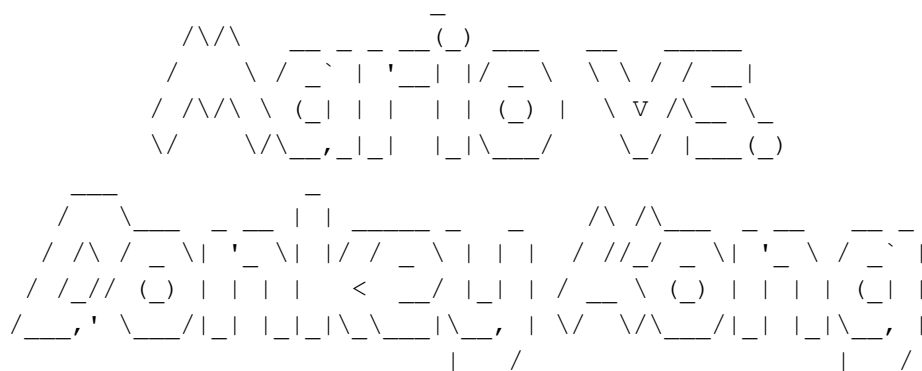


Mario vs. Donkey Kong FAQ/Walkthrough

by Relle

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FAQ/Walkthrough

by Relle

getrelle@yahoo.com

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1. Introduction

Once again I find myself with too much time on my hands. Either way, this is a pretty fun game that deserves a FAQ or two. Anyway, this is a damn enjoyable game that harkens back to the days of the old Donkey Kong arcade games, so it's

a lot of fun if only for nostalgia purposes. That's not counting the great puzzles and occasional action sequences, of course.

2. Latest Updates

1.16 - Cheat Code Central stole my FAQ, so they get a special mention in the copyright section.

1.17 - Fixed up level 5-6+. Good for me!

3. Frequently Asked Questions

Okay, no one's asked me these questions personally. I just went around the message board and picked up a few prominent ones to answer.

Q. Is this game a port of DK'94?

A. As I understand it, this is a complete remake of that particular game, ala Resident Evil for Gamecube, but with a new plot and brand-new levels. The style of gameplay carries over, however.

Q. What are the stars for?

A. The stars unlock expert levels.

Q. I'm intrigued. How do I get stars?

A. Stars are acquired by acquiring all three presents in a level and either meeting or beating the high score. The presents are worth 10,000 points combined, and each second left on the clock is worth 100 points.

Q. I beat the high score for a boss battle, but I didn't get a star!

A. That isn't a question.

Q. How do I get the star, smartass?

A. To get a star for the bosses, you must rescue all six Mini-Marios in the previous MM level and not take a hit during the boss fight. Note that if you enter a DK boss level without playing the previous MM level, you'll only start with four Mini-Marios (four hits) and you won't be able to get the star. This only applies to the six main bosses, and not the Plus bosses.

Q. Do you get anything for beating the game?

A. Yes. If you beat the six main worlds and the final boss, you unlock six new Plus worlds and the Expert levels.

Q. How do I unlock the last two expert levels?

A. You must first unlock and beat the first ten expert levels.

Q. How do I beat [level]?

A. Read the FAQ. I've covered all of them.

4. Moves

Jump - A regular jump. Just press A, no waiting required.

Lift - Pick up various things. Press the B button on an object, such as a trash can, key, or enemy.

Backflip - A holdover from Mario 64. Run in one direction, then press the control pad in the opposite direction and press A (i.e. run left, press right and A).

Handstand - Protects you from falling junk. Press down and A.

Handwalk - Press left or right while in a handstand.

Handspring - Press A while doing a handstand. Gives you more bounce.

Somersault - Hold down while doing a handspring, then press A when you land. You'll spring up again and get some great air.

Wiregrab - Jump up to a tightwire and hold up.

Hand over hand - Simply press left or right while on a wire.

Wirespin - Hold up while on a wire. Press A while spinning fast to leap up.

Rope Climb - Jump at a rope to grab onto it. Backflips and somersaults won't work, only regular jumps.

Canwalk - Stand in the same square as a trash can with eyes and do a handstand. You'll land on the can and it will walk along, carrying you across hazards.

Stageview - Press L+R. The game will pause and you'll be able to view the level freely with the D-pad. Very useful.

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5. Walkthrough
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5a. World 1 - Mario Toy Company

Level 1-1

Part 1

A simple endeavor. Jump on the blue switch to remove the wall, climb up and grab the present. Climb down, run to the right and hit the red switch. Use the spring to jump up and grab the gift and key, then carry it over to the door.

Part 2

Now, before you try any fancy maneuvers, walk on top of the trash can and press B to lift it up. Walk to the left and grab the gift, chuck the can by hitting B again and climb up the ladder. Either smack the shyguys with the can on this level or just jump over them. Press B to grab the Mini-Mario bubble and end this level.

Level 1-2

Part 1

Climb up and grab the hammer, then smack the bejesus out of the shyguys with it. Wait till it wears off, then hit the blue switch and snag the previously blocked present up top and the one floating below it. Go back and hit the red switch, then climb down and take the second hammer. Run over to the right and hit the oil drum with it to destroy it, then grab the key. Hit the blue switch one more time, and the door's just a short walk away.

Part 2

Another hammer run. Climb up and grab the trash can and use the spring to get to the top level. Toss it at the shyguy, then take the hammer and kill the two flames. Climb down and take the other hammer to waste the oil cans and snag the present and the Mini-Mario.

Level 1-3

Part 1

If you watched the demo, you should know what to do. If you're like me and skipped it due to arrogance, here's how you get through this. Jump at the tightwire and press and HOLD up. Mario will spin around the wire faster and faster until you press A and whip yourself up to the higher level. Run to the right, and jump to the moving platform, then jump to the square blocks to your right again. Go around and hit the yellow switch to free the trash cans and use them as stepping cans so you can snag the yellow present. Jump back on the left moving platform and ride it to the top, then jump left and grab the key. Because there are spikes blocking the easy route, go back right and ride the platform to the bottom. Leap across the trash cans to get to the door.

Part 2

First thing's first. Do the tightwire trick twice to get that 1-up. Now either jump or fall onto the higher tightwire and press right to inch your way over. Hold up until you're spinning very fast, then hold right and press A to launch yourself onto the higher platform. Okay, you could've just fallen to the ground floor and gone up the ladder, but this was more fun, wasn't it? Anyway, you can use the moving platform to get up to the Mini-Mario, but first, grab a trash can and ride it down. Toss it into the spike pit, then jump across to get the blue present. Now climb back up (or use the moving platform) and get that Mini-Mario!

Level 1-4

Part 1

Okay, climb up the ladder, and now it's time for a fancy maneuver. Run to the right underneath the long conveyor going to the left, then press left and A. You should do a backflip and land on the conveyor. Grab the red present and climb over the top of the level, moving against the conveyor above the key to eventually fall onto the platform it's on. Snag it, then fall down to the bottom and onto the conveyor moving toward the door. Toss the key onto the

conveyor and hold down to follow it. Pick it up before time runs out and go through the door.

Part 2

Getting trickier. Climb up the ladder and wait for the big spark to pass. Grab onto the wire now and flip yourself up to the conveyor. Now use a backflip to get the blue present (alternatively you can use a handstand jump to grab the wire and launch yourself up). Duck on the conveyor, then fall to the bottom and ride that conveyor to get the yellow present. Climb all the way back to the big conveyor and we'll do another fancy trick. Start where you come out of the tiny space and press down and A to do a handstand. Hold down and press A again to spring up, then press A when you land to do a somersault that will launch you up to the top conveyor, which will deposit you right beside the Mini-Mario ball.

Level 1-5

Part 1

Use the spring to jump up and grab the trash can. Do as the demo instructed and hold up and press B to toss it onto the higher level. Use it to smash the shyguy, then go down the ladder (ignore the switch) and take the red present. Go back up the ladder and hit the blue switch, then grab the key. Run and jump to the left and hit the red switch there, then use the spring to jump up and make your way to the door.

Part 2

First off, climb up the ladder and get the yellow present. Smash the shyguy with a trashcan, then climb up the ladder and grab the hammer to smash the oil can and get the blue present. While you can get the trash can from below to kill the shyguy above, it's not too hard to time your jump up the spring and avoid it altogether. Just leap across the gap and get the Mini-Mario.

Level 1-6

Part 1

Pay attention to the demo, it shows us the power of Mario's steel-toed boots. As the level starts, jump up to the yellow switch using handsprings or backflips, then climb up the ladder and do it again to get to the top. Run all the way to the right and hit the blue switch, then climb down and hit the yellow one. Get the red present and go back and hit the same-colored switch. Now go down the ladder and tap the blue switch.

Time to put the game's demo to good use. Do a handstand and walk your way over to the key, laughing at the junk monster on the way. Pick up the key and use the springs to get to the yellow and red switches. Press the former, then the latter (yellow, then red) and take the key to the door.

Part 2

Do a handwalk across the junk monster's territory, then backflip yourself up a few levels. Take a garbage can along the way, but you can avoid the shyguys. Jump your way to the right and grab the yellow present and hammer, killing off

the oil cans and allowing you to take the blue present. Go back and take the easily-gotten Mini-Mario.

