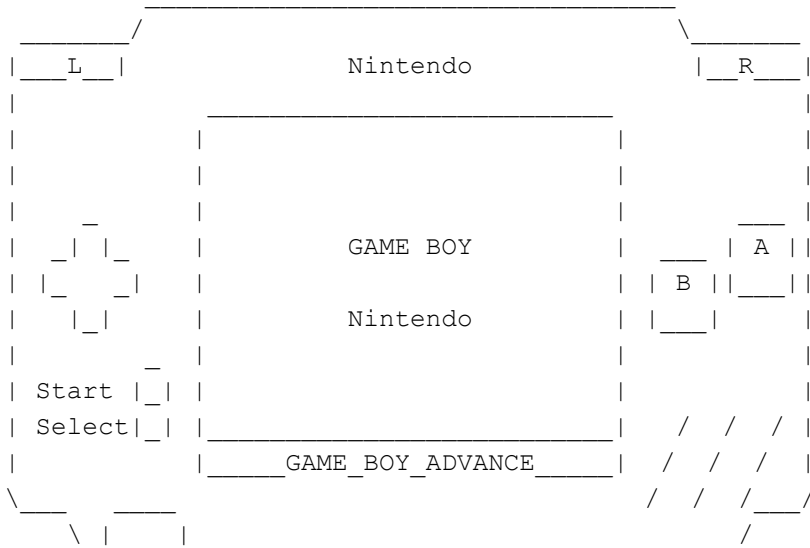
- Peach -

Peach is the only one who can break the spell from Bowser's black magic, but unfortunately she is locked up in one of the castles (dang you Bowser!) She is also friends with Toad, and she looks a bit better in this game than she did in SMB1.

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| 6a. Controls |

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A Button:

- Jump. The longer you hold this, the higher Mario or Luigi will jump.
- Swim. Repeatedly press A to rise up.
- Make selections in the In-Game Menu.
- Instantly exit out of the Famicom Disk System screen.

B Button:

- While Fiery Mario or Luigi, this shoots out fireballs. Only two can be on the screen at one time.
- Hold this to run. While running, Mario and Luigi can skip across one-block-wide gaps, and they can jump farther.
- Exit out of the In-Game Menu.
- Press this on the Famicom Disk System screen to get a "Now Loading..." message.

Select Button:

- Choose between "Mario Game" and "Luigi Game" on the Title Screen. Mario runs faster and doesn't skid very much, but Luigi jumps higher and tends to float a bit.
- Choose an option on the In-Game Menu.

Start Button:

- Confirm your character choice on the Title Screen.
- Make selections in the In-Game Menu.
- Pause the game. While paused, press Start to resume.

L+R Buttons:

- Access the In-Game Menu.
- While in the In-Game Menu, exit it.
- Press this as soon as you turn the game on, and you will be asked if you want to erase all saved data. I think the first option erases the data (I can't read Japanese, so can someone confirm this?).

L+R+Select Buttons:

- Exit out of Sleep Mode.

A+B Buttons:

- Press this as soon as you turn the game on to access the Famicom Disk System screen.

Control Pad:

- Left:
 - Move Mario or Luigi to the left.
- Right:
 - Move Mario or Luigi to the right.
- Up:
 - Climb up a vine.
 - When in the In-Game Menu, choose the option above you.
- Down:
 - When in Super or Fiery form, use this to crouch. This is useful to dodge enemy attacks or slide under tight gaps.
 - Enter some pipes. Not all pipes can be entered.
 - When in the In-Game Menu, choose the option below you.

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| 6b. Advanced Moves |
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- Walking Jump -
While walking, you can jump a bit farther than normal. This is useful for making somewhat long jumps.
- Running Jump -
While holding B and jumping, you can jump very far and high. You need this to get to far platforms. Beware, though, as it's difficult to turn back in mid-air.
- Running Squat -
Run for a long time, and press Down. You will slide a long distance. This is useful to get under small openings that are one block high.
- Sliding -
If you perform the Running Squat move listed above, and you end up under a block, let go of Down. Mario or Luigi will automatically slide to the right until he's not touching any blocks (that includes both his head and feet). Also, the screen won't scroll.
- Ducking Jump -
You can do this move while holding Down and jumping. This move is useful to get to high, small openings, or to dodge difficult enemies.
- Gap Crossing -
If you run fast, you can skip over one-block-wide gaps. Useful indeed.
- Squat + Gap Crossing -
If you perform a Running Squat while going over a one-block-wide gap, you might make it across. Useful for bricks above one-block-wide gaps, like in 1-2.
- Arc Jump -
If there are blocks right above blocks you're standing on, you may have to use this move. Simply stand on the very edge of the block, jump, and you will end up on the one above you.

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| 7. Walkthrough |
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All right, here it is... Super Mario Bros. 2. Simply turn on the Game Boy, press Select to choose between Mario or Luigi (see section 5c for their

differences), and press Start to begin your game!

It is recommended that you play the first Super Mario Bros. a lot until you get to the point where you're experienced with the game, because if you haven't beat the original, you'll have a hard time beating this game.

- World 1-1 - Difficulty: 3/10
----- Recommended Character: Mario

This level introduces you to some of the basics. First, you'll notice a "World 1-1" screen, then the level will start. You'll see a green Koopa Paratroopa; jump on it to turn it into a regular Koopa. Then, you'll see a red Koopa Troopa in a little "chamber". There are some brick blocks. Hit the bottom of the second one to reveal a Mushroom. Then, if you're Luigi, you can jump into the chamber to get the Mushroom. If you're Mario, the Mushroom is a bit harder to get. To do so...

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...make sure to bump this block when the Mushroom is in this position. (Don't worry about the red Koopa Troopa.)

When you get the Mushroom, you will become bigger, and you will get an extra chance not to be hit by an enemy.

Next, you will come across five "?Blocks". The first, second, fourth, and fifth contain coins; 100 of these give you an extra life. Don't get the middle one, though; it contains a Poison Mushroom. Touch one, and you will shrink. Or if you're already small, you will lose a life! Very embarrassing on the first level. Then, you will see a Piranha Plant on top of a pipe. Avoid it. You will see another pipe and two Goombas; stomp on those. Then, after the pipe is a hidden 1-UP Mushroom!

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| | | | |           ||
| | | | |           \-----Hit the bottom of this invisible block
+-----+           to reveal a 1-UP Mushroom.
|   |           < || >
|   |           < ___ > <-----This is just the top of a
|   |           <   > <-----tree in the background.
|   |           < ___ >

```

Then, after you have the 1-UP Mushroom (which gives you an extra life), avoid the next Piranha Plant and jump across the bottomless pit (jump in it and you die).

Here, hit the first brick block on the bottom row to reveal a Starman; this makes you invincible. If you are small and you want to get the coins above, just hit the blocks: even though they won't break while you're small, the coins will still be collected. Or, as Super Mario/Luigi, you can just jump up there. Then, if you want, you can get the brick block just past the "staircase" to reveal multiple coins. Once you do, get back up to the top.

In this part, you can't be invincible to do this. Jump on the red Koopa Troopa and kick the shell to the right. It will fall down and ricochet off the block and then it will hit the green Koopas. Then it will fall down and ricochet back to the right. If the shell is close to the right of the screen, it may kill enough enemies for ANOTHER 1-UP! Amazing! (BTW, the ? Blocks you missed just contained coins, except for the third one, which has a Poison Mushroom, so you didn't miss much.)

Now, get past another Piranha Plant, and then jump to the bricks. If you want to take a shortcut, fall down to the right, and jump left to the pipe. Press down to enter it. You will enter a Bonus Room #1 (see Section 9 for the coins and Mushroom).

If you didn't take the shortcut, go to the right and avoid the green Koopa and Piranha Plant. Then you will see four ? Blocks. The first three have coins (again! You will see lots of those...), and the fourth contains a Mushroom, or, if you're big, a Fire Flower. You can shoot fireballs with these by pressing B.

Jump above the pit, and you will see a red Koopa Troopa. If you have fire power, now is the time to abuse it. Shoot a fireball at the Koopa and the Piranha Plant that you'll see. Then you'll see another Goomba. Stomp/fireball it. Then you will see a staircase. This marks the end of the level. You'll then see a flagpole; touch it to end the level. If you thought THIS level was hard...

```

-----      Warp Zones: 2, 3, 4
- World 1-2 -      Difficulty: 4/10
-----

```

At the start of this level, Mario/Luigi will automatically walk into a pipe. This will be very common in the second level of a world.

Now, you will be in an underground area, and the blocks are all blue. Avoid the blue Koopa Paratroopa, and once you do, make a long jump past the water (you cannot swim in water if you're in a land level, like this one). You will be on a staircase.

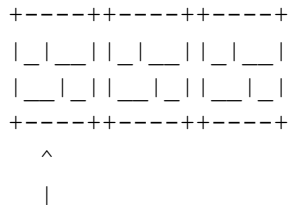
If you want a power-up, hit the block right above the last pile of "stair blocks." Mario has to perform a running jump, but Luigi can just stand and jump to get it. And Mario can't get the power-up if it's a Fire Flower, but Luigi can. And any character can get it if it's a Mushroom.

Here, get past the blue Piranha Plant as well as the blue Goombas. Watch out for the pit too. As for the Goombas, wait until they're not under the bricks. Then you can stomp on them. If you're big and you want coins, keep breaking the second reachable column of bricks until you reveal the block. Once you're done, perform a running squat under the blocks to get across. Or if you're small, simply run under.

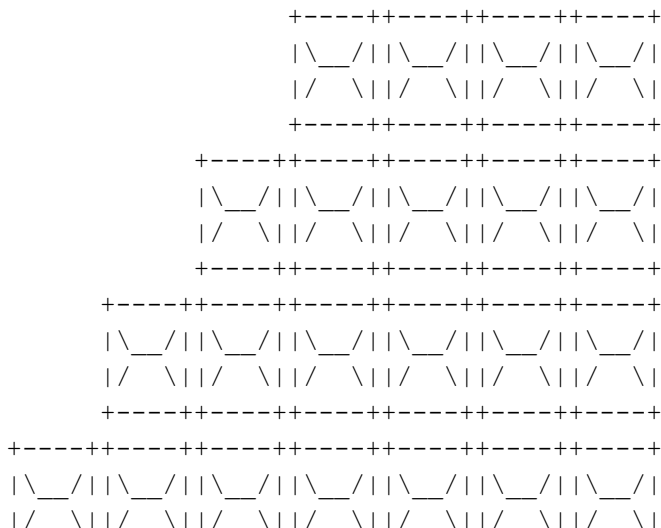
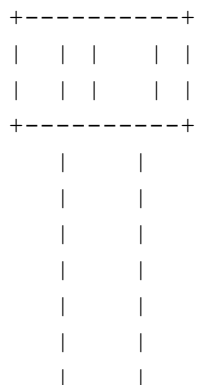
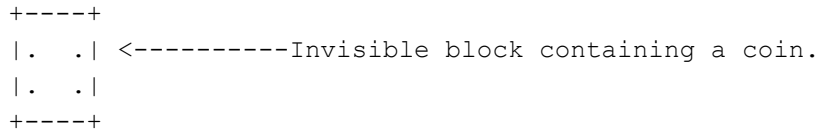
You will come across a Piranha Plant. Get past it. Next you'll see a new enemy: the Buzzy Beetle. It's like a Koopa Troopa, but fireballs do not affect it. Anyway, if you wish to warp to World 3, follow the directions below. If not, skip to the next part.

 ----- Warming to World 3 -----

This is simple to do once you understand it. First, there's a coin block a bit to the right of the pipe, but to the left of the staircase. Once you find the coin block, the first brick block after that reveals a vine -- the first of its kind!



-----Hit this brick block to reveal a vine,
 then touch it to climb it up!



has some. Then you'll see another of those lifts that look like Mushrooms, jump on it and quickly jump to the elevators that go up. Now, you have three options here: go to World 1-3, 2-1, or 4-1. If you want to enter 1-3, simply enter the horizontal pipe. Getting to the others can be tricky. First, when the elevator is high enough, jump on the brick blocks suspended in mid-air. Then jump above the pipe, and run to the right.

You will see a pipe. If you want to go to World 4-1, enter it. Otherwise, go to the right.

----- Warping to World 4 -----

Go down the first pipe after the long brick wall. You will come across three ? Blocks. The first two have coins; the last one has a Mushroom/Fire Flower. If you're small, getting the Mushroom can be tough since you risk jumping into water, and you shouldn't get it anyway. If you decide to get the Mushroom, the next part will be harder. Then jump on another collapsible lift and get to the next platform. Wait for the Piranha Plant to go in its pipe, and jump on it. Then jump on the next lift, and jump immediately. You should easily make it over the next Piranha Plant.

Now do you see why this next part is difficult with a Mushroom? Yep. A wall of brick blocks is right above a small pit of water. If you're small, this will be simple: just run over the water. (I call this trick "Gap Crossing.") If you're big, this will be harder. Run, and right before you are about to hit the blocks, duck. It's better to do this too late than too early. Because if you do it too early, you will fall in the water. Too late and you just have to try again. If done correctly, however, you will slide over the water and make it.

Now this next part is hard. Get past the Piranha Plant, and get rid of the red Koopa Troopa (kick it in the water). Next, stand on the last block, and jump. You will reveal a hidden coin block. Now jump on the coin block, and stand on the right edge of it. Jump again, and you will reveal another coin block. Now jump on the second block, and jump on the pile of bricks. Run to the right, and fall down, and you will eventually see "WELCOME TO WARP ZONE!" with a 4 under it. Enter the pipe.

----- End of Warp to World 4 -----

----- Warping to World 2 -----

If you want to go to World 2 instead of 4, then ignore the first pipe past the pile of bricks. You will see another pipe with a Piranha Plant; dodge it. Next, go up the staircase and fall down at the end. You will see the message "WELCOME TO WARP ZONE!" with a 2 below it. Enter the pipe to go to World 2.

----- End of Warp to World 2 -----

If you decided not to take any warps, then enter the elbow pipe at the end of the level. Then you will go back above ground; this is just like the end of 1 1. Finish the level to go to 1-3.

- World 1-3 - Difficulty: 5/10

This is your first tree-top level (excluding one of the Warp Zones in the previous level), and it's a pretty hard one too, though not as hard as the later ones. You may think I'm crazy for recommending Mario in this world, but he's useful for this level.

First, jump on top of the first tree with a coin on it. Then you will see a Scale Lift: the first of its kind! When you jump on one, it will fall, but the connecting one will rise! So make sure that right one is somewhat high enough to be able to go on the next tree.

Now, get rid of the red Koopa and get 5 coins. Then fall down and avoid the other two Koopas. When you're on the bridge, you will see a flying Blooper! This wasn't in the original SMB. Jump on it or shoot a fireball to get rid of it (if it follows you). If you go the right, you will see a slightly higher platform. You will also see a red Paratroopa. You can bounce off it (not recommended) or simply jump to the next platform (recommended).

Then you will see a lift moving horizontally. Also, it won't collapse if you jump on it, so don't worry. Stand on the left of the lift and run right to gain momentum as you jump to the next tree.

You will see another Scale Lift, like the one you saw before. Jump on it, but not for too long. Collect the coins if you wish. Try to make it to the really high tree. If you don't, you will have a harder time. If you're on the higher tree, jump to the next tree. If you're on the lower one, jump on the blocks suspended in mid-air, and then instantly jump to the next tree.

Fall down to the tree below, and get rid of the Koopa. If you are Regular or Super Mario/Luigi, get the ? Block. The Mushroom is harder to get; what you want to do is run to the left side right after you hit the block, and jump above it ASAP. If fast enough, you will get the Mushroom before it even gets a chance to fall down. And obviously, a Fire Flower is easy to get here. Then stand on the block and jump to the next tree.

You will see another horizontal lift. Jump on it, then jump on the Scale Lift. Try to raise the right side as much as possible, then jump there. Then jump on the next tree, and then the next one after that. Finally, jump to the Flagpole to end this long level. You probably had enough of this level already.

- World 1-4 - Difficulty: 5/10

OK, this is your first (and easiest) castle level. Move to the right, avoiding the chain of fireballs (known as a "Firebar"). Jump twice to the right, and get the ? Block if you need to (it contains a Mushroom/Fire Flower). Both Mario and Luigi can get the Fire Flower; if you're Mario, you have to stand on the left edge of the platform left of you, run, and jump towards it. Getting a Mushroom is difficult for the same reason as in 1-3. If you get the power-up (or if you didn't), jump to the right and avoid the next Firebar. Fall down to the right, go above the suspended platform, and avoid the two Firebars (which is a bit difficult).

Then jump to the staircase, and avoid the next three Firebars in the ceiling, as well as any Koopa Troopas and the Firebar below you. At this point, you should see small fire breath. This is coming from Bowser. Try to avoid it as much as possible.

Jump to the next platform and try to avoid the next Firebar (and keep in mind, Bowser will keep breathing fire). Jump quickly to the next platform, and then jump to the right again.

You will see three mini-walls, which you can use as defense for the fire that comes at you.

Once you get past that, you will meet Bowser! Er, not really, but your objective here is to hit the Axe to finish the level. The more powerful you are, the easier time you will have with him. Fiery Mario and Luigi can shoot five fireballs at him, while keeping a safe distance, which will reveal his decoy, which is, in this level, a Goomba. (Did you really think it was Bowser?)

However, if you're Super Mario/Luigi, then you have to try to dodge him, which is difficult, but you have two chances to survive, plus you stay invincible for a long time if you get hit, giving you enough time to run all the way to the right.

If you're Regular Mario/Luigi, this will be even harder. You have only one chance not to get hit, so you have to be really careful. Thankfully, there is a horizontally moving lift to help you out. In later levels, though, it is recommended that you wait for Bowser to jump so that you can run under him.

Anyway, if you make it to the Axe, Toad will greet you and say this, "Thank you Mario! But our Princess is in another castle!" (If you're Luigi, he will say "Luigi" instead of "Mario".) Then, your timer will be counted down (unlike the original SMB) and you will start 2-1. Happy? I bet!

- World 2-1 - Difficulty: 5/10
----- Recommended Character: Luigi

In this world, it is nighttime (the sky is black). Start this level by jumping on the bridge and carefully dodging the green Paratroopas. Eventually, you will see three ? Blocks. The middle one is a power-up; the other two are coins. Once you get those, jump on the tree-top and then jump over the water to the staircase. Hit the middle brick block to reveal a Starman. You can kill the Piranha Plants easily here, and if you go in the pipe below the platform you're on, you can go in a room (Bonus Room #2) with lots of coins. Don't scroll the screen too far to the right, though, as you don't be able to make it in. Also, it isn't a shortcut and you will lose your Starman, so think twice before deciding to do this.

If you decided to get all the coins, you will end up in the second-to-last pipe. If you didn't go in that pipe, then you will be in the same place, but with a Starman. Either way, jump to the right and avoid the Piranha Plants if you don't have the Starman. Then jump to a tree-top, which has an two invisible blocks: one with a coin and one with a power-up. After that, jump on the lift. Then jump on the next tree-top, and what's this? A green springboard! Jump on it and press A when it is at its lowest point to spring very high. You can skip this hard part of the level. Now, if you want to get a vine (the second one you've seen), here are the blocks you'll see:

```

-----
+----++----++----++----++----++----++----++----+
|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|_|
+----++----++----++----++----++----++----++----+

```

```

      ^^
      ||
      ||
      ||
There is a vine in
this brick block!
Is this fun or what?

```

```

      +----++----++----++----++----++----+
      |. .||. .||_|_|_|_|_|_|_|_|_|_|_|_|
      |. .||. .||_|_|_|_|_|_|_|_|_|_|_|_|
      +----++----++----++----++----++----+
+-----+  ^^    ^^
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
+-----+  \\\    //
      |      |      |  \\\  //
      |      |      |  \\\//
      |      |      |   \//
      |      |      |    ||
      |      |      | Invisible blocks
      |      |      | that contain coins.
      |      |
      |_____|_____

```

This is much easier to do if you're big; just break a brick near the vine and you should be OK. If you're small, you have to try doing that "Arc Jump" move listed in section 6b. Luigi shouldn't have much of a problem however. Also, beware if you scroll too far to the right, the vine will disappear and you can't get to it!

Once you get up the vine, you will be taken to a "coin heaven" with tons of coins. Try to get as many as possible.

When you're done, you will end up in an area with four ? Blocks. (You'll end up in the same area if you didn't get the vine.) Get the last three if you want coins. Avoid the first one though; it has a Poison Mushroom!

Go to the right, and you will see ANOTHER green springboard! Jump on it. If you got all the coins in 1-3 or warped to this level, move to the right until you think you're above three high blocks. Once you're here, jump on the third block to get a 1-UP Mushroom (thanks to B. Youn for this):

```

+-----+
|. .| <-----Invisible block with a 1-Up Mushroom.

```

|. .|
+-----+

+-----++-----++-----+
|__/||__/||__/| <-----
|/ \||/ \||/ \||
+-----++-----++-----+

The easiest way to reach these high blocks is to use the green springboard.

If the 1-UP Mushroom didn't appear, then you didn't get all the coins in 1-3 or you didn't warp to this level.

Now avoid the green Paratroopas and be careful to avoid the Goombas on the staircase at the end. Your best bet is to wait for them to come all the way down.

Now get the flagpole to end this level!

- World 2-2 - Difficulty: 6/10

Yes, this level can get frustrating. Start out by dodging the Koopas, Goombas, and Piranha Plants. Then jump to the staircase and jump to the next pipe. Go right some more, and you will see a difficult jump (if you're Mario). If you ARE Mario, which you shouldn't be, run and jump to the lone block, and immediately jump to the next staircase. Alternately, just make a running jump past that lone block. Luigi will have an easier time, as he doesn't need to jump immediately.

Now jump on the pipe and go right some more. If you are making a long jump (which you probably are, make sure not to run into the Goombas. Avoid the Paratroopa, and move right more. Jump below the brick block (Luigi has a hard time landing!) Hit the block for a Starman. Kill as many enemies as you can and get as many coins as you can too. Now, if you went all the way right, you will see a pipe (with a Piranha Plant) and two brick blocks.

+-----+
|_|_| <-----Brick Block containing a power-up
|_|_| (Mushroom/Fire Flower)
+-----+

Bonus Room #1

```
||||
||||
||||
||||
VVVV
```

```
+-----+
|_|_| <-----Multiple Coin Block
|_|_|
+-----+
```

```
+-----+
| | | | |
| | | | |
+-----+
```

```
          +-----+
          |\_/|
          |/_\|
          +-----+
          +-----+
          |\_/|
          |/_\|
          +-----+
```

Simply put, get the power-up if you need one, and if you need another, go down the pipe (Bonus Room #1). And get as many coins as you need.

Either way, you will end up in the place right after the pipe, and you should have a Fire Flower by now.

Now this part is tricky. There seems to be no way to get on top of that really high pipe, but you can get up there with either character. There are two hidden blocks you must find:

```
          +-----+
          |. .|
          |. .|
          +-----+
          -+
          /|
          /
          /
          /
          /
          /
          /
          /
          /
```

Two invisible blocks /-----> with coins can be found here. Use these to get to the high pipe.

