

Super Mario Advance 2 Secret Goals FAQ

by StarFighters76

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F O R T H E G A M E B O Y A D V A N C E

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Welcome to my walkthrough for a remake of a popular SNES game called Super Mario Advance 2: Super Mario World. I hope this walkthrough helps out as much as possible. Below is nothing but major spoilers on the game, so if you don't want to be spoiled, please take a detour and hit the Back button now. However if you want to be spoiled or need some help, please scroll down as far as you need to. Consider this as your Spoiler Warning!

READER'S NOTE: I'll be saying this again later down the walkthrough, but this walkthrough only covers the Secret Goals in the game, and how to find them. Also, if this walkthrough looks familiar, it should, because about 99% of it is copied from my walkthrough for the SNES version. I did this because the two FAQs are pretty much the same, except I've had many requests to have this put up on the Gameboy Advance version. So I figure, redo a few things, and submit it again, only for the GBA version. Also, some people who play this, may not search through the SNES section of this game. This way, it'll be easy access for both versions ^_^.

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 SECTION 1: |INTRO|

 A: |Version Guide|

Version 1.0: Just finished making the walkthrough for the game,
 and submitted it to GameFAQS (12/18/03)

Version 2.0: I've included a new section right before the
 walkthrough that everyone MUST READ. I will also summarize this
 throughout the whole FAQ as well, including 96 goals DOES NOT
 EQUAL 96% and other things. Also updated other things. (12/03/04)

 B: |The Story Of Super Mario World|

After the events of Super Mario Brothers 3, Mario, Luigi and the Princess Toadstool decided it was time for a vacation. So they decided to head for Dinosaur Land (how they got there is beyond me). Everything seem peaceful, and the Mario Brothers and Princess Toadstool was enjoying their vacation. However Bowser Koopa got word of this, loaded his kids up and followed them in his Doomship. But once he got there, it crashed, and Boswer took refuge in the darkest parts of Dinosaur Land. Soon as he could, he kidnapped Princess Toadstool once again. With the help of a baby dinosaur named Yoshi, Mario and Luigi set off on their first 16 bit adventure through Super Mario World.

C: |What Is Super Mario World|

Super Mario World is pretty much a remake of the SNES game by the same name, except this is for the Gameboy Advance. However, it was released as Super Mario Advance 2: Super Mario World. The main idea is to go through 8 different worlds (there's actually 9, but World 9 isn't needed to beat the game), making your way through the goal, just like any Super Mario game. Your main goal is to defeat the Koopa Kids and their dad, the evil Bowser Koopa, who has kidnapped Princess Toadstool yet again (no surprise there really). You'll get to use new items like the Cape Feather and P-Balloon, as well as a dinosaur name Yoshi, which will help you along your quest. Nothing else left to say really.

D: |About This Walkthrough|

Okay this is important. This is a special walkthrough, which is used to help you get through the 24 Secret Goals of the game, only. Keep in mind that the normal goals are not listed and won't be. Also I made a checklist towards the bottom of the walkthrough, so you can mark off which goals you have beaten. Another thing, World 1 (Yoshi's Island) and World 9 (Special Zone) are not listed, because they don't have any secret goals. I hope this helps out as much as possible.

E: |Control Configuration|

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I assume you have a basic idea of all the control combinations, so here is the basic stuff.

LEFT & RIGHT D-PAD: Moves either left or right
UP D-PAD: Allows you to look up
DOWN D-PAD: Ducks or slide down slopes
'B' BUTTON: Runs/Fireballs/Cape spin
'A' BUTTON: Jumps
'L' BUTTON: Scrolls screen
'R' BUTTON: Spin Jump
START BUTTON: Pauses the game
SELECT BUTTON: Use item from Item Box

F: |VERY Important Info (YOU MUST READ THIS)|

Okay, it has come to my attention that there are a few things people are still unclear of. Because of this I have included a list of things that people have come to me (and others) about:

1. DOES 96 GOALS MEAN 96%?

When you have completed all 96 Goals of the game, you're probably wondering how can you get a complete 100% game. Well, the 96 Goals you have completed means you have beat the game 100%. Goals DO NOT represent percentages. Sure it would make sense for Nintendo to add 4 more levels, but they didn't. There are no hidden levels at all in this game, any rumors you may have heard about such is completely false. So repeating, 96 Goals equals 100%.