Level 1-MM

So easy. Walk to the right, climb up the ladder and continue right to the yellow switch. Press it to allow the Mini-Marios to jump up to your level. Go back left and climb the ladder, then hit the red switch and lead the Minis to the box. Jump on it to close the lid and press B to end the level.

Level 1-DK

A good practice run for later rounds. Donkey Kong will hit colored switches that will cause trash cans and platforms to appear. Grab the cans that appear and use the platforms to climb up and throw things at him. After he's hit he'll yank on a chain that will cause junk to fall. Either go into a handstand or just avoid them. After a couple hits he'll pull the chain intermittently, so practice your dodging skills now. Hit him four times to win.

5b. World 2 - Donkey Kong Jungle

Level 2-1

Part 1

Climb up and across the ropes all the way to the right, then shimmy up to the very top. Leap across the gap and get the yellow present, then land on the blue switch. Fall down to the left and grab the key, using the spring to jump back up and get to the door.

Part 2

Climb up the ladder, avoiding fire from the piranha plants. Use the tightwire to jump up to the blue switch and stomp on it. Go back to the bottom and through the hole in the wall. Climb up the ropes (make sure you're climbing in between two ropes rather than just one) and avoid the projectiles. Grab the blue present on the right, then climb the rest of the way up and get the Mini.

Level 2-2

Part 1

Take heed of the demo and use the tightwire to launch yourself up to the ropes. Climb to the right and jump to get the 1-up, making sure to hold up so you grab the tightwire. Launch yourself back up to the ropes on the right and get the yellow present, hitting the switch. Grab the key and jump across the barrels and the rhino, landing on the left platform. Use the spring to get up to the door. Easy.

Part 2

Either use a somersault, backflip, or toss the barrel below the tightwire to jump up to it. Hold up until Mario's legs are together (ack, bad mental image) then press A and hold up to grab the higher wire. Jump to the lower platform and pick up the barrel, then chuck it at the rhino and grab the blue present. Now either ride the moving platform down and get the other barrel, or jump and land on top of the rhino to the right to get the yellow present. Now just ride the left moving platform up to get the Mini-Mario.

Level 2-3

Part 1

First off, run across the disappearing bridge. You can backflip up to the key, but you'll miss the present. Either run across the moving bridge and climb up the ropes (using the monkey to get across) or do the backflip and use the monkey that way. Jump up to the spring and bounce yourself to the top level. If you want the 1-up, leap across the disappearing bridge to leave yourself a small foothold you can use to get back. Finally, run across the bridge to the right and hit the door.

Part 2

The yellow present is easy to get, but the bird dropping...s complicate things. Ride up and grab it, then ride the platform down again. Jump to the right side of the stage and get the blue present by hitting the yellow switch. Jump back to the left when you're done and get the Mini-Mario.

Level 2-4

Part 1

Climb up, grab the key and take it to the right. First use the rightmost spring to get the red present, then hit the yellow switch. Use the spring to the left and toss the key into the pit, then quickly run back right and hit the blue, then red switches. Dash on left, spring up, run left, climb down the ladder and grab the key before time runs out. Carry it the remaining few feet to the door.

Part 2

First ride the left platform and go to the top for the blue present, then go down one level and hit the blue switch. Now ride the right and stomp the yellow. Go down to the bottom and grab the barrel, then ride the right platform and hit the rhino to get the yellow present. Now just ride the left moving platform and get the Mini-Mario.

Level 2-5

Part 1

First jump up to the ropes and drop fruit on the rhino as per the demo. Now climb to the right and ride the moving platform up. Jump to the left to hit

the blue switch, watching out for this weird crab monster that falls from the trees. Use the fruit above to kill it if you need to. With the switch pressed, climb over to the right (grabbing the red present) and climb down the rightmost rope. Land on the rhino for a 1-up, then jump to the left for the key. Pick it up and take the platform up to the door.

Part 2

The Mini-Mario is in plain sight, but we want the presents. Climb up (avoiding the crabs) and drop down into the pit for the yellow present, then climb back up (using falling fruit liberally) and go to the right for the blue present. Just avoid or kill the crabs with fruit to clear the path.

Level 2-6

Part 1

Use the tightwire to go up, avoiding the piranha's fire, and grab onto the ropes above. Climb across using the monkey, but before you stomp on the blue switch, wait for the monkey below to be on the red platform. If he's on the green, he won't walk off the edge. Climb down the ropes (again, piranha) and use the now-helpful monkey to get the red present and cross the spike pit. Pick up the rhino and toss him into the pit, then grab the key and cross on the rhino.

Part 2

Climb up and hit the blue switch, then fall to the right. You should land on a blue platform with a present. Now comes the tricky part. Climb back up and left and step on the red switch, then go back down and right while avoiding the blue switch. Go up the spring there and grab the final present, then walk back left and hit the yellow switch. Take the two springs up to a 1-up, then go back left to the ropes. Climb up and take the Mini-Mario.

Level 2-MM

Climb the ladder and run right. Stomp the yellow switch, making sure at least one of the Minis is outside the yellow blocks. They'll climb over and get T. Go back left and hit the red switch to free your little buddies, then run left so they can spring up to you. Take the spring to the next level and use the ropes to climb over the spikes. The Minis will get the last letter, and you should quickly land on the yellow switch before any of them fall through the pit. The switch will create a bridge leading directly to the toy box.

Level 2-DK

The battle of the flying fruit! All you have to do is climb across the vines and drop the fruit in such a way that it hits DK. The hard part? He tosses crabs at you that will often block your fruit bombs. Plus as soon as you hit him, he'll move faster across the bottom of the screen for a few seconds. Avoid the crabs as best you can and drop the fruit ahead of DK, so it hits him as he passes by underneath.

5c. World 3 - Fire Mountain

Level 3-1

Part 1

The demo's rather uninformative. You'll have to act quick in this level. Ride the first moving platform (making sure to duck) until it's spit up by a geyser. Grab the present and run left, jumping at the key. Pick it up and quickly jump on the second moving platform before the geyser shoots it up again. Jump to the left block and use the first platform as a stepping stone when it geysers up again to get to the door.

Part 2

Ride the first platform till it's shot up by the geyser. Land on the little black enemy and grab the blue present. Jump to the block in between the two moving platforms and take the right one. When it's geyser-ed up, jump to the right and take the hopping enemy up to another moving platform. Grab the yellow present and jump your way to the Mini-Mario.

Level 3-2

Part 1

Simple. Ride the first falling stone to the red present, then use it to get the key. Jump across the lava and take the other falling stones up to the door. Be careful of the bird, as it drops flaming...droppings...right. Also, don't ride the falling stones all the way to the top, as they'll crush you.

Part 2

Ride the platform to the right and take the rightmost falling stone up to the yellow present, then the left one to the Mini-Mario. Hit the blue switch and get the blue present on the collapsing bridge. Go all the way back to the Mini-Mario and grab it.

Level 3-3

Part 1

Run across the bridge and shimmy up the chains. Get the red present first, then hop over the blue shyguys and get the yellow one, then use the spring to get up to the higher level. Ride the moving platform across (duck) and use the jumping enemy to get up to the key. Hop across the other jumpers to the door.

Part 2

Make your way across the platforms, avoiding the hopping lava balls. Climb up the ladder and hop up to the blue switch. Step on it, then drop down and grab the hammer, smashing up the walking fireballs and getting the blue

present. Toss the hammer and just jump up to the Mini-Mario.

Level 3-4

Part 1

Run across the bridge (careful, there's leaping fire!) and either ride the falling stone or jump up the steps to the blue switch. Press it and go up the steps to get the red present. Press the red switch and fall through the transparent blue blocks. Ride the falling stone up and don't press the blue switch, then make a jump to the red steps, then just get to the door.

Part 2

Ride the falling stone up and climb the chain on the right side! The blue shyguy will shoot fire at you, but it won't hit you if you climb on the right. Jump on the shyguy and toss him into the pit to get the present, then climb all the way up the chains and leap across the spikes using the jumping enemies, then go all the way down to the bottom for the last present. After that, just use the jumping enemy to get to the 1-up and Mini-Mario.

Level 3-5

Part 1

More rising lava. Groovy. Use the platform to jump to the 1-up and use a backflip to get higher. Take the moving platforms up to get the key, then go left and use the other platform to get to the spring and the door.

Part 2

Ride the falling stone up while avoiding the birds and their flaming... droppings. Snag the present from under the falling stone, then ride it up and climb the chains. Take the falling stone there and go left to the last present, then go back right for the Mini-Mario.

Level 3-6

Part 1

Wait for the lava to fall, then jump down and run across the collapsing bridge, snagging a 1-up on the way and hit the blue switch at the end. Fall down and when the lava recedes, grab the red present, then quickly use the moving platforms to jump up and hit the red switch. Grab the key, jump up and hit the blue switch, toss the key up until you reach the red switch. Stomp that, toss the key up again and take it to the door.

Part 2

Go across the bridge (watch the jumping fireball) and go up the chain on the left side. Leap over the blue shyguy on the left and shimmy down for the yellow present (wait for the fireball to fall into the lava). Climb back up and go right to reach the platform holding two chains. Jump over the spike pit, grab the chain, leap to the 1-up and over the Mini-Mario. Fall to the right to get

the blue present, then jump over the lava and use the jumping ninjas to get back up to the Mini-Mario.