```
+-----+
|. .|
|. .|
+-----+
```

```
+-----+
| | | | |
```

```

| | | | |
+-----+
| |
| |
| |
| |
|-----|
|
|

```

Once you find the first block above, jump on it and find the second one. Mario will have a tougher time here, because he needs to perform a running jump. Then stand on the edge of the first one to get the second one. Jump on the second one, and jump to the high pipe once the Piranha Plant gets out of the way. Then jump to the right and get rid of the Koopas if possible. Get the coins next, and go further to the right. Get past the Piranha Plant and Goombas. Make a running jump to the set of three blocks, and then carefully jump to the right. You will see a staircase with Goombas on it. These are hard to dodge, and there is an annoying block somewhere above the staircase to make it even harder. Then once you dodge them, touch the Flagpole to clear the level.

- World 2-3 - Difficulty: 6/10

Remember 2-3 and 7-3 in the original Super Mario Bros.? Well, this level is a lot like those levels, only even harder (only slightly though -- wait until you see 6-3, A-3, and C-2 in this game!). I hated those levels. If you've never played those levels, they're full of jumping Cheep Cheeps.

First, jump to the bridge and avoid the three Koopas. Keep jumping to the right, and you'll eventually see the jumping Cheep Cheeps! Avoid them at all costs! The trick is to always run to the right, but if a Cheep Cheep is about to hit you, turn back immediately! This is easier with Mario than with Luigi. Or, if you feel the need to, you can jump on them to get rid of them. Dodging them is a better move however. Eventually, you will find four ? Blocks. (I told you it was different!) The first one in the top row contains a power-up; the others have coins. Next, you'll see another of those annoying flying Bloopers. Combine with the Cheep Cheep, and this level is really an annoyance. Get past it, and then jump on the trees. Then jump on the short bridges while avoiding the green Koopa Paratroopa (which fly horizontally this time, rather than bouncing). Jump on the trees after that.

Then jump on the short bridge and the long bridge, avoiding the green Koopa Paratroopa. Get the coins if you want, and make sure to avoid the red Koopa. Then jump on the next tree. You'll notice that the Cheep Cheeps will stop flying at this point. (Whew!) Then jump on the next tree and then the flagpole to end this dang level.

- World 2-4 - Difficulty: 6/10

Not surprisingly, but annoyingly, this is another castle level. It's a hard one too. Get rid of the blue Koopa (yes, it's blue, but it acts like green ones)

and kick it off, preferably to the right. If done correctly, the gray (yes, gray) Goombas will be run over by the Koopa shell. Now this is a hard jump. My strategy, for both characters, is to make a running ducking jump off the ledge. Of course, if you're small, ducking is not necessary. Why do I prefer this over simply falling down? Because if you jump, you'll have enough momentum to make it below. And ducking is necessary to fit in the space easier. Once you practice this part, you'll get the hang of it.

Now that you're past that, jump on the first blue Koopa Troopa you see here and kick it to the right. This will get rid of all the other Koopas. Now you'll see a Firebar right before a large pit of lava. Luigi will have an easier time with this, although Mario can do this too. For Luigi, simply gather enough speed to jump over both the Firebar and the pit. For Mario, jump on the Firebar at the right time, and immediately jump over the pit (while holding B).

Go up the staircase here. Then, fall down the small gap. Here, run as fast as you can over the lava pits and pray the Podoboo won't hit you from the first pit. (An easy way to do this is to run while the Podoboo is in the air.) Also, if you're big, make sure you won't get hit by the Firebar.

Here, wait for the Firebar above you gets out of the way, and jump to the right. Jump over the lava pit and make sure not to hit either the Podoboo or the Firebar on the next platform. Now jump on the block that the Firebar is rotating in (at the right time of course), and jump on the bricks suspended in mid-air. Now jump on the next Firebar block (once again, at the right time), and jump over the small lava pit. Then jump over both lava pits. Beware: they have Podoboos in them.

Now here he is: Bowser! There are tons of bricks this time, so jumping OVER him isn't the best idea here, even with the lift. Instead, stand a distance from him (to dodge his fire) and wait for him to jump. With good reflexes, run under him and stomp the axe!

Or if you're Fiery Mario/Luigi, simply throw five fireballs at him. His decoy is a Koopa Troopa (thanks to icedbubbleblade2000 for this).

You will see Toad, once again, say: "Thank you Mario! But our Princess is in another castle!" Or he will obviously say "Luigi" if you ARE Luigi. Satisfaction? I think so.

----- Warp Zones: 1
- World 3-1 - Difficulty: 5/10
----- Recommended Character: Mario

A hard level, but not the hardest yet. You will first see two Hammer Brothers. I think these are the first you've seen in the game. They throw hammers in an arc formation. You can throw Fireballs at Hammer Brothers or jump on them. Or better yet, hitting them from below when they're on a brick block above you will work too. Once you get rid of them, hit the fifth to last block in the bottom row to get a Starman. Once you get it, jump over the pit and kill the Koopas. Get the first three blocks if you want coins, and avoid the fourth one, as it has a Poison Mushroom (although, if you still have the Starman, it doesn't matter...).

Now if you're in need of a power-up, get the first ? Block in the top row of ? Blocks. If it's a Mushroom, it will be hard to get. There are three ways to get it: 1) Hit the second ? Block at the right time to make it move to the left, then chase after it quickly, 2) Perform an arc jump and chase after it going to