2. WHAT ABOUT REVERSING THE NEW COLORS EFFECT?

First off, to do get the new colors, you must complete all 96 Goals, then a cutscene will take place, then all the color scheme on the World Maps will have changed (also some enemies get a new look). The only way you can reverse this is to delete that file completely and start clean. That's it.

3. I HAVE OVER 90 GOALS, WHERE ARE THE OTHERS?

Most commonly missed places would be World 4 (Forest Of Illusions) and World 8 (Star World). Try going through them and beat both goals (Forest Ghost House has 2 Goals). Use my Checklist to help you out more.

Given these are the most commonly asked questions, I figure I would make this section for people to read. I will repeat this entire section (summarized) after the Checklist Section incase people miss this section.

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SECTION 2: |WALKTHROUGH|

READERS NOTE: World 1 - Yoshi Island and World 9 - Special Zone are not in this walkthrough because no level in either world has a secret goal in them.

A: |World 2 - Donut Plains|

1: |Donut Plains 1|

TIME: 400

STUFF REQUIRED: Green Switch Palace unlocked or Cape Mario

LEADS TO: Donut Secret 1

What you need to do is this. It's probably easier if you unlock the Green Switch Palace first. But if not, here's what to do. Make sure you are Cape Mario (having Yoshi with you won't hurt), and get where there is several Super Troopa's flying towards you, and a giant pipe (there is a Triangle Block nearby as well). As Cape Mario, build up some speed and fly upwards towards the right and you will see a platform there. Get onto the platform and head to the Key. Get it and place it in the keyhole, and a new path will open up leading to Donut Secret 1.

2: |Donut Plains 2|

TIME: 400

STUFF REQUIRED: Yoshi (any color) or Super, Fire, Cape Mario

LEADS TO: Green Switch Palace

This is what I call a push-over level, because you can only go in one direction, which is the way the level will push you. If you have Yoshi, that's great, this will be alot easier. This goal is done in two ways. On this first screen, head all the way over taking care of the Buzzy Beetles and Swoopers that are in the way. Make your way to the 4th upside down pipe (or the 2nd green one). There should be a flat platform rising up and down, which you need to jump on. Go inside that pipe and it will take you to another screen. On this second screen, make your way past the Charging Chuck and keep going until you see a blue shell incased in some blocks. Use Yoshi to get the shell and fly upwards until you see a tiny gap in the ceiling. Go through it and there will be a key and keyhole.

If you don't have Yoshi, just use the shell to hit the top block in a row of blocks next to the blue shell, and a vine will appear. Climb up the vine and it will take you to the same spot. Either way, place the key in the keyhole and a new path will open up taking you to the Green Switch Palace. Word of advice, if you're looking for the normal goal, this route would be the easiest to go through. Just go through the pipe at the end of the second screen and there you go.

3: |Donut Ghost House|

TIME: 300

STUFF REQUIRED: Cape Mario

LEADS TO: Top Secret Area

This is fairly simple to get through. Make sure you are Cape

Mario, and have a Cape Feather in your Item Box (just to be safe). When entering the Ghost House, on the platform you start off ONLY, make your way to the edge of it, then turn around and build up speed. Once you build up some speed fly upwards to the left and you will see an opening as well as another platform. Watch out for the swarm of Boo Buddies, because they could make this a bit tough. Once on the new platform, run all the way across to the other side, and drop down off the edge (don't worry it's safe). Once you do that, you will see 4 blocks, each of which has an 1-Up Mushroom in them. Get those, and head through the door. Once outside, go through the goal, and a new path will open up leading to the Top Secret Area. Now it's best to save this right away, because Top Secret Area will help you throughout the game, so keep that in mind.

4: |Donut Secret 1|

TIME: 300
STUFF REQUIRED: None
LEADS TO: Donut Secret House

This is fairly easy to get through, depending on how well you swim. From the start of the level, swim all the way until you reach a Blue P-Switch, avoiding all the fishes in the way. Grab it, and then continue swimming (avoiding the fishes), until you reach a spot where there a several brown blocks in a row followed by a '?' Block. Release the P-Switch on the brown blocks and step on it, which will cause the brown blocks to turn into coins. While underneath, hit the '?' Block from below to reveal a key. Grab the key and place it the nearby keyhole, and it will open a new path leading to Donut Secret House.

