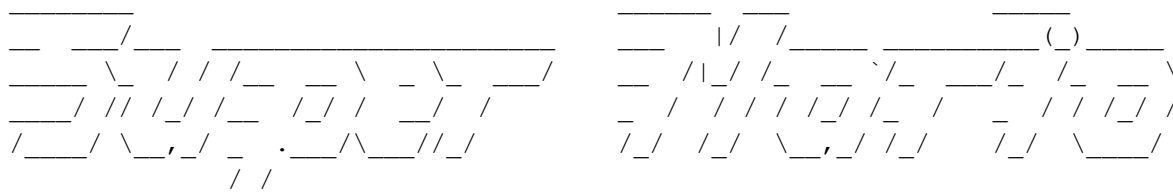


Super Mario Advance FAQ/Walkthrough

by NMorgan

Updated to v2.02 on Dec 3, 2005

This document is copyright (c) 2003-2005 by Nick Morgan. All rights reserved.



```
e Y8b      888
d8b Y8b     e88 888 Y8b Y888P , "Y88b 888 8e e88'888 ,e e,
d888b Y8b   d888 888 Y8b Y8P "8" 888 888 88b d888 '8 d88 88b
d8888888888b Y888 888 Y8b " ,ee 888 888 888 Y888 , 888 ,
d888888888b Y8b "88 888 Y8P "88 888 888 888 "88,e8' "YeeP"
```

Super Mario Advance
For the Gameboy Advance
Version 2.02
FAQ/Walkthrough

~~~~~

+---+---+\*+---+---+

TABLE OF CONTENTS

+---+---+\*+---+---+

- I. Background
  - A. FAQ History
  - B. Introduction
  - C. Story
  
- II. Playing the Game
  - A. Controls
  - B. Characters
  - C. Glitches
  
- III. Indices
  - A. Items
  - B. Enemies
  - C. Bosses
  - D. Warp Worlds
  
- IV. Walkthrough
  
- V. Yoshi's Challenge
  
- VI. Secrets/Tips/Hints
  - A. Shortcuts

- B. Secrets
- C. Glitches

VII. Bonus Chance

VIII. Mario Brothers Classic

- A. Controls
- B. Enemies
- C. Items
- D. Bonus Game

IX. Closing

- A. Thanks/Credits
- B. Contact
- C. Legal Stuff

-----

~~~~~

Section One: Background

~~~~~

The welcoming stuff to my amazing Super Mario Advance FAQ!

=====

A) FAQ History

=====

~~~~~

Version 2.02 - Released December 3, 2005 - very minor change

Version 2.01 - Released August 8, 2005 - minor changes.

Version 2.00 - Released December 12, 2004 - Same as Version One, except I changed the layout; the layout doesn't suck anymore.

Version 1.00 - Released March 2, 2003 - Full FAQ, including walkthrough, Yoshi's Challenge, and everything else.

=====

B) Introduction

=====

~~~~~

Mario Advance is a remake of the classic Mario 2 game for the NES. Although the two games are so similar, there are still many differences. For example, the graphics are much better, and Nintendo randomly changed some worlds. Super Mario 2 for the NES is considered by some people to be the greatest game of all time, so that means that Mario Advance is obviously good. Mario Advance is a great game, and was one of the games that released with the launch of the Gameboy Advance. Enjoy the FAQ!

\_\_\_\_\_

=====

### C) Story

=====

~~~~~

One night, Mario had a mysterious dream. He dreamed he was climbing a long stairway that led up and up to a closed door. When he reached the top and opened the door, he found himself gazing out at a world he had never seen, stretching out to the horizon. Then he heard a voice say, This is Subcon, the land of dreams. The evil Wart, has used his magic to lay a curse upon the land. Please defeat Wart and free us from his spell. Hurry! We need your help! Then a bolt of lightning suddenly split the sky, and Mario woke up to find himself on the floor. He had fallen out of bed! A few days later, Mario and his friends hiked to some nearby mountains for a picnic. Upon reaching their picnic spot, they looked around and found a small cave. When they entered the cave, Mario was amazed to discover that the land he had seen in his dream was stretching out before him...

~~~~~

### Section Two: Playing The Game

---

~~~~~

If you are a beginner to Super Mario Advance, you should probably go through this. You will probably find this section useless if you are experienced with the game.

=====

A) Controls

=====

~~~~~

These are the controls for Super Mario Advance.

- Right/Left: Move character in corresponding direction.
- Down: Climb down vine/chain/ladder, crouch, hold for a super jump.
- Up: Climb up vine/chain/ladder, enter/exit door.
- Start: Start game, select character, pause game.
- Select: Toggle through characters at character select screen.
- A: Jump, choose file, choose character, confirm on the pause screen.
- B: Lift plants and enemies, throw items, run faster while held.
- L: While standing still, it will scroll the screen up or down.
- R: Run Faster.

---

=====

### B) Characters

=====

~~~~~

Mario

Mario is an Italian plumber who can simply not resist pasta. He is the brother of Luigi and friends with Toad. Mario Likes Princess Peach as a friend and as a girlfriend.

Power: 4
Jump: 4
Air Time: 2
Pickup: 4
Overall: 4

Luigi

Like Mario, Luigi is Italian and loves pasta. He is also a friend of Toad. Luigi is a little clumsy but always means to do good. He is the green guy and jump extra high in this game.

Speed: 3
Power: 3
Jump: 5
Air Time: 5
Pickup: 2
Overall: 3

Toad

As you probably already know, Toad has a mushroom head. This is because he comes from the Mushroom Kingdom. Toad isn't very well at action like Mario and Luigi are, instead he mostly gives the two clues about their adventure. Although in this game, he wised up and started Fighting.

Speed: 5
Power: 5
Jump: 2
Air Time: 1
Pickup: 5
Overall: 3

Princess Peach

Although she is just a lady, Princess Peach doesn't take any crap! She likes Mario a lot, and often bakes cakes for him. Toad is a guard for her at the castle. When Bowser kidnaps her, she doesn't just let him do it. She puts up a good fight. But in the end, Bowser always gets peach.

Speed: 2
Power: 2
Jump: 3
Air Time: 5
Pickup: 3
Overall: 3

~~~~~

### Section Three: Indices

---

~~~~~

This section has a lot of useful information about the game, but you don't necessarily need to know all of this to play through the game, but it is still good to know. For example, you don't need to know the names of all the

enemies, but it is still good to know.

=====
A) Items

=====
γγγγγγγγγγ

This section names and describes every single item in the game. They are listed in alphabetic order.

1. Item: 1-Up

Description: Increases life by 1. You can either get these by picking up a certain plant or winning in the slot machine

2. Item: Ace Coin

Description: 5 of these special coins are hidden in every World. If you collect them all, you will get a 1-Up. Can you collect them all?

3. Item: Bomb

Description: After about 5 seconds, it will blow up and either kill an enemy, or blow up crumbled walls.

4. Item: Cherry

Description: If you collect 5 of these, a star will appear.

5. Item: Coin

Description: Lets you play the Bonus Chance at the end of each level. The more you have, the more chances you get to earn extra lives.

6. Item: Crystal

Description: Picking this up will force Hawkmoth to open his mouth. They are usually guarded by a Birdo, but sometimes they wont be guarded at all.

7. Item: Heart

Description: Fills up damaged health. These randomly appear across the screen. They are more likely to appear if you kill enemies and grab cherries.

8. Item: Item Cage

Description: This is usually found hiding behind a mushroom block, or a crumbled wall. When you pick it up, you will see three different items in it; a star, a heart, and a bomb. When you drop it on the ground, whichever of the three items is currently in the cage is what will pop out.

9. Item: Key

Description: You will need one of these to open locked doors. You can get them by stealing it from a Phanto, but once you take it, be warned -- the Phanto will want it back!

10. Item: Mushroom

Description: Increases life by one unit. The more you get, the more life units you will have. It will also refill your health.

11. Item: Mushroom Block

Description: These blocks can be picked up, and thrown around. They make a great weapon. If piled up, they can block enemies.

12. Item: Potion
Description: Brings you to mirror world. Drop it on the ground and a door will appear. Go in it to get to mirror world where the mushrooms are.
13. Item: POW Box
Description: Lift this up and drop it on the ground. This will kill every enemy on the screen at the time it was dropped.
14. Item: Rocket
Description: When you pick it up, it will blast you off to another area. When you reach the other area, you will be ejected just in the nick of time before it blows up.
15. Item: Star
Description: for about 10 seconds, every time you touch an enemy, it will die. To get a star, you will need to collect 5 cherries.
16. Item: Stopwatch
Description: Getting one of these will freeze every enemy for about 7 seconds. They are not found very often, but when they are found, they are very useful.
17. Item: Super POW Block
Description: This POW block is twice as big as a normal POW block! It does exactly the same thing as a normal POW block, except it will bounce three times, killing every enemy on the screen for each bounce.
18. Item: Turtle Shell
Description: Throw it on the ground. It will slide across the screen and kill every enemy in its path.
19. Item: Vegetable/Fruit
Description: Pick this up out of the ground and throw it at an enemy to kill it.
20. Item: Yoshi Egg
Description: After beating the game, two eggs will be hidden in every level of every World. To collect one, you must go in sub space and pick it up. Beware though, because if you die, you will have to find it again. For more info, check the Yoshi Challenge section

=====

B) Enemies

=====

??????????

Enemies are bad. This is a description of every enemy in the game, along with their names and how to kill them. They are listed alphabetically.

Albatross: The bird. Jump on his head for transportation. He can be killed by throwing another enemy at him, but killing him is not recommended.

AutoBomb: Machine that carries either enemies or bombs. It cannot be picked up because it is too large. Kill it by throwing another enemy at it.

Beezo: Flying insect that usually gets in your way. You can ride on him if you have enough skill. Kill him by throwing another enemy at him or by throwing him off the edge.

Birdo: The sub-boss at the end of every level. Kill him by throwing the eggs that he shoots out of his nostrils back at him three times. If he only shoots fire, you will need to throw something else at him three times.

BombOmb: If roaming around, he will randomly detonate. If you pick him up, you better get rid of him fast, because he blows up almost immediately after you pick him up.

Cobrat: Snake enemy that shoots pellets at you. He will either jump up and down or walk in quicksand. Kill him by throwing another enemy at him or by throwing him off the edge.

Flurry: Only appears on ice in level 4. Kill him by throwing another enemy at him or by throwing him off the edge.

Hoopstar: Climbs up and down vines. Kill him by throwing another enemy at him or by throwing him off the edge.

Ninja: jumps up and down across the screen. Kill him by throwing another enemy at him or by throwing him off the edge.

Ostro: Pigeon that runs back and forth. Sometimes is carrying another enemy. Kill him by throwing another enemy at him or by throwing him off the edge.

Panser: Flower that shoots fire from its petals. It can either move or stay still. He cannot be picked up. Kill him by throwing another enemy at him.

Phanto: When a key is picked up, he will charge at you. He cannot be killed but when you drop the key he is deactivated.

Pidgit: Bird used for transportation. Jump on his head to pick up his head. Then his wings can be steered to another platform. Kill him by picking up his head.

Pokey: Cactus guy in the sand levels. Kill him by throwing an enemy at each or its 4 parts or pick up its 4 parts and throw them before he grows back.