```

+-----+
|_|_||_|_||_|_||_|_||_|_||\_/|
|_|_||_|_||_|_||_|_||_|_||/ \|
+-----+
^ ^    ^ ^    ^ ^    ^ ^    ^ ^  +-----+
||    ||    ||    ||    ||  |\_/|
||    ||    ||    ||    ||  |/\|
\\    \\    ||    //    //  +-----+
\\    \\    ||    //    //  +-----+
\\    \\    ||    //    //  |\_/|
\\    \\||//    //      |/\|
-----+-----+
          ||              +-----+
      Once you get the   |\_/|
Mushroom, use it to    |/\|
break these blocks.    +-----+
                         +-----+
                         |. .||\_/|
                         |. .||/ \|
                         +-----+
                         ^   +-----+
                         |   |\_/|
                         -----Hit this invisible block to
                         +-----+
                         reveal a Mushroom; you NEED this
+-----+                 +-----+
| | | | |                 |\_/|
| | | | |                 |/\|
+-----+                 +-----+
      | |                 +-----+
      | |                 |\_/|
      | |                 |/\|
      | |                 +-----+
      | |                 +-----+
      | |                 +-----+
      | |                 +-----+
      | |                 +-----+
      | |                 +-----+
      | |                 +-----+

```

--Hit this invisible block to
 reveal a Mushroom; you NEED this
 if you are small.

Go back to where you were before (seem familiar? The pipe took you backwards) and jump across the pipes again. Eventually you'll see a green springboard; jump on it if you wish and go to the flagpole. Do not go past the flagpole, however, as you will end up warping to World 1-1 (again), and you probably don't want to do that. Thankfully, there is a pit in that Warp Zone to commit suicide (and it's placed in a spot where it can only be done on purpose) so that if you DO accidentally end up here, just jump in the pit and start 3-1 again. Anyway, just go to the flagpole to end the level.

- World 3-2 - Difficulty: 5/10

Like in 1-2, you will see Mario/Luigi start out and enter the pipe. However, this time, you are underwater and you get to swim.

The underwater levels in this game are more difficult than in the original. Also, like the original SMB, ? Blocks never appear in these swimming levels.

You will see a swimming Blooper, which, by the way, WERE in the original SMB. You cannot jump on any underwater enemy, so avoid it. Or if you have a Fire Flower, then shoot a fireball at it. Swimming Bloopers act just like flying

ones.

Anyway, get rid of it, and swim to the right. You may or may not see Cheep Cheeps, as they appear randomly on the screen. Red ones move faster than gray ones do. Also, when you are above the pit, you will notice a current pushing you. Try to resist it. Go to the right, and you may see more Cheep Cheeps; just dodge them if they appear. Another Blooper appears. BTW, if you're on the ocean floor, Bloopers will never hurt you, even if you aren't ducking. Go to the right to see a "staircase", and swim to the right and try to get the coins. Make sure you aren't affected by the suction cup.

Now go to the right some more, and avoid the Bloopers. You will see coral; this acts as an obstacle. You have to swim above it. (Don't worry, it won't hurt you.) Get the coins on the ground and watch out for... gasp... a swimming Koopa Troopa! Koopas were never underwater in the original, and they certainly weren't gray. You can't jump on it either, so the easiest way to counter it is to use your handy fireballs if you have them. It's even tougher to avoid since there is coral hanging on the ceiling blocking you. Jump over the next piece of coral, and swim right some more. Watch out for Cheep Cheeps if necessary. Also watch out for another suction cup.

Go to the right some more, and watch out for any more Cheep Cheeps. You will eventually come across a red Koopa Paratroopa. These weren't in the original either, and you can't jump on it. Dodge it like crazy, which is hard, because of the wall right after it.

Now this part is difficult. Tons of coral will hang from the ceiling, and Bloopers and Cheep Cheeps appear in the most inconvenient places. Not only that, but more currents await you :P. If you get across, well, good luck. Go to the right and avoid the red Koopa. A Blooper awaits here too. Swim to the right once more, overcoming the currents and any Cheep Cheeps.

You will come across three platforms. The middle one is higher than the rest, and the other two have some coral on it. Another Blooper is here as well. Try to dodge it while going above or under the middle platform. Coins are below it, so if you are close to another life, go for it... And go to the right more, and you will see an almost-sealed platform. You may be trapped by Bloopers here, so try to go above or below it.

Go to the right again, and you will see a rectangular platform. Under it, there are lots of coins, but a red Koopa. This is more risky. Above it is a better option unless you like coins. Now, at the end, go in the pipe to go above land and touch the flagpole to end this long level. If you thought this was hard, wait until you get to 6-2...

- World 3-3 - Difficulty: 6/10

This level has lots of hills, lifts, and pits. Be careful here. It has nice graphics though: it looks like a wintry setting with icy and snowy trees. Don't worry: the ice/snow isn't slippery.

You will see a high tree above you. If you're Mario, use a running jump to get up here (which isn't hard, because you should be running anyway). You will see tons of Koopas. Go on the platform below and stomp on the first one. Then kick it to the right and run as fast as possible. Then jump right to the platform below you. It will kick a lot of Koopas, and you will get a lot of points.

Now wait for the Koopa on the platform to the right to fall down, and dodge it. Jump to the next platform, and wait for the Piranha Plant to get out of the way. Jump on the scale lift, and raise the second half high enough so that you can make it to the next platform.

Jump to the platform below you, and make sure you don't hit the Piranha Plant. Do the same to the next platform. If you're a coin-collecting freak like me, then jump on the green springboard (you can't miss it), make the screen scroll to the right until the left of the high platform is on the left, and move left all the way. Wait for Mario/Luigi to land on the platform, and collect all the coins.

(Or, if you need a power-up, jump on the green springboard and move to the right until you see a high tree. Jump while standing on the center of the tree, and you will find an invisible block with a power-up in it!)

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|.  .|  <----- Invisible power-up here.
|.  .|
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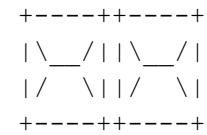
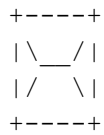
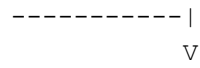
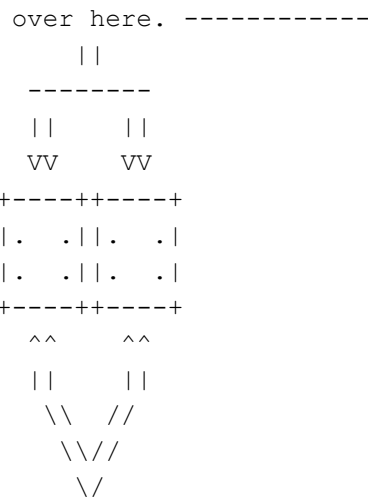
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Then jump on the collapsible lift to the right, wait, and immediately jump to the high platform to the right. I believe both characters can do this. Fall down to the scale lift to the right (or jump to it if you are on the lower platform), collect the coin if you wish, and, like before, make the right side high enough.

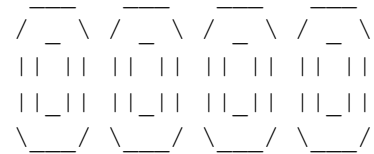
Jump to the platforms to the right, and get rid of the red Koopa Troopa. Wait for the red Koopa Paratroopa to get out of the way, and then jump to the next platform. Neither character has to bounce off this.

Make a running jump to the collapsible lift, and IMMEDIATELY jump to the next one. Then immediately jump to the next platform. You will see some suspended blocks. The easiest way to reach them is to reveal hidden coin blocks:

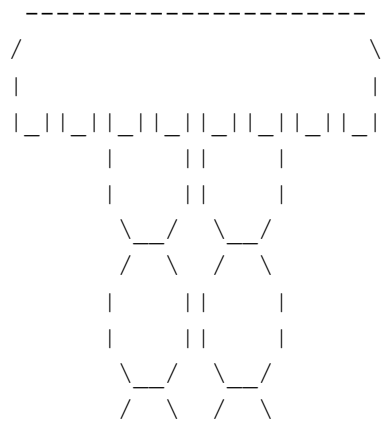
Once you find these blocks,
 jump on them, then jump



These are two invisible blocks with coins.



(These are coins above, and there are more to the right. Also, there are pipes far below here.)



As shown in the ASCII art above, find the blocks and get to the block. The keep jumping on the blocks as you progress to the right. Mario will have an easier time with this than Luigi. Also, don't worry about the coins below you. I've missed them once and STILL was able to get the 1-UP in World 4-1. If you're an experienced player, you should get them though. (There are pipes below, and I didn't diagram them.)

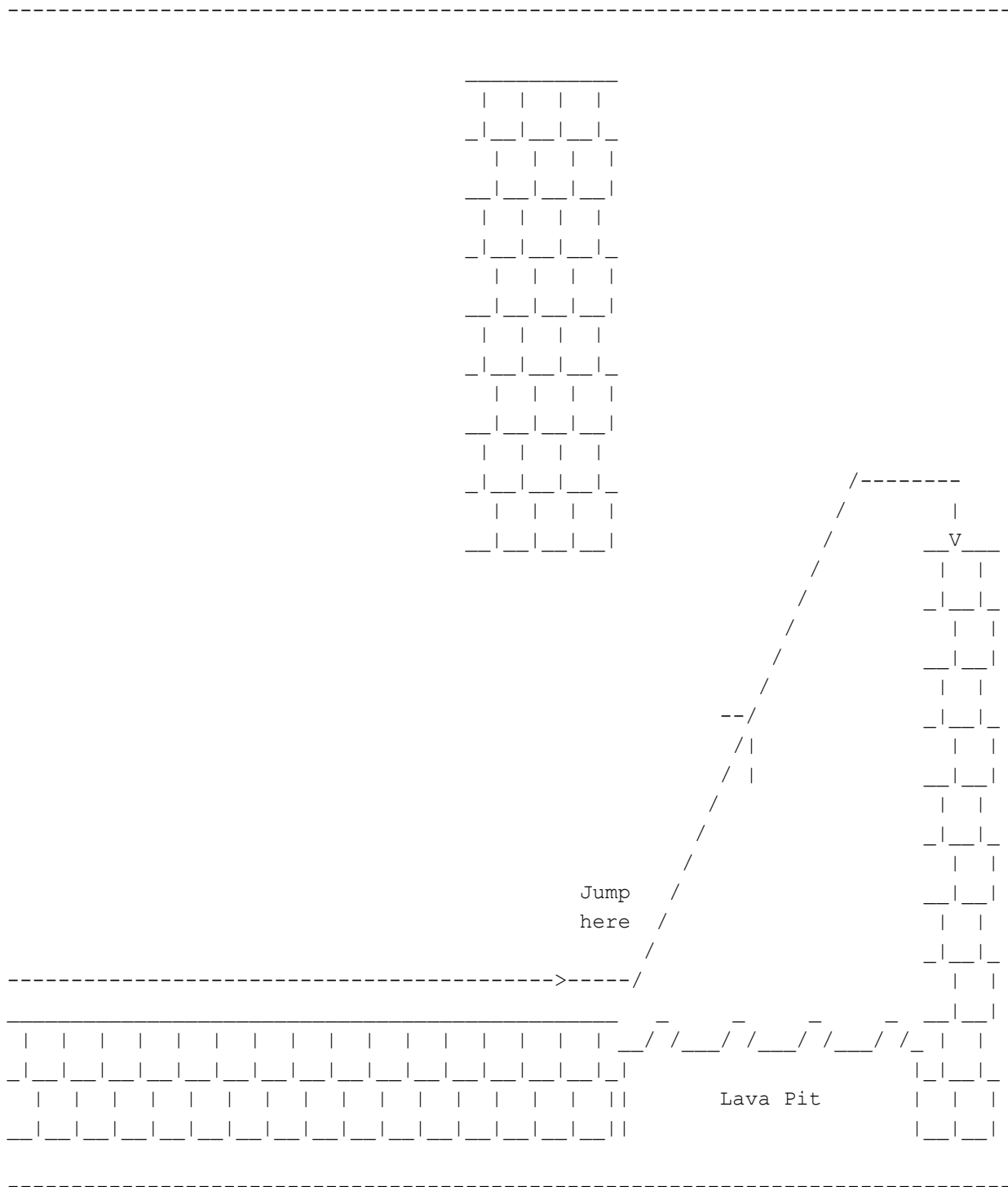
Anyway, whether you're on the two blocks or the pipe, make a running jump to the platform to the right. Then make a running jump to the right to touch the flagpole. You're done with this long level!

- World 3-4 - Difficulty: 5/10 **Maze Level!**

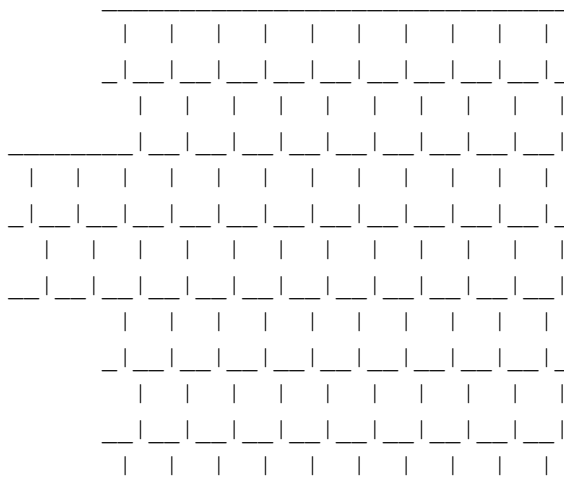
It's a castle... and it's a maze. Run as fast as you can down the staircase, and the fun begins. Also, you should be small to do this. There is a Piranha Plant later on. If you're big, run into it on purpose to shrink. Here's the route you should take: (If you go the wrong way, the maze will repeat itself. And each ASCII art is separated by a line)

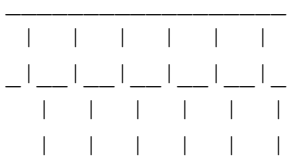
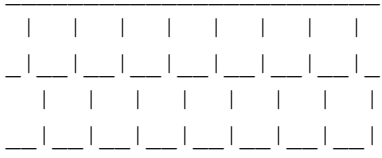
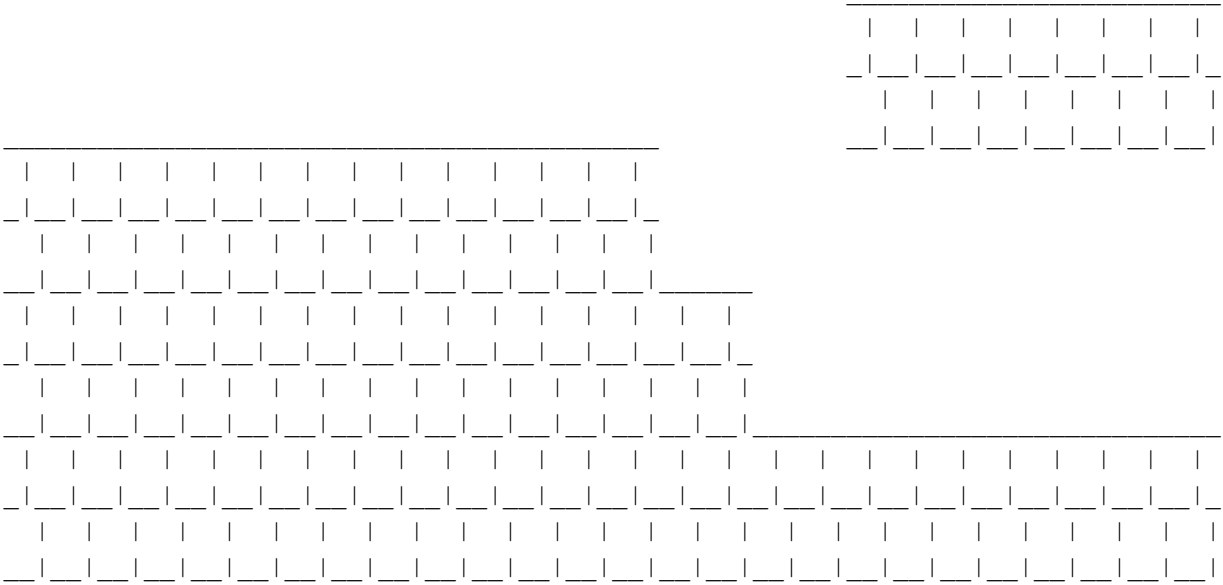
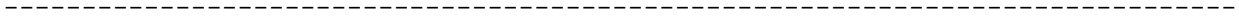
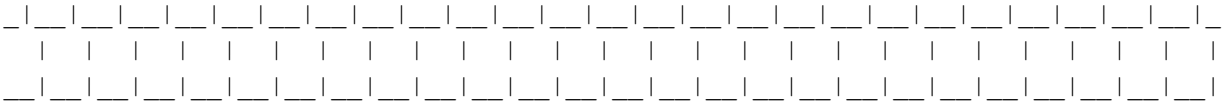
Also, be warned, as there are many huge diagrams...

If you want to read at the end of the level, hit Ctrl+F, and type
(End of 3-4 maze)

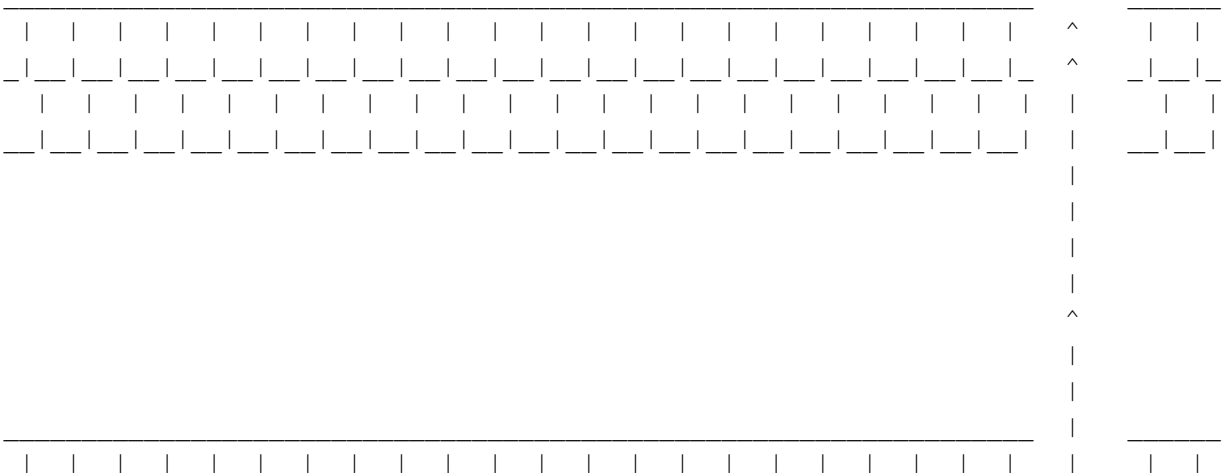
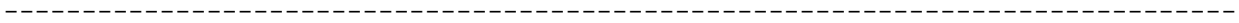
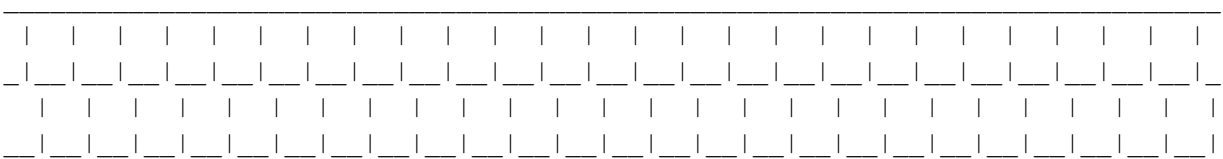
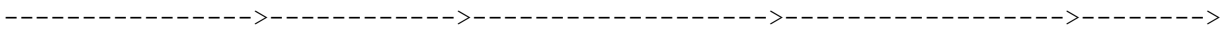


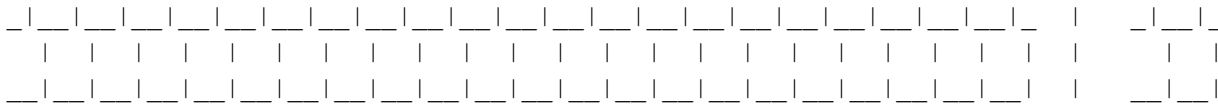
Run right as fast as you can,
and fall down where the arrow
indicates. Either character



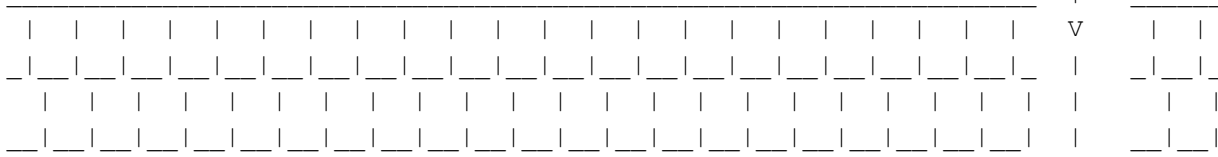


Keep running this way. See why you need to be small? Well, even though you can slide under when you're big, you won't be able to soon.



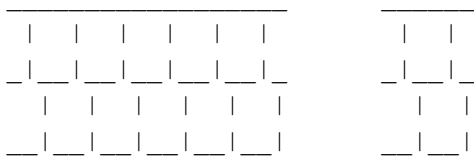
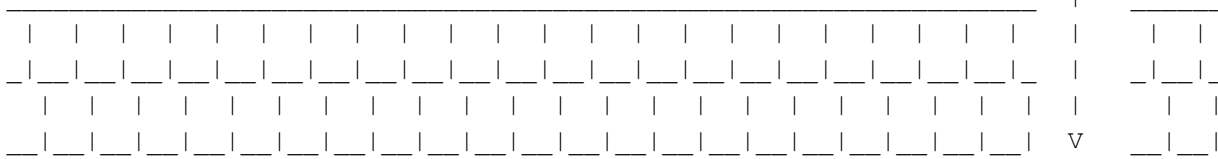
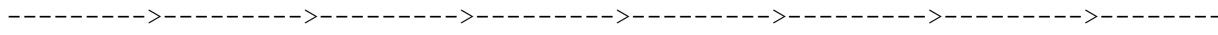


Podoboo

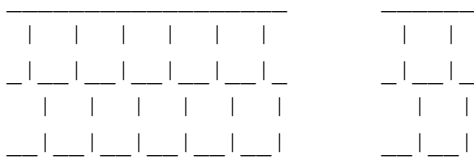
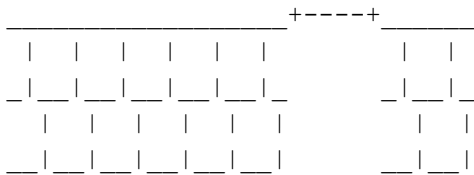


Once again, keep running. See why you need to be small?

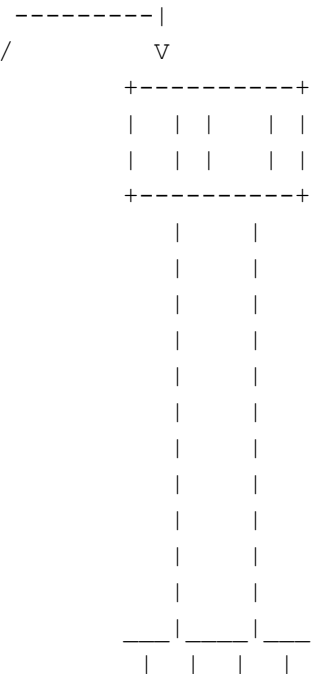
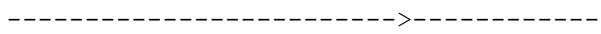
And watch out for the Podoboo that may sneak by!

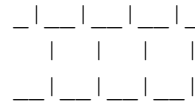
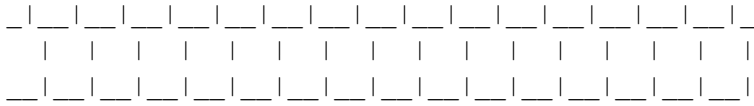


+----+
|. .|<--Mushroom
|. .|

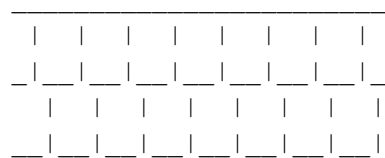
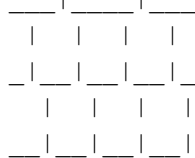
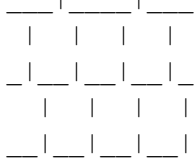
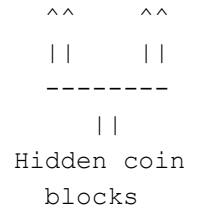
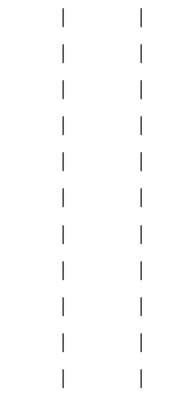
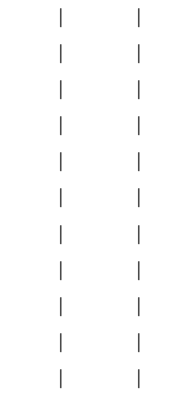
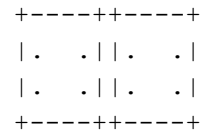
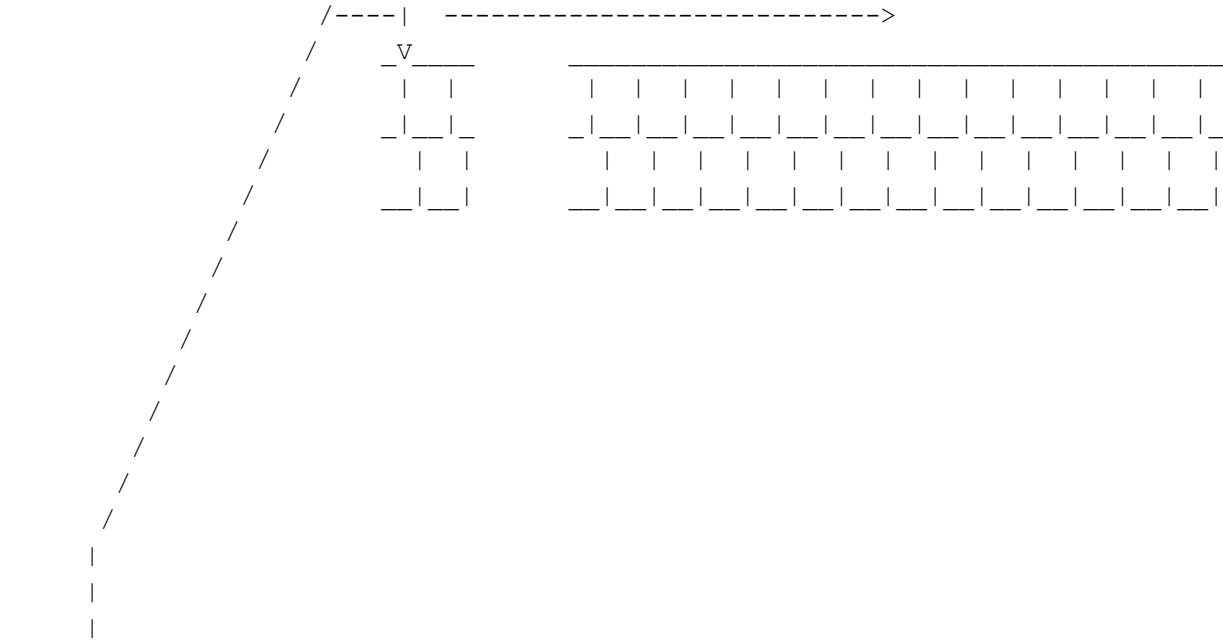


Jump /



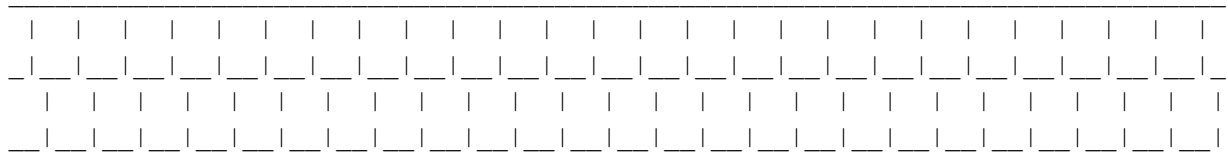
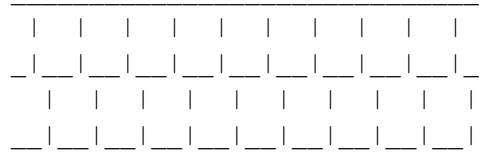
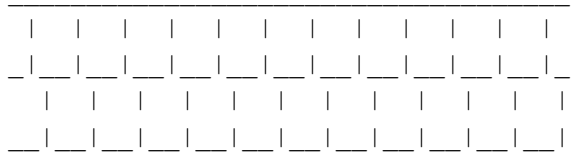
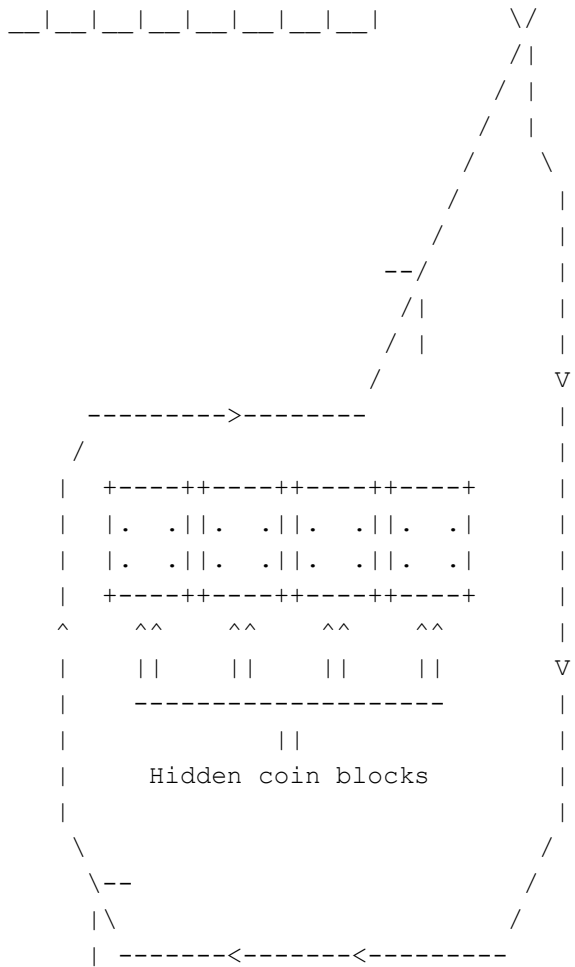


Get the Mushroom if you are able to reach high enough (I usually don't get it). Then jump to the pipe...



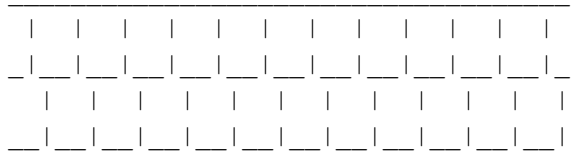
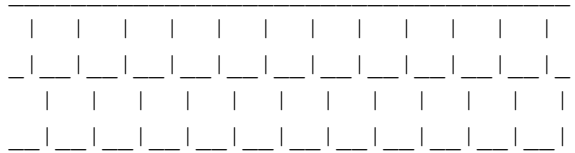
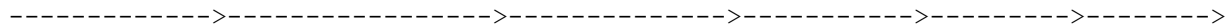
Jump to where the arrows are, and then run across the top... the ceiling is a bit higher then what I diagrammed.

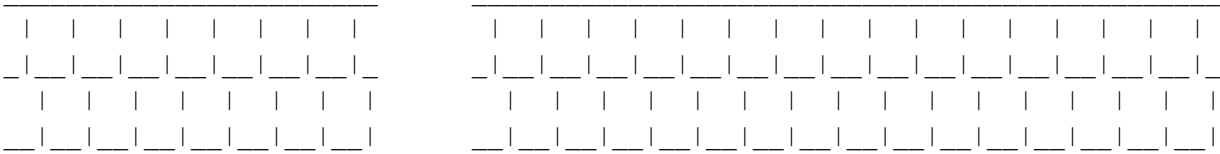




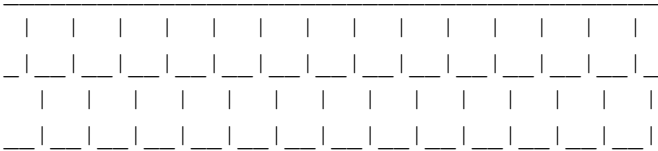
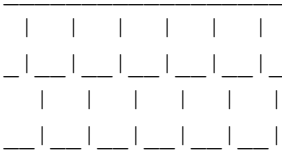
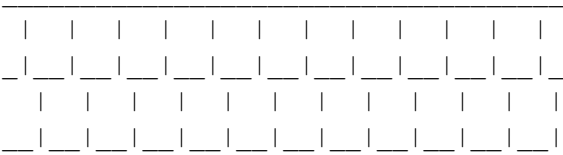
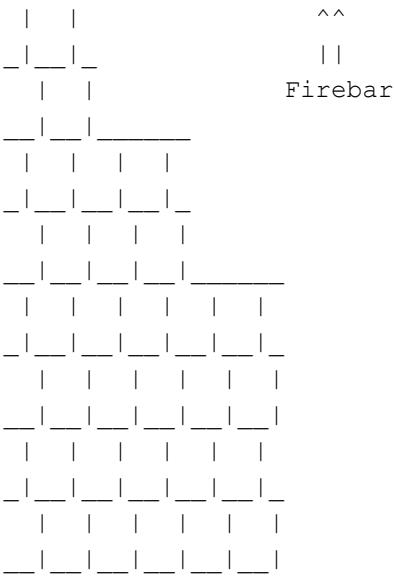
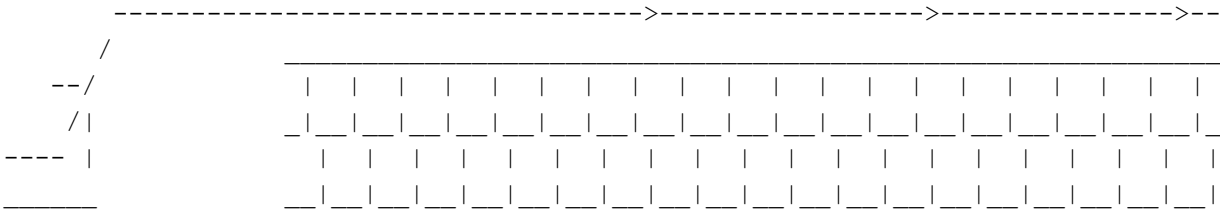
This may be a bit confusing here, but you have to fall down and find four coin blocks. Once you do, jump on them, and jump on the top ceiling. As you may have noticed, you will go in a loop fashion. Also, if you haven't noticed, two of the coin blocks are in the other diagram as well.

Run across the top. Plain and simple.

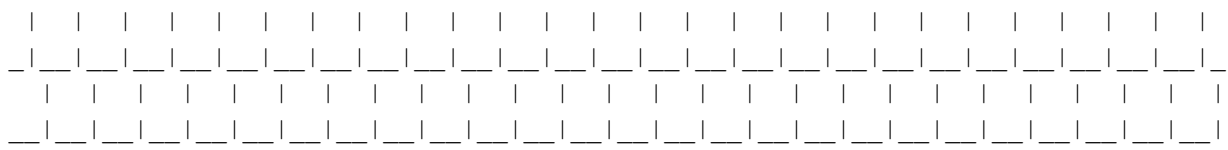




Just jump up here and avoid the Firebar.



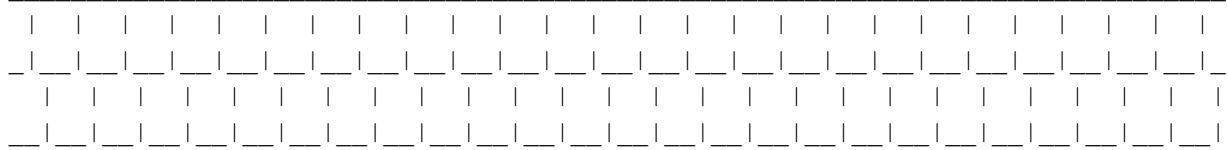
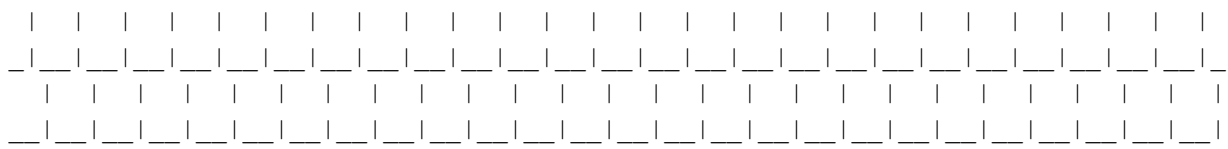
Do I need to say anything?
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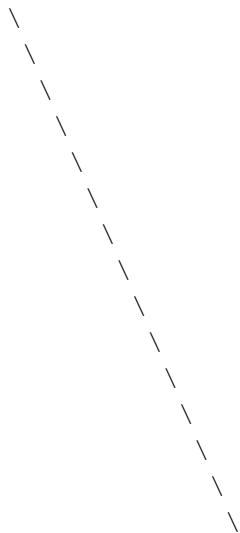
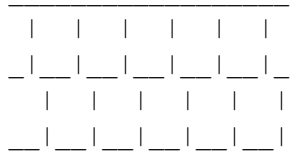
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Firebar



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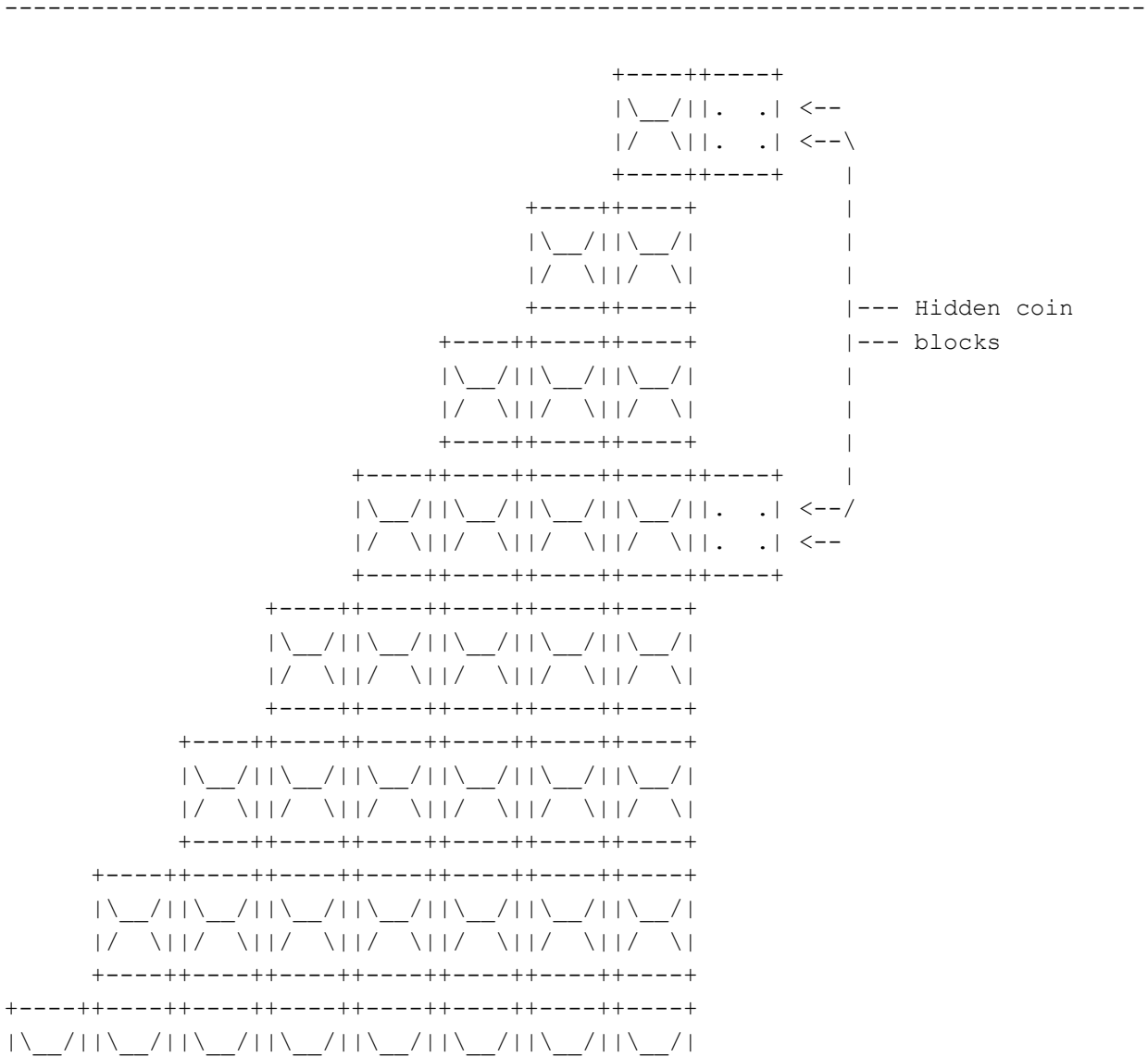
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Go right some more, and you will see three ? Blocks. The third has a Poison Mushroom, so make sure you avoid it. The other two blocks have coins, though. Once you're done here, jump on the blocks and then to the pipe. Make sure you avoid the red Piranha Plant. Run to the right, and you will see pipes and lots of ? Blocks. The second one has a power-up; get it as needed. Also, the first pipe leads you to an underwater area if you want to go in it. In the underwater area, there are a few Bloopers and Buzzy Beetles (you can't use fireballs or jump on them), but lots of coins. Get them if you want.

Once you get out, you will end up in a spot right after where you were before. If you want lots of coins and are in need of lives, jump on the ? Block, and then hit the brick block. A vine will appear, and it will take you to a coin heaven with tons of coins. When you're done, you'll go backwards and end up near the staircase. You can get to the coin heaven again. It is possible to get multiple extra lives using this method. Just watch your time.

If you want to just finish the level, go right and jump over all the pipes. You will see a staircase; watch out for the Goomba. Then, jump to the flagpole. If you're concerned about getting 5000 points, and you're Mario, there are two hidden coin blocks to find after the staircase. Find them (as seen below), and jump back on top. Run as fast as you can on the top, and jump to the flag.



I/ \III/ \III/ \III/ \III/ \III/ \III/ \III/ \I
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You're finally finished with this level! Now let's try the next one...

- World 4-2 - Difficulty: 6/10

First, you'll see three Bullet Bill cannons. Try hard to avoid them. There is, however, a power-up in between the first and second cannons. Use it to your advantage. After the third, there is a brick block and two ? Blocks. The brick block contains a Starman; the ? Blocks contain coins. You don't really need this Starman, but get it if you need it.

Run to the right and get rid of the Buzzy Beetles. Then jump on the springboard. If you are not invincible, get the Koopa Troopa and kick it. Watch it go to the right and you might get 1-UPS (although I haven't tried this, but it looks similar to 1-1). There is also a Lakitu, which is easy to deal with if you have the Starman. Run to the right and dodge the enemies. Your invincibility should wear off by now.

Anyway, you'll come across a high pipe. If you're Luigi, you can jump up it easily. If you're Mario, it will be a bit tougher; do a running jump. You'll see more Bullet Bill cannons and some ? Blocks (and sometimes red Koopas). The first one is a power-up; the last one is a Poison Mushroom; the others are coins. Also, you can jump on the blocks to simply dodge the cannons. Go to the right more, and you'll see a brick block over a pit. Jump over it; but if you can somehow get under the block, you can get lots of coins.

You'll see a Hammer Brother. Do your best to jump over it. You can also try running under it when it jumps, but this requires good reflexes. Or, a Fire Flower should get rid of it really easily. Here, you'll see a lot of solid blocks. Jump ABOVE them. If you are under, you will be really sorry. Go to the right, and you'll see a Hammer Brother. If you are above (which you should be), wait for it go under you, and run. If you are below the blocks (and you shouldn't be), hit one of the ? Blocks. This is difficult, thanks to the red Piranha Plants. Or just throw a fireball at it (if you can). All of the ? Blocks contain coins.

Next, jump to the right past the pipe and mini-wall. This part is a little difficult. Jump on the first levitating block, then jump on the next one. Wait for the green Koopa Paratroopa to get out of the way, and then jump on the next set of two blocks. Then jump to the flagpole. (If you're Luigi, it is actually possible to jump over the flagpole! If this happens, just jump back left; the screen won't scroll any more to the right.)

- World 4-3 - Difficulty: 7/10

Whoa! This is the hardest level so far, although not the hardest in the game. It is full of dangerous jumps. First, run as fast as you can, and jump right at the edge (while moving right). Luigi has a MUCH easier time with this than

Mario does. Next, jump on the springboard, and launch yourself onto the collapsing lift. Immediately jump to the moving lift. You should worry about jumping more than getting the coins. Then jump to the scale lift, and then the next moving lift. Then jump to the tree.

You thought that was hard? Think again. This one you're about to experience is much harder. Run on the tree, and jump right before you're at the ledge. You may have to slow yourself down at the top of your jump. You'll see a red Koopa Paratroopa; it is crucial that you bounce off it to get to the next tree. Again, Luigi is better at this than Mario. (Also, the Paratroopa seems to be in different altitudes each time, depending on how much time you spend on the tree before it. With Mario, you should wait a second before jumping to make the Paratroopa be at the right height; try moving as far right as you can without falling off the tree so you can see the Paratroopa on the right side of the screen. Luigi can jump anytime here.)

If you make it to the tree, congratulations. Now jump on the lift. You don't need to worry about the springboard, even if you're worried about coins. The ? Block contains a power-up; get it if you need to. If you want the coins, just jump on the block, and jump again (Luigi is better at this). Jump on the same lift again, and jump on the tree. Jump to the next tree. You just made it halfway through the level.

Now try to make the screen scroll as far right as possible here. Bullet Bills will start launching in random locations. Make sure it's in a position where you know it won't interfere with your jumping here. If you feel it's the right time, jump on the scale lift. Lower it to make the right side higher. Now jump on the right side and jump on one of the trees, preferably the top one.

Jump on the collapsible lift (if you're on the high tree), then jump on to the right immediately. Or if you're on the lower tree, then make a running jump to the right. If you're Mario, you'll have to jump at the last split second; any earlier and you will very likely fall into the pit. (The tree's big, so you'll have enough room to run.) Go far enough to the right, and the Bullet Bills will stop firing at you. Go close to the right end and stand near there, but don't go all the way. Koopa Paratroopas aren't much of a threat here. Wait for the second one to fly up, and run. Make a jump when you're at the end, and jump to the block. IMMEDIATELY jump to the next one, then repeat the exact same thing. This can be very difficult to pull off, and only practice will get you better. If you do this correctly, you will make it to the flagpole! (And you thought the end of the original SMB's 8-3 was hard...)

- World 4-4 - Difficulty: 6/10

This castle will really test your patience. Start out by running as fast as you can down the steps. You'll see a giant Firebar revolving around some blocks, and a red Koopa. The third block is a power-up; the rest are coins. If you want it, hit the block and run to the right as fast as you can under the blocks. Also, if you get a Mushroom, be aware that you will have to make a lot of ducking jumps here. Anyway, go to the right and avoid the Goomba. Also avoid the first Firebar. Run to the right as fast as you can after that and jump immediately (if you're big, duck first!) You'll land on a platform with another giant Firebar: move as fast as possible, and you won't be hit. Jump on the vertical lift. Then jump to the right.

This part is easier than it looks. Wait for the blue Koopas to fall down (and

be as far left as possible). Then, stomp on one and use that to get rid of the other Koopas. Once you're done with that, try to jump on the block with the Firebar, and avoid it! Mario will have to do a running jump; Luigi can simply stand on the corner and wait for the right time to jump. Then jump to the right.

Here, jump on the falling lift, and wait until it gets to the near bottom. Jump to the right. (If you're big, it's easier to duck first.) Here, first dodge the Firebar. Then run to the right again, and you'll see a Hammer Brother! The best strategy is to a running jump over him. Again, Luigi is better at this than Mario, since he can make longer jumps. It's a good idea to be on the highest platform. Stand on the pipe, and wait for the right time to run under (the best time is when both Firebars are out of the way). When you run all the way to the right, there are some hidden blocks:

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You can only get the power-up if it's a Mushroom. You may need it though. Also, at this point, you will see fire breath going towards you.