5: |Donut Secret House|

TIME: 400
STUFF REQUIRED: None
LEADS TO: Star Road 1

To get to this secret goal, you need to do this. Make it through the first screen and enter the door at the other end (avoiding the ghosts along the way). Then on the second screen, carefully make your way to other side of that screen. Notice the door somewhat surrounded by Rotating Blocks? Well keep this spot in mind, because you will be coming back to it. Now once you get at the other side of the second screen, you will see a Blue P-Switch. Grab it and take it back to the spot I told you to remember. Release it, and jump on it, and some '?' Blocks will appear below the door. Here's the deal however. Quickly get on those blocks, and instead of going in the door, jump up at the block above it, to reveal a vine.

Climb the vine, and it will take you to a secret platform. Get on it, and run all the way to where the blue door is and enter. This all must be done while the P-Switch is activated. Inside, you will see two Boo Buddies and tons of Grab Blocks. Also a Big Boo will appear. You must defeat the Big Boo and here's

how. It will float around back and forth always transparent. When it stops it will be visible, that's when you need to throw a Grab Block upwards at it (safest way of doing it). Watch out for the Boo Buddies though. Do this 3 times and it will be defeated. After defeating it, a new path will open up leading to a Star Road Warp, that will lead you to Star Road 1, assuming you haven't beaten the Star Road yet.

B: |World 3 - Vanilla Dome|

1: |Vanilla Dome 1|

TIME: 400
STUFF REQUIRED: Red Switch Palace unlocked
LEADS TO: Vanilla Secret 1

This goal can be a bit of a challenge to get to, unless you have the Red Switch Palace unlocked. What you need to do is make your way like you normally do through this level until you reach a long yellow upside down pipe. Once there (assuming the they are there) make your way up the stairs of Red '!' Blocks, and hit the lone block above that. It will reveal a vine, which you will climb up and it will take you to a secret area, which has a key and keyhole. Place the key in the keyhole and a new path will open up leading to Vanilla Secret 1.

2: |Vanilla Dome 2|

TIME: 300
STUFF REQUIRED: None
LEADS TO: Red Switch Palace

To find this goal, it will take a while to get to. What you need to do is make your way to the lone '?' Block sticking out of a wall (right past 3 '?' Blocks connected). Once there, get the Fire Flower (or Mushroom) from inside if you want, then get on top of the block. Jump over to the edge of the next platform, then jump back but only a little higher to another platform. Once there, continue going left. Watch out for the Buzzy Beetle in the way though. Continue this path and grab the P-Switch (also the Fire Flower that is in the '?' Block if you want) and continue to where you see a wall of brown blocks. Release the P-Switch and jump on it, then jump over to the second gap towards the left (there should be 9 coins right there), and go into it. As soon as you land, there will be a secret platform and some water. Get on the platform first, and get the key, then make your way underneath that spot (in the water) and place the key in the keyhole. Doing so will open a new path leading to the Red Switch Palace.

3: |Vanilla Secret 1|

TIME: 300

STUFF REQUIRED: Blue Switch Place unlocked or Blue Yoshi

LEADS TO: Star Road 2

There are two ways this can be done and both ways are pretty easy to do. If you have the Blue Switch Place unlocked, great! Here's what you do. Make your way up the level as much as you can, until you see a Spring Board. Go over and pick up the Spring Board and carry it over to the left a bit where you see 2 Blue '!' Blocks. Release it on them, then jump on the Spring Board, and you will see a green pipe sticking out of the side. Get up there and go through it. Now if you have Blue Yoshi with you, just grab a shell and fly up there instead. Once you get to this new area, make your way towards the end of the level. Watch out though, because there is a Charging Chuck that is literally in your way, so be careful. Once you make it through the goal, a new path will open up, which will take you to a Star Road Warp, that will lead to Star Road 2, assuming you haven't beaten the Star Road yet.

C: |World 4 - Bridge Area|

1: |Cheese Bridge|

TIME: 300

STUFF REQUIRED: Yoshi (any color) and Cape Mario

LEADS TO: Soda Lake

You need to be Cape Mario and have Yoshi with you to do this trick. Basically you need to get to the end of the level where the goal is, but don't go through it. Instead stand on the top small platform before it. Now when you're ready, jump off and float underneath the goal, until you are slightly past it. Next, dismount off of Yoshi, and jump up to the platform the goal is on and you will be behind the goal. Now continue through the level, following the arrows and you will see another goal, and a 3-Up Moon. Get the 3-Up Moon first, then go through the goal. Doing this will open a new path leading down into Soda Lake.