Level 3-MM

First go left and hit the blue switch. Now go right and climb the ladder, then go right some more. Jump up the spring (make sure to wait for all the Minis to join you) then go up the ladder and hit the yellow switch. Go left and wait for the Minis to be on solid ground, then hit the red switch. Lead them left to get the O letter, then hit the yellow switch. While they're on the yellow platform, hit the red switch. Quickly go up the ladder and stomp the blue switch, or the Minis will fall. Once that's done, just lead them to the toy box.

Level 3-DK

Very similar to world 1. Donkey Kong will toss barrels down for you to throw at him, but he'll also throw molten rock, so watch out. The barrels will hurt you until they stop moving, so be careful and avoid them till they're upright. Four hits once again wins this.

5d. World 4 - Spooky House

Level 4-1

Part 1

Ah, true thwomps! Run to the right and wait for the left thwomp to rise back to the top, then hit the yellow switch and grab the key. Now this requires a little timing. Hit the red switch then go near the right thwomp. While it's underneath the yellow blocks, hit the yellow switch. Now you want to get it to fall again, then hit the red switch so it's trapped. What was the point of that, you ask? Well, go back to the left thwomp and make it fall, then hit the yellow switch. Now both thwomps are trapped beneath the yellow switch, and you can still make it underneath the right thwomp to get to the spring. Jump over the door and get the red present before moving on.

Part 2

Run right under the thwomp, then wait for the spikes to fall and use them as stepping stones to get the 1-up and blue present. To get the yellow present, jump up the conveyor belts and hit the blue switch, presently being guarded by a thwimp. Jump back up, go left and up the ladder, then cause the thwomp to fall and jump over the gap to the Mini-Mario.

Level 4-2

Part 1

First jump and climb up the chains and go right. Stop before falling into the pit with the key. Do a handstand on the edge of the platform and use a somersault to get the present. Make sure to hold right as you fall down from the handspring, and you should be able to get it. Now then, hit the blue switch and toss the key onto the conveyors. Hit the red switch and quickly do two backflips to get up top, then climb down the ropes and get the key before it vanishes. Use the spring to get up to the door and move on.

Part 2

Use the spring, then go to the left of the shielded enemy and duck. It'll charge and push you through the tiny gap. Get the yellow present, making sure not to get squished by the charger down below. Jump on the enemy and climb up the ladder, then get charged under another narrow gap. Jump across the donut holes, then go up the three springs for an easy blue present, then to the left for a hammer and the Mini-Mario.

Level 4-3

Part 1

Ride the first platform up and jump to the second platform, then grab the key. Jump down and hit the blue switch, then get back up to the second platform and hit the yellow switch. Fall down to the red present and ride the second platform up to the yellow steps. Take the third moving platform to the blue switch and then snag the yellow present. Go back down to the yellow switch via the second platform (don't fall down, you'll drop the key) and stomp on it, then just go back up to the door.

Part 2

While you may think you can use the ghosts as stepping stones, don't. Hit the blue switch to transform them into blocks. Jump over the spike pit and hit the red switch when the red ghosts are in a position to allow you to spring up and get to the higher platform. Go left and use the falling spikes to jump across the more deadly spikes and get the blue present. Hit the blue switch so you can jump across the gap and get the 1-up, then climb up the ladder and mash the red switch and jump to the Mini-Mario.

Level 4-4

Part 1

Hell, now we have boos coming after us. Okay, let's get started. Run right and use a backflip to get the first present, then continue right and use the spikes to cross the pit and get the other present. Make sure to hit the blue switch, and during all this you'll have to keep the boo away from you. It's easy as long as you look in its direction once in a while. After you get the present and switch, go back and use the second spike from the left to jump up to the chain (backflipping and somersaulting won't work) then climb up, cross the blue bridge, hit the red switch and use the moving platform to get the key and go to the door.

Part 2

Jump up the steps and go up the ladder. Use the charger to get up on the left

ledge and get the 1-up, then use the moving platform to grab the blue present. Use the left platform to go down to the blue switch and stomp it. Go back up to the charger and let it push you through the narrow gap to the Mini-Mario. Oh yeah, and avoid the boo. Yeah. That'd be a good thing.

Level 4-5

Part 1

Climb up and hit the blue switch, then spring up and get the red present, hitting the red switch to escape. Go right and use the conveyor to get back to the start. Ignore the key for now, we'll get it in a minute. Climb up and hit the blue switch again, then climb down and spring up. Let the thwomp fall, then run under it and get the yellow present and key. Toss it so the conveyor carries it through the gap and take it to the door.

Part 2

Hit the red and blue switches so that the yellow ghost is on the right side near the spring, then hit the yellow and jump up. Climb up the ladder and use the yellow and red switches to maneuver the blue ghost to the left side near the chains, then wait and hit the blue switch such that the two ghosts up top aren't blocking the chains and so they give you footholds to jump across the spikes. The Mini-Mario is guarded by one lone thwimp, so time your grab carefully.

Level 4-6

Part 1

First go up the moving platforms to the top of the structure and drop down with the donut block in the middle for the red present. Then hit the blue switch and go back up top, then fall in the left square and hit the yellow one while getting the 1-up. Time your fall on the donut block so you fall onto the moving platform, because otherwise you won't be able to spring your way back up. Use the left vertical-moving platform to get up top once more and climb the ladder. Snag the key and fall to the left (going right will likely end with you falling too far and dropping the key) then get to the door.

Part 2

Use the switches to get the charger to the bottom floor, but before climbing down, make sure the blue switch is active. Climb up both ladders (ignore the yellow switch for now) and jump up to the red switch, but don't press it yet. Wait for the red ghosts to position themselves in such a way that you'll land on one after being pushed out, and so that you can grab the present. Just watch them for a little while and make a judgment call. Cross the pit (don't forget the present) and take a donut block down to get the last present. Make your way all the way back to the spike pit and cross again. Climb up the ladder and get yourself pushed to the Mini-Mario, but be sure to jump once you're past the gap, or you'll be squished!

Level 4-MM

You'll have to deal with thwomps in this level, as the demo illustrates. Jump across the red steps (don't get too close, the thwomp will kill you if you even touch it!) and run a good distance away so the Minis can cross. The thwomps will attempt to squish Mario, but not the Minis. Press the yellow switch here so the next thwomp will rise up high enough for you and the Minis to cross safely. Climb up the ladder and wait for the Minis to spring up to you. Now, go near the thwomp up top and wait for it to fall, then quickly go right and stomp the blue switch. Guide the Minis left till they get the O, then move them right, then left for the Y and let them jump up the spring again. Hit the red switch and jump across the gap to the red platform. Don't worry about the Minis, they can make it.

Level 4-DK

This could be tricky. You have three ghosts here, and DK's hitting the switches. When a switch is pressed, the corresponding color ghost will turn into a shyguy that you can grab and use to hit Kong. Bear in mind a shyguy you've grabbed won't turn back into a ghost, even when Kong hits a different-colored switch. Four hits and you've won, but be careful.

5e. World 5 - Mystic Forest

Level 5-1

Part 1

This part requires superior timing skills. First jump on the conveyor switcher and take the bottom belt to the left. Climb up the ladder and grab the key. Toss it up onto the top conveyor and wait until it's just about to fall, then jump onto the switcher. Wait till it falls down the next two belts, then switch it again. As soon as it's off the last belt, hit the switcher one last time and hurry down the ladder and across the bottom belt. You should have a second or two left to grab the key. Finally, switch the direction of the conveyors and toss the key onto the bottom belt, then carry it to the door.

Part 2

Don't hit the switcher. Spring up to the bottom conveyor, then backflip up until you reach the ropes. Climb and get the yellow present, then duck and snag the blue present on the conveyor to the left. Make your way back up to the ropes and climb up to the top conveyor and the Mini-Mario.

Level 5-2

Part 1

Go right and up the ladder and take the hammer. Smash the spearguy and press B to throw the hammer skyward, then climb the ladder and grab it before it disappears. Kill the other spearguy, fall down the gap to the right, toss the hammer up to the right ledge with the blue switch, jump up there with a backflip, take the hammer, toss it again and hit the blue switch, grabbing the

hammer as it comes down. I know it sounds hectic, but if you do it right, you can destroy the two spearguys up top and get a big combo point bonus. If you can't manage it, just hit the blue switch and get the other hammer to hit them. Take the red present, then stomp the same-colored switch and hammer the spearguy near the blue switch. Stomp that, take the hammer, climb the ladder downwards, grab that there key and hit the red switch to reach the door.

Part 2

Go right and climb the rope, then right some more and use the rope monkey to get up to the higher rope. Hit the yellow switch and take the present, then hop across the ropes to the left. Use the rope monkey to get to the far ledge and the red switch. Hit the switch when the monkey's on the yellow platform so it falls. Go to the platform below and grab ahold of that same monkey's tail. Fall onto the ledge with the yellow switch, but wait till the monkey's on the red platform to press it. Fall down to the beginning and press the red switch. Finally, grab ahold of that poor monkey's tail one more time and use him and the other one to get across the spiked pit. After that, just spring yourself up to the Mini-Mario.

Level 5-3

Part 1

This level requires really good timing and reflexes. Here's how you do it: first grab the key and toss it onto the bottom belt. Follow it and pick it up, then stomp the switcher. Spring up to the yellow switch and activate it, then go right to the middle belt and do the same trick to get the key on the other side. Grab it again and stand on the yellow block and throw it upward. Quickly fall to the right and land on the switcher there. Take the bottom conveyor left, stomp the red switch before the key falls, then run right and take that bottom conveyor, run to the ladder, climb and grab the key before it disappears.