When you're on the bottom, watch out for Koopa Troopas. You can either jump over them or kick one shell onto the others. If you trying to get the Mushroom, you may want to rush and jump over them quickly.

At the end of this part, you'll see a pipe and some bricks suspended in the lava. Also, try to catch the Mushroom as you are jumping. This is hard to do, however, as you need to jump correctly, and you also need to dodge Bowser's fire breath.

Anyway, if you make it to the platform, jump on the lift. Wait for it to go to the right. If there is no fire in your way, jump on the solo block. If not, then wait for it to go right again, and jump if you can. (Try not to wait too long, because you may be running out of time.) Once you get to it, then jump on the next platform, and then jump to the right (and try to avoid the Podoboo). You will see Bowser again!

This one is hard because there is a Firebar rotating around the bridge, which prevents you from running under him. Well, you can if you have good reflexes. Wait for him to jump and run as quickly as you can, while dodging the Firebar! Another strategy is to wait for him to walk far enough to the left so that you can jump over him! If you make it, you will, as you have guessed, see Toad again! Also, you will go to World 5-1.

This is only half the battle...

Bowser is really a Spiny (thanks to icedbubbleblade2000 for this).

----- Warp Zones: 6
- World 5-1 - Difficulty: 5/10
----- Recommended Character: Mario

You will first be greeted by Buzzy Beetles. You can jump on the ? Blocks (which have coins) and just jump over them to dodge them. Then you will see an upside-down pipe with a red Piranha Plant; avoid it. Jump to the next platform. You will now see a few narrow platforms and upside-down pipes above the gaps, also with red Piranha Plants. Mario will have a much easier time dodging these than Luigi will. With Mario, just run full speed without slowing down and jump each time you get to a new platform. With Luigi, slowly jump to each platform and wait for each plant to go back in its pipe. Then jump at the right time. Repeat.

Now dodge the Koopa Paratroopa and Bullet Bills. Go down the pipe right after the Bullet Bill cannon. You will end up in Bonus Room #4; get the coins and Mushroom/Fire Flower. (If you don't go down the pipe, you will just go through a couple of pipes and three Goombas.)

You will end up right before a staircase. You will experience an odd surprise: WIND! This is the first level with wind, and even SMB veterans will be unfamiliar with wind, as it didn't exist in that game. Anyway, wind controls your movement. It can help you or mess you up. Here, it will help you make longer jumps. But, if you got all the coins in 4-3 or warped here, you can get a 1-UP Mushroom. Just fall to the right of the stairs, and jump; first you will see an invisible block with a coin. Then jump on that block and you will get the 1-UP Mushroom! Then, when you did that, go back on the staircase, and make a long jump for the next platform. The wind is very useful (well, at least it is here). Then, as soon as you land, make another long jump. You will make the next platform; jump again to finally make it to the next part of the level.

The wind will stop here. Jump over the easy-to-avoid Bullet Bill cannon. You

will see two pipes nearly touching each other. What you want to do here is stand on the edge of the pipe; you will then only have to deal with the top Piranha Plant. Run when it's up, and you will see more pipes with Piranha Plants. These are pretty easy to avoid. You will soon see a green Koopa Paratroopa; if you jump on it, kick it, and run fast enough, you can get one or even two 1-UPS! Just watch out for the plants. Now, when you make it to the end of the platform, stand a relatively long distance from the lone block. Run and jump on top of the block, and immediately jump to the right towards the partially-broken staircase. (Or, if you're Luigi, you can take your time after you jumped on the lone block.) Jump to the right, and let the red Koopa Paratroopas to help you across.

----- Warming to World 6 -----

If you want to get to World 6, and need a lot of coins, hit the right block on the top row to open up a vine. If you're big, break a block so you can get to the vine. Ride the cloud platform to get numerous coins. Fall off at the edge and you will find a Warp Zone.

----- End of Warp to World 6 -----

But if you didn't want to warp there, then continue right. Dodge the green Paratroopas, and it seems that there is no way to get to the top. But don't worry, there is. Near the wall, about three blocks away, jump and you will find an invisible coin block. Then, jump on the coin block (if you're Mario, you will have to run), and stand on the right edge. Jump. Another invisible coin block will appear. Then, use these blocks to jump on the wall, jump over the Piranha Plant-infested pipe (which is easy), and finish the level.

----- Warp Zones: 7, 8
- World 5-2 - Difficulty: 5/10

Nintendo apparently switched some of the worlds in this game. Before, in SMB, World 4-2 was the second underground level. In this game, 5-2 is the second underground level. And it does indeed have Warp Zones.

Anyway, you will fall down to a rocky ground. Avoiding the first upside-down red Piranha Plant is very easy, but to avoid the second one, you have to wait for it to go back up in its pipe. Then jump to the platform to the right.

You will see two red Koopa Troopa; get rid of them. You will also see six ? Blocks; five contain coins, but the second-to-last one contains a Poison Mushroom (a.k.a. "Don't Get It").

Go to the right and go under the bricks right to the pipe if you need a Mushroom/Fire Flower. It's on the first column of lone bricks.

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If it's a Mushroom, you will have to chase it down. Running over the one-block-wide gaps isn't difficult, as long as you run. Also, if you need a Starman, you can get one by hitting the last brick in the really long row. Keep running into enemies like crazy. Jump over the pit at the end. Get the block on the left if you need coins. There is also a warp to World 8 if you want to skip a bunch of worlds (useful for beginners).

----- Warping to World 8 -----

This warp is hard to get to, but when you get to it, you will be joyful as you skip part of World 5, and all of Worlds 6 and 7. Anyway, here's what you do. Jump on the first lift when it's really low, and hit the block on the very right. If you did this, a vine will come up. Climb it. This part is easier; it has a bunch of trees, and the only obstacle is the pit. No enemies. There are also tons of coins.

----- End of Warp to World 8 -----

OK, if you didn't want to do that, then jump on each lift to the right. You have two options: warping to World 7-1 or simply beating the level. Which do you want to do?

----- Warping to World 7 -----

To warp to World 7, first jump on the first lift. Watch the second lift very carefully. When you suspect a new lift coming from the top, jump immediately. Next, jump to the next one immediately, then jump on top of the ceiling. Now, run, and make sure to jump when you're about to see the pipe -- if you forget to jump, you're stuck with either losing a life or simply beating this level. Anyway, simply keep running and you will make it. Welcome to Warp Zone!

you'll notice Bullet Bills will stop appearing for once. Next, jump on the scale lift. Get the coins if you want them, and then jump on the next lift. Again, get the coins if you need them, then jump on the suspended blocks. Stand on the left and make a running jump to finish this really hard level. (By the way, if you thought this was hard, wait until you see 7-2...)

- World 5-4 - Difficulty: 8/10

Another difficult castle level. Castles will never get any easier; only harder. Start out by running left, then run right as fast as you can. You will end up on the second island, and then immediately jump. You will make it to the next island.

This part reminds me of the beginning of 7-4 in the original: it has a collapsing lift and as well as Podoboos. My method of approaching this is to rush the jumps without stopping; the Podoboos won't hit you as easily and you won't have to deal with the lift knocking you into the lava. Now you'll see a bunch of Firebars; the first two are easy to avoid, but if you like Mushrooms (or Fire Flowers), the third one can be a pain in the neck, especially with its ridiculous speed. The power-up, if you didn't know, is in the brick block right above the third Firebar. To get the power-up, first stand on the brick block and wait for it to point up and to the left and stand on the block it is rotating on. Hit the block, and IMMEDIATELY jump on the top to get the Mushroom/Fire Flower. This is hard to pull off, but is worth it. Next jump on the suspended platform with the fourth Firebar, and jump to the two narrow islands (this is difficult with Luigi).

Jump to the next platform, while carefully avoiding the Firebar. Stand on the left here, and wait for it to get out of the way. Then, run, and jump when you're at the end of the platform to get to that high platform. If you're big, MAKE SURE YOU DUCK BEFORE JUMPING. If you forget to duck, your head will hit the ceiling, which will severely cut off your jump and you will land in the lava.

But if you made it, run to the right, but slow down at the end. Wait for the Firebar on the next platform to get out of the way, and fall to the left side of it. Jump over it when it's about to point upward, and stay to the right of the platform. Don't take too much time here, though, as you're still vulnerable to the Firebar. Next, jump to the floating platform.

Here, jump from platform to platform. Make sure to take your time here, especially if you're Luigi, since the brick platforms are narrow. You don't need to rush here anyway since there are no enemies here except for the lava and a couple of Podoboos, which are easy to avoid. On the last platform, jump to the right, while carefully avoiding the Firebar. When you make it, always duck when the Firebar is about to hit you. Fall down to the platform below, and walk to the right while avoiding the two Firebars. Stand on the edge, and jump while moving left; you will end up on the platform above. Jump on the next suspended platform while avoiding the Firebar (with Luigi, ducking helps before jumping here), and keep jumping on every platform you see. The third one has a giant Firebar, so it is very difficult to get past this without getting hit. (Remember the Mushroom at the near beginning? I told you it was useful.)

After the very long platform, jump on the lower platform if you're small, or the upper one if you're big. On the lower one, just simply run to the right; if you're small, you won't get hit. Ever. (Unless you jump, which you shouldn't be

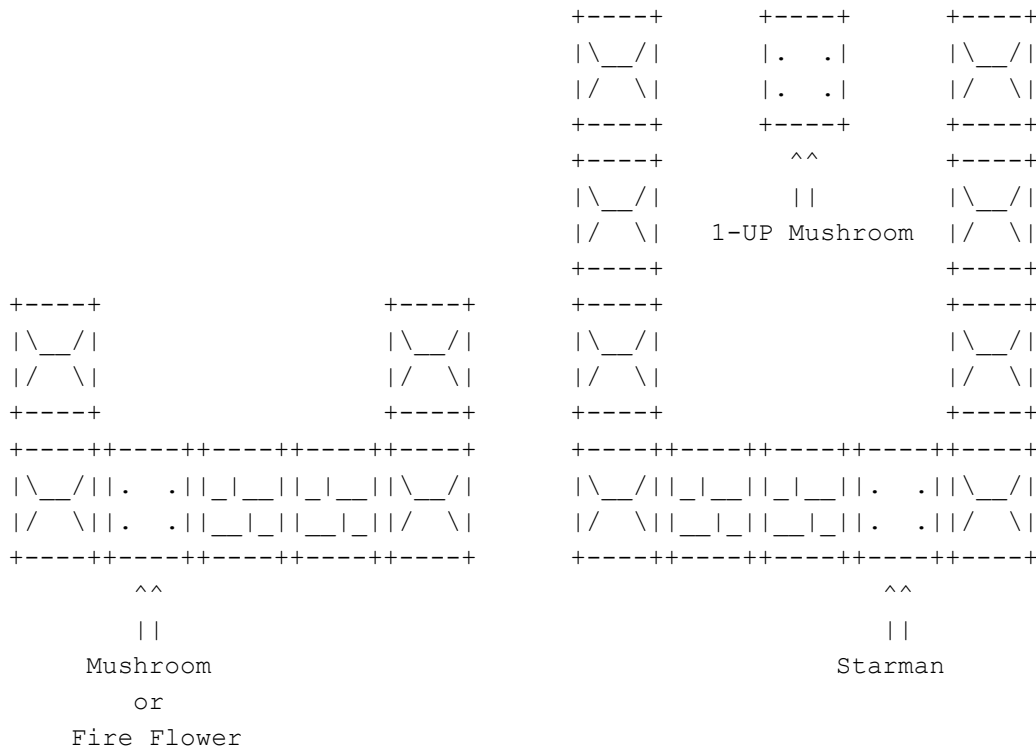
doing.) On the upper one, you can run as well, but just be more careful about the Firebars.

All right. I hate this part. It has both a Podoboo and Bowser. Obviously, don't stand near the Podoboo. Bowser still breaths fire, so you'll really have to time this one well. I usually stand to the right of the Podoboo and wait for Bowser to jump. Then run under him and hit the axe! You'll see Toad again.

And this time, Bowser's decoy is a Lakitu (again, thanks to icedbubbleblade2000 for this).

- World 6-1 - Difficulty: 6/10
----- Recommended Character: Mario

Well, this level is weird. First you'll see a chamber with a Buzzy Beetle on it. The first block contains a power-up. To get it while small, bump the Mushroom past the chamber and let it fall towards you. The next chamber has a green Paratroopa. The right block contains a Starman, and, if you make it above this chamber, you will find a hidden 1-UP Mushroom above the middle block in the pit (as long as you warped here or got all coins in 5-3):



You can use this Starman to defeat every enemy here. Just run and don't stop. After you get to the Hammer Brother, your Starman will have probably run off by now. You will find a very high pipe, and there doesn't seem to be any way to get up. However, stand right next to the pipe, and jump to find an invisible coin block. Jump on this block and then to the pipe to get past the pipe. Also watch out for the red Piranha Plant.

Next you'll see a Bullet Bill cannon. To get across here as Mario, you'll have to make a running jump onto the cannon, and immediately jump afterwards above the staircase. Luigi can simply jump over it.

Now, watch out for two Piranha Plants and a Hammer Brother. Usually, running non-stop will do the trick. If the Hammer Brother is on top of the bricks, it isn't a threat; keep running. If it's on your level, you have two options. You can stop and hope you won't run into it, which is difficult with Luigi due to his bad traction. Or, you can jump over it, which is usually the better option, because you'll rarely get hit by his hammers anyway.

This is a weird part of the level. There are 17 ? Blocks all in a row above a bunch of brick blocks. The fourth block has a power-up, but you can only get it as a Mushroom as far as I know, since it's impossible to jump above the row of blocks. The fifth to last block contains a Poison Mushroom, which you'll want to avoid, especially if you're after the Mushroom earlier. (Don't forget that two power-ups can't be on the screen at the same time.) The rest contain coins.

Anyway, you'll also notice an upside-down pipe right above a right-side-up pipe, both with red Piranha Plants. Run when they're both out of the way, and try to the Mushroom falling from the row of ? Blocks afterwards.

Here, you can take two options: take a pipe underwater or jump on numerous collapsible lifts above the water with the wind blowing on you. The pipe is difficult to reach since there are blocks above the pipe, and you need to do a descending arc jump to reach it, and with the wind, it's easy to fall in the water (and even if you do make it, you're likely to hit the plant). The lifts are also difficult, due to the fact that they fall quickly and are small, and that the wind only makes things more difficult. I prefer going down the pipe, and there's a glitch that makes it easy to reach as well. Simply stand on any portion of the staircase with the wind blowing, and wait for the Piranha Plant to almost disappear. Now, the fun part: repeatedly tap Left on the Control Pad while walking (don't press B) to be blown through the blocks. If you aren't pulled into the staircase at all, you are tapping too fast; if you start to be pulled into the staircase, but you end up being pushed back out, you are tapping too slowly. If you tap at the right speed, you will be pushed through the staircase! Now enter the pipe before the wind pushes you further!

---Option #1---

Now you will be underwater. This isn't as difficult as other levels that are completely underwater, since there are not many water currents or Bloopers. There aren't any Cheep Cheeps, either. Anyway, swim and get the coins, and then swim under the almost-sealed box. Get the coins above if you want; just watch out for the Blooper. You can also get the coins below, which is easier. Now, wait for the elevator to get out of the way, and get more coins after that; don't stop pressing A or you will fall down the bottom. Also, don't bother with getting above to the top of the level here; the lifts make it too difficult. Next, swim above the coral and past the red Paratroopa while making sure not to jump on it. Here, go through the pipe.

---Option #2---

If you decided not to take the water route, and took the lift route instead, this will be more difficult. First jump on the first lift, and immediately jump to the next lift. You may have to slow down your jump at the end, since the wind will most likely push you too far. Then immediately jump past the partial staircase.

This part is even more difficult. There is a pipe with a Piranha Plant in it, plus there is a moving lift. You have to time your jump so that you won't hit the Piranha Plant, and that you'll make it to the lift without skidding off of it. Then, you'll need to immediately jump to the right again past the next

Piranha Plant so you won't lose momentum. This will take considerable practice, which is why I like the water route better. It's even harder if you're Luigi, since he has a skidding problem. The wind will stop after this though.

---Re-Joined---

You are almost at the end of the level. Move right so that you'll see two Piranha Plants, and time your jump so that you'll won't hit either plant. It's easy when both plants have just entered their pipes. Ducking while jumping will help make it easier here.

Now this part is simple: simply jump over the Piranha Plants and you're done with this level!

- World 6-2 - Difficulty: 8/10

World 6-1 was likely the last level that wasn't frustratingly difficult. This is a water level and is harder than 3-2. This level has strong currents that push you in the most inconvenient spots of the level, and Cheep Cheeps will usually happen to be in those spots to make things harder.

You will start by swimming past some Bloopers. It starts difficult when there are two long pieces of coral that you have to swerve past; you have to swim over the first one and under the second one. Usually, a Blooper appears when you're trying to do this, and since there is little space between the pieces of coral, you're likely to hit it.

Now swim under all the other pieces of coral, while avoiding the Bloopers and any Cheep Cheeps. Swim past the long box with two coins in it; it's hard to get in there without swimming into a Blooper following you around and is not worth it. Simply go to the right and wait for the lifts to get out of the way (they can push you into the bottom easily) while trying to withstand the current. When you go right, you have to survive the lifts again, except that this one is harder because there is a long piece of coral just to the left of the lifts, which make it easy to be trapped. Also, the space to the right is rather narrow, so you have to time it well.

When you get past that, you will end up having to swim between many pieces of coral, leaving you little room to dodge Bloopers and Cheep Cheeps, which appear often here. And, the current pushing you downward certainly doesn't help either, so you'll have to press A fast to get past here. The part afterwards is easier, and you can even get ten coins. The gray Koopa Paratroopa isn't too hard to avoid, either, even if you're after the coins.

Now, you can either get the coins below and hope that you won't fall down the bottom, or try to avoid the Koopa above. Either way, the downward lifts are back, although they're not as difficult as the pair before. Go to the right of either one and go into one of the passages; I prefer the bottom since it's larger. After this, try to swim past the Cheep Cheeps and Bloopers, which is somewhat difficult thanks to the currents slowing you down. Now go in the pipe and finish the level.

- World 6-3 - Difficulty: 9/10

Remember World 7-3 from the original Super Mario Bros.? Well, this level's a lot like it, only much, much harder. And since 7-3 from the original was difficult to begin with, this level is absolutely infuriating. (Although, it is nothing compared to C-2...) It's even harder with Luigi, since there are small platforms and Luigi has poor traction. Also, he's too slow to run away from Cheep Cheeps (and his traction problem makes it difficult to turn backwards when he's about to run into one). However, if you're interested in the 1-UP in 7-1, Luigi is better at getting coins in this level, but I'm more worried about beating this level than getting the 1-UP in 7-1.

Anyway, like in other Cheep Cheep-infested levels, a good way to dodge Cheep Cheeps is to run as fast as you can, because most of the time, Cheep Cheeps will end up being behind you (although they sometimes can be on top of you, in which case you should stop).

Start by running and jumping to the staircase, then jumping to the bridge. Cheep Cheeps will appear now. Keep running, get the coins if you're worried about the 1-UP in 7-1, and then jump to the next bridge. Watch out for the red Koopa and jump over it at the right time, and jump to the right again. You'll see a hovering green Paratroopa, much like in the original 7-3. Just run under it, and then jump to the skinny floating broken bridge. Since you're probably running at full speed, Luigi will have a hard time staying on the bridges. Then jump on the next few broken bridges, which are even skinnier than the first one (I told you Luigi was a bad idea here...).

Now you'll see a red Koopa Paratroopa flying under a ? Block. Bounce off of it to be knocked up under the block, and you will get a Mushroom (or Fire Flower...) It's somewhat difficult to reach it if you haven't done this level before. Also, try not to waste too much time getting the Mushroom, as a Cheep Cheep will likely hit you. Run to the right onto another unbroken bridge, and try to stay away from the Koopas. There are both red Koopa Troopas and green Koopa Paratroopas here. You'll have to jump over the red ones, but try not to hit the green one in the process. Also, don't forget the Cheep Cheeps.