D: |World 5 - Forest Of Illusions|

1: |Forest Of Illusions 1|

TIME: 300

STUFF REQUIRED: None

LEADS TO: Forest Ghost House

This is pretty easy to get through when finding the secret goal. Make your way until you see a tree like platform suspended in air (there are Green Koopa Troopas and Wigglers here). The best way to know where you are, is that there is a

'?' Block, a keyhole and a Red Para-Troopa right underneath it. Once there, make your way to the other end of the tree platform, and there will be a smaller platform underneath it with a '?' Block. Hit the block to reveal a P-Balloon (which will turn you into Balloon Mario, I think?). With that, float underneath the tree platform and continue left until you get to where the keyhole is. Be careful of the Para-Troopa though, one touch and you'll lose your abilities, which could cause you to fall into the pit. Hover above the keyhole until your P-Balloon wears off and land on the platform. Hit the block to reveal a key, and place it in the keyhole. Doing this will open a new path leading to Forest Ghost House.

2: |Forest Of Illusions 2|

TIME: 300
STUFF REQUIRED: None
LEADS TO: Blue Switch Place

Here's another level that will take forever to get to the secret goal. This is kinda hard to describe so bare with me. Make your way near the of the level. Now on the floor, head to the left where you will see a Yellow '!' Block (assuming you unlocked it). Once there, continue left and through the wall, and you will be in a secret area. It's kinda hard to notice the wall at first, but it's there. Once in the secret area, get the key and place it in the keyhole which will open a new path leading to the Blue Switch Palace.

3: |Forest Of Illusions 3|

TIME: 300
STUFF REQUIRED: Super, Fire or Cape Mario
LEADS TO: #5 Roy's Castle

This can be a challenge, depending on how you play this level. You need to be big in order to find this secret goal. Go through the level like normal until you get to the end. There will be Charging Chucks (that will mulitply) and Goombas making this part difficult. Right before the goal, there is a giant green pipe there. Go in the pipe and it will take you to a secret room. In this room there is a key and keyhole which are covered by Rotating Blocks. Spin Jump on them to destroy them, then grab the key and place it in the keyhole. Do so, and it will open a new path leading to #5 Roy's Castle. Also note, finding this goal is important if you wanna go further in the game.

4: |Forest Of Illusions 4|

TIME: 300
STUFF REQUIRED: Cape Mario and/or Yoshi (any color)
LEADS TO: Forest Secret Area

Another fairly decent level, mainly because of the Lakitus and Spinys. If you don't have either Cape Mario or a Yoshi, this can be a bit tricky. Make your way just past the Midway Goal, to where you see a lone blueish pipe sitting in mid-air (there is a Lakitu throwing Spinys out in there). What you need to do is kill the Lakitu and get in that pipe somehow. Do so and it will take you to a secret room where there is a key and keyhole. Place the key in the keyhole and a new path will open up leading to Forest Secret Area. Now if you want, you can go just right of the pipe and use the Green Para-Troopa to get you in there, but you gotta time that just right.

5: |Forest Ghost House|

TIME: 400
STUFF REQUIRED: None
LEADS TO: Forest Of Illusions 1

In this level, it's really hard to say which one is the secret goal, but through much research, the goal going to Forest Of Illusions 1, is the secret goal. Here is what you need to do. On the first screen, make it through like you normally would (avoiding all the ghosts) until you get to the second screen. Now unlike the SNES version, this room only has a few Boo Buddies at the top of the screen, but as you progress through this level, the number of Boo Buddies will increase. Nonetheless, quickly and carefully make your way to the P-Switch and grab it. Continue until you get to the end (ignore the yellow door). Once at the end, release it then jump on it to reveal a blue door.

Enter through that, and you will be back on the first screen, but this time above it. Once back on the first screen, go left past the first door, grab the Yoshi Coin if you like, and make it to the end. This is where a second door is normally at, and it's there, except a Big Boo is guarding it, so you need to somehow get the Big Boo to get away from it. Do so and enter the door, which you will now be at the goal. Grab the 3-Up Moon, and go through the goal, which will cause a new path to open up leading back to Forest Of Illusions 1. I know, a complete waste of time, but to get all 96 goals, this must be done.