Porcupo: Porcupine guy. Has spikes on his head so he cannot be picked up. Kill him by throwing something at him.

Puffup: This character is only found twice in the game. Once in the very beginning of World 1-1, and twice in World 1-3 near the warp pipe. He hides behind a grass platform. You can't see him until you jump on the grass platform that he is hiding under. When you jump on his platform, he will pop up, making the grass platform rise. He can not hurt you, he is just there to give you an extra boost.

ShyGuy: A ShyGuy only walks around. Use as bait to throw at other enemies.

Kill him by throwing another enemy at him or by throwing him off the edge.

Snifit: Only walks around like ShyGuy except he shoots out pellets from his nose. Kill him by throwing another enemy at him or by throwing him off the edge.

Spark: The spark that roams around the outside of a surface. He cannot be picked up. Kill him by throwing another enemy at him.

Super Ninja: Same exact thing as a normal Ninja, except 5 times the size. If you pick it up and throw it back down, a heart will appear.

Super Shyguy: Same exact thing as a normal Shyguy, except 5 times the size. If you pick one up and throw it back down, a heart will appear.

Trouter: The fish that jumps up and down in the water. Kill him by throwing another enemy at him or by throwing him off the edge.

Tweeter: Bounces up and down while walking forward. Kill him by throwing another enemy at him or by throwing him off the edge.

=====
C) Bosses

=====
γγγγγγγγγγ

Mouser- Boss of World 1 and World 6. Mouser will throw bombs at you until either you or he is dead. To kill him, pick up the bombs that he throws, and throw them back at him. Hit him three times in World 1 and he will fall. Hit him five times in world 6 and he will fall.

Robirido- Boss of World 3. Robirido is simply just a giant mechanical Birdo. Robirido shoots giant eggs that take a while to pick up. He'll also stomp the ground which will stun you in your position. To kill him, hit him three times with one of her giant eggs.

FryGuy- Boss of World 4. FryGuy will flame across the screen shooting smaller fireballs out from underneath him. He will continue to do this until you hit him with the quark 3 times. Then he will turn into 4 smaller Fryguys that do not fly. kill them by hitting them one time each with the quark. When you hit all 4, you will advance to level 5.

Clawgrip- Boss of World 5. Clawgrip throws rocks at you until you or he dies. To kill him, throw the rocks he throws at you back at him. It is best to wait until he doesn't throw the rocks that hard. After 5 hits, he will die.

Triclide- Boss of World 2. This three headed snake will keep shooting flames at you. It is a good Idea to pile mushroom blocks ontop of each other to act as a shield. Throw three of these quarks at him and hit him all three times to kill him.

Wart- Final boss of the game (World 7). To kill this boss, pick up the vegetables that come out of the trumpets. Be sure to avoid the bubbles coming out of Wart's mouth. You can only hit Wart when his mouth is

open. Right before the bubbles shoot out of his mouth, throw the bubble at him and hit him (This is hard to understand, but with practice, it can be done correctly). Hit him 6 times and he will die. Then Enter the door for the final movie of the game. There is also a secret cheap way to kill him. If you want to know it, just check the Secrets/Glitches section of this guide.

=====

D) Warp Worlds

=====

????????????????

World 1-3 warp: Right after you pass the moving logs in the water, you will find two plants in the ground, and three plants ontop of a log. Pick up the first plant on the ground to get a potion. Take the potion to the right, over the water, and past the door. You should see a pipe. Now drop the potion somewhere close to the pipe sitting there. Enter mirror land and go down the pipe. You should now be in World 4

World 3-1 warp: Just after you enter the very first door, you will see a series of clouds and a pit. Fall down the middle of the pit. Eventually you will hit the ground and see a door. Go in it. In the door you will find a nice garden. The 10th plant to the left is a potion. Pick it up and throw it at the pipe at the end of the room. go in the door and down the pipe. You should now warp to World 5.

World 4-2 warp: When you get to the part of World 4-2 with all the whales, you will come across three rock ledges covered in snow, each with three blades of grass. Go to the rightmost rock ledge and pick up the plant on the right, it is a potion. Take the potion to the pipe farther on in the level. Drop the potion next to the pipe and enter mirror world. Go down the pipe to get towarp World 6.

World 5-3 warp: Just as you come up the very first ladder, you will see a pipe on the ledge above you. This ledge is too far to jump, unless you are Luigi and you use your super jump. If you are not Luigi, relax. You can still get to the warp but it is much harder to do. you will need to ride an albatross to the pipe. To do this, go ahead a little farther. Wait for an Albatross that is going left toward the pipe. Hop on it and ride it to the pipe. One of the blades of grass sitting there is a potion. Pick it up, enter mirror land, and go down the pipe. It'll lead you to World 7.

Section Four: Walkthrough

This is a walkthrough the entire game. It features complete description about how to get past every item/obstacle/dilemma in the entire game. Enjoy!

World 1-1 - Walkthrough

You will start the game falling onto a cloud. Fall down a little bit until you see a plant and a Super Shyguy. Pull the plant out of the ground, it is a turnip. Throw the turnip at the Shyguy and kill him. He should give you a heart which will expand you to your full size. Now fall to the very bottom. You will see a green platform. Jump on it and a Puffup will pop out which will make the green platform rise. Jump off the green platform and into the door to your right.

In the door, head east a little bit. When you reach the first platform, climb up the vine and pick up the rightmost plant to get a potion. Throw the potion on the platform that you are standing on and go in the door. In the door, there is a mushroom and three plants. Grab the mushroom to get big for the very first time of the game.

If you go ahead just a little farther, you should notice a POW box on the ground. Pick it up and throw it near the enemies. Doing this will make a small heart appear to recover damaged health.

Just a little farther, you shall find a water fall. It is too far to jump so instead, just jump on the logs to make it across. At the next platform, there is a plant on top and a POW box. Ignore the POW box, but grab the plant. Out will pop an extra life, just in case. If you get the two cherries hanging there, a star should appear.

When you pass the log just after the two cherries, go in the door. Dodge the ninja and climb up the vine. Then take a right and go out the door sitting there. Go left a little, and pick up the first plant in the ground. It is a potion. Pick it up and throw it near the other plants to get another mushroom and 7 possible coins. Advance farther to the left to find a Hoopstar climbing up and down a vine, jump on top of his head and climb up the vine.

Climbing up the vine will lead to a large mountain, make it to the top avoiding Shyguy's, Ninjas, Tweeters, and eventually Hoopstars. When you finally make it to the last vine, climb up it. Head right to the first Birdo of the game. Kill him, grab the crystal ball, and enter Hawkmoth to finish the level.

World 1-2 - Walkthrough

At the start of this level, you are on a platform surrounded by what looks like nothing. It is too far to jump, so don't try it. Instead, wait for the Pidgit to swoop down on you. As he does this, jump on his head and ride him to the next platform.

Enter the first pipe and grab the plant at the bottom for an extra life. Exit the pipe and grab the plant nearest to the edge, it is a potion. Throw it in between the two pipes. Go in the door and get the mushroom.

To enter the locked door at the very right, you will need a key. To get the key, Enter the second pipe and pick up the key. Don't hold the key for too long though because the Phanto behind you will come to life and try to hurt you. Quickly jump out of the pipe with the key, and go into the rightmost door with the lock on it.

You should now find yourself in a darkish room with a Snifit shooting at you and three cherries hanging. Get the three cherries to get a star. There are several plants on the ground, most of which are bombs. Use the bombs to blow up the crumbled walls.

There is a potion ontop of the ladder to the right. Dont get it until the crumbled wall on the end is completely gone, because the mushroom is at the bottom and if you throw the potion too early, you wont be able to get the mushroom.

When you finally get past the crumbled walls, jump on the ninjas heads to get up onto the platform with the door. Go in the door to get back outside.

Once back outside, jump onto the top platform and pick up the plant, it is a potion. Throw the potion on the lower platform near the real grassy area. Go into mirror land and pick up as many plants as you can before your time runs out. Continue to the right and enter the door to fight Birdo.

World 1-3 - Walkthrough

Before you start this level, I want you to know that there is a warp in this level that leads to world 4. If you want to use it, visit the warp worlds section of this guide.

Jump on the hawk's head to get to the platform and get some cherries. The second tuff of grass is the potion. Get it and place it where you're standing to get the mushroom.

Advance as far as you can, dodging flying fish and jumping platforms. When you get to the door at the end, you will find yourself in a dark, gloomish place. While avoiding sparks, make your way to the top and into the door. Steal the key from the Phanto, then with the key in your hand, quickly make your way down toward the very bottom of the place you are in. When you get really far down, you will begin to fall. This is okay, just be sure to stay to the right, because when you finally come to solid ground, there are spikes on the left side.

Make your way into the locked door using the key, and you will find yourself in another room. Make your way to the very right by jumping on the platforms while still avoiding the enemies in the way. When you get to the end, grab the crystal and enter hawkmouth. Get ready to face the World 1 boss, Mouser!

The plants in the ground contain bombs. Use them to blow up the wall in your way. When you finally confront mouser, you will learn that he is just a crazy mouse that throws bombs excessively. Although he is the boss, he is really easy to defeat. To kill him you must grab the bombs that he throws and throw them back at him. Hit him three times and he is history.

World 2-1 - Walkthrough

You will start the level in what looks like Egypt because of the desert and

pyramids. As you continue, watch out for the Cobrats that randomly pop out of the ground. When you get to a bunch of blocks with grass on top of them, grab the leftmost tuft of grass and throw it where you're standing for a mushroom and three coins. Continue on until you reach another set of blocks with a Panser on top of it shooting flames. Dodge Panser's flames and go over the quicksand. Keep going a bit and enter the door leading into the pyramid.

You will now find yourself in a room with a bunch of sand that you must dig through. It is hard at first, but make your way to the bottom avoiding all enemies that will get in your way. Go down the ladder at the bottom and enter the door to fight the Birdo.

World 2-2 - Walkthrough

Jump out of the cave and into the desert. Jump over the few cactuses sitting there and onto the next platform. Pick up the next tuft of grass to get the potion. Walk right a little bit and then throw the potion. Walk in the door and get the mushroom.

Jump over the very tall pipe with the Cobrat in it and kill the next Cobrat in the next pipe. Up ahead there is a different kind of quicksand that sinks twice as fast as normal quicksand. If you fall in, you will most likely lose a life. Jump on the log and to the end of the fast-sinking quicksand.

Enter the door underneath the fast-sinking quicksand. If you want a 1-Up, grab the plant at the very bottom. Grab one of the other plants on the next ledge up to grab a bomb. Quickly powerjump up onto the top ledge and drop the bomb next to the crumbled wall to blow it up. Enter the new room you just created and grab the tuft of grass in the center to get a potion. Drop it where you are standing and grab the mushroom and all the coins you can gather. Now make your way out the door of the cave.

Jump over all the Cobrats and the lone Pokey, under the Pansers, and down the vine at the end of the mess. More sand which means more digging. When the path your digging in splits in two, take the right path. Head all the way down it and into the door. Finish off the Birdo, grab his crystal, walk in the hawk's mouth, and it's onto world 2-3.