You'll come across a brick block with a Mushroom/Fire Flower as you jump on the large tree. Again, don't waste too much time getting this, as both the red Koopa and the Cheep Cheeps can hit you. Next, jump on the skinny tree afterwards, and jump on another broken bridge. On the third broken one, there is a green Paratroopa above it; avoid it at all costs. Jump on the next broken bridges, then an unbroken one, and finally a broken one.

There is a red Koopa Paratroopa followed by a tall tree. Bounce off the Paratroopa to get here, and make sure to run before jumping. (As much as I recommend Mario in this level, Luigi is actually better for this part alone, but Mario shouldn't have too hard of a time here.) You'll also notice that the Cheep Cheeps will stop jumping. Here, this is easy: just jump to tree after tree, and bounce off the red Paratroopa if you want 5000 points on the flagpole.

Yes, you're finally done with this level. However, there's still 6-4 to worry about...

This is both a maze and a difficult level. In Super Mario Bros., the mazes were easy because they had very few enemies. What happened to those? Oh well. This IS a more difficult game, after all.

First start out by making a running jump to the suspended bricks and then immediately jump again. Then jump over the Piranha Plant and stay just to the right of it. Wait for the very long Firebar to get out of the way, and then run UNDER the row of bricks as fast as possible. Next, jump over the lava pit, wait for the Piranha Plant to go up its pipe, and run without stopping. When you see a Hammer Brother, jump immediately, and then jump above the highest row of bricks without hitting the hammers and run. Make sure to slow down some time after the tiny pit, because you'll run into a small Firebar if you don't. Now, jump over the pipe, and run under the floating bricks attached to an upside down pipe. Watch out for the Piranha Plants though.

Then, jump to the suspended platform, then immediately jump towards the lift. Next, wait for both the lift to go to the right and the Firebar to the right to get out of the way, and jump on its block. Immediately jump on one of the easiest available descending lifts, and wait for it to almost be at the bottom. Jump on the lowest passage to the right. Wait for a Podoboo to spring out of the lava pit, and then run. Make sure to stop right after you crossed the pit, however; you'll run into a large Firebar if you keep running. So, wait for it to get out of the way, and, like at the beginning, run like the wind. Afterwards, ignore the upside-down pipe.

Jump to the lift and try to avoid Bowser's fire breath while jumping. Stand on the left of the lift, wait for it to go to the right, and make a running jump. Hope Bowser's fire won't hit you. If it doesn't, jump on the wall, and then Fall to the right to see Bowser.

This Bowser isn't as hard as other Bowsers in the past. Why? Because he throws hammers instead of breathing fire! Hammers are easier to deal with because you can stay close to Bowser without worrying about being hit by an attack near the ground. There is a Podoboo, but it's not too much of a threat. Simply get inside his arc of hammers, wait for him to jump, and run under him to get the axe and see another Toad! Yes, he says the same boring message.

And if you somehow managed to get here with Fiery Mario or Luigi, you'll find that his decoy is a Blooper.

- World 7-1 - Difficulty: 9/10
----- Recommended Character: Luigi

This nighttime level can be frustrating. So many enemies and annoying wind... anyway, start the level, and jump past the red Piranha Plants (which actually isn't too hard). Then, let the wind pick up and help your jump past the large pit.

This can be very, very hard, especially with Mario. Luigi will have an easier time here; he can simply jump on the left edge of the first pipe do an arc jump to get above the bricks, and run across. However, if you're Mario, or you want a power-up, prepare to have a difficult time here.

First, jump on the first pipe, repeatedly pressing Left so the wind won't push you off of the pipe. Next, you'll have to wait for two things: you'll want the Koopa to be near the pipe you're standing on, and for the upside-down Piranha Plant to get out of your way. Once this happens, make a run for it, wait for

the next Piranha Plant to get in its pipe, and jump to that pipe. If you stand on the left of the pipe, you can get a power-up. If it's a Mushroom, run to the right, and catch it in mid-air when it falls down (the next upside-down Piranha Plant is easy to avoid). If it's a Fire Flower, break the next brick block, jump and get it, and then run to the right.

The next part is easier... jump to the right, avoiding the Cheep Cheeps (which isn't too hard). The block to the very right of the pipe has a Starman, so get it if you want to be invincible. Keep running to the right and you'll see the wind stopped.

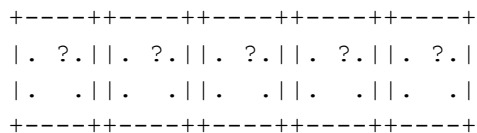
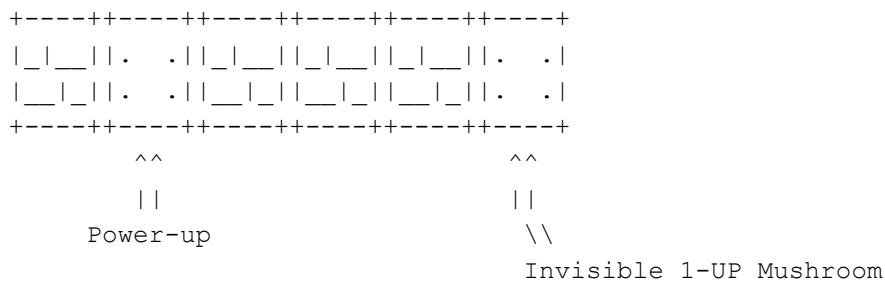
You have two options: take the pipes, get lots of coins (and a chance at a 1-UP), and give up your Starman, or get a few coins out of ? Blocks, a power up, and a 1-UP Mushroom.

---Option #1---

If you decide to enter the pipe, you'll have to entering it by jump on the red Koopa Paratroopas, similar to what you did in 5-3. Also make sure that you aren't invincible, otherwise you'll end up defeating the Paratroopas instead of bouncing off of them. Once you do, enter the pipe to find Bonus Room #6 (many coins, but also upside-down Piranha Plants). Then, you'll find another area with wind, and a green Koopa Paratroopa. Jump on that, and while it's moving right, run to the right. Interestingly, the wind will make you go as fast as the Koopa, and it's possible to get a 1-UP from enough Goombas/Koopas. Just watch out for the Bullet Bill cannon, jump over the pit, and enter the pipe. You will be in Bonus Room #5 (many coins, but nothing else).

---Option #2---

Of course, you can always run to the right instead of bouncing off the red Koopa Paratroopas. Note that there are Hammer Brothers, however. You may think that since they run quickly towards you, they will be difficult to beat, but these Hammer Brothers are actually easier to beat than other Hammer Brothers. Stand on the very left of the screen so that the hammers won't affect you (this is called the "Hammer Immunity" glitch in Section 8b: Glitches; it only works in this game, not SMB), and wait for them to run towards you. Once they're about to touch you, jump up and kill it (or if they're on a ? Block, hit that block to defeat it). Or if you got the Starman, defeat them that way. You'll find a Mushroom or Fire Flower here, and you can also get a 1-UP if you got all coins from 6-3 or if you warped here.



^^ ^^ ^^ ^^ ^^
|| || || || ||

Coins

The 1-UP Mushroom is easy to find by accident because you're likely to accidentally hit it if you're trying to catch the Mushroom in mid-air. First, let the Mushroom fall to the ground and get it there, THEN get the block with the 1-UP Mushroom in it. Of course, it's easier to get as a Fire Flower; break any block near it, and get it.

Then, after you do that, run to the pipe, and jump past the long pit.

---Re-Joined---

No matter which way you go, you will end up here. You'll find another pipe (which you'll enter if you took the first option), a Piranha Plant, a Hammer Brother, and a green Paratroopa. To get rid of the Hammer Brother, use the glitch to stand on the left of the screen, similar to what you did before. Everything else is easy to get past. Run to the right and jump over the Buzzy Beetle. Stand on the block next to Bullet Bill cannon; it won't fire as long as you're right next to it. Jump on it, then the two suspended blocks, and then to the flagpole to finish this exasperating level...

- World 7-2 - Difficulty: 9/10

The beginning of this level is similar to that of 5-3... ride a lift, bounce off of red Paratroopas, and get into a pipe or it the level will loop.

You may have guessed already... but first jump on the lift; it will move horizontally. You will some across a snowy tree with a ? Block to the left of it. It has a power-up in it, although it is near impossible to get as a Fire Flower. Then you'll see two red Koopa Paratroopas and a pipe at the top, just like in 5-3. Bounce off of them to get into the pipe. You will get to Bonus Room #4. (If you miss the pipe from bouncing off of them, you can try again by standing on the tree below, and going to the right. The level will loop infinitely until you get into the pipe.)

OK, now that you're in Bonus Room #4, you can get all the coins, and make sure to get the hidden power-up and coin blocks. When you're done, go out the pipe on the right...

...and you'll see a Lakitu and a green Paratroopa. Get past those, and try to jump on the Lakitu. Then you'll see two Firebars. Yes, it's unusual that you would see these in a level like this, but time your jumps so that the block you're going to jump to doesn't have a Firebar blocking you. Also, jump as quickly as you can before you get hit by the one you're standing on. It's even harder with Luigi because of his traction problem.

Once you get past that, you'll see some red Koopas, a green Paratroopa, and if you got rid of Lakitu, another one is likely to show up here. Jump past these, and you'll see a platform with another Firebar at the end. On this platform, make sure to get rid of Lakitu, or you have a chance of experiencing a nasty glitch later on...

To the right, you'll see a red Paratroopa. When that's high enough and the Firebar is out of the way, bounce off of it and jump on the collapsing lifts to the right. Quickly. Or you can skip the Paratroopa and make a running jump to the first lift, then jump to the second one and then past that. Next you'll see a regular platform, and there's another red Paratroopa and another lift.

Hopefully you got rid of Lakitu at this point, or there's a possibility that either the Paratroopa or the lift is missing. If you're Luigi, it's still possible to beat this level with the glitch, but it's much harder. If you're Mario, you have no choice but to lose a life. If you're Luigi and the lift or the Paratroopa is missing, make a running jump to the object that is not missing. If it's a Paratroopa, wait until it is as high up as possible, make a running jump, and bounce off of it to the high pipe. If it's the lift that's still there, make a running jump towards that lift, and immediately jump towards the pipe and hope you won't run into the Piranha Plant.

If there is no glitch, then move to the right until you see the pipe, as it usually makes the Piranha Plant disappear, which is very tough to avoid. Then bounce off the Paratroopa onto the lift, and immediately jump to the pipe. Then jump to the flagpole to finish this level.

- World 7-3 - Difficulty: 9/10

This level is very difficult (though not as difficult as C-3). It is full of wind, tiny platforms, and green... er, blue springboards. As with Koopas and Piranha Plants, green springboards are just like blue ones, the only difference is the types of levels they're found in. Even the leaves in this level are blue instead of green! And, just like 6-3 in the original Super Mario Bros., the whole level is gray instead of brown, and the clouds are red!

Anyway. Run to the right, and the first thing you'll notice is the wind accompanied by blue leaves. Then jump on the blue springboard and go to the right. You'll notice another tree with a blue springboard on it; fall down and jump on that too. (Tip: The easiest way to land on a skinny platform is to gradually slow down by repeatedly tapping left. You'll usually land in the center of the screen.) You'll then notice another tree with a blue springboard with a blue Paratroopa floating above it; jump on that too. Soon you'll notice a very skinny tree with another blue springboard. Jump on that when you fall down and go to the right some more. You'll skip past a few pipes with red Piranha Plants in them, which are easy to avoid because you're floating in midair. Right after that is ANOTHER tree, slightly longer, and with ANOTHER blue springboard.

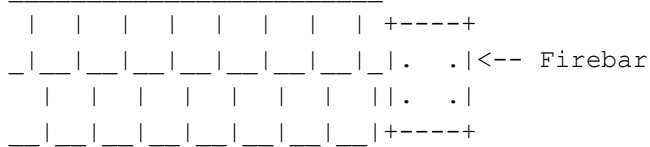
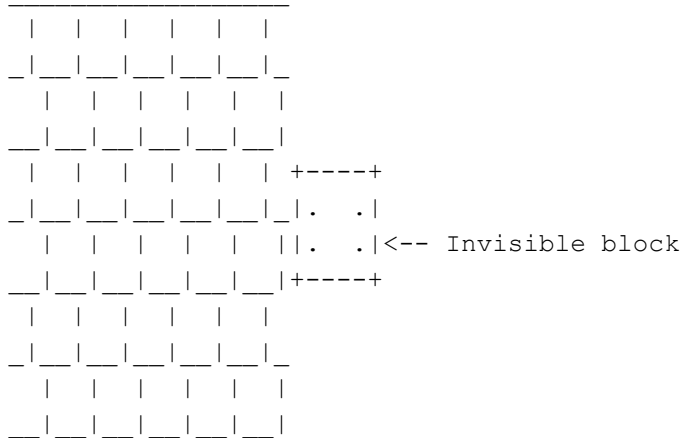
Then, instead of another tree with a blue springboard, this time you'll see a tree with a ? Block over it with a power-up in it, partially guarded with blocks above that, but there's a falling lift to help you out as well. So move to the right and make sure the lift doesn't go off the screen completely. You'll fall on the blocks. Jump to the lift and keep moving left so the wind won't push you off, and when it's as low as the tree, jump to the tree and get the power-up. After that, run to the right past two long trees, and jump to the pipe when the Piranha Plant is out of the way. Then jump to the blue springboard, move right, and get on top of the tree that is stacked on a second tree. (I don't advise getting the coins, because that is risky.)

Here, speed is important; if you can make a fast running jump towards the next

springboard, you can skip a lot of the Firebars. If you're too slow, it will be harder, since there is wind, and the first few blocks with Firebars are one block long. There isn't much to say besides replicate what you did in 7-2, but go a bit faster since there is wind making it harder. If you were fast enough in air, hold Right and don't stop. When you land, you only have to get past one Firebar, which is easy since it is rotating around a long platform. Once you get past that platform, you'll finish the level.

- World 7-4 - Difficulty: 8/10

Thankfully, this level is easier than 7-2 or 7-3 (and with the exception of the Bowser part at the end, definitely easier than C-4). But it's still difficult. Start out by waiting for the Firebar to be pointing downward, and then jump to the right. Keep running and fall down to the horizontally moving lift. It's easy to do, as it will always be there when you fall down. Let it take you to the right, and then run a bit more and avoid the Firebar. If you look carefully, you'll find an invisible block with a Mushroom or Fire Flower in it! It's right next to the large ceiling.



Get the power-up and then jump on the invisible block. Then jump on each downward-moving lift. Time your jumps carefully so that you'll make it on each lift. If the next lift is a lot higher than the one you're on, you may need to do a running jump to make it. When you're on the fifth one, wait for it to almost hit the bottom of the screen, and then make a small jump to the tiny gap to the right.

Go to the right, and when the Firebar is pointing upward, run to the left edge

and duck (if you're big). Right when it's out of the way, quickly jump to the right, and immediately do a ducking jump to the right to avoid the Firebar hitting you. This will be a bit harder with Luigi since he's slower, although it's still possible.

Then, go to the right, and make a running, ducking (if you're big) jump past the first small gap and onto the red Koopa. Get rid of it by kicking it or using a fireball. Do the same thing to the second one, but be careful not to hit the third Koopa if you're kicking it. Then, jump on that third Koopa if you didn't accidentally get rid of it, and kick it to the right. Follow it to the right as you watch it hit numerous Buzzy Beetles, and you'll get a 1-UP! This makes this level easier than it could have been. However, make sure the red Koopa doesn't ricochet and hit you. Now, jump on the next platform and look at the Firebar.

This looks like it's impossible to avoid, but it's actually simple. Stand in the bottom-left corner under the Firebar and, if you're big, duck, so it won't hit you. Once it's out of the way, stand in the bottom-right corner and duck again (if you need to). Once it's out of the way again, jump up, avoid the Buzzy Beetles, and you'll find the exact same Firebar again, which is no harder than the last one; do the same technique you did before to avoid this one.

Jump up again, and you'll see Bowser's fire breath start to appear. Avoid it the best you can, and jump on the first suspended platform you see. Making sure you're avoiding the Podoboo to the right of you and any fire breath, jump to the smaller platform to the right, and then to the bigger one after that. The next one is a bit tricky. There is a Firebar in the middle of the platform; make sure it is out of the way, and then jump on the platform, hoping you won't run into Bowser's fire breath. Jump as quickly as you can to the next platform; you'll soon meet Bowser after this.

This Bowser is difficult if you don't have a Fire Flower handy. And it's difficult to have one here, since there's only one power-up in this level. Heck, it's harder than the Bowser in C-4, even though it is supposed to be a harder version of this level! Like in 6-4, he throws hammers, so it's a good idea to stay inside his arc of hammers and not attempt to jump over him. Well, it WOULD be a good idea, if it weren't for the Firebar right near Bowser! So you're forced to stay to the LEFT of his hammers. What you want to do here is wait for him to stop throwing hammers, AND for the Firebar to be under the bridge, AND for Bowser to be in mid-air! This is difficult to do, so you'll need a lot of patience. If all three of these things happen at the same time, make a run for it, and hope you won't get hit! Bowser's decoy this time is a Hammer Brother, by the way (again, thanks to icedbubbleblade2000).

And is Toad getting annoying yet?

----- Warp Zones: 5
- World 8-1 - Difficulty: 9/10
----- Recommended Character: Luigi

This whole world is HARD. It's simply the hardest of the first eight worlds, with difficult jumps, numerous pits, wind, and many annoying enemies. This level does have nice graphics though, with a wintry feel similar to 3-1 and 3-3.

Anyway, you'll start out by encountering one upside-down pipe and one right-side-up pipe close to each other, with red Piranha Plants in them. Simply wait for the one on the bottom pipe to get out of the way, and then jump over it.

Then, you'll see a Buzzy Beetle. Use it to get rid of the Goombas and Koopas under the ? Blocks. All of these ? Blocks contain coins, except for the seventh, which has a power-up, and the second-to-last, which contains a Poison Mushroom. Make sure to get the seventh block, and avoid the second-to-last, especially since Poison Mushrooms cancel out Mushrooms. After this, wait for the green Koopa Paratroopas to pass by, and watch the wind pick up.

This part is the first difficult part you'll see. You'll have to run and jump on top of the stack of four blocks, then immediately jump to the ground on the right. If you make it here you'll notice a red Koopa and a couple of Buzzy Beetles; if they're a problem then you can use one to get rid of the other. To the right you'll see three red Paratroopas floating above a huge pit; you must bounce off of them to get across. Luigi has an easier time here, as he gets a huge boost off of an enemy and jumps higher. Mario will have to wait until the Paratroopa is at a reachable height, bounce off of it, and hope that the other two Paratroopas are low enough for him to bounce off of.

OK, once you get that taken care of, you'll get to a long upside-down pipe with a red Piranha Plant and two Bullet Bill cannons to the right. Run under the pipe, and if a Bullet Bill is ever launched from the bottom cannon while you're under the pipe, duck and jump to get rid of it. Then jump on the cannon and go right. You'll see a Buzzy Beetle and an aggressive Hammer Brother that runs towards you. There are two ways to get rid of this Hammer Brother. You can use the Buzzy Beetle to kill it, and pray that it works. Because the hit detection with Hammer Brothers is bad, it won't always work, but it usually does. The other way to beat him is to stand on the very left edge of the screen, similar to in 7-1. You will be immune to the hammers as he runs towards you. When he's right near you, jump up and bounce on it to kill it.

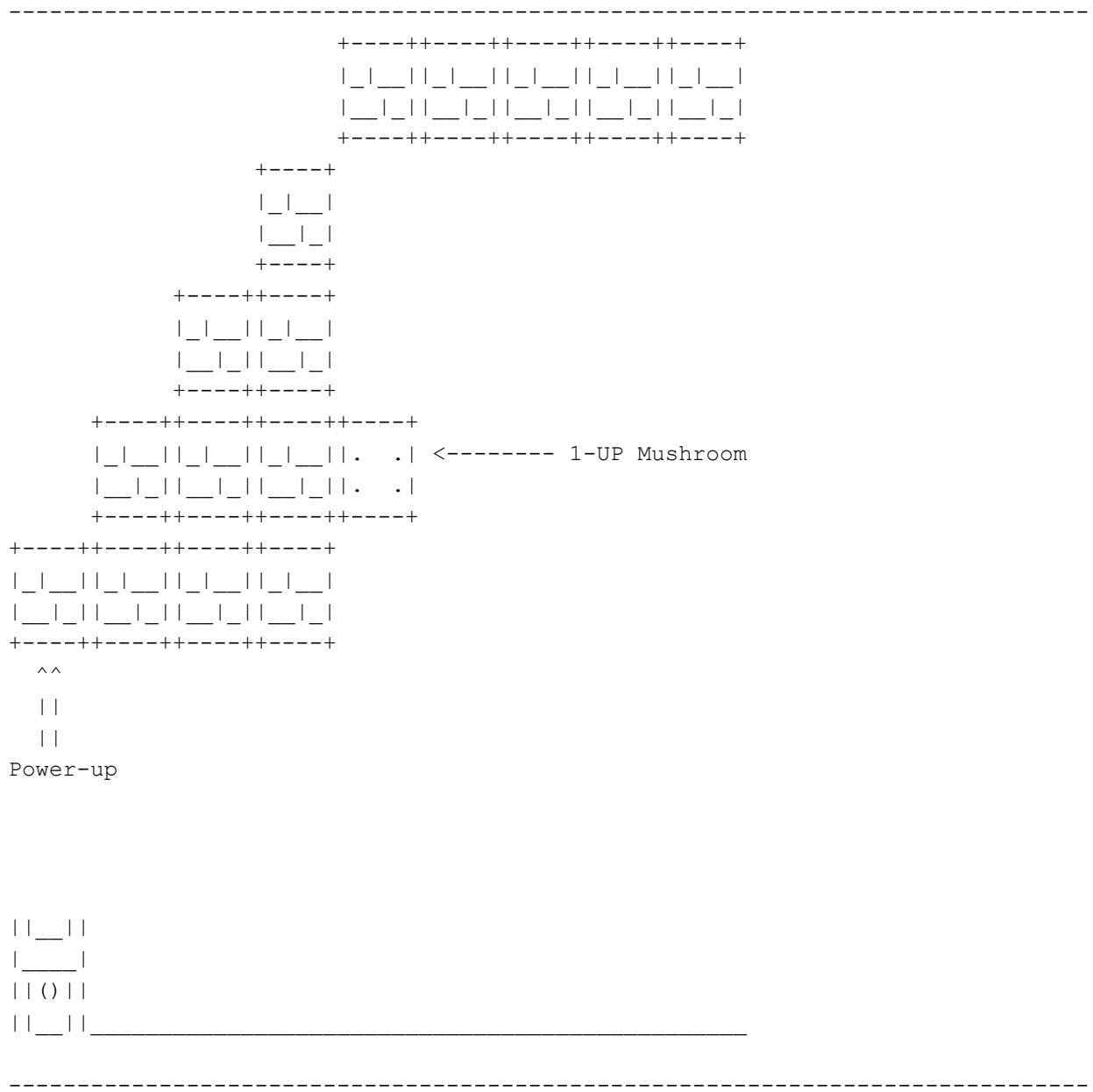
Now that the Hammer Brother is gone, you'll notice another long upside-down pipe, with four brick blocks. The first one contains a power-up, but it's so out of reach that it is very difficult to get without a glitch that allows you to "climb" up the left edge of the pipe. Basically, to do this glitch, you have to scroll the screen to the right so that a tiny bit more than half of the block with the power-up is showing (or on the GBA, a very little part of the block). Then run back to the left edge of the screen, and keep jumping. If you scrolled far enough, you'll notice that Mario/Luigi will be stuck in the pipe. Keep jumping and Mario/Luigi will keep ascending the pipe. Eventually you'll hit the power-up block.

Now to get out, hold Left and keep pressing A as fast as you can; you'll notice that you'll be pulled into the pipe going right. If you're trying to get a Fire Flower, try to break the brick blocks so that you can jump out from the top of the pipe and get the Fire Flower. If it's a Mushroom you're trying to get, let Mario/Luigi automatically move right until he's out of the pipe. Then get the Mushroom.