Part 2

Wait for the bob-omb to detonate itself and clear a path for you. Don't stand near the cannon when the bob-ombs are coming out or they'll kill you. Anyway, grab a bob-omb when it pops out and toss it against the left wall. Grab another one and run left, going up the spring and toss it against the left wall, on top of the block on the right, as illustrated:

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|_| x  
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...Where x is the bob-omb. Go back and grab another, spring up and toss a bob-omb into the pit. Stomp the blue switch, then climb up the ladder and use a backflip to get the yellow present. Climb up the top ladder and hit the red switch to get the final present. Take a bob-omb from the top and toss it on the destructable blocks preventing you from reaching the Mini. Now comes the hectic part. Take a bob-omb from the bottom (preferably one freshly spit from the cannon) and RUSH up to the middle level, tossing it onto the rightmost breakable wall, similar to the crude drawing above (but mirrored). From there, hit the blue switch to open the path and get the Mini-Mario.

Level 5-4

Part 1

Ignore the key, we'll get it later. Spring up and hit the switcher. Take the moving platform up to the next spring. Get on the ropes and try your best to avoid the bats, as they'll cause you to fall, but won't kill you...unless you happen to fall on spikes. Move across the ropes and double back for the red present, then go down to the bottom on the right side. Hit the blue switch and take the bottom conveyor back to the key. Spring up to the switcher and change the conveyor's direction, then go back down and take the key over to the right side of the stage. Use the moving platforms to carry it and you up to the door.

Part 2

Now you have cannons to deal with, and these will kill you. Plus, they change angles they fire. Climb up the ropes and make your way to the blue present. Note that touching the cannons themselves won't kill you, just the projectiles. Go up the ropes again, this time to the right and up. More rope-climbing, but this time with cannonballs and bats, at the same time, no less. The last present is to the right, and the Mini-Mario is to the left. No amount of text can replace reflexes and skill, so hopefully your thumbs are up to the task.

Level 5-5

Part 1

Apparently the switchers work with the moving platforms. How about that? This stage is less complicated than it looks. Go left under the gap and jump up using the spring into the little box with the yellow switch. Stomp it and go up to the platform with the key. Step on the conveyor switcher and take the key right. Jump over the leftmost moving platform and toss the key into the pit with the middle moving platform, then take the leftmost one down and quickly hit the switcher and climb up the ladder, grabbing the key before it disappears. Take the rightmost moving platform up to the door.

Part 2

Take the hammer and kill the two spearguys using techniques learned in previous levels. Go across the spikes using the ropes and monkey, then spring up. Don't let the conveyor carry you off, or the spearguy will kill you. Instead, jump up (you may have to backflip) and take the hammer. Smash the spearguy and use the spring to get up to the rope monkey above, along with the yellow present. Ride the monkey (Argh! Bad mental image!) to the ropes to the right and jump up the conveyors. Backflip up to the top platform before the spearguy can kill you, then take the hammer up there and bash their brains in, making sure to take the present along the way. Take the Mini-Mario and you're done.

Level 5-6

Part 1

This solution probably isn't how Nintendo intended you to beat this stage. First get yourself onto the moving platform to the immediate left. When it gets near the red blocks, do a backflip up to the blue switch. Do a backflip

on the donut block to get up to the key and carry it over to the left side of this ledge. Wait for the moving platform to be going downward, then make a running leap out and jump just before you fall off to grab the yellow present and land on the moving platform. Immediately jump to the big blue I platform with the donut blocks. This is where I get the feeling there's a slightly easier way. Make a running leap from the left donut block to the spring in the middle of the spikes. If you jump just before you fall off the donut block, you should land on the platform just underneath the spring. Use that spring to get the red present, then spring back and spring yourself back to the blue I. Run against the right donut block till it disappears, then walk onto the yellow collapsing bridge. Immediately run left to fall onto the bottom of the blue I. From there, just hop across the donut block and unlock the door.

Part 2

If you really want the 1-up, use a bob-omb to blow up the blocks. Otherwise, use one to blow up the blocks to the right. Climb up the ladder and go up the three springs to the next ladder. Hit the blue switch and go down and to the right for the blue present. Go all the way back to the bob-omb and toss it up into the little rectangular cage created by the blue switch. You'll need two, placed thusly:

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|_|x   x|_|
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This'll clear the path and allow you to backflip up to the Mini-Mario.

Level 5-MM

Ack, bob-ombs and Mini Marios don't mix. Fortunately with some handy footwork, those things shouldn't get anywhere near your Minis. Toss the first bob-omb onto the reverse L and take the ladder up, leading the Minis right. Get them up to the top level via both springs, then use them as a step to get up to the ledge with the toy box. Lead them left to the O and a blockade, then go down the ladder and pick up a bomb, tossing it upward against the left side of the blockade. Lead the Minis left and down to get the Y, then hit the blue switch. Go back down the ladder and grab a bob-omb to blow up a path. Lead the Minis right back to the spring and the top level, then take a leisurely stroll to the toy box.

Level 5-DK

Ugh...not only does DK control a switcher, but he throws bob-ombs, of all things. Wait till the bob-ombs fall to the bottom conveyor belts to grab onto them, then jump up the conveyors and throw them at Donkey Kong before they explode. Try to jump toward the middle of the smaller conveyors, so if DK switches the direction, you won't fall off as easily. Once you get two or three hits on DK, he'll toss several bob-ombs at a time, making things really difficult. It's all about fancy footwork and good reflexes, so have at it.

5f. World 6 - Twilight City

Level 6-1

Part 1

Good god, lasers now? How the hell can a big ape set up lasers? Anyway, go right through the tri-colored lasers and spring yourself up. Go through the double yellow lasers and jump over the gap, then inch your way past the red and blue lasers. Spring up past the horizontal yellow laser, then jump up to the conveyor belt and carefully go past the lasers there. Grab the key and hit the switcher, then spring back up to the conveyor belt and go past the lasers. Go through the big red laser, making sure to grab the present on the other side of the gap, then fall through the gap and go back to the door, dodging lasers all the way.

Part 2

Okay, first climb up the ladder and hit the yellow switch. Go back down and wait for the gray shyguys to move onto the yellow platform, then hit the red switch to drop them into the spike pits. It may take a second try for the rightmost shyguy. Use them as steps to cross the pits, then hit the switcher and leap onto the conveyor using the gray shyguy as a step. Make sure to hold right as the conveyor takes you through the gap to grab onto the ropes. Now, if you want the 1-up, make sure you're holding two ropes at once and inch your way down as carefully as you can. Once you get it (or if you decided not to risk it) climb up and jump onto the conveyor, taking it through the narrow hole and grabbing yourself that yellow present. Once through, backflip up to the blue switch and stomp it. Go down and right and hit the yellow switch along with the conveyor switcher (careful of the spikes!) Go left, using the shyguy to get across the pit, then let the conveyor there take you left to the last present and the Mini-Mario.

Level 6-2

Part 1

Here you're going to learn a move that would've been cool but useless in earlier levels. Run left first and get yourself onto a moving platform. Jump onto the ledge, then back on the platform. Duck, then jump to the ledge with the red present. Jump up to the second platform path and take one up to the switcher. Step on it and take a platform back right. Jump onto the small, one square ledge and backflip up to the yellow present. Go back down and take a platform to the blue switch, which should be activated. Go up to the blue ledge and take the key, then step on the conveyor switcher. Take a platform down to that small ledge beneath the yellow present, then get ready. Drop onto a moving platform, jump and toss the key onto the blue ledge with the door and immediately duck so you don't get pushed off. When you get on the other side of the ledge, backflip onto it and grab the key before time runs out.

Part 2

Quickly do as the demo showed you and handstand on the trash can. It will kill you if it runs into you, so jump on it first. Use it to handspring onto the tightwire and flip yourself onto the higher wire. Sidle over to the right rather than attempt to get the present. You can't. Handstand on the can again and wait till you're on the other side before you handwalk away. Stomp the yellow switch and go up the ladder, jumping over the gray shyguys and snagging the 1-up. Don't grab the tightwire here, but instead jump to the blue present

and fall through the now-safe laser gap, grabbing ahold of the wire just below it. Repeat the handstand on the can thing again, then hit the red switch and go down the ladder. Toss the shyguy into the spike pit and wait for it to come back so you can handwalk onto it and across the pit. Save that Mini-Mario!

Level 6-3

Part 1

Run and get the red present first, then hit the blue switch. First you'll have to disrupt the synchronization of the gear ropes. Grab onto the rightmost regular rope and snag the rightmost gear rope, holding onto both at the same time. Let it go once the leftmost moving rope is moving toward the right. Now go back to the beginning and stomp the red switch so the rightmost moving rope is on the left side of the red barrier and the leftmost one is on the right side of its barrier. Use them to climb across to the key, then hit the blue switch and use the spring on the right to get to the door.