E: |World 6 - Chocolate Island|

1: |Chocolate Island 2|

TIME: 300
STUFF REQUIRED: None
LEADS TO: Chocolate Secret Area

To get to this secret goal, timing is very important. As you probably know that based on what actions you do and how much time you have left, on each screen, you will be taken to a

different screen because of which. That's the case with this secret goal. What you need to do is get through the first 2 screens within 50 seconds (Time must be 250 or higher). The way you know if you have succeeded, the 3rd screen will be all flat, with Charging Chucks, '!' Blocks (assuming you unlocked them all) and some Grab Blocks. The Charging Chucks will throw baseballs at you, so you need to be very careful. But once you pass through all that, get to the end of the screen where there is a key and keyhole. Place the key in the keyhole, and a new path will open up taking you to a warp pipe, which will take you to Chocolate Secret Area. Keep in mind, by doing all this, is pretty much a shortcut to #6 Wendy's Castle, so that you won't have to go through the rest of Chocolate Island.

2: |Chocolate Island 3|

TIME: 300
STUFF REQUIRED: Cape Mario and Blue Yoshi
LEADS TO: Chocolate Fortress

Now this is a doozy of a level to get through. It is probably the easiest if you have Blue Yoshi and Cape Mario on your side, because that will be important. Gulp up the first shell you see and fly towards the end of the level, making pitt-stops along the way getting new shells to fly with. Now once at the end, get to the platform below the goal. There should be a Blue Koopa Troopa and some blocks there. Once there, grab the Troopa and continue flying up and right past the goal. Continue onwards in this direction and you will see another platform, which holds the secret goal, as well as 3 Blocks. Each of them contain a 1-Up Mushroom, so get those and make your way through the secret goal. Do this and a new path will open up leading to the Chocolate Fortress.

F: |World 7 - Valley Of Bowser|

1: |Valley Of Bowser 2|

TIME: 400
STUFF REQUIRED: None
LEADS TO: Valley Fortress

Another fairly challenging level, not to mention close-call. Here's what you need to do, make it through the first screen and second screen. Now be careful on the second screen, because you will only have a narrow gap to work with, and that particular screen will be TOUGH if you're not careful. Make it through the second screen, and then on the third screen, drop down to the ground, but quickly make it up the big steps and to the edge of the current platform you are on, don't jump off though! Instead wait until the floor comes up and jump on it as it goes upwards. Once it comes to a complete stop, jump left onto the ceiling (yes ceiling). Run all the way across and you will see a secret area, which has a key and keyhole. Place the

key in the keyhole and a new path will open up leading to Valley Fortress. Word of advice, stack up on lives, because Valley Fortress is VERY tough to get through.

2: |Valley Ghost House|

TIME: 400
STUFF REQUIRED: None
LEADS TO: Castle #7: Larry's Castle

This is kinda long to get through, so be ready. On the first screen, make it all the way through, avoiding the Green Balls that bounce around. Enter through the door, and you will be on the second screen. On the second screen, jump up and hit the block, causing the P-Switch to come down. Jump on it and a row of '?' Blocks will appear. Now with that, go all the way right, don't worry about the Starman unless you get it along the way. Quickly make your way right, past all the obstacles and once on the bottom platform, run VERY fast, and enter the last door (next to the 1-Up). On this third screen, you will notice a P-Switch. Grab it, and carry it to the right until you can't go any further.

Once there, jump up through the floor and continue until you see a lone '?' Block. Now this block is one of those coin blocks that will go in whichever direction you press on the D-Pad. So with that, hit it and make a staircase of some type, go up and right. Soon as that's done, release then jump on the P-Switch, and then up on the brown blocks (once was coins) and make your way to the upper right portion of this area. You will see a small gap (Small Mario could come in handy for this) a key and keyhole. Get in that gap as soon as you can, and place the key in the keyhole. This will open a new path leading to #7 Larry's Castle.

3: |Valley Of Bowser 4|

TIME: 400
STUFF REQUIRED: Yoshi (any color)
LEADS TO: Star Road 5

This is a fairly simple secret goal, just getting there can be a pain. What you need to do is this. Have Yoshi with you (this is a MUST), and make your way to the end of the level. With all the obstacles in the way (especially the Charging Chucks), this will not be easy. Once you get to the end, you will see a key inside a closed off spot. Use Yoshi to get the key, and jump up and go to the keyhole (this will act like you have unlocked it). Do so and a new path will open up leading to a Star Road Warp, as well as Bowser's Front Door. Also, assuming you haven't beaten the Star Road, this warp will take you to Star Road 5.