World 2-3 - Walkthrough

Climb out of the cave and into the desert again. Pick up the first plant to your right and throw next to the only plant left of the ladder for a mushroom. As you continue on right of the ladder, you will notice a door on a ledge that is too high to jump to. To get to the door, stand on the lone cactus to the right of the door and wait for a Beezo to come along that is heading left. Jump on the Beezo and ride him to the platform. When you finally get onto the platform, go in the door and uproot the first plant on your right for a potion. Throw it and grab as many coins as you can grab in the time limit.

Leave the room and continue to your right, dodging Beezos, Pokeys, Cobrats, and the quicksand. When you get to the end, enter the pyramid. In the pyramid, fall to the left and grab as many cherries as you can on the way down. Fall down past the Phantos and to the sand. Start digging to the bottom, when you get to the fork, go either way, it doesn't matter, the door is in the center. Enter the door, steal the key from the Phantos, and exit. With the key in your hand, jump back to the top through the sand and into the locked door.

In the next room, dig through the sand once again and get 5 cherries to get a star. Once you have the star, run through the level as fast as you can until you come across the crystal at the end of the level. Pick up the crystal and enter hawkmouth to duel the boss of World 2.

Within seconds of fighting TriClyde, you will learn that he is an oversized, fire shooting, three headed snake from hell. To kill him, simply hit him with three of the six quarks sitting there. A good strategy is to pile up some of the quarks that can be used to shield you from TriClydes raging fire. When you kill TriClyde, he will fall off the screen and a door will magically appear that leads to World 3.

World 3-1 - Walkthrough

In this world, there is a warp that leads to world 5. If you want it, take a scroll through the warp worlds section of this guide.

Jump over the waterfall and into the door. Jump from cloud to cloud until you make it to the top and meet a Pidgit. Pull the Pidgit off his rug and ride him to the top. When you get to the vine, jump off of Pidgit's carpet and to the top of the vine.

Kill all the Pansers in your way with the quarks sitting there. When you see the two plants sitting on the ledge, grab the one on the left and drop it where you're standing. Enter mirror land and grab the mushroom.

As you advance farther, you will need to kill the Panser with the quark. When you see the Panser that moves and shoots fire, kill him with the lone lost Shyguy wandering around. Go down the ladder and pick up the first plant on your right, you will pick up a potion. Drop the potion just left of the ladder. When you go in mirror land, you will have to be quick, because the mushroom is on the other side of the wall. To get the mushroom, you will have to climb up the ladder and grab the mushroom in the short amount of time given. Now the moving Panser will be back, kill him with the Shyguy again. Now race forward into the door to fight the shyguy again. Now kill the Birdo at the end and it's on to World 3-2

World 3-2 - Walkthrough

You will start out this level with an Ostro coming toward you with a shy guy on his back. Just avoid it by jumping over it. When you get to the Panser, just jump over it like you did with the Ostro. While still on the top surface, go as far to the right as you can, until you come to a green ledge. Jump on the green ledge and pick up the leftmost plant. It is a potion. Now just drop it where you are and get the mushroom. Now pick up the plants on the ground and bomb your way to the lower surface. Go left a bit and down the ladder.

In this cave, there is a lot of crumbled walls, and not many bombs to break them with, so use bombs wisely. Take a bomb from the above surface and use it to blow up the first wall on the lower surface. Below you will see two plants. When you uproot them, you will get bombs. Don't uproot them yet, instead use the bombs on the top surface to blow up the bottom walls. When you run out of bombs on the top, use the two on the bottom to blow up the remaining walls. Ahead are three Tweeters. Dodge or kill them and make your way up the ladder.

You should now be outside. Make your way down the left ladder, but be sure to avoid the fire from the Panser. Once down the ladder, you will now be in the cave. Jump on the platforms like skipping stones and then go up the ladder.

Move farther left and then down the ladder once again. Pick up a bomb from the ground and drop it down the ledge at just the right time so that it blows a hole in the wall. Go through the wall and onto the ladder. If you don't want a mushroom, go straight up the ladder. If you do want the mushroom, go farther

left. To get the mushroom, pick up the second from the left to get a bomb. Use it to blow up the the right crumbled surface. Now find the potion and pick it up and throw it near the hole you just made. Enter the door and collect your mushroom. Now go back to the ladder to get back outside. Enter the door and defeat the Birdo to advance to world 3-3.

World 3-3 - Walkthrough

You will start out this level in a cave. Exit the cave so that you are outside again. Avoid the Albatrosses, and enter the door on the very right. You will see four plants next to you. Pick up the plant second from the left to get a potion. Throw it in between the locked door and the unlocked door. Climb up the ladder to get a mushroom. Now climb up the ladder again, and make your way to the right jumping from each brick ledge in your path. Now enter the door on the last brick ledge. You should come to another room of the same type, with plenty of pots overflowing with Shyguys. Make your way to the very top and enter the door there. Grab the key in the room and exit before the Phanto has time to respond.

With the key, fall down to the door on the bottom that you came in from and enter it. Use The key in your hands to enter the locked door.

Make your way up to the top, avoiding Sparks. Enter the door at the top. Avoid the Tweeters and the Shyguys. When you get to the Pansers, you will need to avoid them by climbing on the chain, jumping chain to chain as Tarzan would if he were playing. When you get to the chain on the very right, climb it to the top and enter the door there.

In this next room, there are a lot of Sparks, so be very careful. Dodge all of them as you make your way to the door on the very top. Enter it the door to get to the next room. Make your way to the right until you find the crystal ball. Pick it up, and enter the hawkmouth to fight the world 3 boss.

The boss is Robirdo, a giant mechanical Birdo. Like a normal size Birdo, she shoots eggs at you which is basically bait for you to throw back at her. Unlike a normal Birdo, she will occasionally jump up in the air. If you are on solid ground when she lands, you will be stunned for a few seconds. When she does the jump attack, just jump up and grab a hold of one of the hanging chains and stay there until she has finished. Wait for Robirdo to shoot an egg. Grab it, but be careful, because unless you are Toad, it will take a long time to pick it up, because it is so big. After hitting Robirdo three times, she will become remarkably faster, making it much harder to hit her. When you hit Robirdo five times, she will crumble. A door will then appear which will lead to World 4. Keep in mind that there are 4 recovery hearts hanging around this room. If your health is low during battle, get one or two to replentish your health.

World 4-1 - Walkthrough

While slipping on the ice, carefully navigate yourself to the right as far as you can go. Avoid Flurries and Trouters as you make your way. When you see two ice ledges and a single plant on the bottom ledge, jump on the top ledge and wait there. You need to get the plant on the bottom, it is a potion. Wait for all the Flurries to fall down the small hole, and when it is safe grab the potion and drop it on the top ledge. Enter the door and get the mushroom.

Keep going right. When you get to the snow platform, you should see four plants. Uproot the leftmost plant on the top snow platform and drop it to get a mushroom.

Now you will need to get the plant on the bottom. To do this, drop down but be careful you don't fall in the water and lose a life. Grab the plant. It will turn into a rocket and blast you off to the next area.

Make it past the group of Flurries, Shyguys, and Autobombs. Autobombs can shoot fire so watch out. Make your way to the crystal at the end. Pick up the crystal and enter hawkmouth.

World 4-2 - Walkthrough

Before I begin, I'd like to tell you that there is a warp opportunity if you want it. It will warp you to World 7. If you want it, visit the Warp Worlds section of this guide.

Climb up the vine toward your right. You will need to get to the door at the very end, but a rather large group of Beezos and Flurries block your path. Get ready to do some crazy jumping and dodging, because there is a crazy amount of incoming enemies to dodge. When finally do dodge the amount of enemies charging you, enter the door. In the new door, you are in an ocean, and whales are all around for you to jump on. To get a mushroom, hop on the leftmost whale and pick up the leftmost plant, it is a potion. Throw the potion where you are standing. Enter parallel land and grab the mushroom on the whales foot.

Go right until you get to three rock ledges. The rightmost plant on the highest up rock ledge is a potion. Use it to get a large coin opportunity. Set the potion down next to you and go into mirror land. Grab all the plants for coins on the slot machine.

If you chose the coin opportunity, get yourself to the metal ledge at the very right of the screen. Get the plant in the middle to blast off to the next area.

Strip the Shyguy from his Autobomb and throw the Shyguy on the ground. Now uproot the plant nearest to the edge, it is a potion. With the potion in your hand, ride the Shyguy across the spikes. Throw the potion on the ledge on the other side of the spikes to get your second mushroom of the level. Enter the other door to fight Birdo. Beat Birdo the usual way, and get to World 4-3.

World 4-3 - Walkthrough

Climb up the ladder and go outside. You should see a Birdo, but do not kill it, this is a good Birdo. First get the potion on the lowest ice ledge. Take it all the way to the left to get a mushroom.

To get across the large sea of water, ride on one of Birdos eggs to the other side. Jump onto the snow platform to the thin red ledge. Enter the lone door on the red ledge. Make your way to the top, avoiding all Flurries that may get in your way. Once you are outside, uproot the plant closest to the door you just came out of, it is a potion. Take the potion up the clouds on your

left, and to the end of the right-most building. Drop it somewhere on the right building. Enter to door to mirror land and grab the mushroom. Now fall down to the lower deck and enter the door on the right.

In this room, you will need to fall to the bottom. To do this without getting hurt, you will need to ride on the red Shyguy. Get on the red Shyguy and ride him down the spikes. Just stay on the red Shyguy until you get near a door. Jump off the Shyguy and enter the door. In this room, there is a Phanto with his key. Steal Phantos key and run out the door. Now drop even farther down the room until you get to the locked door at the bottom. Open it with the key in your hands.

Now that you are outside again, enter the door to the very right. You will now be in a room with a crystal and hawkmouth, so prepare to fight the boss. When you are ready, grab the crystal and enter hawkmouth.

Fryguy isn't that hard of a boss, the trick is just learning his technique. To hurt him, just grab a block from the ground and throw it at him. Hit him three times and he will vanish and four small fry guys will appear. To hurt the small Fryguys, just hit them once with a mushroom block. When you kill a mini Fryguy, the others become faster, more furious, and harder to deal with, so be careful. When you kill all four small Fryguys, a door will appear that leads to World 5.

World 5-1 - Walkthrough

Take the Shyguy off the Ostro and use him to kill the red Panser ahead. Fall down to the lower platforms, and enter the door there.

Don't pick up the plant closest to the door you just entered. It is a Bombomb and will explode as soon as you pick it up. There is a potion on the tip of the ledge, so pick it up and throw it on the ground. There is no mushroom for this potion, just a coin opportunity.

This is the hard part, you will need to leap the logs to get to the other side. So leap the logs, not too hard right? At the next platform, you will need to leap on the fish. Leap fish to fish to get to the other side. After you cross the second row of fish, you will see a remote platform with two lone plants on it. The one on the left is a 1-up and the one on the right is a potion. Get the 1-up and then get the potion. Take the potion down to the lower platform and drop it. Enter mirror land and grab the mushroom.

During the next set of logs, when you are on the last log, jump up over the wall in your way (you can not see the top because the top of the screen blacks your view). Now pick up the mushroom block on the right. Throw it down when you hit the bottom row. Pick up the potion. It is the one all the way to the left. Enter mirror land. If done correctly, a mushroom should fall down the hole that you just unplugged.

Now enter the door next to you. It will lead to a grey Birdo that only shoots fire. To kill it all you have to do is hit him with the mushroom block three times. Be careful, because he is much harder than all other Birdos.