Part 2

Do a hand over hand across the tightrope, dropping into the laser pit as the spark comes close. Jump back up before you're fried and use the right wire to fling yourself up. Go across the next laser pit, ducking underneath the yellow beam of death if it's about to go off. Spring up to the next ledge and grab the tightwire. Time your jump upward for when both lasers are off. Fling yourself up twice more, avoiding the spark and grabbing the blue present. Jump right and get the yellow present (while stepping on the switcher) then hit the blue switch and go past the lasers on the conveyor below. Do the flinging thing with the tightropes again to get back up to the Mini-Mario.

Level 6-4

Part 1

The demo will show you a trick you've undoubtedly learned by now. Go below the lasers, ignore the blue switch and use the tightwire to get yourself onto the moving platform. Make your way to the yellow switch and activate it, then get the red present. Now hit the blue switch and go snag that yellow present you saw earlier. Take the moving platform to the right and use the ropes to jump past the double-red laser. Run past the lasers and fling yourself up, then use the tightropes or step on the key to get to the red switch and block the various lasers. Go back around past the multicolored lasers and fall into the gap once the lasers there are all out. Quickly toss the key and duck, then pick it up again once you're past the hole.

Part 2

Hit the blue switch and use the gear ropes to get over the pit. Ride the gears through the hole and underneath the spikes. Stand as far right as you can on them and you should be picked up by the next gear in line. Grab the blue present and go on the conveyor. Spring up to the red switch and hit it when the gray shyguy is on the blue platform. Go back down and ride the gear rope till you're over the shyguy, then duck and let it carry you to the Mini-Mario.

Level 6-5

Part 1

This level requires a good deal of timing and reflexes. First drop down and ride a moving platform all the way around to get the red present, then hit the yellow switch. Ignore the conveyor switcher and use the middle conveyor belt to get to the other side. Ride a platform up to the ladder, then get the key out from the cage. Hit the switcher to escape and stomp the red switch, then fall onto a moving platform. Here's the tricky part. Take the key and toss it against the red blocks on the conveyor belt and ride the moving platform to the yellow switch. Stomp it and quickly grab the key before time runs out. Hit the switcher below and use the middle conveyor to take the key and yourself over to the door.

Part 2

This part requires a lot of maneuvering through narrow spaces. First you'll want to get yourself pushed to the blue switch, which should be pressed. Get yourself pushed to the blue ladder and climb it, then pushed again to the next ladder. Before you hit the yellow switch, make sure the charger on the next level down is on the left side of the yellow block, otherwise it'll be trapped, as will you. Climb the left yellow ladder down, then up the right one to proceed. Get pushed out into the mess of sparking wires (remember to hold up!) Swing up to the higher tightwire, but make sure not to swing too hard, or the spikes will kill you! Sidle right and drop to the next tightwire, then fall to the left one when it's safe to get the yellow present. Hit the red switch (just because) and get yourself back up to the middle wire. Grab the blue present, then drop down to the right wire and swing up to the Mini-Mario. Again, be especially careful of the spikes. Count the number of times you see Mario rotate. Four rotations will get you up there and you won't hit the spikes.

Level 6-6

Part 1

Here we go. Ride the moving platform to your right. Take a cue from the demo and use the rope gear to save yourself from being spiked, then fall back onto the moving platform. Jump to the ropes on your right and keep moving right till you reach the blue switch. Activate it, then fall right onto the trash can and handwalk back to safety, snagging the red present along the way. Get back to the ropes and jump to a moving platform, then quickly jump on top of the shyguy in the spike bed. Get to the spring and sprong yourself up to a moving platform, then quickly jump to the steps above. Drop down into the gap for a 1-up and the yellow present, then get out and ride the moving platforms to the key and the door.

Part 2

Get yourself past the lasers (duck under the yellow one) and grab a bob-omb to the right. Toss it onto those two breakable blocks to gain access to the blue present. Use a backflip to escape the red lasers. Take two more bob-ombs and blow up the cute little square grouping of blocks above to open the way to the spring. The 1-up on the tightwire just requires you swing around once to grab it, so keep that in mind. Anyway, use the newly-opened spring and get yourself up past the yellow laser, then do a tightwire fling, but hold left so you jump over the spikes. Get past the lasers and throw a bob-omb onto the L. Carry

another one past more lasers to the left and toss it onto the L down there to open the path to the Mini-Mario. Be very careful of the wrenches the gray shyguy throws, as you have no room to maneuver in that narrow space.

Level 6-MM

This is the first level where I ran out of time trying to figure out what to do. It's insane, this level. Okay, here goes...first lead the Minis right onto the conveyor. Hit the yellow switch and wait for them to fall to the conveyor below, then hit the switcher. Wait till they all fall one level lower, then hit the switcher again to lead them left to safety. Now take yourself right and climb down the ladder, go past the lasers and stomp the blue switch to allow the Minis safe passage through those lasers. Climb down the short ladder to the left of the multicolored lasers and toss the trash can up near the rightmost tall ladder. Climb up to the top and hit the red switch, then lead the Minis to the spring and through the neutralized laser field. Now it's time to use that trash can. Don't pick it up yet. Go back and stomp the blue switch, then get back to the can and carry it to the spring. Wait till it's safe to spring up, obviously. Once you're reunited with the Minis, toss the can into the left corner so they have a stepping can right to the toy box.

Level 6-DK

This boss requires nothing but good timing and reflexes. You have to stomp the switchers in order to guide the bob-omb to Donkey Kong and hurt him, and this is no mean feat, even once you get the timing down. There are lasers guarding the switchers, huge fields that will constantly have to be avoided. Not only that, but DK himself will switch the conveyor's directions himself on occasion, forcing you to venture back into the laser fields. Be swift, be strong. Four hits wins it. Good luck.

5g. Donkey Kong

Why the hell would they laugh at an ape who steals toys? You know that's just asking for trouble. Anyway, you've got to free the three obnoxious Toads from their cages. There are spiked barrels falling down ala the original Donkey Kong arcade game, plus the keys move about the stage when Donkey Kong hits the switches up above. Like earlier boss battles, a key you've grabbed won't vanish with a switch press, but actually getting the keys to the doors is another matter entirely. Try to grab the red key first, then the yellow, then the blue. Once all three Toads are free, go to the bottom of the level and they'll eventually return with a large barrel that you can pick up and carry up to Donkey Kong. What can you do with this barrel, you may ask? Bash that big ape over the head with it, of course! Rather than an instant win, this knock on the noggin will take DK down a level, and you'll have to repeat the process (big barrel, noggin) twice more until DK is hanging by a thread...and his big hairy paw. Congratulations, you've beaten the final boss! But that's not all...

5a+. Plus World 1 - Mario Toy Factory

In these worlds, you have a different goal. You must first find the Mini-Mario with the key, then lead him up to the door. Sound simple? Well, you also have to manage enemies and switches this time around in combination with the Pied Piper act. So here's how you do it.

Level 1-1+

First go right and climb down the ladder. Pick up the shyguy there and toss him into the little pit with the spring. Get the other shyguy and throw him in there too, and you'll kill them both. Now, climb up and stomp the blue switch, then climb down the blue ladder and get the Mini-Mario. Pick up the trash can and toss it into the left corner, then climb up the ladder and guide the Mini into the red present. Go right and hit the red switch (snagging the yellow present in the process) and get the Mini to spring up to you. Spring up yourself and have the Mini follow. Go up the red steps and jump across the gap, hitting the blue switch once the Mini is across as well. Now climb down and throw the shyguy into the spike pit, then use it to get the last present. Climb up and lead the Mini to the door.

Level 1-2+

First grab the hammer and smash the two oil cans. Grab the blue present and stomp the same-colored switch. Climb up and take the hammer, activating the Mini-Mario while you kill the other two oil cans. The rest of this is a cake walk. Take the trash can and toss it into the left corner near the yellow present. Go back down the ladder and lead the Mini to the left. Quickly activate the red switch so it can grab the red present, then go back and get the trash can which just fell. Take it up via the spring and meticulously place it so the Mini can use it as a step to get to the door.

Level 1-3+

Before you do anything, use the springs to get to the top. Take the hammer and kill all the enemies, then get the two presents. Now go back down and spring up and to the left for the red present, then spring on over to the door. A simple level, really.

Level 1-4+

Go up and hit the yellow switch to drop the trash cans, then go back down and get the present. Climb up the ladder and activate the Mini-Mario, but don't hit the red switch yet. Lead the Mini down to the beginning and across the cans, then climb up and activate the red switch. Lead the Mini right into the pit, then take the blue present and guide the Mini right to the spring. Once it's up, the door's right there.

Level 1-5+

This is a relatively simple matter of guiding the Mini properly. Climb up to

activate the Mini-Mario, then spring up to the conveyor belts above and jump up to the vertical two-block safety zone. Go left and get the yellow present, keeping an eye on the Mini. Follow it down on the left side till you get to the conveyor with the blue present. Wait till the Mini snags it, then run left. Wait till the Mini's on the ledge left of the door, then jump across and exit.

Level 1-6+

Handwalk across the falling junk, doing a handspring at the end to get the red present. Climb up the ladder and activate the Mini-Mario. Spring yourself up and take out the shyguys with the trash cans. Guide the Mini left, then climb down the ladder and lead it around to the yellow present. Now then, you have to handwalk across the falling junk again, but this time do it more cautiously. Watch where the junk falls. There are actually safe areas in between the junk. Stop Mario on the square where junk falls, then move two squares right, which will take the Mini into a safe square. Repeat the process till you're across.