G: |World 8 - Star Road|

1: |Star Road 1|

TIME: 300
STUFF REQUIRED: None
LEADS TO: Star Road 2

Finding the secret goal here is very simple. What you need to do is this, grab the Mushroom to become Super Mario. Then after that, head underneath the platform you start out on (where the Rotating Blocks are), and head to the right side of it. Once there, Spin Jump on the blocks while staying against the wall. Keep doing that non-stop until you reach a small spot where a key and keyhole is. Place the key in the keyhole and it will open a new path which will lead to Star Road 2.

2: |Star Road 2|

TIME: 300
STUFF REQUIRED: None
LEADS TO: Star Road 3

This can be a bit tricky to get through, because there are tons of fishes here. What you need to do is, first if you wanna get the Baby Blue Yoshi and Starman go ahead, it might help you swim faster. Either way, swim as fast and carefully as you can to the other side of the level, where the pipe is. Now instead of going in the pipe, you'll see a gap underneath it. Swim under it and continue swimming, then up when you get to a wall. Keep swimming and you will see a key. Grab it and keep going right until you see a spot that looks like a drop off. Go down there and there will be a keyhole. Place the key in the keyhole and it will open a new path which will lead to Star Road 3.

3: |Star Road 3|

TIME: 200
STUFF REQUIRED: None
LEADS TO: Star Road 4

This can be easy, but timing is the key here. When you start off, you will see a Lakitu throwing Spinys, a Gray P-Switch, a whole floor of Grab Blocks and a Baby Yellow Yoshi (don't worry about that). First off if you wanna try to get a few extra lives using the P-Switch, go ahead. But after that, what you need to do is get a Grab Block and throw it up at the Lakitu, knocking him out of his cloud. Like I said, timing is the key, because you need to jump up in it afterwards. When you jump up in it, float upwards where there is a gap, and continue going up. You will see a '?' Block on the left side, and a keyhole on the right. Float over to the '?' Block, jump out then hit the block to reveal a key. Take the key over to the keyhole on the other side, and it will open a new path leading to Star Road 4.

4: |Star Road 4|

TIME: 300

STUFF REQUIRED: Red and Green '!' Blocks unlocked or Blue Yoshi
LEADS TO: Star Road 5

This can be done one of two ways, both can be a bit tricky. Assuming you went in this level with Blue Yoshi (Cape Mario would probably be good to use), make your way to where you see a platform that has two shells on it, a Koopa Troopa out of its shell, and an upside down orange pipe. Once you are on that platform, gulp up the green shell, then fly underneath the platform. You will see another platform with a '?' Block and a keyhole. Launch the shell at the '?' Block (or have Cape Mario spin attack it open) to reveal a key. Now if you have the Red and Green '!' Blocks unlocked, then just get to the spot I described and use those blocks to get to the secluded platform easily. Either way, place the key in the keyhole and a new path will open up taking you to Star Road 5. Also, it will take you a Star Road Warp, which will act as a huge shortcut to Bowser's Front Door.

5: |Star Road 5|

TIME: 300

STUFF REQUIRED: Blue Yoshi or all '!' Blocks unlocked
LEADS TO: Special Zone

To get to this secret goal is very hard to describe, however it can be done a couple ways. First off, if you still have the Blue Yoshi/Cape Mario combo from Star Road 4 (or any level), then that's good. With that, from the starting point, jump up and gulp the Green Para-Troopa, and make your way until you see a few yellow pipes and a green pipe hanging upside down. It's probably best to take advantage of any platforms along the way so you can drop the shell and pick it up again, so Yoshi won't swallow it. Once there, fly upwards on the left side of the green pipe, then over to the left and you will see a small gap, as well as some '!' Blocks. Get on the blocks and make your way right and follow the path until you can't go no more. Jump up and continue on, and you will be at a secret area, which will have a key and keyhole.

Now the second way this can be done is a bit more trickier. You need to have all 4 '!' Blocks unlocked to do this. From the starting point, carefully make your way to where you see another solid platform with a Blue P-Switch and a '?' Block. Now here's the deal, in that '?' Block a bunch of coins will appear forming a trail. Of course the trail is made depending on what you do (example, if you move left, the trail will go left, and so on). Form a trail going right, and until the music stops and switch back to normal. Then jump on the P-Switch and the trail will turn into blocks. Follow the blocks until you see 4 Rotating Blocks together. One of those blocks in a vine that will lead up to the row of '!' Blocks. Follow that row and it will take you to the same spot as listed above.