Once that's done, go to the right and you'll see a red Piranha Plant and another long pit. This pit has only one red Paratroopa, and is harder. Luigi will, once again, have an easier time, as he can bounce off anytime. Mario will need to wait until the Paratroopa is descending until it's a bit above Mario's height; that way it will be reachable when he gets there. He should go right to see the Paratroopa, and go back left on the pipe. Once you bounce off the Paratroopa, try to land on the lone brick block. Wait for the aggressive Hammer Brother to run left towards you, and then jump over him before he has the chance to hit you with one of his hammers. Run to the right and jump over the red Piranha Plant quickly before the Hammer Brother starts chasing you to the right.

You'll see a Bullet Bill cannon and another Hammer Brother. Use the same trick

as before to defeat this Hammer Brother; stay at the left of the screen and jump over any Bullet Bills that come at you. Once you get rid of the Hammer Brother, jump on top of the cannon; there is a power up above it. Get the power-up, and then you can do one of two things. If you warped here, or you got all the coins in 7-3, you can get the 1-UP Mushroom, which is touching the right side of the stair-like brick blocks:



Make sure to avoid both Bullet Bill cannons while getting the 1-UP Mushroom.

You can also take the safer way if you don't want the 1-UP Mushroom, which is above the brick blocks.

You'll see a red Piranha Plant and a red Koopa. If you took the top route, you'll avoid these. You'll see more red Piranha Plants in pipes. Avoid entering the right-side-up pipe before the first pit with the lone block, because you'll enter an underwater bonus room similar to the one in 6-1, but with slightly different graphics. Exiting this bonus room will take you to a Warp Zone to World 5-1, and you don't want that, given the difficulty of all the levels you've been doing. You also can't see World 9 if you enter any Warp Zone, so if you end up here by accident, let the time run out.

Instead, just jump on the suspended block, and then the next pipe, avoiding the red Piranha Plant. Keep avoiding the red Piranha Plants, and get the brick block to get a lot of coins. Jump on the last pipe, then the suspended block,

and finish the level by touching the flagpole.

- World 8-2 - Difficulty: 8/10

This level has autumn colors instead of winter colors. It's also shorter than the last level, but it's still rather difficult. You'll start out by seeing a pipe and a collapsing lift. Wait for the Piranha Plant to get into the pipe, and quickly jump onto the lift and onto the land to the right. There is a power-up above the lift, but it's difficult to get unless it's a Mushroom.

Now, you'll see a floating pipe, and some brick blocks with coins, Buzzy Beetles, and green Koopas. Try using the Buzzy Beetle on top get rid of the other Buzzy Beetles. Also make sure to avoid the last brick block, because it has a Poison Mushroom. Anyway, run to the right watching the Buzzy Beetle knocking out the other Buzzy Beetles and Koopas.

Jump over the pipe, and you'll encounter... you guessed it... wind! There are a couple of camouflaged brick blocks in the castle wall, one with coins, and one with a Poison Mushroom. But more importantly, there is a springboard and a very tall wall. You'll need to bounce off of the springboard while running to get a long jump. This is difficult with the wind, because you need to be precise when jumping. It takes practice, but you should try jumping to the springboard when you are running in the middle of the castle wall.

Once you make the jump on springboard, you'll make it past the wall and see some brick blocks, a pit, and a red Paratroopa under one of the blocks. You'll also notice the wind stopped. You may think you need to go right, but that takes you to a long passage with many camouflaged brick blocks containing Poison Mushrooms, a couple of Hammer Brothers, and a pipe that takes you to Bonus Room #6. Exiting this Bonus Room will take you back to the pipe right before the wind started. So instead of running to the right, bounce off the red Paratroopa to hit the brick block above it, and then land on the ground to the right. A vine will come up! Climb it and you'll make it to the last part of 8-2, which is short.

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First, hit this block by bouncing
/\|| off the red Paratroopa
/O|VV_ directly below it. It
|_|_|/ \ reveals a vine.

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Next, jump on this block
and from there, jump to
|| the vine. Don't
VV break this block.

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Avoid this Starman. You won't be able to bounce off of the Paratroopa.

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You'll notice that there are some cloud platforms. There are no enemies, and there are only a few of these clouds until the flagpole, which is on the last cloud. This part shouldn't be too hard.

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- World 8-3 -      Difficulty: 9/10
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This level has the cloud platforms from the end of the last level, and has a lot of difficult jumps and Hammer Brothers. Lakitu is also present in this level, but it's not as much of a concern as the Hammer Brothers. Just be prepared for a difficult level.

This level starts out with a collapsing lift and another cloud platform after that. You'll see Lakitu here. Jump on it to get rid of it, and make a running jump to the long, high cloud while ignoring the floating green Koopa Paratroopa. Go right, and you'll see a red springboard and another collapsing lift. Do NOT jump down to the springboard, but rather FALL down and hold left while falling; you will get more momentum on the springboard this way. Immediately jump on the springboard, and hopefully you have enough speed to make it to the very high collapsing lift. Fall or jump down to the cloud below.

At this point Lakitu will have likely reappeared, and he's harder to get since you're at a lower height than before. If he's an annoyance to you, you can get rid of the red Koopa on the stack of blocks and jump on Lakitu from there. It's not worth the trouble, however, since he usually reappears quickly anyway.

Past the stack of blocks with the red Koopa Troopa on it, you'll see quite a few aggressive Hammer Brothers. You may think that doing the trick where you have to stand on the left edge of the screen would be a good idea here, but Lakitu throws so many Spinies and reappears so often that it's difficult to do without getting hit by a Spiny. Doing running jumps over Hammer Brothers is a better idea, although it's still difficult because there are brick blocks with Poison Mushrooms that blend in the castle wall, like in 8-2. These brick blocks, annoyingly, can cut off your jump and cause you to hit the Hammer Brothers. If you look closely, you can see these brick blocks, so that you can get enough speed to jump on them and then jump over the Hammer Brothers. When you get past them, you'll find another castle wall. There are three brick blocks camouflaged in this wall: the first one has a Poison Mushroom, the second one has a Mushroom (or Fire Flower), and the last one has a vine. Get the second block if you need it, and the vine is good if you want a lot of

coins (59, if I counted correctly). If you don't want the coins, you can go right, since this bonus stage doesn't take you any further in the level.

No matter which path you took, you will be near an orange pipe and another brick castle wall. There is another camouflaged block, this time with a Starman, but you should avoid it because you need to bounce off of a couple of red Paratroopas soon. Go to the right and you'll find a springboard. Bounce off of the springboard, go right, and you'll see the Paratroopas. They're easy to bounce off of with both characters.

You'll immediately see a Hammer Brother. Jump past it like before. It's easier this time since there are no blocks blended in the background to cut off your jump. You'll see another; either jump over it or do the "Hammer Immunity" trick. At the end of the platform, there seems like an impossible jump. However, there are two more camouflaged brick blocks at the very end of the castle. The first one contains coins, and the second one has a Poison Mushroom. Jump on these blocks; you don't need to hit them from the bottom. Get enough speed, and jump on the scale lift to the right. Lower it enough so that you can get from the right lift to the suspended blocks. Don't lower the left lift too far, however, or you can't even reach the second lift. Once you get to the blocks, jump from them to get to the flagpole to end this annoying level.

- World 8-4 - Difficulty: 9.5/10 **Maze Level!**
----- **Final Level!**

This is the final level... at least, it's the final level of the main eight worlds. The game is not over yet, though, as this level is fairly difficult. As with other worlds, the last level in this world is a castle.

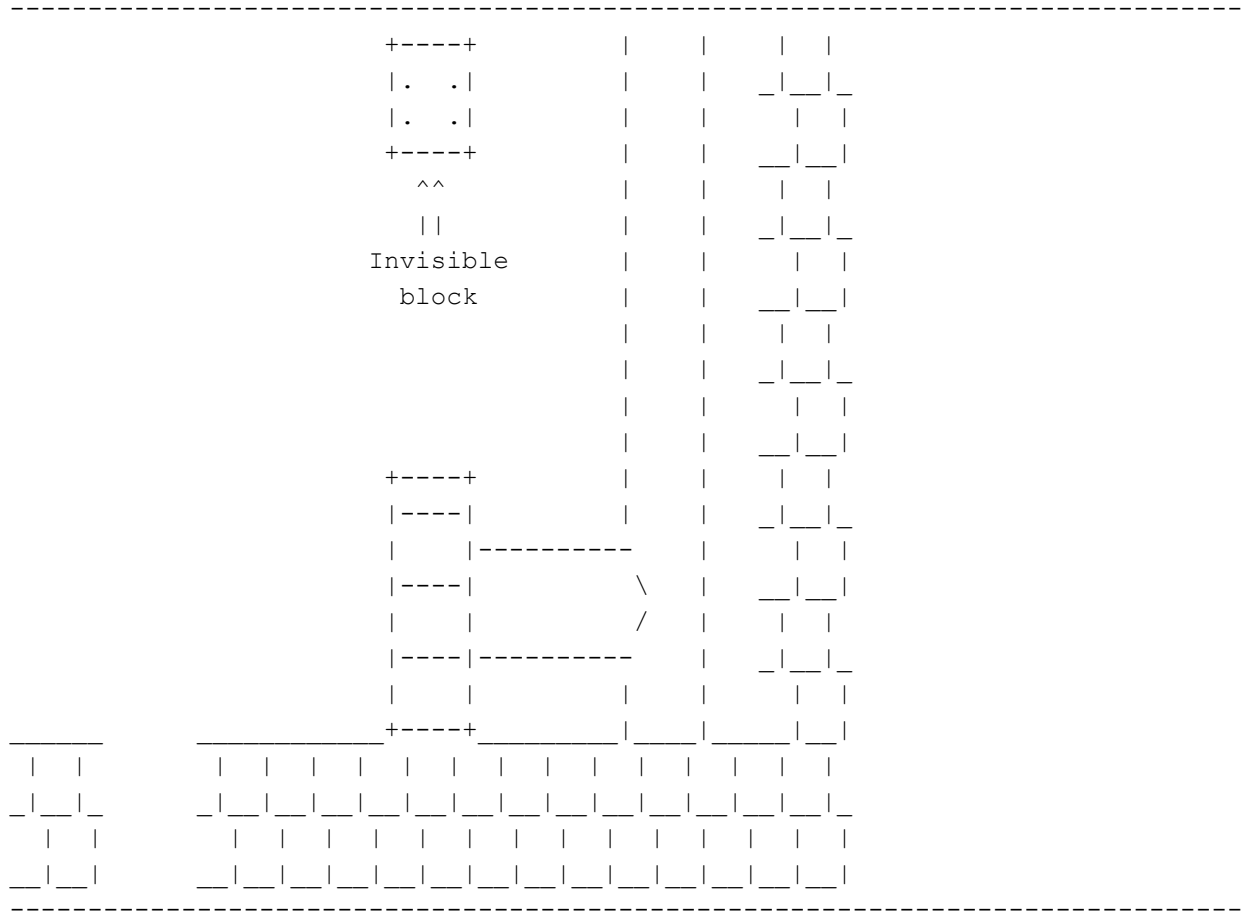
The first thing you'll notice is that you need to get to the platform below you. The problem is, you'll have to do an Arc Jump going DOWNWARD. In order to do this easily, stand on the very edge of the platform you're on with a little bit of Mario or Luigi's foot hanging over the edge. If you're big, you should duck. Now, jump, moving right VERY SLIGHTLY so you can get off of the platform, then as soon as you're on the same height as the higher platform, move left. This will likely take a few tries to get this right, but if you did this correctly, you should be on the lower platform now. This was only the first hard part in this level. Get used to this move, because you'll need to do it again shortly.

Now that you're on the lower platform, go to the left so you have room for speed, then run to the right and jump when the Firebar on the right platform is out of the way. Continue running right, avoiding the Firebar as you get to it. When you get here, make sure not to jump between the right side of the ceiling you just went under and the raised block at the end, because you'll find a block with a Poison Mushroom, and you don't want that.

To the right, you'll see a lava pit with a Podoboo, and a platform to the right of that pit with a Firebar on it. This is difficult to do, since either of these two things can hit you easily. The best time to jump is when you see the Podoboo descending about halfway down and the Firebar is pointing up or right. While you are waiting for both of these enemies to be in these spots, you should be standing a couple of blocks away from the raised block right before the pit. When these enemies are in the right spots, jump onto the raised block to get some speed, and jump past the pit. Try to land on the right end of the stair-like platform.

You'll be in another part of the level, although this isn't as difficult. Go to the left edge of the pipe to get room for speed, then run right and jump past the lava pit onto another platform. All of the ? Blocks have coins, except for the third, which has a Poison Mushroom. Avoid it. Jump past the pipe, and do NOT enter any of these pipes you see, because you'll get taken back to the underwater part of the level. Dodge the Blooper and the blue Koopa Paratroopa. Try to wait for a few seconds if you plan to jump on the Paratroopa, because it starts out close to an invisible block with a Poison Mushroom, which is not good. There is another pipe to the right, with another blue Koopa Paratroopa, but this time it floats rather than hopping. You can jump on it repeatedly to get rid of it. To the right, you'll see a few blocks in mid-air, as well as a lift below them.

Do NOT jump on the blocks above the lift, because you'll have to restart this room of the level again. Instead, jump on the lift, and when it is as far right as it can go, run from it past the gaps from the lone blocks to the right of the lift. Then, jump when you're on the second lift onto the platform to the right. The giant Firebar isn't much of a threat, because it is usually out of the way when you make it onto the platform. Run right through the very long, empty passage, and you'll eventually see a large pit with a red Paratroopa and a blue Paratroopa, which seem to fly at slightly different speeds. You'll have to bounce off them to get to the elbow pipe on the right. The best time to jump is when the red Paratroopa is as low as possible, and the blue Paratroopa is as right as possible. Once they're at their respective spots, jump and bounce off them to make it on the pipe. But before you enter the pipe, there is a second hidden power-up above the pipe that you should get first.



Enter the pipe now, and you'll be in the last area of the level.

Go to the right, and you'll see Bowser! Here it is, the real Bowser! Strangely, he's blue for some reason. This Bowser, unlike its decoys, throws hammers AND spits fire. If you're Fire Mario/Luigi, stay at the left side of the screen, so

that you'll keep a safe distance from him while shooting fireballs at him. Jump any fireballs he spits at you, and shoot fireballs back at him! Just be warned that there occasionally is a glitch that causes part or even all of his fire to be invisible, which is very annoying. If this happens, try to guess where the fire is, and jump over it when you think it's about to hit you. Also, there's one more thing you should be aware about: NEVER stand on the pipe next to Bowser. There are invisible coin blocks above the pipe, effectively trapping you, so you have no choice but to enter the pipe, which will take you back to the underwater part of the level. You've come a long way, so you do not want to make this mistake. Just do what you can to pelt him with your fireballs, and you'll find that the decoy is... Bowser! You also got 5000 points for beating him, as usual.

If you're Super or normal Mario/Luigi, this will be tougher. Stand under his arc of hammers, and hope he won't shoot any fireballs. Wait for him to jump, and run under him! If you're big, you should do a ducking slide under him when he jumps. If you manage to do this, you will have beaten this game!

...Wait a second! Where's the axe? Well, it turns out that he was fake. Why else would he be blue? Well, you still have the real Bowser to beat, so run to the right and jump on the collapsing lift. Jump on the platform to the right. Don't worry about the red Piranha Plant, as you have to jump to get hit by it, even if you're big. Jump to the right, avoiding the single Buzzy Beetle, and run further into the passage. You'll find the real Bowser! This one is very tough, with annoying hanging walls that prevent you from jumping over him, one of which has a Firebar. And, like the fake Bowser you just fought, this one also shoots fire and throws hammers! If you're still Fiery Mario/Luigi, stand in the middle of the staircase and pelt fireballs at him as you see that he is the real Bowser and you get another 5000 points. If you're Super Mario/Luigi or small Mario/Luigi, get inside his arc of hammers, while avoiding the Firebar and hoping he doesn't shoot fireballs at you. Like before, wait for him to jump and run under him! If you're Super Mario/Luigi, make sure to crouch while running under him! If you manage to do this, you will have beaten the first part of this game! For real!

***** SPOILERS! *****

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Instead of Toad, you'll see a locked door. Peach, who looks better than she does in SMB, will come out, and you'll see a short poem by her:

+-----+-----+		+-----+-----+
If you played as Mario:		If you played as Luigi:
PEACE IS PAVED		PEACE IS PAVED
WITH KINGDOM SAVED		WITH KINGDOM SAVED
HURRAH TO MARIO		HURRAH TO LUIGI
OUR ONLY HERO		OUR ONLY HERO
THIS ENDS YOUR TRIP		THIS ENDS YOUR TRIP
OF A LONG FRIENDSHIP		OF A LONG FRIENDSHIP
100000 PTS.ADDED		100000 PTS.ADDED

| FOR EACH PLAYER LEFT. | FOR EACH PLAYER LEFT. |
+-----+-----+

While you see this poem being displayed on the screen you will get 100,000 points for each extra life you have left, and you will hear some new music, which basically is like the ending music in Super Mario Bros., but has better sound quality, was extended, and doesn't repeat. You'll also see the seven Toads you rescued in a semicircle surrounding Mario (or Luigi) and Peach, and they'll disappear and reappear.

***** END SPOILERS! *****

After the ending is over, the game will save, and the screen will show a box with Japanese text telling you that the game was saved. Press B, and either one of two things will happen. If you beat this game without warping, you'll be taken to World 9 with one life, and beating 9-4 will take you to 9-1. If you warped, even once, you'll return to the title screen. You'll likely notice that there is a star flashing next to the "Super Mario Bros. 2" logo: This represents how many times you have beaten the game. You can get up to 24 stars. Once you get 8 or more stars, hold B and press Start to start on World A-1!

----- World 9 -----

The "Fantasy" World 9 can be accessed if you beat Worlds 1-8 without warping once. This includes both Warp Zones that take you forwards and Warp Zones that take you backwards. You are allowed to continue (lose all lives) as many times as you want. Once you beat World 8-4, you'll be taken to World 9-1 with only one life, using the character you used to beat World 8-4. Some levels do have coins, so it is possible to get extra lives. If you lose all your lives in World 9, you'll return to the title screen and you'll have to get to World 9 all over again.

The levels themselves are the easiest levels in the entire game, and most are even easier than any level in Super Mario Bros. The levels have few enemies, most of which are easy to avoid. The interesting thing, though, about these levels are that you'll see enemies and other objects in places where you normally would not find them, such as Goombas, Koopa Troopas, Hammer Bros., and Podoboos underwater, as well as seeing springboards and trees in a castle. You won't find a single power-up in World 9, so if you make it here as Fiery/Super Mario/Luigi, you'd better make it count.

- World 9-1 - Difficulty: 1.5/10

When you first get here, on the screen before the level starts, you'll see this message below the number of lives:

WE PRESENT FANTASY WORLD
LET'S TRY "9 WORLD"
WITH ONE GAME.

It's rather interesting that it says "9 WORLD" instead of "WORLD 9", and that it says "GAME" instead of "LIFE". You do start out with only one life, after all, so the programmers probably meant that.

Anyway, when the level starts, you'll notice you're in an area that looks like a Warp Zone. There are blocks that form a staircase with a ceiling to the right of it, with a pipe under the ceiling. You'll also notice that there are stones forming a ceiling to the left of the staircase, strangely. They don't seem to serve any purpose, so just go to the right and into the pipe. Because this isn't actually a Warp Zone, the red Piranha Plant in the pipe won't disappear, so be sure not to hit it.

You'll fall underwater at a seemingly random point, on top of a small staircase with a neon-colored pipe, similar to the one in 8-4 in Super Mario Bros. The first few things you'll notice after that are that there are no waves on top, and there are also clouds and a strange red bush on the bottom. This is NOT what you usually see underwater...

Go to the right, and you'll see a blue bush with a pink outline, more clouds, and a red Paratroopa. The Paratroopa is easy to avoid; just swim above it and don't jump on it. You can't jump on anything underwater, not even Goombas, so don't bother trying. To the right, you'll see some stranger things: an inactive green Bullet Bill cannon, descending lifts, and ? Blocks. Hit the bottom of the ? Blocks, and you'll reveal... nothing. Yep, when a ? Block is underwater, nothing will come out of it. So, just go to the right, and you'll see another easy red Paratroopa, as well as a few more neon-colored pipes with easy red Piranha Plants. The one above the pit is a bit more difficult to avoid, as you don't have much room to go under the Piranha Plant without falling in the pit. If you have trouble with this one and you don't have a Fire Flower, simply float down, and as soon as you're under the middle of the Piranha Plant, swim upward. You should avoid it this way.

To the right, you'll see another pipe, which is easy to avoid since you can swim above it, and a couple of floating gray Paratroopas. Swim above them and you'll have no trouble. You'll soon see a Lakitu, but this one is gray instead of the usual green. It's no different from a green Lakitu, though. Swim above it or below it and keep going to the right, and the Spiny Eggs it throws will never hit you. You'll see some gray Koopas, some gray Goombas, and another green useless Bullet Bill cannon, but all these are very easy to avoid.

You're near the end of the level. You'll see coral lined up in two horizontal dark blue rows, and a gray Hammer Brother, which are no different from the other Hammer Brothers you've seen. It isn't that hard to avoid; simply swim over the hammers it throws. To the right, Lakitu will disappear, and you'll see two Bloopers, a gray Buzzy Beetle on the ground, and two gray hopping Paratroopas. These shouldn't be too hard, and once you avoid them, you'll see a green staircase. After that, you'll see a red flagpole with a gray peace sign and a blue sphere on top, and a green castle to the right of that. Yes, it's very odd to see these underwater, especially since they're colored differently, but so are a lot of other things in this level.