World 5-2 - Walkthrough

Go left a little and up the ladder until you reach the outside. Jump up past the higher platforms that are guarded by the Hoopstars. Do this twice until you get to a pipe. Go down the pipe and bomb the crumbled ground with the bomb provided. Go down to the second basement, and pick up the plant on the right, it is a

potion. Do not throw it in the pipe though, because it will disappear and you will be out of luck. Carry the potion from the pipe and throw it to the right of the pipe, but not to the lower platform. Enter mirror land, grab the coins you can and before time expires, jump to the lower platform and seize that mushroom.

Now, in real land, jump down to the bottom platform. Avoid the Porcupos, Shyguys and Ostros. Now make your way to all the Hoopstars. Do not pick up the plant next to the Hoopstars ledge at the very bottom ledge. It is a Bombomb and will explode as soon as you pick it up. Jump on the Hoopstars heads if you need extra height. Make your way to the vine at the very end and climb up it.

Using the vine, climb all the way to the door at the top, but be careful. These vines have Hoopstars crawling on them. You will need to hop from vine to vine to get to the top.

Now that you are in the door, pick up the pow block as you begin to fall. As you fall, there will be sections with spikes that you must avoid. Avoid these until you get to the bottom. Now dodge the flying fish and enter the door at the right of the room. Defeat the Birdo and enter Hawkmoth to play in World 5-3

World 5-3 - Walkthrough

There is a warp in this level that leads to World 7. If you want the warp, look in the warp worlds section of this guide, it will tell you there.

Head east until you come across brick walls. Prepare for a massive air attack with Albatrosses dropping Bombombs from every direction. You can either risk your life and dodge the Bombombs on the ground, or you can wait for an Albatross to come around low enough to ride on. I prefer the the second option, but either one is okay. The first blade of grass you come across after the brick walls is a potion. Pick it up and throw it near the last crumbled wall to get a mushroom. Keep heading east until you come to another crumbled wall. Blow this crumbled wall up with a Bombomb, but don't go in just yet. Instead, jump onto the top platform and grab the middle plant, it is a potion. Take it back down to the bottom for a mushroom. The plant nearest to the crumbled wall you just blew up is a normal bomb. It will allow you to blow up the other crumbled wall and go down the ladder.

Ignore the crumbled wall at your feet. Just keep going west until you get to the red Panzer. Jump over it and go in the door.

Avoid the Sparks as you make your way to the bottom. You will need to take the mushroom blocks and throw them over the potholes to stop the Shyguys from overflowing. When you get to the bottom, go up the left side to the very top. Avoid the Bomb-Ombs and blue moving Pansers. Now, enter the door at the very top.

Move left until you come to the Pidgit. Pull him off his carpet and make it to the other side. Now jump across the clouds until you come to the red Birdo. Kill the Birdo and enter Hawkmoth to face the boss of World 5.

Clawgrip is probably the hardest boss in the game, except for the final boss. Clawgrip will keep throwing rocks at you until either you or him dies. You will have to pick up the rocks that he throws at you and then throw them back at him. Once you hit him 5 times, he will die and you will be on your way to World 6. A good strategy for this boss is to stand somewhere away from Clawgrip's rock span and wait for Clawgrip to roll the rock instead of throwing it, because they are easier to pick up without getting hit.

World 6-1 - Walkthrough

Make your way into the first pipe. Pick up the potion plant at the bottom and bring it back up to the top. Throw the potion onto the spring at the top. Now, you will have to be quick to get the mushroom. If you are not quick, the mushroom will sink in the sand, and you will be out of luck.

Run ahead until you come to a higher up ledge that you need to jump up to. On this platform, there should be tons of cactuses, two Pokeys, and two plants. Avoid or kill the Pokeys and then uproot the plant on the right, it is a potion. Now take the potion past the Panser and throw it on top of the small building. Get the mushroom and now enter the door sitting there.

Inside this door, there are dozens of pipes, some guarded by Cobrats. In one of these pipes is a key that is needed to get past the door at the end of this room.

Now, enter the pipe third from the left with the mushroom block on top of it. Take the mushroom block from where it is sitting and enter the pipe. In this pipe there is sand that you will need to dig through to the bottom. At the bottom of this pipe, there is no key. Instead there is four plants, and the one on the left is a 1-up.

After you have gotten the 1-up, go in the pipe that is 5th from the right. Make your way to the bottom of the sand pile and steal the Phantos key. Now you will need to take the key back out of the pipe and to the door on the right side of the room. Use the key to unlock the door and enter it.

The Birdo in this door is one of the hard ones. He shoots nothing but fire. Kill him with the three mushroom blocks provided and enter the hawkmouth to get into World 6-2

World 6-2 - Walkthrough

Exit the cave. You should now see a very large, almost endless pit. To get across, ride on the Albatrosses. Try to ride on a high up Albatross that is heading east.

As you continue east, dodge the fire shooting Panser and then duck until you are flashing. I say this because the next ledge you are about to pass is too far up to normally jump, and once you realize that it will be too late to superjump, and you will most likely lose a life. Superjump onto the platform. On this platform, there are two plants. The one on the left is a potion. Drop the potion right where you are and enter mirror land to get the nearby mushroom.

After you have gotten the mushroom, ride an Albatross back to the beginning of the level. The only reason why you have to do this is because there are no Albatrosses that will fly to the right until you go back to the beginning. So head west until you get to the very beginning of the level. Now, catch another Albatross that is heading east. From here on, you will have to dodge every wall, Beezo, and Albatross that gets in your way. When you reach the door at the end of the level, enter it to fight the Birdo.

The Birdo is a green one, which means he only shoots fire. Kill him to claim your crystal and enter Hawkmouth to play in World 6-3.

World 6-3 - Walkthrough

Uproot the plant at the top of the ladder, it is a potion. Take it to the two lone cacti sitting in the quicksand. Now throw in on one of the two lone cacti to get a mushroom. Be sure not to fall in this quicksand, it sinks very fast. Make it to the door at the very end, killing Cobrats, Pokeys, and Shyguys if necessary. Now enter the big door into the next room.

Make your way past all the Bombombs until you get to a crumbled wall with some Ninjas on the other side. Bomb this wall with the bombs provided. Now, jump over the Ninjas and Shyguys until you come to another destructible wall. Bomb this the same way you bombed the last one. The next plant is a potion, but don't get it just yet, unless you don't plan to get the mushroom.

To get the mushroom, bomb past the next wall and before you go down the ladder, you should see a hole plugged up by two crumbled bricks. Get rid of the crumbled bricks with the two bombs there. Now, uproot the potion plant that you passed earlier on, and Drop it down the hole you just made. Go in the door and finally grab your mushroom. Now that you have the mushroom, take a climb up the vine at the end.

Now that you are at the vine part, just make your way to the very top, using the vines to climb on. This part is very easy, very long, and very fun. So just climb your way to the top. Be sure to avoid all Hoopstars and Snifits.

Once at the top go to the right a little bit and into the pyramid. Once in the pyramid, fight the easy Birdo. Once Birdo is defeated, grab the crystal, and go into Hawkmouth and fight the boss of World 6.

Mouser is the boss of World 6. He is just like the one from World 1, you even kill him the same way. Grab the bombs that he is throwing at you and throw them back at him. There are two differences between this Mouser and the Mouser from World 1. The first difference is that there is a spark in the room that you must avoid. You can kill the spark with a bomb, but you will have to have good timing. The second difference is that the ledge that Mouser is on is much higher up. You throw a bomb on his ledge, you will have to super jump. This means that once you get a bomb, you'll have to hurry unless you want it to blow up in your hands. Once you hit him 5 times, he will die, revealing a door to World 7.

World 7-1 - Walkthrough

Climb onto the clouds and up the ladder. To get the potion, go all the way to the pillar before the pipe with shyguys coming out of it. Now, pull up the plant that's there to get a potion. Take it to the green ledge with the three plants on it. Drop it there and enter mirror land to get a mushroom.

To get another mushroom, go in the door all the way to the right, grab the plant third from the right, it is a potion. Now throw it down nearby to get another mushroom and six possible coins.

Now, hop onboard an Albatross and stay on him until you get to the leftmost tuft of grass in this area. You will need to jump over pillars and clouds. Pick up the leftmost plant, it is a rocket. It will take you to the next part of the level.

Make your way to the right, and kill the two Snifits shooting pellets at you. Now you will need to go up a ladder, but uh oh. A giant pillar stands in your way. To get past it, you will need to go under it. To do this, you will need to go through the clouds. Make sure you don't get caught by some of those red Shyguys that are overflowing the pot. When you get under the platform, dodge the Snifit and jump up through the cloud to get to the ladder.

Now, simply head north, avoiding all the Sparks, until you come to a Spark trapped in a cage of mushroom blocks. For this, you will need to kill the Spark outside of the cage, and then let the other Spark out of his cage by picking up a mushroom block. Make sure your timing is good, though so you don't get shocked by the Spark. Once the second Spark is loose, kill him by throwing a mushroom block at him.

With the remains of the mushroom block cage, pile up about 5 of the mushroom blocks on top of each other so that they make a platform that you can jump on to get to the next layer of clouds.

You should now see a few ladders and two Hoopstars patrolling them. While avoiding the Hoopstars, climb up the ladder and past the Snifit. Keep heading north until you see a small building. Go in it and fight the Birdo. When Birdo is killed, grab his crystal, and enter the Hawkmoth to get to World 7-2.

World 7-2 - Walkthrough

Kill or dodge the three Snifits and go into the door at the right. You will now find yourself on a conveyor belt pulling yourself to the right. Climb up the chain at the end of this room, dodging all Shyguys, Ninjas, Pansers, and Bombombs as necessary. Now you must go to the left, so dodge the small amount of Sparks and go up the next chain.

Climb up yet another chain sitting there. Climb up the chain on the left side, and here you will see two chains above four more Sparks. Take the chain on your left, and enter the door at the top.

Now fall down to the very bottom, but do not land in the center, because a Panser is there. Go down another ladder that leads underground. Now pick up the plant on the right, it is a potion. Now go back up the long ladder and back from where you came from.

As you make your way to the top, dodge all Sparks. Once at the top, climb up the chain.

Pick up the Pow block and throw it to knock out all of the Sparks in the room. Using the chain, climb onto the conveyor belt. Head east ducking for an occasional Spark until you get to a chain at the end. Go down it, and you will be face to face with Birdo. Notice the Phanto in the background. Kill the Birdo to get the Phanto's key. Take this key in the door. You should start hearing different music.

With the key in you hand, start heading west. You will come in contact with several Sparks. You can use your key as ammo to throw at them, but be sure to get it back, because you need it to get into the locked door. Head west until you come to a locked door. Enter the door, and head east a little bit until you see a crystal and a Hawkmoth. Pickup the crystal, and watch out. The

Hawkmoth will actually come to life and attack you! Hit him three times with the mushroom blocks in the room and he will open his mouth. Go in his mouth and get ready for the showdown between yourself and the final boss of the game, Wart.