It's probably easier to take the Blue Yoshi Route. Either way place the key in the keyhole and a new path will open up leading to a Star Road Warp, which that will take you to World 9 which is called the Special Zone (very tough area).

H: |Super Mario World Goals Checklist|

In order to get a perfect game, you need to find all 96 goals. On top of the 24 goals I mentioned in this walkthrough, there are 72 more goals left to uncover, but those are found by going through the normal goal of each level. However throughout many posts I've seen on GameFAQs, people always wonder what goals they have missed. Well, to help a little bit, I've compiled a checklist of all the goals in the game. This list can be done in any order you wish to do. Also to make it a bit better I would suggest printing this section off if you want, so you don't mark all over your monitor ^_^.

Keep in mind, to know if you have all the goals, a star will appear next to the number of goals you have (*96) at the demo screen.

World 1 - Yoshi's Island (6 goals)

- Goal 01: [] Yoshi's Island 1
- Goal 02: [] Yoshi's Island 2
- Goal 03: [] Yoshi's Island 3
- Goal 04: [] Yoshi's Island 4
- Goal 05: [] Yellow Switch Place
- Goal 06: [] Castle #1: Iggy's Place

World 2 - Donut Plains (15 goals)

- Goal 07: [] Donut Plains 1
- Goal 08: [] Donut Plains 1 Secret Goal
- Goal 09: [] Donut Plains 2
- Goal 10: [] Donut Plains 2 Secret Goal
- Goal 11: [] Green Switch Place
- Goal 12: [] Donut Ghost House
- Goal 13: [] Donut Ghost House Secret Goal
- Goal 14: [] Donut Plains 3
- Goal 15: [] Donut Plains 4
- Goal 16: [] Donut Secret 1
- Goal 17: [] Donut Secret 1 Secret Goal
- Goal 18: [] Donut Secret House
- Goal 19: [] Donut Secret House Secret Goal
- Goal 20: [] Donut Secret 2
- Goal 21: [] Castle #2: Morton's Place

World 3 - Vanilla Dome (14 goals)

- Goal 22: [] Vanilla Dome 1
- Goal 23: [] Vanilla Dome 1 Secret Goal
- Goal 24: [] Vanilla Dome 2
- Goal 25: [] Vanilla Dome 2 Secret Goal
- Goal 26: [] Red Switch Place
- Goal 27: [] Vanilla Ghost House
- Goal 28: [] Vanilla Dome 3
- Goal 29: [] Vanilla Dome 4
- Goal 30: [] Vanilla Secret 1
- Goal 31: [] Vanilla Secret 1 Secret Goal
- Goal 32: [] Vanilla Secret 2

- Goal 33: [] Vanilla Secret 3
- Goal 34: [] Vanilla Fortress
- Goal 35: [] Castle #3: Lemmy's Place

World 4 - Bridge Area (7 goals)

- Goal 36: [] Cheese Bridge
- Goal 37: [] Cheese Bridge Secret Goal
- Goal 38: [] Soda Lake
- Goal 39: [] Cookie Mountain
- Goal 40: [] Butter Bridge 1
- Goal 41: [] Butter Bridge 2
- Goal 42: [] Castle #4: Ludwig's Castle

World 5 - Forest Of Illusions (14 goals)

- Goal 43: [] Forest Of Illusions 1
- Goal 44: [] Forest Of Illusions 1 Secret Goal
- Goal 45: [] Forest Of Illusions 2
- Goal 46: [] Forest Of Illusions 2 Secret Goal
- Goal 47: [] Forest Of Illusions 3
- Goal 48: [] Forest Of Illusions 3 Secret Goal
- Goal 49: [] Forest Of Illusions 4
- Goal 50: [] Forest Of Illusions 4 Secret Goal
- Goal 51: [] Blue Switch Place
- Goal 52: [] Forest Ghost House
- Goal 53: [] Forest Ghost House Secret Goal
- Goal 54: [] Forest Secret Area
- Goal 55: [] Forest Fortress
- Goal 56: [] Castle #5: Roy's Castle

World 6 - Chocolate Island (12 goals)