Level 1-DK+

This is a more difficult version of the first boss. Donkey Kong will constantly pull the chain, dropping junk from the ceiling. Plus the trash cans and the platforms now vanish with the switch pressing he will also do quite often. You should know enough by now to dodge what needs dodging. Four hits will net you a win, as always.

5b+. Plus World 2 - Donkey Kong Jungle Plus

Level 2-1+

Not too difficult. Climb the ladder and activate the Mini, then climb back down and lead it right. Climb the ladder on the right and guide the Mini left, then hop up the steps, being careful not to let yourself or the Mini be hit by piranha fire. Grab the blue present before going to the door, then just hop your way up to the exit.

Level 2-2+

This level's really simple. Rather than complex puzzles, you must save the Mini from the rhinos by dropping fruit. There's a limited amount of fruit, though, so if you miss too much, retry. Once the three rhinos are dead, get the presents and spring yourself and the Mini to the door.

Level 2-3+

This particular level just requires good reflexes. Run left, grab the present, backflip to a higher collapsing bridge, run right and get the next present,

quickly backflip again and run left. Activate the Mini and climb down the ladder. Grab the barrel and lead the Mini left to get the last present. Toss the barrel against the high wall for the Mini to use as a step and just waltz to the door.

Level 2-4+

Good god, do I really need to tell you? Just climb up the ropes and take the presents while avoiding the bird. Make sure the...droppings...don't land on the Mini. When you're done collecting presents, finish the level.

Level 2-5+

Climb up the ladder and hit the blue switch. Drop down once the crab has passed you and get to the ropes. Drop the fruit and kill that crab, then backflip over the left wall and guide the Mini right. Once again use the fruit to slay the evil crab, then go right, killing a third crab. The spring to the door is to your right. Make sure to get the yellow present before ending the stage.

Level 2-6+

Run left and get the Mini. Pick up the rhino and hold onto him for now. Spring up to the top level and throw the rhino onto the red platform. Quickly run back to the beginning and stomp the yellow switch while it's still on the red platform. It should fall to the top part of the yellow platform below. When it walks above the spike pit, activate the red switch. Now you can use it and make a flying leap to get the blue present. Make sure you leave the Mini on the top level before you do anything, though, or it'll walk itself into the spikes and certain death. Once you've got it, go back up top and climb down to activate the blue switch, then lead the Mini to the door.

Level 2-DK+

Once again, an improvement over the original world 2 boss. This time parts of the floor are covered in painful spikes! Once more you must use the fruit and drop it onto the moving Donkey Kong four times to win.

5c+. Plus World 3 - Fire Mountain Plus

Level 3-1+

This level requires a lot of switch stomping. Start out by activating the Mini, then fall down to the bottom level. Lead it right and hit the blue switch so it springs onto the blue platform. Move back left and hit the red switch once it's in the small pit so you trap it. Why would you do that, you ask? Simple. Go right and hit the yellow switch to cover the spike pit.

Go back and get the Mini to follow you right. Hit the blue switch once it's past the spikes, then guide it to the red present. Hit the yellow switch and go all the way to the right side of the stage. It will follow, bounce on the spring and get the last two presents. When you go back left, it'll snag that 1-up for you. Now just walk it left to the door.

Level 3-2+

You gotta be fast here. Run right and activate the Mini, then go left and drop down a level. Duck underneath the birds if they're flying low. Run across the collapsing bridge and let the Mini fall with it, then grab the blue present. Drop down to the Mini and pick up the shyguy (careful of its flame breath!) then toss it onto a part of the collapsing bridge to the left so it falls into the lava. Now, take the Mini down to the door, but don't exit yet. Backflip up to the level above and guide the Mini to the yellow present (getting the red one in the process) then quickly run for the door, avoiding flaming bird... droppings...all the way.

Level 3-3+

Timing is the key there. Run right, guiding the Mini through the leaping fireballs. To get past the third one, jump to the other side as the fireball is on the way down so both you and the Mini avoid it. Jump up the spring and grab the present, then you gotta get past the same fireball again. Drop onto the step as the fireball is just past its zenith (as it starts to fall) then quickly jump across. Lead the Mini to the door, and be patient as you pass the fireballs.

Level 3-4+

Get up to the Mini, then stomp the blue switch and take it to the right. Trap it there and go left. Hit the red switch, then the blue and quickly climb down to the ropes to the blue present. If the Mini springs back up, repeat the first few steps and try again. Hang around at the blue present till the Mini is on the bottom level. Go back up and hit the blue switch, then left to have the Mini snag the red present. Finally, take a leisurely stroll to the door.

Level 3-5+

Fast feet avoids the lava. Go right and up the steps (don't walk on the bridge yet) then dash left over the collapsing bridge and jump to the spring. Bounce up and go right, then backflip left to the barrel. Pick it up and take it right, tossing it so as to use it as a step to the ledges above. After that, just jump to the door before the lava burns you to a crisp.

Level 3-6+

Those damn birds and their burning sh--droppings. That shyguy's no help either. Toss him left, then go right through the jumping fireballs and get the red present, then take the Mini-Mario back to the beginning. Throw the shyguy to

the right (don't let it touch the Mini) and climb up the chains. Activate the blue switch and go get the yellow present. Go back for the Mini and guide it up and to the right. From there, climb up and hit the red switch to get the Mini up to the door. Lead it to the last present before exiting.

Level 3-DK+

What the hell is this mess? Donkey Kong will toss barrels that will erode the collapsing platforms. Note that you can run through the collapsing squares, but be careful not to fall into the lava. The collapsing squares won't regenerate, so once they're mostly gone, use the falling stones to get the barrels up to Kong. Four hits topples the big ape.

5d+. Plus World 4 - Spooky House Plus

Level 4-1+

I'm already dreading the boos...anyway, go right past the thwomp and stomp the yellow switch. Keep going right, grabbing the present and finally activating the Mini-Mario at the far right. Guide it to the yellow present, then climb up the ropes above for the last present and guide it left from there. Be careful of the thwomp! Remember that the Mini stops about a half-square away from you, so position it accordingly. Drop down and keep heading left past the thwomp and the first thwomp. Quickly go up the steps, and when the Mini joins you on the ledge with the red switch, press that and climb the ropes that hang up and to the right. Make the thwomp fall, then take the Mini to the door.

Level 4-2+

Go activate the Mini and hit the yellow switch. Take it left and let it drop down with the donut block. Take it to the left donut block so it grabs the red present on the way down. Now go right and guide the Mini up the steps, then stomp the blue switch before it falls into the spikes. Once it's across hit the yellow switch before it falls again, then guide it right, then down and left so it's trapped. Keep going left and hit the red switch, then lead it to the final present. Now go right till the Mini's past the spike pit, then step on the blue switch so it can get to the door through the narrow gap. Climb down and exit.

Level 4-3+

This level's actually pretty easy as long as you know when to press the switches. First hit the blue one near you to get the red present and the Mini-Mario. Take the falling spikes up to the red switch. Press it just as the top ghost passes the yellow present and you'll be able to get it and make it across. Spring up to the blue switch, then hit it so that the two ghosts border the absolute middle of the pit. Basically, you want each ghost to be a maximum of two squares away from the edges of the pit and each other, which will be enough for both the Mini and you to make it across.

Level 4-4+

I've been dreading this level. The boo presents a huge problem. Climb up the ladder while facing the boo to get the present, then climb back down. Lure the boo past the Mini, then activate it and take it up the steps via the falling stalagtite. Backflip onto the ledge with the blue switch and activate it, then lead the Mini to the donut block. Go right, then hit the red switch while the Mini is on the blue steps so it falls to safe ground. Climb down the ladder and quickly exit before the boo spooks you...to death!

Level 4-5+

Lovely, no boos. First stomp the yellow switch, then wait for the red ghost to go to the right wall and stomp the blue switch to trap it. Hit the red switch to turn it into a block, then lead the Mini right and trap it by climbing down the ladder and tapping the yellow switch. Your task now is to take the red ghost and get it to the far left where it's more useful as a step. Use the blue and yellow switches to coax it over there, then hit the red switch and retrieve your Mini. Take it up the spring and through the two thwimps to the door. Watch the thwimps for a little while to get their pattern down, then make your move.

Level 4-6+

The beginning of this level may cause you to lose a life or two. Run right as soon as the first thwimp is out of the way and don't stop till you reach the thwimp! Make sure to duck, or you'll be hit. Go up the spring and jump over the donut block. Go back left and let the Mini stand on it so it falls and jumps to the blue present. Get it to spring back up, then watch the ghost for a bit. You want to hit the blue switch as the Mini jumps from the red block below. Get the Mini to fall and go for the switch as the ghost starts to move away from the red block. It may take a few tries, so don't get discouraged. Once that's done, all that's left is climbing down to the door.

Level 4-DK+

A tougher version of the fourth boss, naturally. The multicolored shyguy ghosts are back, and once again DK controls the switches. The twist? You can only get up to him through falling spikes that will disappear after a short time. Be very cautious around the ghosts. A shyguy you've picked up won't turn back into a ghost, but the others are still dangerous. Four hits and the spirits are exorcised.