To kill Wart, you will have to hit him six times with the vegetables that he hates. Watch out, Wart shoots bubbles out of his mouth every time he sees a vegetable. That means, when you are going to grab a vegetable, be cautious, because you could get hit by bubbles. When you get a vegetable, you can throw it at him, but it will only cause damage if his mouth is open. However, Wart only opens his mouth to shoot out bubbles, and if the vegetable hits bubbles, it will disappear. See the dilemma? You will have to aim pretty darn well to throw the veggie in Wart's mouth, but not hit the bubbles. And you will have to hit him 6 times, which makes it even harder. Once you hit him 6 times, he will fall off the screen and you will be victorious.

Here is an easier (and cheaper) method to kill Wart, but you must be either Princess Peach or Luigi to pull it off:

- 1- Grab a vegetable.
- 2- With the vegetable in my hands, I run behind Wart. He will not shoot at you if you are behind him. He will only shoot forwards.
- 3- Wait for Wart to open his mouth and throw the vegetable at him.
- 4- Now repeat this process 5 more times, until he is dead.

When you finally beat Wart, and enter the door, you will get a final movie. In the final movie, you will free a large family of Subcons, which is what the whole game is about. Now you will get to watch a cool little movie where the Subcons beat up Wart's dead body and honor the Mario Brothers. Then it turns into a cloud bubble and it all turns out to be one of Mario's dreams. Then, the cast of the game is displayed and the game will be over.

Good job, I sure hope you're proud of yourself. Give yourself a pat on the back. Now, go outside and get some fresh air, you need some if you just spent the whole day beating Super Mario Advance.

~~~~~

## Section Five: Yoshi's Challenge

---

~~~~~

As you may already know, the Yoshi Challenge is a challenge that unlocks only after you beat the game in a given file. When you unlock the Yoshi Challenge, the sky on the title screen will turn from a blue color to a red color. Also, on the title screen, you will see a Yoshi Egg sitting on a green platform. There is not really a point in the Yoshi Challenge, just another component to the game. In the Yoshi Challenge, you must collect giant Yoshi eggs that can only be found in mirror world. There are two eggs per level, 40 eggs in the game. The eggs can be hard to find because sometimes you will have to take a potion to a place that is not very easy to get to. Also, if you have collected a Yoshi egg and lose a life, you will also lose the Yoshi egg. To save your Yoshi eggs, all you have to do is grab a crystal and enter Hawkmoth. When you get all of the Yoshi eggs, the egg on the title screen will be turned to a Yoshi. That's it. For a detailed description of where all the Yoshi eggs are and how to get them, just look below.

World 1-1 - Yoshi's Challenge

Egg 1: After you fall out of the sky, and enter the first door of the game, head east just a short bit until you come to a high pillar with four plants on it and a vine to the right side of it. Climb the vine to the top and grab the rightmost plant for a potion. Take this potion to the short wooden pole to the right of the pillar with all of the Shyguys and Tweepers hopping next to it. Throw the potion down near this wooden pole and enter mirror land. Now, grab the very first Yoshi egg of the game.

Egg 2: Go into the first cave of the game. In this cave, scale your way to the top and exit using the door to the right. Once back outside, head east a little more until you come to a vine that is being patrolled by a Hoopstar. Carefully, climb this vine. Jump up a little bit more until you see a small vase on the left half of the screen. Jump in the vase, you should see a ferris wheel type thing. Pull the left plant sitting there and take the potion you just grabbed out of the vase and up two platforms. Throw the potion down and enter the door to obtain the second Yoshi egg of World 1-1.

World 1-2 - Yoshi's Challenge

Egg 1: After you pull the Pidgit's head off his carpet and use it to fly across the huge pit, you will see two vases. On the left of the leftmost vase is a plant containing a potion. Grab the potion and throw it to the right of the rightmost vase, but left of the two Ninjas hopping there. Enter mirror land and grab the first potion of World 1-2.

Egg 2: After you entered the locked door by stealing Phanto's key, you will see a crumbled wall with a Snifit shooting pellets on the other side of it. Blow up the crumbled wall with a bomb that is provided in the ground. Enter the wall you just blasted and go up the ladder. The first plant to the right of the ladder on the top ledge is a potion. Pick up the potion and throw it at your feet. In mirror land, you will need to quickly descend from the ladder and grab the Yoshi egg.

World 1-3 - Yoshi's Challenge

Egg 1: After jumping over a few water pits, you will come to a long wooden log that can be used as a bridge between two platforms. The bridge will have a massive amount of Ninjas jumping underneath. To the left of this bridge you should see two plants just sitting there. The right plant is a potion. Bring the potion to one of the two platforms under the bridge to where all the Ninjas are jumping repeatedly. Throw the potion somewhere near the water pit. Go in the door and you will see a large yellow Yoshi egg which you should now get.

Egg 2: If you go on a little bit into the level, you will come across a door. Once you enter the door, you will be in a cave/warehouse type place. Once in the warehouse, head north. Climb up chains and dodge Sparks as necessary. Before you reach the door at the top, you should see a vase to the right of you. Go in this vase and grab the plant on the left to get a potion. Use the ferris wheel thing to get out of the vase. Once back into the warehouse type place, throw the potion on the middle, lower platform that has the Spark surrounding it. Go in the door you

just made and the Yoshi egg will be sitting right next to you.

World 2-1 - Yoshi's Challenge

Egg 1: Head east until you jump over two different vases that have Cobrats inside them. Just after the second vase, you will see a structure made out of blocks with a few plants on top of it. The leftmost plant is a potion. Throw the potion to the right of the block structure but not into the quicksand. Enter mirror land. You have to be somewhat quick, because the Yoshi egg will fall from the sky into the quicksand and if you are too slow, the quicksand will consume the Yoshi egg.

Egg 2: Head east to the very end of desert. You should see a pyramid with a door leading into it which will lead you to the next room. Keep heading east, past this pyramid so that you are pressed against the edge of the screen. You should notice a potion at your feet by now. Pick up the potion and bring it to the west of the pyramid until you see a structure made of blocks with the Panser shooting fire on top of it. Drop the potion somewhere near the block structure. When you enter mirror land, the Yoshi egg will appear on the very top of the block structure.

World 2-2 - Yoshi's Challenge

Egg 1: Exit the cave that you start out in. Head east a while until you pass the super sinking quicksand. You should see a door to the right of the super sinking quicksand. Enter it and you will find yourself in a cave with a crumbled wall to your left. If you head down a platform, you will see three plants just sitting there which are all bombs. Use those three bombs to blow up the crumbled wall to your left. Now, head left past the crumbled wall that you just blasted until you see a block structure with 5 blue Shyguys roaming it. The plant containing the potion is the middle plant on the top row. Grab the potion and take it back to where you started. Drop it where you found the three bombs that you used to blow up the crumbled wall. Enter the door leading to mirror land and you will see the Yoshi egg which is what you were looking for.

Egg 2: Exit the cave that you start in. Head as far east as possible. You should see a vine. Descend from the vine into the next room. In this room you should see a giant Ninja, lots of sand, and a red Shyguy. Dig your way to the bottom of the enormous sand pit until you come to a platform which divides the sand pits in half. When you get to the fork, dig your way to the left of it. Now dig as deep as you can until you get to the very bottom. You should see a vase, and two plants surrounding it. Grab the leftwards plant and you will obtain a potion. With the potion in your hands, carry it to the very top of this sand pit and drop it where you saw the huge Ninja. Enter mirror land and collect egg number 2 of World 2-2.

World 2-3 - Yoshi's Challenge

Egg 1: Climb the ladder to exit the cave that you start in. Once out of the cave, you should see a three plants to the right of the ladder. Grab the leftmost plant and you will get a potion. Throw the potion on the three brown blocks to the right of the ladder that are higher than the other blocks. Enter mirror land and claim your Yoshi egg.

Egg 2: Climb up the ladder to exit the cave that you start in. Start heading east and you will be ambushed by a massive sky attack of Subcons. Keep heading east past the ambush past the large amount of cacti, past the quicksand, and past the two Pokeys until you find a pyramid with a door. Enter the door, and you will find yourself in a new room. Fall down the right cliff and hold left. When you land, you should be on a platform with two plants. The plant on the left is a potion, pick it up. Drop the potion at your feet and enter mirror land. In mirror land, the Yoshi egg will be on the platform that you are standing on, just grab it to obtain the second Yoshi egg of World 2-3.

World 3-1 - Yoshi's Challenge

Egg 1: Jump over the small waterfall pit and into the first door. In the next room you will see three clouds and a waterfall. Fall down the waterfall. You will not die, instead you will fall a great distance onto a small platform in the center of the screen. Make sure you land in the middle though, because if you land too far east or west, you will not land on a platform and lose a life. Now enter the door on the small platform. You should now be in a cave area. In the cave, head east until you see a nice garden composed of 15 plants. Grab the 10th plant in, it is a potion. Take the potion to the vase at the end of this tunnel and throw it down there. Enter the door leading into mirror land and collect your Yoshi egg.

Egg 2: Jump over the small waterfall pit and into the first door. In the next room you should see three clouds and a waterfall. Using the clouds, jump as high up as you can possibly go. When you run out of clouds to jump on, you should see a Pidgit. Jump on his head and pull him off of his carpet. Ride his carpet as far north as you can get. When you reach a vine, just jump off the carpet and grab a hold of the vine. Climb up the vine to the next area. You should see a giant blue Shyguy walking toward you. Head east past the fire shooting Panzer and onto the green platform sitting there with two plants on it. Pick up the plant to the left, it is a potion. Take the potion to the cloud above you. You will probably need to superjump to get to it. Drop the potion at your feet and collect egg number 2.

World 3-2 - Yoshi's Challenge

Egg 1: Head as far east as you possibly can. When you can't go any farther, you will see a green platform with a Snifit under it. The leftmost plant on the green platform is a potion. Throw it near the crumbled ground. Enter mirror land and grab the blue egg which will fall on the crumbled ground.

Egg 2: Head as far east as you possibly can. When you can't go any farther, you will see a green platform with a crumbled ground to the left of it. To the left of the crumbled ground is two plants, both of which are bombs. Use one to blast away the crumbled ground. Fall down the hole you just made and descend from the ladder which is west of where you just fell from. In this next cave, you will have to get passed all of the crumbled walls to the west of you. As you can see, there are many plants in the ground, most of which are bombs. Use the bombs to blast your way to the ladder west of this cave. Once you can reach the ladder, just go up it. Now you should see two Shyguys next to you and a Panzer above you. Avoid all of these enemies and head down the ladder which

is located west of you. Jump to the left, using the huge rock pillars as stepping stones. When you get to another ladder, climb up it. You should now be back outside once again. Head west a bit more and down the ladder you will find. Now, you should see a crumbled wall and three plants which are all bombs. Grab a bomb and stand on the left edge. Right before the bomb explodes, drop it down the pit. If you have timed it properly, the bomb will have exploded in midair and part of the crumbled wall will be destroyed. This may take a few tries, so don't get frustrated. Once you have successfully blasted the crumbled wall, jump left to the ladder by going through the wall you just blasted. Now, head as far to the left as you can until you get to a room with four Porcupos and four plants. The leftmost plant is a bomb. Use the bomb to blast the left crumbled ground. Now grab the rightmost plant to get a potion. Throw the potion somewhere near the crumbled ground that you just blasted. Enter the door and collect the light blue Yoshi egg.