- World 9-2 - Difficulty: 2/10

This level is slightly more difficult than the last one, but it's still easy nonetheless. You'll start out underwater, and you'll immediately see more neon pipes. Most of the level consists of pipes with red Piranha Plants and another gray Lakitu. The third pipe is rather large, which doesn't give you too much room to dodge a Spiny Egg. If you have trouble here, just keep swimming back and forth to avoid the Spinies and to wait for the Piranha Plant to go in its pipe. Then swim under the pipe when you're sure a Spiny Egg won't hit you.

The next pipe is shorter, and after that you'll see a short dark blue row of red coral in the middle of the screen. You can either swim above it and encounter the Lakitu and the two red Piranha Plants, or swim under the coral and keep swimming to avoid falling in the pit. To the right, you'll see another row of coral. Swim to this coral, and then swim either above the pipe or walk on the pipe, while making sure not to hit Lakitu or his eggs, since Lakitu is close to this pipe. It's easier from here, since you have more room to dodge him. After the next short row of coral, Lakitu will disappear, and the only obstacles left are a few more Piranha Plants.

To the right, you'll see some very odd trees. They look like the trees in other levels, except they have green bark, and red leaves. Above two of these trees are some coins. These coins look weird because, like the coral in this level, there are dark blue rectangles surrounding them. You'll see nine coins, and after that is a green staircase, followed by another oddly-colored flagpole and castle.

- World 9-3 - Difficulty: 1/10

This level is the EASIEST level in the entire game. This level has two lava pits, and the only enemy in this level is a fake Bowser, which is very easy to avoid. The first thing you'll likely notice in this level is that it looks like a castle, but it has a blue background instead of the usual black, and there is scenery in the background, such as gray plants and red clouds.

Start this level by running to the right, while making a few jumps here and there. You'll see a red springboard in the middle of nowhere, with doesn't have any use at all. Soon you'll see the first of two lava pits, which is easy to jump over since there is a platform above it. Mario needs to perform a running jump to get up here, though. You'll notice a brick block above this platform, which contains a blue vine. Climb it to reach an odd bonus room. The bonus room contains a bunch of Lakitu clouds and 16 coins. Get the 16 coins and jump in the pit at the end to go back to where you were before.

Whether you entered this bonus room or not, you'll end up at the right of the first lava pit. You'll see a second lava pit, but it's almost completely covered by the platform above, so you have to purposely jump in it to lose a life. Obviously, go up the staircase and you'll come across an elbow pipe. If you enter it, you'll see the same bonus room as you did before, except this time, instead of seeing a blue vine sprout up, you'll start by floating upward, as if you were exiting a pipe. The bonus room is the same otherwise, and when you exit the bonus room, you'll end up BEFORE the pipe, which lets you enter this bonus room as many times as you want before the time runs out.

Once you don't want to go through the bonus room anymore, there are two paths you can take when you get to the pipe. The upper path is much easier, as you don't have to deal with Bowser at all. The lower path is for daredevils who would like to try getting past Bowser. Once you see him, you'll see that he's blue, just like the fake Bowser in World 8-4, and he only throws hammers. If you chose to take the bottom path, the best way to deal with him is to stay between him and his hammers, and run under him when he jumps, like in previous worlds. There are no other obstacles here, so this shouldn't be too hard. Or, if you have a Fire Flower, shooting him with five Fireballs will reveal that he's... a fake Bowser.

Once you get past him (or if you took the upper route), go to the right to get to the axe... er... a flagpole? Yes, this level does have a flagpole instead of an axe. This flagpole is white with a yellow and blue flag and a gray sphere on top, like in 7-3. Congratulations, you just completed the easiest level in the game!

- World 9-4 - Difficulty: 1.5/10

This level is another underwater level, but you're in darkness and the sea floor is gray instead of green. This easy and short level starts out with a variety of strangely-colored enemies on the bottom of the level. You'll see a gray Goomba, a blue Paratroopa, a gray Buzzy Beetle, a blue Paratroopa, and a blue Hammer Brother. You can easily avoid these by swimming above them, and remember not to jump on them, since you're underwater.

After that, you'll see some blocks that make strange formations that look like Japanese letters. You'll see a Blooper, which is the only remotely difficult part in this level. Just make sure it swims until it isn't in your way, and then swim past it. A red Koopa Paratroopa and a Podoboo will show up after that, but neither of them flies up all the way, so if you are on the top of the screen, they will never hit you. Those are the last enemies you'll see in World 9-4, and after that are more blocks that form Japanese letters. After the exclamation mark at the end, you'll see a staircase and then a flagpole to end this unbelievably short level. What a shame that this level didn't even have Bowser.

NOTE: After you beat World 9-4, you will be sent back to World 9-1. You will continue to play these four levels repeatedly until you lose all your lives. Your score, lives, and coins will be kept until the game ends, and it is possible to have a very high score here.

When you lose all of your lives, you will see a Game Over screen, but this time, you don't have the option to continue. Instead, you will get a short message:

GAME OVER

YOU'RE A SUPER PLAYER!
WE HOPE WE'LL
SEE YOU AGAIN.
MARIO AND STAFF.

After seeing this message, you will be taken to the title screen.

Worlds A, B, C, and D coming soon!

+-----+
| 8a. Helpful Tips |
+-----+

- Finding 1-UP Mushrooms -

When you warp to a new world, or collect all the coins in the third level of

the preceding world, you can find an invisible block with a 1-UP Mushroom in it. You can only find it once per game (if you get a Game Over, you can find the 1-UP Mushroom again). However, the two 1-UP Mushrooms in 1-2, the 1-UP Mushroom in A-1, and the 1-UP Mushroom in A-2 will always appear no matter what.

- Fireworks -

The method for getting fireworks is different from the original SMB. In this game, not only do you have to pay attention to the timer, but also your coins as well. If the ones digit of your coin count matches the ones digit of the timer when you beat the level, you will get fireworks after Mario or Luigi enters the castle. If the matching number is even, you will get six fireworks. If it is odd, you will get three. Each firework gives you 500 points.

- 1-UPs from Flagpoles -

This is similar to getting fireworks. But this time, your coin count has to be a multiple of 11 (00, 11, 22, 33, 44, 55, etc.) and the units digit of the timer has to match one of the digits of the coins. If you time it right when hitting the flagpole, you will get your 1-UP. (Example: 66 coins, 256 time). By doing this, however, you will not get your 100-5000 points for touching the flagpole (although when you consider that each life is worth 100000 points, the 5000 points are irrelevant anyway). Obviously, since this matches the requirements for fireworks, you will get those as well.

- Power-Up cancellations -

The game won't let two power-ups appear on the screen at the same time (this includes Mushrooms, Fire Flowers, Poison Mushrooms, Starmen, and vines). This is useful for getting rid of Poison Mushrooms. (Of course, the opposite can happen too.)

- Getting stars -

Each time you beat this game, a star will appear on the title screen.

- Switching characters mid-game -

To switch characters in the middle of the game, lose all your lives on a particular world. Then, on the Game Over screen, press L+R and choose the third option. Then press B, and choose "Retry." Next, choose the character you want, and then hold A and press Start. This trick can also be used to save your progress.

NOTE: This does NOT work in Worlds A, B, C, or D; if you turn the game off or choose "Retry" in these worlds, you have to start back on World A-1.

- World 9 -

If you beat Worlds 1-8 without warping, you can access the legendary World 9. You are allowed to get Game Overs, switch characters, and save your progress. At World 9, you only get one life, and if you get a Game Over in World 9, you have to access it all over again.

- Worlds A, B, C, D -

To get to these elusive worlds, you first have to have to earn 8 stars; do this by beating the game 8 times. Then, once you do that, hold B and press Start on the title screen. You will start on World A-1. These worlds are harder than the first 8 worlds, have no reverse Warp Zones, and must be played in one sitting. Also, they contain new bonus rooms, and there are also features that are unique to some levels: a Hammer Brother in an underground level (in A-2; it's blue and so are the hammers), a blue Lakitu (in C-3; it's a harder version of 7-3 and even has the unique colors), and a castle containing a Warp Zone (in B-4; it warps you to D-1).

- Infinite 1-UP trick -

There are many places to get infinite 1-UPs in this game, but the most useful place to do this is in World 1-1. Go to that chamber with the red Koopa Troopa. Hit the second block to the Mushroom; try to catch it without making the chamber scroll off the screen. Now, go below the chamber, and wait for the Koopa Troopa to go to the very right of the chamber. Then, break the third block; this will trap the Koopa on the fourth block. Break the first block so that you can get up, and on the top row of blocks, break the second and third block. It should look like this:

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|/ \||_||_||          |_||_||/ \|
+-----+-----+          +-----+-----+
+-----+
|\__/|
|/ \|
+-----+
+-----+          Koopa should
|\__/|          stand here.
|/ \|          ||
+-----+      You should  ||
+-----+      stand here.  || +-----+
|\__/|          ||          || |\__/|
|/ \|          ||          || |/ \|
+-----+      VV          VV +-----+
+-----+      +-----+  +-----+-----+
|\__/|          |. .|      |_||_||\__/|
|/ \|          |. .|      |_||_||/ \|
+-----+      +-----+  +-----+-----+
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Now, stand in the indicated spot, and jump a little to the right. The last brick block on the top row should cut off your jump, and you will most likely land on the Koopa Troopa (you won't always land on the Koopa, however, so if you have bad luck, press A+B+Select+Start to reset). If done correctly, Mario (or Luigi) will constantly bounce off the Koopa Troopa and gain numerous 1-UPs! This trick works for both characters.

Thanks to Terminator777 for this.

And another thing, this isn't the only location for multiple 1-UPs. A while back, a user named icedbubbleblade2000 took screenshots of all the 1-UP locations he could find, and has the screenshots here:

> http://filespace.org/4matsy/smb2j_luplist.png

These screenshots are from the Famicom Disk System version of Super Mario Bros. 2, but seeing that it's the same game as this one, it shouldn't cause any problems. :)

And don't forget: IF YOU GET MORE THAN 128 LIVES, YOUR LIFE COUNTER WILL RESET TO -127 LIVES. THEREFORE, IF YOU LOSE A LIFE WHILE IN THE NEGATIVE RANGE, YOU WILL GET A GAME OVER.

The last thing I need to mention is that starting with 10 lives, the life counter will be glitchy. From 10-19 lives, you will see a crown followed by the ones digit; for example, if you have 15 lives, the counter will display a

crown followed by 5. From 20-45 lives, the ones digit is a letter instead; to find out the number of lives you have, take the numerical value of the letter (A = 1, B = 2, C = 3 ... Z = 26) and add 19. For example, a crown followed by D is 19 + 4, or 23 lives. If you have 46 or more lives, the ones digit is a weird symbol, usually chunks of other pictures that exist in the game.

- Bowser Decoys -

At the end of every castle, there is Bowser. Or is he really Bowser? If you shoot these "Bowsers" with fireballs, you will find that these are decoys. The decoy varies among each world. Icedbubbleblade2000 provided screenshots to show the decoy in each world:

> http://filespace.org/4matsy/smb2j_bowserlist.png

Again, it's from the Famicom Disk System, but the Game Boy Advance version is the exact same, so that shouldn't cause any problems. Also, notice that for Worlds A-D, the decoys are different in the SNES version.

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| 8b. Glitches |
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NOTE: Most of these glitches also work in Super Mario Bros.

- Double Jump -

This glitch allows you to jump twice. First, find a ? Block with a Mushroom or Fire Flower. Jump onto it. Press A while you are transforming. If you did this correctly, Mario will jump in mid-air after he is done transforming.

- Wrong Size -

While underwater on the ground, if you are Super or Fiery, and you hold Down and press A, it will look like you are full-size, but you are really ducking. This will occur until you hit the ground again. These side effects will occur:

- If you have a Fire Flower, you can't shoot fireballs until you hit the ground again.
- The top half of Mario/Luigi's body can go through various objects. These include ceilings, enemies, and coins.

- Mini-Fire Mario -

In order to do this glitch, you must be in a castle level, and you must be Super/Fiery when you reach Bowser. First, stand near the axe and wait for Bowser to walk towards you. Then, jump when he is about to hit you. What you are trying to do here is to hit both Bowser and the axe at the exact same time. If done correctly, you will hear the noise as if you shrunk, but you will remain big. In addition, Mario/Luigi will flicker as if he is hit, and he will skate on one foot.

On the next level, find a ? Block with a power-up. It will be a Mushroom (unlike a Fire Flower which you might expect). Collect it, and you will shrink. (Not a typo!) Try not to get hit here, as you will go back to big size. Then, the next power-up will contain a Fire Flower, and will make Mario/Luigi orange and small. You will be able to shoot fireballs now. If you shoot one, Mario/Luigi will temporarily grow, then immediately shrink. If you get hit at all, you will be red (if you are Mario) or green (if you are Luigi) and grow again. If you are hit while you are big, you will die, and the glitch ends.

- Hammer Immunity -

This glitch allows you to be immune to hammers from Hammer Bros., and is simple to do. In a place where there is a Hammer Brother, just stand on the

very left of the screen. Hammers thrown by the Hammer Brother will not affect you. The Hammer Brother itself can still hurt you, however, so take note of that. Also, this glitch does not work in Super Mario Bros. (yes, I finally tried it), if you were curious.

- Misplaced Hammers -

There is another odd glitch that involves hammers from Hammer Brothers, but it's different from the previous glitch. The hit detection from a hammer is very poor: sometimes you can be touching a hammer and survive, and other times you can completely miss a hammer but you will still shrink or lose a life (depending on your size). The hit detection seems to be even worse when there is wind; it's possible to be two blocks away from a hammer, and you can still be affected by it.

- Levitating Koopa Troopa -

This works in a place where there are Koopa Paratroopas and lots of pits. Stomp on the Paratroopa twice, and make sure the second stomp is right near a pit (below where solid ground usually is). Then, try to get back up on solid ground. If done correctly, the Koopa's shell will levitate in mid-air! If you wait for it to get out of its shell, it will walk in mid-air as well!

- One-Footed Mario -

If you are Fiery Mario/Luigi, hold A+B at the same time on the black screen before you start a level. Don't let go of the buttons! Now, when the level starts, Mario (or Luigi) will skate on one foot! This doesn't have any gameplay effects; it's just a graphical glitch. It also eventually wears off, and shooting a fireball will wear off the glitch too. This glitch also works if you are exiting a pipe.

- Enemy Immunity -

This is very different from the "Hammer Immunity" glitch. First, get hit by an enemy while big. When you are flashing, get inside another enemy and move whenever it moves. If done correctly, you will be immune to the enemy! Once you get out, you're no longer invincible.

- Strong Wind -

Since there was no wind in SMB, this glitch didn't exist in that game. Anyway, in a level with lots of wind, and walls, you can go through the wall. Do so by touching the left side of the wall, repeatedly pressing Left and letting go of B (if you were pressing it). If you press it fast enough (but not too fast), you will slide right through the wall! This glitch is useful for the 1-UP in 5-1, getting to the underwater route in 6-1, and (gasp) getting past the Hammer Brother above a pipe in D-4. It also works in 7-1, but I don't see a use for it in that level.

- Timer Loop -

This glitch works in a castle level and makes the timer go to 999. It's also easier if you are Fiery Mario or Luigi so that you can get rid of Bowser. To do this glitch, go to the end of any castle level and stand near the axe, but don't touch it yet. Wait for the timer to go down, and as soon as it is at 000, hit the axe immediately! The timer will loop to 999 and will count down! Since the game thinks the timer started at 1000, and that you get 50 points per second, you will get 50000 points for doing this. This glitch probably doesn't work in the original SMB because your timer doesn't count down in castle levels in SMB.

NOTE: This glitch only works in a castle, not any other level, so don't bother trying.

- Missing Flagpole -

On World A-3, if there are numerous Cheep Cheeps on the screen at the end of

the level (I believe three is enough), the white part of the flagpole can disappear completely. This means that while it is still possible to complete the level, you won't get any points from touching the flagpole (or the 1-UP if you have the right amount of coins and time left). There are also similar glitches to this one; various mushroom lifts can disappear in 7-2 if there are too many Spinies on the screen, one of the blue springboards in C-3 can disappear if Lakitu is on the screen, and the springboard at the end of D-2 can disappear if there are too many Koopas (as well as other enemies) on the screen (you won't get stuck like in Super Mario Bros., but D-2 will still be impossible to complete without the springboard at the end, so you'll have to lose a life by jumping in the water to try again).

- Vine Dancing -

Somewhat pointless and simple glitch, and many people know about it, but it'll be posted here anyway. When you find a vine and climb it, wait for it to sprout all the way up on the area where it takes you. Then, climb it up by pressing Up, and when Mario/Luigi is at the very top, he'll do a strange dance. Odd.

- Moonwalking Down a Pipe -

Again, a pointless glitch, but it'll be posted just for completeness sake. While running as small Mario/Luigi, enter a pipe. If done correctly, you'll see him do a moonwalk down the pipe. Basically it's just the animation of Mario/Luigi running. To do this as Super/Fiery Mario/Luigi, you'll have to jump and immediately enter the pipe as soon as you land. Funny.

+-----+
| 9. Bonus Rooms |
+-----+

There are many bonus rooms that you can find from entering pipes and finding vines. They contain a lot of coins, and there are also many invisible blocks which contain even more secrets, mostly Mushrooms. Also, the bonus rooms in Worlds 1-8 are different from the bonus rooms in Worlds A-D.

Also, there are different types of bonus rooms. Most are underground and can be found by entering pipes. A few bonus rooms from pipes are underwater and contain many enemies. There are also some rooms that can be found from vines and take you into the sky -- these are called "coin heavens."

----- Underground Bonus Rooms -----

Key:

B - Brick Block w/ nothing
C - Coin
* - Invisible Block with Coin
- Invisible Block with Mushroom (or Fire Flower)
@ - Invisible Block with Poison Mushroom
& - Brick Block with Coins
+ - Brick Block with Mushroom (or Fire Flower)
= - Brick Block with Poison Mushroom
P - Pipe
F - Stone floor
! - Bullet Bill cannon
R - Red Piranha Plant

Bonus Room #1 - Found in Worlds 1-1, 2-2, 4-2

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+-----+
|          |
|B      + B B B B B B B B B B B P|
|B          P|
|B          P|
|B          P|
|B      *          P|
|B          P|
|B          P|
|B @    *          P|
|B      C C C C C C C C          P|
|B          P P P|
|B      C C C C C C C C C C P P P|
|F F F F F F F F F F F F F F F|
|F F F F F F F F F F F F F F F|
+-----+