5e+. Plus World 5 - Mystic Forest Plus

Level 5-1+

I've been dreading this world. This level, however, is not too tough. First spring up to the Mini. Trap it by backflipping over the wall rather than using the spring. Now you have to take out that charger, but in a more creative way than hitting it with something. You must get it to run left, then back right. When it's over the red platform, hit the blue switch. Do the same thing below with the red switch to the left. Do the same thing again with the blue switch below to trap it in the spike pit. Now that that's done, go left and get the blue present. Get back up to the Mini and guide it right to the yellow present (use it as a step and somersault up to the higher ledge) then hit the red switch and take it to the door.

Level 5-2+

The piranha flowers make this game a real pain in the ass. You'll get the Mini right off the bat, so let's get moving. Climb up and hit the switcher, then go back down and get the red present underneath the conveyor. Use the spring to go up and back to the switcher. Make sure the conveyor above you is moving left, then spring up there and duck in order to get the yellow present without killing yourself. Now get that same conveyor to move right. Spring up there (watch the fire from the piranha plant!) and get to the next spring. Backflip up to the door and get the blue present, then get to the switcher and wait for the Mini to join you. Switch the conveyor's directions and run for the door.

Level 5-3+

Great, bob-ombs now. Take one and blow up the block next to the red ledge. Activate the Mini and hit the blue switch. Take another bob-omb, go left, spring up and blow up those blocks. Grab one last bob-omb and get ready to really rush. Go up the spring and jump to the blue ledge, then toss the bob-omb upwards to blow up those last two blocks. Now guide the Mini up the spring and to the blue ledge. Stomp the red switch when it's over the red ledge, then lead it right. Hit the blue switch before doing anything with the bob-omb here, or the Mini will jump into the spikes. Now take the bob-omb and throw it at the three blocks preventing you access to the door. Stand directly above the Mini to have it jump and grab the blue present, then exit.

Level 5-4+

Cannons this time! No real puzzles, you just have to jump to the top with springs and conveyors slowing you down. Watch the cannons and make your way to the top, keeping the Mini-Mario out of danger.

Level 5-5+

First climb up and get the present, then go left and down for the Mini. Use the ropes to guide it right onto the conveyor. Go down the ladder and have the Mini fall below, then lead it left to the yellow present. Now leave the Mini on the ledge above and get the charging spearguy to run left, and as soon as it's past, go right via the ropes. Slide down the rightmost rope, then quickly grab the hammer and kill the last spearguy for a clear shot at the door.

Level 5-6+

Take Mini-Mario over to the left. Be very careful of the cannons. Pick up a bob-omb and wait till it's flashing rapidly, then throw it against the breakable block. When the next one pops out, throw it toward the second breakable block, and it should get up and walk toward it. When the present is free, backflip up and let the Mini take it, then go back down and hit the blue switch once it's out in the open. Lead it back right across the cannon path.

Climb up the ladder at the beginning and hit the yellow switch. Jump up to the tightwire and carefully guide the Mini left while you sidle along on the wire. It's easiest if you wait until after the cannons have fired diagonally. Get yourself prepped on the wire to save time. Once past the cannons, just take the Mini over to the door.

Level 5-DK+

Oh, good god. DK's tossing bob-ombs again, but this time the floor will be destroyed by any you miss. Plus that big jerk still switches the direction of the damn conveyors. End this as quickly as you can, because in a prolonged fight, the missing floor will inevitably lead to you being pierced by spikes.

5f+. Plus World 6 - Twilight City Plus

Level 6-1+

Great, now they throw lasers into the mix! Go up and get the blue present and activate the Mini. Go down the ladder and lead it right past the lasers to get that present, hitting the yellow switch when you reach it. Go back left to have the Mini fall to the bottom level and hit the red switch. Run right through the lasers and up the spring, remembering that the Mini has to go up as well. Time your jump so that you go up just as the laser powers down. Go left and get the last present, then stomp the blue switch. Take the trash can and throw it onto the upper ledge, being careful not to move too far right, or the Mini will follow. Use the spring and toss it upward onto the blue ledge. Use the Mini to reach the ropes at the left and lead the Mini back right, making sure to grab the trash can on the way. Toss it in the corner for use as a step, then walk to the door.

Level 6-2+

Remember 1-6+? Use the tightrope to fling yourself up to the red present and the Mini, then handwalk across the falling junk just as you did before. Run right when you're out of danger and go up the spring. Lead the Mini left, then back right through the gap to get the present. Go right again and guide the Mini back left and use the ropes to get to the door. Just be careful of the gray shyguy and its wrenches as the Mini uses the spring to reach the exit.

Level 6-3+

No puzzles again, just good timing. Hold onto one rope and the gear rope to keep it from moving and wait for the gear rope below to be moving right before letting go so the Mini doesn't get killed by it. Patience is the key here, so just keep that simple strategy in mind and you'll survive. Once you're past all the danger, the presents and door are easily acquired.

Level 6-4+

Oh hell, it's a laser fest! You can duck underneath the red laser in the beginning to avoid being fried. The Mini is naturally short, so it won't be hit. Next comes the conveyor, which is just plain hellish. Try timing it so you run down the conveyor as the first laser powers down, then quickly duck at the end so you're carried to safety. Once past that, take the gray shyguy and toss it into the gap so that it walks across the slightly elevated spikes. Go right and down the ladder, then hit the red switch. Use the shyguy to get the yellow present, and you will end up guiding the Mini-Mario right to the door.

Level 6-5+

More bob-ombs. Take the Mini left and use the blue blocks and switch to trap it so you can work in peace. Grab a bob-omb and take it down and left, then toss it upward to blow open the conveyor switcher. Now, you're going to need two bob-ombs to blow open the path to the lower conveyor belt, placed as such:

```
  _ _  
x|_|_|x  
|_|D|D|_|
```

...where D is the destructable blocks, and x is the bob-ombs. Once that's done, toss a bob-omb onto the top two blue blocks and hit the red switch before it explodes to blast a path to the presents. Grab the presents all yourself, then take the Mini-Mario to the door.

Level 6-6+

Wow, the last plus level. Excited? You should be. Go up and hit the blue switch, then get the red present and activate the Mini-Mario. Go back up the ladder and hit the red switch, allowing the Mini to go up the makeshift steps. Hit the blue switch and get the Mini to go right into the little pit that's blocked off by a blue square. Now you can set up the rest of the level. Go back and grab the trash can and take it past the big wall of red blocks. This part takes some timing. Use the switcher below and make sure the top conveyor is moving to the right. Go up there and toss the trash can on the leftmost edge of this conveyor, then RUN right and fall to the bottom, using the spring to keep yourself from falling on your back, then RUN right and hit the red switch so the red blocks catch the can. The Mini will be freed and run up the steps, using your carefully-placed can. Once it's safely in the pit with the door, you can hit the blue switch and make your own way up there. Easy as pie...very tough pie.

Level 6-DK+

It's not quite as horrible or different than what you might've been imagining. It's actually rather similar. However, the bob-ombs have a shorter fuse and can blow up without ever having reached DK. My advice is to just move through the laser fields and hit every switcher as soon as you can without even looking at where the bob-omb is. Just be careful, because it's entirely possible that a bob-omb will be sent into your part of the area. Four hits wins this, but it's not over yet.

5g+. Donkey Kong Plus

Okay, seriously, where'd this ape get the huge robot? Some things to keep in mind: you can stand on the hands safely and backflip up to the higher levels. If you're standing on any surface and the hands smash the ground, you'll be knocked on your back, so time your jumps so you're in the air at the time. Barrels will occasionally appear on the ledges above, and these are used to smash DK's robot. If the hands hit the ground and you haven't picked up the barrel, it will be knocked away, same as if you pick it up and don't jump at the right time. If you can grab a barrel and make it back down, throw them at the robot's head where Donkey Kong is. Each hit will free a Mini-Mario, and after seven hits you'll finally break the robot and win the day!

EX. Expert Levels

These levels are unlocked under two conditions: first you must beat the main game, and you must have a certain number of stars. Each expert level requires nine stars to unlock, i.e. the first level requires 9 stars, the second takes 18, and so on. The last two levels are only unlocked when you beat the first ten. With that said, let's do this!

Expert-1

The second half of this level had me stumped for a bit. First go right and hit the switcher, then go right and hit the colored switches in this order: blue, red, blue. Go back up and use the now-accessible trash can to get up to the conveyor belt via backflip or somersault, then go left and get all three presents at once! Hit the switcher and then the red switch, then go back and get the trash can. Use it to get up to the key, then toss both it and the can on the bottom conveyor to the right. Before you follow them, hit the blue switch, then take the conveyor right. Hit the switcher so the conveyor belt above is moving left. Toss both the key and the can onto the blue ledge, then jump up there and throw the key onto the conveyor using the can. Quickly hit the red switch, then the conveyor switcher so the key lands on the red blocks, then backflip up there with the trash can as a step. From there, just toss the key up and make your way to the door.

Expert-2

My god, this level is horrible. No puzzles here, just very, very quick

reflexes. Make sure you have plenty of lives before attempting this level. Run right and backflip up, then run right on the lower collapsing platform and backflip for the present, then run left as soon as you land. Keep going left and do the same backflip technique to get the yellow present up above, then run right. Here's the hard part: you can't backflip to the left and you have no room to turn around. Instead, jump to the rightmost edge of the bridge, run left and backflip right. Run left and backflip right again, getting the last present, then backflip up once more and grab the ropes. Use the springs to get up to the key, then just make haste across the collapsing bridges to get to the door. Phew!