World 3-3 - Yoshi's Challenge

Egg 1: Exit the cave that you start in. Head east and jump over the three wooden poles. You should see a POW block with four plants to the right of it. The rightmost plant is a potion. Grab the potion and throw it on the highest up wooden pole to the left of the POW block. Enter mirror land and you should see a yellow Yoshi egg resting on the tallest wooden pole. Grab it to obtain the first Yoshi egg of World 3-3.

Egg 2: Exit the cave that you start in. Head east until you come to a building with a door in it. Enter the door into the next room. In the next room, head west until you come across a ladder. Go up the ladder and start heading east while being careful not to fall to the lower level, or get hit by a Spark. When you get to the door, go in it. In this next room, go north as high as you can go until you reach a door which you should now go in. In this new room you will see Phanto's key. Steal it and bring it out the door to the room that you were previously in. Take the key to the door at the very bottom while making sure the Phanto doesn't hurt you or you don't get hit by a Shyguy. Once at the door at the bottom of this room, go in it and you'll notice that you are now in the room that you were previously in. With the key, jump to the lower level and into the locked door to the left half of this room. Start heading north by jumping on the plus sign shaped platforms that all the Sparks are on. Keep going north until you come to a door. Don't go in the door, instead, keep going upwards. When you get to two ladders, climb up the right ladder. When at the top, pick up the right most plant to get a potion. Jump back down to the base of the ladder and throw the potion on one of the many blue blocks sitting there. Enter the door into mirror land and sitting right next to you should be the second Yoshi egg of World 3-3.

World 4-1 - Yoshi's Challenge

Egg 1: Start running to the east. Keep an eye out for a heart high in the air. When you see this heart, you should also see two ice platforms, the bottom of which will have a lone plant on it. This plant is a potion. While cautioning the Flurries, grab the potion and throw it a little bit to the right where the fish is jumping. Enter mirror land and a blue Yoshi egg will fall from the sky which you should now grab.

Egg 2: Start running east. Run as far east as you can until you get to an ice wall. You should now see four plants; two on a top platform, one on a bottom platform, and one below three ice blocks. Grab the leftmost plant on the top platform. Throw it down on one of the three ice blocks. Enter the door you just made to mirror land and you will see the red Yoshi egg on the platform below you. You will have to fall down a level to get this. Be careful though, because you can still die in mirror land.

World 4-2 - Yoshi's Challenge

Egg 1: Jump over the giant POW block, over the Porcupos, and up the vine. From here, head east. You will have to dodge a massive attack of Beezos and some Flurries. Once you have dodged this sky attack and have reached the door on the very east of the area, enter the door. In this area, you will see several whales in the water below you. On the left most whale is three plants. The leftmost plant is the potion. Pick it up and throw it on the left side of the whale to the right of you. Enter mirror land and collect your Yoshi egg.

Egg 2: Jump over the giant POW block, over the Porcupos, and up the vine. From here, head east. You will have to dodge a massive attack of Beezos and some Flurries. Once you have dodged this sky attack and have reached the door on the very east of the area, enter the door. In this area, you will see several whales in the water below you. Start heading east until you see three consecutive pillars sticking out of the water, each of which has three plants on it. Pick up the rightmost plant on the highest pillar, it is a potion. Drop the potion on the ice cube staircase to the right of the highest pillar. Enter mirror land and claim your potion.

World 4-3 - Yoshi's Challenge

Egg 1: Exit the cave that you start out in. Above the door that you just came out of you will see three plants. Grab the one on the left, it is a potion. Take the potion to your left until you see a strange structure of three ice pillars. Throw the potion so that it lands on the middle ice pillar. Enter the door to mirror land and collect your Yoshi egg.

Egg 2: Exit the cave you start out in. You will see a Birdo there. Do not kill him, instead ride on one of his eggs across the huge water pit to the right. Now enter the door which is a little to your right. In this next room, start heading north. Jump on the ice pillars as high as you can go while avoiding an occasional Flurry which falls from above. When you finally reach the door at the top, go in it. You will find yourself back outside with two plants and a door to your right. Pick up the plant to your left. Take the potion left until you see clouds. Jump on the first cloud, then superjump onto the higher cloud. Drop the potion on the higher up cloud. Now, enter mirror land. Now pick up the pink Yoshi egg on the top of the building next to you.

World 5-1 - Yoshi's Challenge

Egg 1: Head east, jump over the Panser whom is shooting fire, drop down a level, start heading left, and go in the door which leads to a cave. You should see two plants on the platform you are on right now. Grab

the rightmost plant, it is a potion. Carry the potion east until you come across one lone log. The platform after that is where you drop the potion. Drop the potion on this platform, enter mirror land, and collect your egg.

Egg 2: Head east, jump over the Panser whom is shooting fire, drop down a level, start heading left, and go in the door which leads to a cave. Head east until you come to the last two logs of the cave. Jump on the rightmost log and you will see a wall to your right. You have to jump ontop of this wall, however the top of the wall is cutoff by the top of the screen, but it is still there. So jump ontop of this wall and pick up the first mushroom block. Now fall down to the bottom floor with all the plants in the ground. pick up the left most plant, it is a potion. Throw the potion on the ground. Your egg should fall from the sky and land right next to you. Pick it up to obtain egg number two of World 5-1.

World 5-2 - Yoshi's Challenge

Egg 1: Exit the cave that you start in. Head east until you come across a vase while dodging Hoopstars, Ostros, and ocasional Shyguys as necessary. When you get to this vase, go down it. Pick up the potion at the bottom and blast the crumbled ground at your feet. Now, drop down to the new room with two Porcupos patrolling the bottom row. You should see two plants on the platform that the Porcupos are patrolling. Grab the rightmost plant, it is a potion. Take the potion out of the vase and take it to the right. Keep taking it right until you see the Panser plant spitting fire in the air. When you see the Panser, throw the potion on the first platform to the left of him. Enter mirror land and collect your Yoshi egg.

Egg 2: Exit the cave that you start in. Head to the very east of this screen until you reach a gaint wall and see a vine above you. Climb the vine until you see two Snifits shooting pellets at you. The potion is underneath the Snifit on the right. Fall off the vine onto him and pick him up and throw him. Now, get the potion. With the potion in your hands, jump onto the cloud that the left vine grows from (The base of the left vine). Now wait for a Hoopstar to climb down close enough to you that you'll be able to jump on his head and use him as an elevator. Jump on Hoopstar's head and ride him up the vine to the very top. When you see the cloud at the top of the vine, throw the potion onto it. Now, enter mirror land and collect your Yoshi egg.

World 5-3 - Yoshi's Challenge

Egg 1: Climb out of the cave that you start out in. Head east just a short bit until you come to a cluster of three plants in the ground. The Leftmost plant is a potion. Grab it. Take the potion east until you see a cluster of 6 plants in the ground on a platform elevated slightly higher than the rest of the ground. Throw the potion to the left of this, but before the T shaped log structure slightly to the right. Enter mirror land and grab your Yoshi egg.

Egg 2: Climb out of the cave that you start out in. Head east until the Albatross birds stop dropping Bombombs. Eventually, you should come to a crumbled wall. Super jump on top of it and start heading east again. When you start walking on the wooden log, just head east until you get to the end. Drop down below the log and start heading west until

you come across a ladder. Go down the ladder into a cave. In this cave, you should see a pot covered by a mushroom block and a huge Shyguy walking back and forth to the right of it. Uncover the pot and Bombombs will start piling out. Lure them on top of the crumbled ground so that they blow up the crumbled ground. Once you have done this, use the mushroom block to cover up the pot so the Bombombs stop luring out. Now, drop down through the crumbled ground you just blasted. If you look left, you should see several evenly spaced plants in the ground. The rightmost plant is the potion. Pick it up and jump to the top level where the huge Shyguy is walking on. Throw the potion just to the left of the crumbled wall you blasted. Enter mirror land and grab your Yoshi egg.

World 6-1 - Yoshi's Challenge

Egg 1: Head east until you come across a vase with a Cobrat in it. Get rid of the Cobrat and go into the vase. The only plant in this vase is a Potion. Take the potion out of the vase and throw it on the old ribcage thing just right of the vase. Enter mirror land. In mirror land, the Yoshi egg will drop into quicksand. Quickly grab it or it will sink.

Egg 2: Head east until you pass three vases, all of which will have Cobrats in them. To the right, you will see two Cobrats peeking their heads out of the sand waiting for you to come by so that they can strike. To the right of them you will see a platform that is higher than all of the other platforms that has cacti on it. Jump on that platform and start heading east. Jump over the two Pokeys, and the moving Panser shooting fire. You will see a door. Go in it. In this next room, you will see many vases on the ground. In this room, head to the very east until you see a locked door with two plants above it. The plant on the right is the potion. Take the potion back to all of the vases. Throw it in the middle next to the mushroom block. Enter mirror land and grab your Yoshi egg.

World 6-2 - Yoshi's Challenge

Egg 1: Exit the cave you start out in. Jump on the first Albatross bird heading east that is somewhat high in the air. Just stay on him, and use his back for transportation. Eventually you will see three Beezos flying toward you. Just jump over them. Eventually you will come to a tall pillar with two plants on it. Jump on this pillar and grab the plant to the left, it is a potion. Throw the potion at your feet. Enter mirror land and you should see the Yoshi egg sitting at your feet.

Egg 2: Exit the cave you start out in. Jump on the first Albatross bird heading east that is somewhat high in the air. Just stay on him, and use his back for transportation. Eventually you will see three Beezos flying toward you. Just jump over them. Eventually you will come to a tall pillar with two plants on it. When you see this, quickly jump off your Albatross, grab the plant in the middle to get a potion, and jump back on your Albatross. If you are too slow, you have to start over. Now, you should have a potion in your hands, and be riding an Albatross that is heading east. Ride the Albatross until you come to another pillar with only one plant on it. Throw the potion on this platform. Enter mirror land and collect your Yoshi egg.

World 6-3 - Yoshi's Challenge

Egg 1: Exit the cave you start out in. The first plant to the right of the ladder is a potion. Carry the potion east. Drop the potion on top of the cactus to the right of the first shyguy. Enter mirror land. Now, you will need to be extremely quick to grab the Yoshi egg because it will fall and land in quick sinking quicksand and if you spare any time, the Yoshi egg will be lost.

Egg 2: Exit the cave you start in. Start heading right while being careful not to fall in any quicksand. When you get to the huge door, enter it into the next room. Start heading east jumping over all of the Bombombs, and over all the pots until you come to a crumbled wall with sand to the left of it. Use the sand to jump to the higher level and you will see another crumbled wall. The two plants before it are bombs. Use them to blow up the crumbled wall. Start heading east again until you come to another crumbled wall. Again, the two plants in front of it are bombs, use them to blow the wall up. Head east until you see another crumbled wall. Again, the two plants in front of it are bombs, use them to blow up the wall. Now head east until you see a ladder. Go down the ladder, to the east, and up the vine. You will now find yourself outside. In this area, you will find many clouds and many vines. Just start climbing up. Eventually you will come across a vase that is on the right half of the screen. Go in it and grab the plant on the bottom to get a potion. Take the potion out of the vase and throw it on the cloud left of the cloud that the vase is on. Now enter mirror land and grab your Yoshi egg.