```

A few invisible blocks (with coins), followed by a power-up. In order to get the Mushroom (assuming you're small), first get the first block on the very top, then bump the block next to it when it's on the left side of it.

Bonus Room #2 - Found in Worlds 2-1, 3-1

```

+-----+
|          |
|B      B B B B B B B B B B B P|
|B      B          P|
|B      B          P|
|B      B          P|
|B      B          P|
|B      B          P|
|B      B C C C C C C          P|
|B      B B B B B B B &          P|
|B          B          B          P|
|B          B          B P P P|
|B          C C C C          P P P|
|F F F F F F F F F F F F F F F|
|F F F F F F F F F F F F F F F|
+-----+

```

It's easy to run over the pit, and the coins are pretty simple too.

Bonus Room #3 - Found in Worlds 1-2, 3-1

```

+-----+
|          |
|B      B B B B B B B B B B B B B B B B B B B B B B B B B B B B B P|
|B          P|
|B          P|
|B          B & B          P|
|B          B B          P|
|B          B B          P|
|B          B B          P|
|B          B B B B B B B B B B B B B B B B B B          P|
|B          B          B B          P|
+-----+

```

```

|B          B C C C C C C C C C C C C C C C C B          P P P|
|B                                  !                          P P P|
|F F F F F F F F F F F F F F F F F F F F F F F F F F F F|
|F F F F F F F F F F F F F F F F F F F F F F F F F F F F|
+-----+

```

This is a weird bonus level. Not only is it longer than most other bonus levels, but there is an enemy in here -- the Bullet Bills launched from a Bullet Bill cannon.

Bonus Room #4 - Found in Worlds 5-1, 7-2

```

+-----+
|                                  |
|B      + B B B B B B B B & B B P|
|B                                  P|
|B      C C C C C C C C          P|
|B                                  P|
|B      B C C C C C C C C B      P|
|B      B                                  B      P|
|B      B B B B B B B B B B      P|
|B                                  P|
|B                                  P|
|B                                  P P P|
|B                                  P P P|
|F F F F F F F F F F F F F F F F|
|F F F F F F F F F F F F F F F F|
+-----+

```

If you're Mario, you'll have to do a running jump onto the pipe, and quickly jump left to get into the platform. See Bonus Room #1 on how to get the Mushroom.

Bonus Room #5 - Found in Worlds 5-3, 7-1

```

+-----+
|                                  |
|B      B B B B B B B B B B B B B B B B B B B B B B B B B B B B P|
|B      B B B B B B B B B B B B B B B B B B B B B B B B B B B B P|
|B      B B B B B B B B B B B B B B B B B B B B B B B B B B B B P|
|B      B B B B B B B B B B B B B B B B B B B B B B B B B B B B P|
|B      B B B B B B B B B B B B B B B B B B B B B B B B B B B B P|
|B      B B B B B B B B B B B B B B B B B B B B B B B B B B B B P|
|B      B B B B B B B B B B B B B B B B B B B B B B B B B B B B P|
|B      B B B B B B B B B B B B B B B B B B B B B B B B B B B B & P|
|B      B B B B B B B B B B B B B B B B B B B B B B B B B B B B P|
|B                                  P P P|
|B      C C C C C C C C C C C C C C C C C C C C C C          P P P|
|F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F|
|F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F|
+-----+

```

Another weird bonus level that is twice as long as most others, this one lacks variety but has a bunch of coins. Be sure to get the coin block at the end if you're big.

Bonus Room #6 - Found in Worlds 7-1, 8-2

```
+-----+  
|  
|B      B B B B B B B B B B B B B B B B B B B B B B B B B P|  
|B              P P      P P      P P      P P      P P      P|  
|B              P P      P P      P P      P P      P P      P|  
|B              P P      P P      P P      P P      P P      P|  
|B              P P      P P      P P      P P      P P      P|  
|B              P P      P P      P P      P P      P P      P|  
|B              P P      P P      P P      P P      P P      P|  
|B              R        R        R        R        R        P|  
|B              C C C C C C C C C C C C C C C C C C C      P|  
|B                                          P P P|  
|B                                          P P P|  
|F F F F F F F F F F F F F F F F F F F F F F F F F F F F|  
|F F F F F F F F F F F F F F F F F F F F F F F F F F F F|  
+-----+
```

Another long one, this time with upside down-pipes and Piranha Plants. Get the coins when the Piranha Plants are inside their pipes.

*****Note: The next underground Bonus Rooms are all rooms in the last four worlds -- A, B, C, and D.*****

Bonus Room #7 - Found in Worlds A-1, D-1

```
+-----+  
|  
|B      B B B B B B B B B B      P|  
|B      B B B B B B B B B B      P|  
|B      B B B B B B B B B B      P|  
|B      B B B B B B B B B B      P|  
|B      B              B      P|  
|B      B  C C C C C C  B      P|  
|B      B              B      P|  
|B      B  C C C C C C  B      P|  
|B      B + B B B B B B = B      P|  
|B              P P P|  
|B              P P P|  
|F F F F F F F F F F F F F F F F|  
|F F F F F F F F F F F F F F F F|  
+-----+
```

This one is interesting. If you're small Mario or small Luigi, all you can really do here is hit the six brick blocks in the middle to get the coins directly above.

Bonus Room #8 - Found in Worlds C-1, D-4

```
+-----+  
|  
|
```

```

|B      B B B B B B B B B B B B B B B B B B B B B B B B B B B B P|
|B              B B B B B B B B B B B B B B B B B B B B B B P|
|B              B B B B B B B B B B B B B B B B B B B B B B P|
|B      C C C C      B B B B B B B B B B B B B B B B B B B B B B P|
|B B B B B B B B              B B B B B B B B B B B B P|
|B B B B B B B B              B B B B B B B B B B B B P|
|B B B B B B B B      C C C C C C C C C      B B B B B B B B B B P|
|B B B B B B B B B B B B B B B B B B B B B      & B B B B B B B B P|
|B B B B B B B B B B B B B B B B B B B B B B P|
|B B B B B B B B B B B B B B B B B B B B B B P P P|
|B B B B B B B B B B B B B B B B B B B B B B C C C C C C C C C P P P|
|F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F|
|F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F F|
+-----+

```

All you do is fall down and collect the coins here... but there's finally a coin block that doesn't require you to be big!

Bonus Room #9 - Found in World D-2

```

+-----+
|              |
|B      B B B B B B + B B B B B P|
|B              P|
|B              P|
|B              B & B      P|
|B      C C C      B  B      C C      P|
|B              B  B      P|
|B      C C C      B  B      C C      P|
|B      B B B      B B B      B B      P|
|B              P|
|B              P P P|
|B              P P P|
|F F F F F F F F F F F F F F F F F|
|F F F F F F F F F F F F F F F F F|
+-----+

```

The Mushroom can be gotten the same way as in Bonus Rooms #1 and #4. It's harder, though, as you need to jump to the right to get it. Once you get it, break the brick blocks in the center and get the coins on the top brick block.

+-----+
| 10. Frequently Asked Questions |
+-----+

Q: How did you get this game if it isn't released in the US?
A: I imported it online from <http://www.lik-sang.com/> (although that site doesn't seem to have them in stock anymore). Simple.

Q: Why did you import this game?
A: Because I enjoy playing Mario games and I want to play as many of them as possible. Also, I like challenges.

Q: Are GBA's and their games region-specific?
A: No. Any game, regardless of where it came from, will work on any GBA.

Q: I thought I was excellent at video games! But I can't beat this!
A: Well, considering this game IS really hard, it will take a LOT of practice

to beat.

Q: When I press L+R, the text is in Japanese! What does each thing say?

A: Now, these are not exact translations (as I can't read Japanese), but this is what each option does:

- Continue: Exits the menu.
- Reset: Resets the game to the title screen.
- Save: Saves your high score, the number of times the game was beaten, and the last world you died on.
- Sleep: Puts the game in Sleep Mode. As the text at the bottom says, press L+R+Select to get exit Sleep Mode.

Q: What are all the additions of this game?

A: Poison Mushrooms (they make Mario shrink if he's big), Green Springboards (they propel Mario very high), Flying Bloopers (just like regular Bloopers, except they're in mid-air, and you can jump on them), reverse Warp Zones, Red Piranha Plants (they come out of pipes even if you're right next to them), upside-down pipes (as well as upside-down Piranha Plants), and wind (affects Mario's movement).

Q: How do I beat 8-2? I go down the pipe and it takes me back to that really hard part with the wind.

A: You are going the wrong way. You're supposed to jump off the red Koopa Paratroopa to hit the block above it. It will reveal a vine. Climb it up, and you should know what to do from here.

Q: Do all the glitches from SMB work in this game?

A: All the ones that I've tried work. Even the Mini-Fire Mario glitch works! But I haven't tried every single one though, and there is no Minus World in this game.

Q: How do I know how many times I beat this game?

A: For every time you beat 8-4 (not D-4), a star appears on the title screen. Neat, eh?

Q: I looked at the 1-UP locations in your walkthrough, and they didn't appear! How come?

A: In order to get the 1-UP, you either have to: 1) Get all the coins in the third level of the preceding world, 2) Warp to the level, or 3) Restart on the world as soon as you lose all your lives. Also, 1-UPs only appear once per game. BTW, none of this applies to World 1-2, A-1, or A-2.

Q: How come you only provide the "Recommended Character" at the beginning of a world?

A: Well, you have to use the same character throughout a world. So I figured I'd only list the recommended character once per world.

Q: How do you switch characters after each world?

A: Purposely lose all your lives, choose "Retry", select the character you want to choose, and then hold A and press Start. NOTE: This only works in the first 8 worlds, not any other world.

Q: I pressed A+Start on the title screen after I got 8 stars, but I started on World 1-1, not A-1! What's going on?

A: Although many sources say that you have to hold A and press Start, it's not the case (at least not in the Game Boy Advance version). You have to hold B and press Start. I don't know if these were typos or if that was the case in the Famicom Disk System version, but either way, it's B+Start on the Game Boy Advance, not A+Start.

Q: How many stars can you accumulate on the title screen?

A: You can get up to 24 stars.

Q: Does beating World D-4 get you additional stars?

A: Unfortunately, you don't get stars for beating D-4. Just 8-4.

UPDATED

Q: Can I rate this FAQ?

A: I know you can on GameFAQs, but you need to have a message board account and to be logged in. Also, since the change of the rating system recently, you also now need to have at least two (2) posted FAQ's yourself. Once you have all these things, go to the list of FAQ's. There's a "Rate" link at the right of where it says the filesize. Click it, and rate it as you see fit. I'll see it on my list of contributor ratings. (Unfortunately, since the rating system was changed, all of the ratings I received were erased, so if you have rated this previously, you'll need to do so again.)

```
+-----+
| 11a. In-Game Menu |
+-----+
```

When you press L+R at any time, the game will pause and a menu appears. The options, from top to bottom, are (and these are not exact translations):

- Continue: Exits the menu.
- Reset: Resets the game to the title screen.
- Save: Saves your high score, the number of times the game was beaten, the last world you died on, and whether you've warped or not.
- Sleep: Puts the game in Sleep Mode. As the text at the bottom says, press L+R+Select to get exit Sleep Mode.

```
+-----+
| 11b. Saving Data |
+-----+
```

When you press L+R and choose the third option, you get to save your data. This saves three things:

- Your high score.
- The number of times you beat the game.
- The last world you died on. To go back to whatever world it was, just press A+Start on the title screen. This works even if you turn it off.
- Whether you've warped or not (to determine whether you'll reach World 9 or not).

```
+-----+
| 11c. Sleep Mode |
+-----+
```

If you're playing on a certain world and you need to stop playing but you don't want to start over, then Sleep Mode is essential for situations like these.

To enter Sleep Mode, press L+R at any time, and choose the fourth option. To exit it, press L+R+Select at the same time.

Sleep Mode saves the battery on the Game Boy significantly, so you don't need to worry about batteries very much. (Although, the batteries are still losing power, but it's so slow it will not make a big difference at all.)

Sleep Mode also saves the light (if you're using a Game Boy Advance SP) and the

LCD display as well.

```
+-----+  
| 12. Changes to SNES | *NEW!*  
+-----+
```

This new section compares many of the differences between this GBA game and the SNES game, Super Mario All-Stars (a.k.a. Super Mario Collection, for those who live in Japan). A big thanks to BuchanMan X, who had written this section and let me post it on this FAQ! So, without further ado, here is what he has to say, with any comments that I make in brackets:

Charizard 06,

You've done an excellent job on this FAQ. I think I may have a contribution for you, though. I picked up this game recently and have been having a great time. Once I finally got 8 stars on the title screen to access Worlds A through D, I noticed they were quite different as compared to "The Lost Levels (LL)" featured on Super Mario All-Stars. The layouts are mostly the same, but a lot of the difference occur with both enemy behavior, enemy type, and object types.

In The Lost Levels, all enemies move as if they are in the second quest from the original Super Mario Bros. That is, they all move more quickly. Also, just like in the second quest of SMB, all Little Goomba enemies become Buzzy Beetles instead. However, in SMB2j, all the enemies in Worlds A-D move at their normal pace, and there are several Little Goombas throughout.

More strange behavior occurs with the Hammer Brothers, who in Worlds 8 and A through D in the Lost Levels will immediately start walking towards you if you are to the left of them as soon as they appear on screen. Normally, in SMB and SMB2j, this only occurs if you wait for a long period of time, i.e. they Hammer Bros. will jump up and down in place until you wait for a certain amount of time, and THEN they will increase their aggression and walk towards you. [*In Worlds 7 and 8 in SMB2j, however, Hammer Brothers DO have this instantly aggressive behavior.*]

Bowser also shows much different behavior. In SMB2j, he displays the normal World 1 through 5 behavior in Worlds A through D. That is, he doesn't throw hammers at all, not even in World D-4. He only spits fire. In the Lost Levels, however, Bowser is always the Hammer Throwing type in Worlds A through D, but never the Hammer Throwing and Fire Breathing type of World 8-4. [*I always felt that Bowser was easier than he should have been in Worlds A, B, C, and D in SMB2j.*] Also interesting to note, the sprites that fall down defeated when Bowser is hit with five fireballs in SMB2j are the same as in Worlds 1 through 4 (Goomba, Green Koopa Troopa, Buzzy Beetle, Spiny). In The Lost Levels, the Bowsers for Worlds A through D are different enemies than appear for Worlds 1 through 7, especially for World D-4, in which the defeated sprite is Boswer himself, as in World 8-4. [*If you would like to see screenshots of Bowser decoys, they can be found in the Bowser Decoys portion of Section 8a: Helpful Tips; thanks to icedbubbleblade2000 for these screenshots. Also, how anybody made it to Bowser in C-4 as Fiery Mario/Luigi is beyond me, considering there is a Firebar that is seemingly impossible to get past without getting hit.*]

Another programming oddity is the restart position when you lose a life on a level. In Lost Levels, for Worlds A through D, the rule works just like World 8 in SMB and SMB2j. That is, if you lose a life, you must restart from the beginning of the current level, not the half-way check point if you have met it. Worlds 1 through 7 in SMB and SMB2j and Worlds A through C in SMB2j will let you restart from the half way check point should you lose a life beyond that point in a given level, as long, of

course, as it is not the fourth level in a World.

Objects are also altered in Lost Levels. In World B-3, the springs are all the red type, the ones that do not bounce you beyond the upper boarder of the screen. However, in SMB2j, these springs were originally the green type, the ones that do bounce you so high, you leave the screen for several seconds and allow you to cover very large distances. In World D-3 in SMB2j, there are solid bricks hidden among a castle wall in the background right before two Hammer Bros. jumping among two rows of blocks, one more bricks, and another row of "? Blocks" below it. These hidden bricks are normal bricks, hiding nothing inside. Regular Mario bounces back when they are hit from below. However, in Lost Levels, these bricks are instead invisible and reveal coins when hit, as there is no castle wall to hide them in that version. The same is true of the hidden bricks in World 8-3, although the contents are the same between SMB2j and Lost Levels; it is only the type (brick versus invisible) that differs. [*There are a couple of things to mention about this that are interesting. First, the hidden brick blocks in these levels in SMB2j aren't really invisible, since the pixels in a brick block are slightly different from a castle wall, so if you look closely, you can spot these blocks before hitting them, making it slightly easier; it seems that you have to hit the blocks in Lost Levels in order to see them. Second, since they're brick blocks in SMB2j, you can stand on them, even if you don't hit them from the bottom, which makes this easier to deal with Hammer Brothers that are near most of these blocks. Because of this, Lost Levels seems to be harder than SMB2j.*]

I hope you find this info at least interesting! I wonder why Nintendo made so many changes for the Lost Levels. Most of them definitely make the game even harder than it ever was. Was that their point?

+-----+
| 13. Credits |
+-----+

Yes, we've come to the end already. However, there are many people who contributed to this FAQ, and this FAQ wouldn't be the same without them:

- You -- For reading this.
- CJayC (and anybody else) -- For hosting this FAQ.
- Nintendo -- For making this game.
- <http://www.classicgaming.com/tmk> -- Provided information about the Japanese Super Mario Bros. 2, the North American/European Super Mario Bros. 2, Doki Doki Panic, Super Mario All-Stars, and Super Mario Bros. Deluxe.
- gaellienia -- For mentioning that you can hold A+B to get the Famicom Disk System boot screen when you turn it on.
- B. Youn -- For providing 1-UP locations in 2-1 and 5-1.
- Terminator777 -- For giving a detailed description for the 1-UP trick in 1-1.
- icedbubbleblade2000 -- For providing screenshots for nearly every 1-UP trick in the game, as well as Bowser decoys.
- Anonymous -- For giving a detailed description of how to get to Bowser in 3-4 being Fiery Mario/Luigi, and pointing out a Mushroom that I missed in 3-3.
- BuchanMan X -- For writing a new section comparing the GBA version of this game to the SNES version.

THE END

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