Expert-3

What's truly annoying about this level is trying to get the presents. Watch the jumping fireballs and take the moving platform left. Stop on the floating block and backflip to get the first present, making damn sure you end up landing on the platform. It's tough with the fireballs, but it's possible. Take the platform back left and move on. Now you have falling stones to deal with, but they're easier and slightly less deadly than fireballs. Continue left, using the platforms all the way to the key. Now you have to go all the way back. Be especially careful of the fireballs, as they're more of a threat than the falling stones. Toss the key up to the door and exit.

Expert-4

At least there's no boos. See those thwimps? They'll follow you all the way to the top. You'll lose the thwomp on the second floor, however. Go left and hit the yellow switch, climb the ladder and head right. Hit the red switch when the thwomp is beneath the red floor to trap it. From there, just climb and dodge your way up to the key and door.

A word on the presents. You can backflip to get them, but it's dangerous with the thwimps. For the second, you can get it after you stomp the red switch. For the third, you need damn good timing. By now you should be well aware of how and where you move during a backflip, so use that to your advantage when going for the present. Take the key along rather than leave it till after you get the present. If you mistake your jump, you'll die anyway and it won't matter if the key returns to its starting point. Final word of advice: never do a regular jump over the thwimps, you won't make it. Backflips are the key here.

Expert-5

Now this level is fun! Bomb everything! Start by opening a path to the blue present on the right side. Try to wait till each bob-omb is flashing rapidly to toss it, otherwise it might get up and walk away. The top leftmost cannon will continuously spit out bob-ombs and will inevitably blast open a path to the key, so your job is to blow up the blocks leading to the presents (and possibly that 1-up down there). The only real danger here is running out of time. For an expert level, this is more of a 'fun run.'

Expert-6

First go left and hit the switcher, then ride the platforms up. Take a bob-omb from the right and open up the switcher at left. Climb down and edge yourself left on the ladder to snag the red present. Go back up and head right on the top part of the stage.

Before I continue with the regular walkthrough, I should mention that if you have exceptional timing, it is entirely possible at this point to take a bob-omb and throw it so that you blow up those two destructable blocks you see to your right at the top of the stage. If you do, you're able to bypass a decent chunk of the stage. If you can't quite do it, read on.

From here, take the moving platforms and jump over the one-square spikes to the bottom right of the stage. Use the spring and go up to the ropes (and the yellow present) then hit the yellow switch. Go back down and make your way left, all the way back to the beginning of the stage. Get back up to the bob-omb spitter and carry one over to the right. Toss it onto the yellow platform and blow up the blocks there. Now go right and climb down the ropes, then hit the blue switch. Make sure the moving platforms are going counter-clockwise. Climb back up the ropes and get on the moving platforms. They'll take you straight to the key. Here, hit the yellow switch and toss the key up onto the upper ledge. Backflip up there and take the key left. Make sure the vertically moving platforms are going upwards before you continue. When that's done, toss the key into the shaft with the vertically moving platforms, then climb the ladder down. From here, all you have to do is carry the key up to the door via the clockwise moving platforms.

Expert-7

As you can see, the challenge here is not in getting the key to the door, but getting the key at all! Take the shyguy and toss it into the pit. Jump on it and backflip up to the blue switch. Use the same shyguy to backflip over the next barrier, then fall on it and pick it up again. First go all the way right for the blue present, then go left and hit the yellow switch. Toss the shyguy onto the yellow platform, then jump up and use it to backflip up and right. Hit the red switch when it's off the yellow ledge, then go down and grab both it and the red present. Toss it up two levels, then wait till it walks on the red ledge over the spike pit. From here, jump and climb across the ropes for the yellow present. Drop back onto the shyguy when it's on the left side of the raised spikes, then backflip up to the key. Sweetness.

Expert-8

I hate this level so much. It took forever to find the right sequence of donut blocks. This level will test your experience with the somersault technique. First take the left donut down. Jump to the one on your right on the way down, then wait till you have the red present and leap to the one closest to you on the right side. Immediately backflip to the right and VERY QUICKLY perform a somersault, holding right so you catapult over the spikes and land on the donut on the other side. The brief period between the handstand and somersault will keep the donut block from falling. Once you're on the other side, jump down and snag the yellow present, then jump to the donut that is down and to the left of your current position. QUICKLY do a somersault and go left this time, then jump to the donut block down and to the left of you, then backflip left to the higher one. Fall to the blue present, then jump left and land on the spring. From here, backflip to the only donut block you can

reach and once again somersault up to the key. That's it, you've won.

Expert-9

By comparison, this level is rather tame. Climb up the ropes and hit the blue switch. Get the red present on the way down. To get the blue present, jump away as you ride the falling stone up. Go right and climb the ladder, dodging the blue shyguy and the birds with their flaming...droppings. Toss the shyguy onto the raised ledge to your right to reach the ropes. Climb up and get the last present, then go down and left to get the key. Use the jumping enemy to reach the door, and you're done.

Expert-10

Wow, ghost central. You have to have the red switch active to get the yellow present, and the yellow switch active to get the key. Go for the present first. Try to press the switches when the ghosts are in a 'stair' formation leading to your target, then backflip your way up to the top. When you've got the present(s), get back down (stay on the right side if possible to get the red present on the way down) and activate the yellow switch at the optimum moment for the key. Watch the ghosts and don't slip. Once again, more reflex than puzzle-solving ability.

Expert-11

Take the hammer and use it to kill the shyguy above. Toss it up a few ledges to kill the shyguy up top, then take the red present and go right. Either backflip or use the ladder to reach the blue switch and press it. Backflip for the yellow present, then go all the way back to the beginning for the blue present. Got that done? Okay.

Return to the conveyor belt to the right of the piranha flower and take the key underneath. Toss it onto the conveyor and quickly backflip up and grab it before it falls. Leap over the piranha fire and toss it onto the blue blocks. Now go right and climb down the ladder, then take the hammer over to the red switch. Press B to toss it and stomp the switch, then catch the hammer and kill that last damn shyguy. Pick up the key and end the stage.

Expert-12

This is the final expert level, and they've pulled out all the stops for it. Let's do this thing. First off, you can ride the bob-omb to the right and it will conveniently blow up on the blocks guarding the red present. Backflip up to the ledge above before it blows, however. Make a dash for the present and backflip back up to safety.

Now then, make sure you DON'T press the switcher. Climb up the ladder into the cage with the twin bob-ombs, then use the spring to toss them onto the conveyor above. They'll be dropped onto the breakable blocks to the left. Do this with three bob-ombs to open the path to the yellow present, which is guarded by lasers.

Now you can hit the switcher. Go back up and toss three more bob-ombs onto the conveyor to fully open the path right. Use the bob-omb below to open the path to the door, then take the ropes above and wait on the left side of the spitter to have a bob-omb tossed right. Get to the key, then fall onto that bob-omb and get the present, then take a harrowing journey across spikes while riding a walking ball of high explosives to the door.

Congratulations!

You've cleared the entire game! Your reward? A gold crown over your save file, and the message 'All Cleared' prominently displayed. What's left to do, you ask? Well, you can always go back to earlier stages and attempt to beat your previous high scores, of course. There's always a second or two you can shave off your time. Other than that, take pride in the knowledge you've beaten one of the quirkiest and fun games to come around in a long while. Have fun!

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6. Full Revision History
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0.10 - Just started. Finished world 1.

0.20 - Finished world 2.

0.30 - Finished world 3, started up world 4.

0.40 - World 4 done. I'm going to finish the game first, then go back and replay the levels to finish the walkthrough.

0.50 - Yeah, well, I lied. World 5 done.

0.65 - Beat the main game, Plus worlds unlocked. I'll be writing about them, naturally. I started on the first one and I'll get to the rest later.

0.75 - Plus worlds 1 and 2 beaten.

0.78 - Plus world 3 done. I'm so bad at these version numbers...

0.80 - Plus worlds 4 and 5 beaten. I'm pretty much just pulling numbers out of my ass for these updates. I'll get plus world 6 done soon, then start up on the expert levels. I can tell you right now, those are going to be killer.

0.82 - The main game has been conquered! The expert levels are inbound, just as soon as I can beat them...

0.85 - First five expert levels beaten! The sixth looks like a real bear...

1.00 - Fully completed! This FAQ is done in terms of the actual game. I would like to put up a few frequently asked questions, but I need people to ask me something first. I hope you found my walkthrough helpful, and don't hesitate to ask me any questions regarding any difficulties you might be having.

1.05 - Scoured the boards and filled out the Frequently Asked Questions section. With that, this guide is all but done, excepting any odd fixes.

1.06 - I clarified how to get a star in boss levels in one of the FAQs.

1.07 - Fixed the copyright information.

1.08 - Minor fixes.

1.10 - Yay, ASCII art!

1.11 - Layout changes in an effort to get all my guides to use the same system of navigation.

1.13 - Made a layout change to one guide, so all the rest will follow suit.

1.15 - Added a Revision History section and moved all but the latest update(s) down there.

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7. Acknowledgements
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Thanks to you, the reader and gamer, for taking the time to read my faq.

Also thanks to Rainox for inadvertently getting me off my ass to change the strategy for 5-6+.

Gratitude goes to Nintendo for making this fine game.

ASCII art is credited to this website: <http://www.network-science.de/ascii/>

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8. Copyright Info
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