World 7-1 - Yoshi's Challenge

Egg 1: Jump out of the area you start out in by jumping cloud to cloud until you get to the ladder, then go up the ladder. Now, travel as far east as you can go until you see a pot with Shyguys gushing out of it. Look to the left of that and you should see a pillar with a plant on it. Pick it up, it is a potion. Throw it in the middle of the crumbled ground to the left. Enter mirror land and grab your potion.

Egg 2: Jump out of the area you start out in by jumping cloud to cloud until you get to the ladder, then go up the ladder. Now, travel as far east as you can go. You should come across a small hut with a plant on top. Jump ontop and wait for an Albatross bird to come heading west. When you see one, jump on it and ride it all the way to the extreme west of the screen. In between two huge pillars, you will see a lone plant. Grab it, it is a rocket and will blast you to the next area. Now head east until you come to a huge pillar blocking you path with a ladder to the right of it. Get past this by running through the clouds. Get to the last cloud and jump onto the cloud with the ladder on it. Now climb up the ladder and onto the next area. Now, jump on the cloud and then to the other cloud, and then up yet another cloud, and then up the ladder. You will now see two sparks, one of which is trapped inside a cage of mushroom blocks. Set him free and then kill both Sparks. Pile the mushroom blocks ontop of each other and super jump onto the next platform with the ladders. Climb up the ladders up high until you see a Snifit shooting pellets at you. He is on a pillar. Opposite of him is another pillar with a plant on it. Grab it, it is a plant. Throw it on the cloud that the Snifit is on. Enter mirror land and reclaim your red Yoshi egg.

World 7-2 - Yoshi's Challenge

Egg 1: Head east, jumping over Snifits on pillars. When you get to a door, go in it. In this room will be a lot of conveyorbelts. Just follow them to the very east of the level, then go up the chain. Avoid the Sparks. Head left and go up the chain again. Now, head east and go up the chain again. Avoid the Sparks, head left and up the up the chain. In this room you will see many Sparks, and two different chains that will split up your path. Climb the left chain and go in the door to get outside. While outside, fall all the way down to the bottom. When you get to the very bottom, go down yet another ladder and in the door at the bottom. In this next room, you will see two plants. Pick up the potion on the right, it is a potion. Throw the potion down somewhere in that room. Your Yoshi egg will appear on the tallest pillar to the right side of the room.

Egg 2: Head east, jumping over Snifits on pillars. When you get to a door, go in it. In this room will be a lot of conveyorbelts. About halfway through the level you will see a chain leading south. Climb it down to the next room. In this room you will see many, many mushroom blocks and some Sparks. Pick up the mushroom blocks to get to the bottom and then enter the door at the bottom that leads into the next room. In this next room is many Sparks and some chains. In about the middle of this room is a door go in it to the next room. In this next room, go to the left and you will see two potions and four pillars. The leftmost plant is the potion. Grab it. Throw it on the edge to the left of where you came in this door from. Enter mirror land and get your egg.

~~~~~  
Section Six: Secrets/Tips/Hints

---

~~~~~  
This is fun stuff that will increase the fun factor of the game.

=====
A) Shortcuts
=====

~~~~~  
If you know any I'm missing, I think you know what to do (email me).

World 1-1 - Shortcuts  
-----

You need to be Princess or Luigi for this one. Right after the second POW block, you will see a lone platform just sorta sitting there. Jump on the right edge of it and hold down until you are flashing for a super jump. Jump as far as you can in the right direction. If you jump far enough, you can make it to that platform and eliminate the cave.

World 1-1 - Shortcuts  
-----

When you are in the top of the cave, head west across the waterfall. You will come in contact with a Shyguy, three plants ontop of a platform, and a crumbled wall. Jump to the top platform, and throw the Shyguy somewhere, just out of

your way. Now obtain a bomb by picking up one of the plants sitting there. You will have to drop the bomb at the exact right time so that the bomb explodes next to the crumbled wall. This may take a few tries. If you run out of bombs, exit and enter the cave, and they will be back. Once the wall is blown up, enter the door. In this door, you will have to super jump to the next platform and then keep jumping onto the highest up platform. The highest up platform, you will not be able to see, because the edge of the screen will get in the way. Jump on the highest up platform and head west until you see Birdo and a Hawkmoth. You have just skipped half the level.

#### World 1-2 - Shortcuts

-----

After stealing the Pidgit's carpet, take it as far east as you can go before it disappears. Just before it disappears, jump off of it onto the platform. If you did not make the platform, you did not go east fast enough. This shortcut will skip the Phanto, the locked door, and the cave.

#### World 1-2 - Shortcuts

-----

You must be Luigi for this shortcut. After you make it across the pit, take a Ninja and throw it under the top ledge. Jump on the Ninjas head and hold down until you are flashing for the super jump. Jump when the Ninja is at the peak of his jump. If done correctly, you should have had enough air to make it to the top platform which will eliminate a lot of this level.

#### World 1-2 - Shortcuts

-----

This shortcut will require a little skill, because if done incorrectly, it is likely that you will lose a life. After clearing the huge pit, stay toward the left edge and wait for a Beezo to swoop down that is relatively high up. If you see one that isn't very high in the air, don't get it. When you have chosen your Beezo, jump on it's head and ride it to the end of the level. you will have to keep tapping forward for this, though, because if you try to jump on Beezo and not hold forward, you will fall.

#### World 3-1 - Shortcuts

-----

You must be Princess for this shortcut. After you climb up the first vine, head west. You will see an edge, that if you fall off, you will lose a life. Get a running start and run as fast as you can in the direction of the edge. Before you fall off, jump and glide as far as you can to the left. You will not fall to your death, instead, you will land on a small platform with a door on it. Go in the door. You will see a crumbled wall to your left, and two plants that are bombs. Blow up the crumbled wall with the two bombs that are provided. Now, go west a bit and jump on the top of the other two crumbled blocks sitting there that you have not bombed. Hold down until you flash for a super jump. Jump as high as you can and hold left and you will start to head left. Keep going left until you come in contact with the Birdo. You have just skipped the harder half of this level.

#### World 3-2 - Shortcuts

-----

You must be Princess for this shortcut. When you get to the two POW blocks, pick one up to create a hole. Jump down the hole. To your left, you will see a huge hole. If you jump as far as you can, you can make it to the other side. You will have to run as fast as you can, and use as much glide as you can. Doing this will skip a small portion of the level.

#### World 4-3 - Shortcuts

-----

You must be Luigi or Princess for this shortcut. After you cross the giant water pit by traveling on Birdo's egg, keep heading east until you see a door. Do not go in this door. Instead, get a running start and run to the right edge. Right before you run off the edge, jump as far as you can to the right. You may think you are just going to land in water and die, but another platform will be on the other side that you will land on. Doing this will skip a large amount of the level.

#### World 6-3 - Shortcuts

-----

Exit the cave and look toward your left. You will see a wall with quicksand flowing underneath it. Walk into the quicksand and start holding left. When your body is almost completely covered in quicksand, the screen will begin to move to the left. When it does this, start jumping while still holding left. What you are doing is moving underneath the wall. When you finally rise from the quicksand on the other side of the wall, you will see a door. Go in it. You should be on a cloud. Jump to the left from cloud to cloud until you see a pyramid for you to enter. Using this shortcut is extremely useful, and it will cut off almost all of the level.

#### World 7-1 - Shortcuts

-----

Either Princess or Luigi is needed for this shortcut. When you start the level, go up the first ladder, and stand on the column to your left. Charge for a super jump, and wait for an Albatross to come along. Jump on the Albatross, and over the other columns and into the rock to your west. Doing this will skip a small portion of World 7-1.

#### World 7-1 - Shortcuts

-----

You will need to be Princess for this shortcut. After you ride the Albatross and blast off using the rocket, you will come to a new screen. After the two Snifits, there will be a large platform blocking your path to the ladder. Normally, you will have to go under the platform, but this shortcut will let you go over it. Jump on the Snifits head, and hold down for a power jump. Jump as high up as you can and then hover to the right to actually get over the platform. Go up the ladder. You have just skipped the hardest part of this level.

---

---

#### B) Secrets

---

---

??????????

99 Lives Trick 1: In World 3-3, head east until you find a door. Go in the door. Now, head west until you come across a ladder. Climb the ladder to the top and jump the platforms to the right until you see a door. Go in the door. In this next room, you will see many pots that are shooting out endless amounts of Shyguy. Jump to the top of this room. When you get to the top you will see a door and a plant to the left of this door. Grab the plant, it is a turtle shell. Throw the turtle shell in any direction and quickly jump on it so that you are riding it. Ride it to the bottom. As you do this, you will kill every shyguy in your path racking up more and more points for each Shyguy. Once you exceed 8000 points for each Shyguy, you will get an extra life.



So, just ride the turtle shell to the bottom. When it finally reaches the bottom, it will bounce back and forth repeatedly. Shyguys will come purting out of the pot above you and eventually fall and get hit by the turtle shell, giving you an extra life for every time a Shyguy gets hit. Just keep letting the turtle shell hit the Shyguys until you get 99 lives, which is the maximum that you can get.

99 Lives Trick 2: In World 5-3, exit the cave that you start out in. The first plant sitting on the ground to the right of you is a red turtle shell. Pick it up and throw it. Quickly, jump on it and ride it. Many Albatross birds will come along and drop Bombombs on the ground. This is good. When your turtle shell hits a Bombbomb, you will get several points. For every Bombbomb that hits your turtle shell you will get double points of what you got last time. When you get 8000 points, you will get the maximum amount of points possible. For every Bombbomb that hits your turtle shell after 8000 points, you will be rewarded with an extra life. The best part about this is that there is no limit to how many lives you can get, because the Albatross birds just keep on dropping Bombombs. Also, if you get hurt, you can just grab a heart because a heart will appear every time your turtle shell hits a Bombbomb.

Bald Birdo: When you fight a green or red Birdo, jump on Birdo's head, pick up her bow, and throw it away. Birdo will now have a bald head. This will not work with every birdo, just the green or the red ones.

Coin Trick 1: If you are in mirror land where there is possible coins, and a ledge to die at. Get the coins and then jump off the ledge to your death. On your next life, you will be able to get the same coins again.

Coin Trick 2: Go into mirror land to a place where there are possible coins. Enter mirror land, and don't get the coins. Now, go in any door and come back out to make the potion appear again. Grab the potion and set it in about the same spot you put it in last time, this time get the coins. Now, make the potion appear again by going in and out of any door. Get the potion and set it where you set it last time. In mirror land, you will be able to get the coins a second time. Normally you'd only be able to get the coins once, but you are cheating and getting them twice.

1-Up Location Switch: In World 1-1, if you forget to get the 1-Up sitting by the 2nd POW block, you can still get it by doing the following instructions. Go in the cave, up the vine, and out the door right of the waterfall. Head as far west as you can go before you get to a ledge. You should see three plants, grab the middle plant, it should be a 1-Up. However, if you get the 1-Up sitting by the POW block, all three plants on the ledge will be sprouts.

Kill Birdo with a Star: In World 4-2, after you get done blasting off from the part with all the whales, you will see a Shyguy riding on an autobomb. Pull the Shyguy off of his Autobomb, and wait for the Autobomb to roll away. Now, throw the Shyguy anywhere on the ground, and wait for him to fall on the spikes to your right. Now that the Shyguy is

on the spikes, jump on his head and ride him across the pit. Be sure to get all of the cherries to make a star appear. Grab the star and quickly rush as fast as you can, past the porcupos, and into the door that Birdo is in. You will have to super jump over the ledge, and simply touch Birdo to kill him. You will have to be fast, because if you wimper around, your star power will run out.

Throw and Catch an Item: As any character, pick up any plant and keep the B button held down. Get a running start and charge an enemy and throw the item at him. When the item bounces off the enemy, you can run under the item and catch it! Don't let go of the B button.

Cheap way to beat Wart: This secret will expose an extremely way to beat the final boss of the game. As Princess or Luigi, grab a veggie and jump behind Wart. You will be safe from Wart, as long as you are behind him. Wait for his mouth to open and throw the veggie at him to easily hurt him without dealing with trying to dodge the bubbles! Repeat this process 5 more time until he is dead.

Sleep Mode: At any time during the game, you can press Select and R buttons at the same time and your GBA will go into sleep mode. To get out of sleep mode, just press Select and L buttons at the same time. Note: This works with any game for the GBA, not just Mario Advance.

Instant Reset: At any time during the game, you can trigger the games built in reset switch. Just press Select + Start + A + B at the same time and the game will be reset.

=====  
=====

### C) Glitches

=====  
=====

ㄣㄣㄣㄣㄣㄣㄣㄣㄣ

Pokey Glitch: In World 6-1, play as any character. Head east until you see a Pokey (cactus bad guy). Jump on right edge of Pokey's head so that the right side of your body is hanging off Pokey's head, and the left side of your body is still on Pokey's head. This will cause the Pokey to head in the east direction. Stay on Pokey's head as long as you can. You will have to dodge an ocasional pellet shot by a Cobrat to do this. When the Pokey that you are riding gets to a wall, instead of stopping or changing direction, Pokey will actually go through the wall. Just make sure you stay on the right side of Pokey the whole time. If you go on the left side, Pokey will go the opposite direction.

Extra POW Block: To get another POW block, just find a potion and throw it somewhere near a POW block. Enter mirror land, and grab the POW block. Do not drop the block, but wait until your time in mirror land runs out. When you return from mirror land, you will have a POW block in your hand and the POW block that you picked up in mirror land will be returned into its original position.

Two 1-Ups Glitch: This trick can be done by any character, but it is easiest to do with Toad. Okay, get to the room with all of the vases sitting on the ground in world 6-1. Enter the 7th vase to the left (the one slightly higher than all the others with the Cobrat in it.) In the vase, dig your way to the very bottom. You will see four plants. Pick up the middle two and throw them away. Now this is the part where you will have to be quick. Stand on the right edge of the left plant. Pick it up and quickly run to the right plant and pick it up. If you can pick up the right plant before the left 1-Up vanishes, you will be rewarded with a second 1-Up.

---