- Goal 57: [] Chocolate Island 1
- Goal 58: [] Chocolate Ghost House
- Goal 59: [] Chocolate Island 2
- Goal 60: [] Chocolate Island 2 Secret Goal
- Goal 61: [] Chocolate Island 3
- Goal 62: [] Chocolate Island 3 Secret Goal
- Goal 63: [] Chocolate Fortress
- Goal 64: [] Chocolate Island 4
- Goal 65: [] Chocolate Island 5
- Goal 66: [] Chocolate Secret Area
- Goal 67: [] Castle #6: Wendy's Castle
- Goal 68: [] Sunken Ghost Ship

World 7 - Valley Of Bowser (10 goals)

- Goal 69: [] Valley Of Bowser 1
- Goal 70: [] Valley Of Bowser 2
- Goal 71: [] Valley Of Bowser 2 Secret Goal
- Goal 72: [] Valley Ghost House
- Goal 73: [] Valley Ghost House Secret Goal
- Goal 74: [] Valley Of Bowser 3
- Goal 75: [] Valley Of Bowser 4
- Goal 76: [] Valley Of Bowser 4 Secret Goal
- Goal 77: [] Valley Fortress
- Goal 78: [] Castle #7: Larry's Place

World 8 - Star Road (10 goals)

- Goal 79: [] Star Road 1
- Goal 80: [] Star Road 1 Secret Goal
- Goal 81: [] Star Road 2
- Goal 82: [] Star Road 2 Secret Goal

- Goal 83: [] Star Road 3
- Goal 84: [] Star Road 3 Secret Goal
- Goal 85: [] Star Road 4
- Goal 86: [] Star Road 4 Secret Goal
- Goal 87: [] Star Road 5
- Goal 88: [] Star Road 5 Secret Goal

World 9 - Special Zone (8 goals)

- Goal 89: [] Gnarly
- Goal 90: [] Tubular
- Goal 91: [] Way Cool
- Goal 92: [] Awesome
- Goal 93: [] Mondo
- Goal 94: [] Groovy
- Goal 95: [] Outrageous
- Goal 96: [] Funky

READER'S NOTE: Once getting all 96 Goals on the Gameboy Advance version, you will get the whole color change scenery. I think there are other specials you can unlock, but that's all I know for now.

 I: |Recapping What I Said Earlier|

This is pretty much a recap of what I talked about earlier before the walkthrough about commonly asked questions:

1. DOES 96 GOALS MEAN 96%?
 No, Goals are not percentages. 96 Goals completed means you have beat the game 100%. There are no hidden levels at all.
2. WHAT ABOUT REVERSING THE NEW COLORS EFFECT?
 The only way to reverse it is to delete the file you're playing and start all over. That's the only way.
3. I HAVE OVER 90 GOALS, WHERE ARE THE OTHERS?
 Try Forest Of Illusions and Star World all over again, as those are the most commonly missed places for Normal and Secret Goals.

Please do not email regarding these issues, unless you have more info to report. This small little Q/A Section should be more than enough help for you. :)



 SECTION 3: |IN CONCLUSION|

 A: |What's To Come|

With a game as big as this, who knows what else is to come. But I will keep this open if anything new develops.

B: |Special Thanks|

Personal Thanks To:

ExoSquad18: Simply because of his confidence and belief that I will be very successful at this stuff ^_^.

On-line Thanks To:

To GameFAQS for hosting my walkthroughs, as well as many more.

To anyone who help made this game possible. Thanks! ^_^

C: |The Disclaimer|

I've received many emails about my Secret Goals FAQ for the SNES version, which is pretty good. However I strolled over to the GBA board and I've seen many people on there struggle the same way as they did on the SNES board. So with that, I decided to pretty much copy over everything for the GBA version of this game and have it listed on the GBA section, with a few changes here and there. I made this walkthrough the best way I can and I hope it helps out in every way possible. Now here comes the important stuff you need to read.

Ok, I'll make this quick and simple. This walkthrough is my work. This FAQ can only be hosted by GameFAQs.com, GameSpot.com, IGN.com and Neoseeker.com. Anyone else, well guess it will have to depend on my mood. You can use whatever info you want, so long as you give me credit and don't alter anything. I prefer you to email me at StarFighters76@hotmail.com if you're gonna do anything with this walkthrough. Failure to comply with this, and I will be mad, among other things. ;-). If you have questions, comments, or see something I may of missed, email me at StarFighters76@hotmail.com and tell me what it is. I will give you full credit for doing so. Not much left to say, except, thanks for using my walkthrough! ^_^

Email me at StarFighters76@hotmail.com
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