~~~~~

Section Seven: Bonus Chance

~~~~~

After every stage, you will get a Bonus Chance to win extra lives. The Bonus Chance is the slot machine thing. There are some techniques to winning, but not very many. Like an actual slot machine, most of it is just luck.

In Super Mario Advance, you can bet a number of coins for each bet. For example, if you wagered three coins and got a 1-Up, you will get 3-Up. However, if you wagered one coin and got a 1-Up, you will only get one Up.

There are different combinations for different prizes. They are listed below.

### Winning Combinations

-----

- Lucky 7, Lucky 7, Lucky 7.....5-Up
- Cherry, Cherry, Cherry.....3-Up
- Cherry, Cherry, Star.....2-Up
- Cherry, Cherry, Veggie.....2-Up
- Cherry, Cherry, Snifit.....2-Up
- Veggie, Veggie, Veggie.....1-Up
- Snifit, Snifit, Snifit.....1-Up
- Star, Star, Star.....1-Up
- Cherry, Veggie, Snifit.....1-Up
- Cherry, Veggie, Star.....1-Up
- Cherry, Veggie, Cherry.....1-Up
- Cherry, Veggie, Veggie.....1-Up
- Cherry, Veggie, Lucky 7.....1-Up
- Cherry, Star, Snifit.....1-Up
- Cherry, Star, Veggie.....1-Up
- Cherry, Star, Cherry.....1-Up
- Cherry, Star, Star.....1-Up
- Cherry, Star, Lucky 7.....1-Up
- Cherry, Snifit, Star.....1-Up
- Cherry, Snifit, Veggie.....1-Up
- Cherry, Snifit, Cherry.....1-Up
- Cherry, Snifit, Snifit.....1-Up
- Cherry, Snifit, Lucky 7.....1-Up
- Cherry, Lucky 7, Star.....1-Up
- Cherry, Lucky 7, Veggie.....1-Up
- Cherry, Lucky 7, Cherry.....1-Up
- Cherry, Lucky 7, Snifit.....1-Up

To get more chances at the Bonus Chance, you will have to collect coins throughout the Worlds. To get a coin, you need to go into mirror land and pick up a plant. For every plant you pick up in mirror land, a coin will appear. The more plants you pick up, the more coins will appear, giving you more tries at the Bonus Chance.

There are two useful tricks that I know that will allow you to get a large amount of coins. Lucky for you, I am willing to share them with you.

#### Coin Trick 1

-----

For this trick, you need about 10 lives, because the more times you die, the more coins you'll get. This trick can be used in any level with a large amount of plants sitting somewhere next to a cliff. Find the potion and throw it somewhere near the cliff so that you can grab the coins and fall off the cliff. Now enter the door into mirror land. Grab as many coins as you can, and before your time in mirror land expires, jump off the cliff. Keep repeating this process until you don't have many lives. Then finish the level to get to the Bonus Chance. In Bonus Chance, you will have many, many tries, and if you have enough tries you can get the largest amount of lives possible, which is 254, which will display as P4.

#### Coin Trick 2

-----

This coin trick is not as effective as the first coin trick, but it is much easier to understand. In any World, grab a potion and throw it near a large amount of plants. Enter mirror land, and collect as many coins as you can before time runs out. Find a door, enter it, and exit it. Go back to where the potion was and you'll find that it reappeared. Grab the potion and throw it near the large amount of potions again, and enter mirror land. In mirror land, you'll be able to grab the coins a second time! If you try this trick a third time, it will not work. It only works twice. When you take your coins to Bonus Chance, you'll have twice the amount of coins that you'd have if you didn't do the trick.

There is also a technique I know when you are at the Bonus Chance.

#### Bonus Chance Technique

-----

The only way to actually learn this technique is by experience of playing the game. Tap the A button to stop and wait an even amount of time in between each time you tap A again. For example, when you press A, wait exactly a second, press A, wait exactly a second, and press A. Doing this is not 100% effective, but I've found my success to be nearly twice as good by using this.

---

~~~~~

Section Eight: Mario Brothers Classic

~~~~~

Although the main part of Mario Advance is Super Mario 2, you can also play in Mario Brothers Classic. The object of Mario Brothers Classic is to defeat every enemy in the screen. Once you have done this, you will beat the Phase and continue to the next phase. The object is to get past as many phases as you can. I don't know how many phases there are, I can get to the 42nd phase. If someone would email me and tell me how many phases there are, that would

be great.

---

=====  
A) Controls  
=====

~~~~~

Left/Right: Moves Mario Left.

Up: Looks Up, toggle through pause menu options.

Down: Makes Mario Crouch, hold down to charge for a super jump, toggle through pause menu options.

Start: Pauses the game.

Select: Toggle options when paused.

A: Jump.

B: Pick up item, throw item, hold to run faster.

L: Scroll camera up or down.

R: Hold to run faster.

=====
B) Enemies
=====

~~~~~

Spike: Spike guy. He walks around and has an extremely pointy back. He is what Lakitu drops from the clouds in Super Mario 1, if you are familiar with that game. He is easy to kill, and only takes one hit to stun.

Crabby: The crab guy. He walks around a little faster than a Spike, and he is a little more challenging too. It takes two hits to stun him. After you hit him once, he becomes much faster and much more angry.

Flysect: The hopping insect. He will hop around throughout the screen. It only takes one hit to stun him, but it is hard to hit him because you have to hit him when he is on the ground, and since he hops, you will have to have good timing.

Freezy: Appears in later phases of the game. He will walk around and when he stops, he will spray the platform that he is on with ice, causing that platform to be icy, causing you to slide when you walk on it. This is extremely bothersome, so eliminate him when you get the chance.

---

=====  
C) Items  
=====

~~~~~

POW block: Hitting the POW block will stun every enemy on the screen. It will eliminate all fireballs, kill all Freezys, and vanish all icicles. Only hit this when you truly need it, because it is really important.

Coin: After you kill an enemy, a coin will appear out of the pipes at the top of the screen. Coins give you points.

Fireball: This is a bad item, because if it is touched, you will automatically

lose a life. There are two different types; red and green. A red fireball shoots diagonally and will change direction every time it touches a platform. A green fireball will bounce repeatedly up and down but will mostly head horizontally. Both are dangerous.

Icicle: This is also a bad item, because if it is touched, you will automatically lose a life. It appears in the later levels of the game, when ice is involved in the levels. An icicle will hang from a platform for a while, but eventually it will fall. If you get hit by it when it falls, you will lose a life.

=====
D) Bonus Game
=====

~~~~~

In Mario Brothers Classic, everytime you beat a few phases, you will play in a bonus game. In the bonus game, several coins will appear across the screen. The more coins you get, the more points you will receive. If you get all the coins before time runs out, you will be rewarded with 5000 points for finishing PERFECT and you will also be rewarded with an extra life. It is extremely important to get the extra life, because it will come in handy later on in the game where the phases get extremely hard.

---

~~~~~  
Section Nine: Closing

~~~~~  
Ending of this wonderful FAQ!

---

=====  
A) Thanks/Credits  
=====

~~~~~

Thanks to Mario. I love that plumber. He's so rad.

=====
B) Contact
=====

~~~~~

Please don't try to become my e-friend. I will block your IP. If you want to use this guide on your website, you need not ask, just go ahead and do it.

E-mail - NicholasSMorgan <at> comcast <dot> net

-----  
If you piss me off by mailing me moronic material, I block your address and probably hate you forever. You are allowed to mail me questions about Super Mario Advance only. Don't start talking to me about how you are a die hard Mario fan or some crap like that. I really appreciate when people send me additional information to make this guide better, or reports of mistakes I have made within this guide. Any correction or addition you give

me, if used, will be credited in the Thanks/Credits section of this guide.

=====  
C) Legal Stuff  
=====

~~~~~

This FAQ and all text included in this FAQ is copyrighted (c) 2004 by Nick Morgan. Do not even attempt to steal this FAQ and call it your own. And now for a more professional copyright notice:

This FAQ is Copyright (c) 2004 by Nick Morgan. All rights reserved. This FAQ may not be used in anyway, with the exception of personal or educational use, without expressed written consent by Nick Morgan, the author and owner of the FAQ. If you are a webmaster and would like to use this FAQ on your site, I grant you permission, as long as you give honest credit.

My other guides: <http://www.gamefaqs.com/features/recognition/22650.html>

Super Mario Advance and the Mario Brothers are trademarks of Nintendo.

-END OF FILE!-

This document is copyright NMorgan and hosted by VGM with permission.