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1. Guide Opening
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Hello, this is the introductory opening stuff to my Super Mario Bros. 2 FAQ.

1.01 - Version History

Version 1.4 - 01 January 2006 - A new version of this FAQ.

Version 1.3 - 24 August 2005 - A brand new look, more detailed than

ever, just about as close to perfect as I can get for this new version of this FAQ.

- Version 1.2 - 28 October 2004 - Gave the guide a new layout whilst doing a mass update.
- Version 1.1 - 19 March 2003 - Corrected some typos and a Bonus Chance mistake, pointed out courtesy of Brian Sulpher.
- Version 1.05 - 26 February 2003 - Added in a couple of FAQs, a new ASCII logo at the top of the FAQ (thanks to Jeff "Atom Edge" Chan), and allowed another website to host this FAQ.
- Version 1.0 - 08 February 2003 - Walkthrough completed, spellchecking done, FAQs section added, various other sections done, allowed IGN to host this FAQ. The first fully complete version is finished!
- Version 0.8 - 06 February 2003 - Updated a few sections and finished the World 5 Walkthrough.
- Version 0.68 - 26 January 2003 - Finished World 4 in the walkthrough.
- Version 0.6 - 21 January 2003 - The first publically released version of this FAQ. Most sections have been done, and I've completed up to World 4-1 in the walkthrough.

=====
1.02 - Introduction
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Super Mario Bros. 2 is what is known in general as the 'oddball' of the Super Mario Bros. series - it is entirely unlike the original because there are no Warp Pipes, no Goombas, '?' Blocks, you don't even stomp on enemies to defeat them - and instead of having Mario and Luigi set out to rescue Toad and Peach, they are actually selectable characters to play as! This was because in 1986, Nintendo did originally release a Super Mario Bros. 2 title, however the gameplay was identical to the original SMB, and the difficulty was extremely high, so Nintendo decided not to release it in the states and UK, so it was kept in Japan only, seeing as Japanese gamers enjoy harder titles. So in 1988, Nintendo of America took a Famicom Disc System game called 'Doki Doki Panic', changed the stars into the Mario characters, changed the storyline a little, and there was a brand new game. It was released in Japan in 1992 under the name of "Super Mario USA". Since then there have been quite a few remakes, but the original is still as fun as ever!

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2. Game Overview
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For all newcomers to Mario 2, then you should definitely stop here and read all this stuff before you begin playing! After all, you can't expect to get perfect at a game and beat it easily if you don't know the basics, right? Make sure you take all this in, as it's pertinent to playing the game later.

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2.01 - Story
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(Story obtained from instruction manual)

One evening, Mario had a strange dream. He dreamt of a long, long stairway leading up to a door. As soon as the door opened, he was confronted with a world he had never seen before spreading out as far as his eyes could see. When he strained his ears to listen, he heard a faint voice saying "Welcome to 'Subcon', the land of dreams. We have been cursed by Wart and we are completely under his evil spell. We have been awaiting your arrival. Please defeat Wart and return Subcon to its natural state. The curse Wart has put on you in the real world will not have any effect upon you here. Remember, Wart hates vegetables. Please help us!" At the same time this was heard, a bolt of lightning flashed before Mario's eyes. Stunned, Mario lost his footing and tumbled upside down. He awoke with a start to find himself sitting up in his bed. To clear his head, Mario talked to Luigi, Toad and Princess about the strange dream he had. They decide to go to a nearby mountain for a picnic. After arriving at the picnic area and looking at the scenery, they see a small cave nearby. When they enter this cave, to their great surprise, there's a stairway leading up, up and up. It is exactly like the one Mario saw in his dream. They all walk together up the stairs and at the top, find a door just like the one in Mario's dream. When Mario and his friends, in fear, open the door, to their surprise, the world that he saw in his dream spreads out before them!....

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2.02 - Controls
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Overworld Controls

- D-Pad - Move your character (Left/Right); climb vines; enter doors (Up); descend vines; duck (hold to charge Super Jump) (Down)
- Start Button - Pause the game; resume when paused
- B - Accelerate while running; pull up weeds you are standing over; pick up/throw items
- A - Jump

Other Controls

- Select Button - Select your character from the character selection screen
- Start Button - Same as Select Button; begin the game from the story screen

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2.03 - Characters
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Note that each character has different stats about them that can make them better in some stages than others. For people with better jumping, they would

do better in levels where you must do a lot of climbing, and stronger characters do better if you need to pull up a lot of enemies or weeds, and the like. I have given each character the run-down of their stats.

Mario

Mario is the most popular video game character and plumber of all time in the entire world. Dressed in his trademark red shirt and cap with blue overalls, Mario is ready to return for another adventure. He is the most well-rounded of the characters and he'll do well just generally anywhere. His stats are balanced, making him good for either beginners or experts alike.

Abilities

Speed

Rating: 4/5

Mario is reasonably fast. When holding an object above his head he's not slowed down too much. He's the second fastest of the characters.

Jump

Rating: 4/5

Mario has an average jump with decent height and decent airtime. This jump is similar to his SMB jump.

Power

Rating: 4/5

Mario can pull up objects at a rather quick rate. He's the second strongest of the characters he does well in stages where several things need to be pulled up.

Luigi

This is Luigi's third major appearance in a video game, after the original Mario Bros. and Super Mario Bros. However in this game it is the first time that Player 1 can control Luigi. Luigi is younger, taller and slimmer than Mario, his brother, hence making the title Super Mario BROTHERS 2. His jump is great as he can get very high and has a lot of airtime. However he does tend to slip and slide around a lot, so he's better for expert players at the game.

Abilities

Speed

Rating: 3/5

Luigi's running isn't too bad but his speed is flawed quite a bit when he is holding an object. He's the second slowest of the characters, however.

Jump

Rating: 5/5

Luigi has the best jump of all! He can get very high when you hold the jump button down, and he has lots of airtime!

Power

Rating: 3/5

Luigi can pull things up at an average speed but this isn't his major

speciality.

Toad

Back in the original Super Mario Bros. 1, Toad characters were the Mushroom Retainers found in the castles held hostage by Bowser. Now the Princess' servant, Toad, joins you as a character to play through the quest with. Toad has brilliant strength and speed, but seeing as he is also about as tall as a sandbag, he's got the worst jump. By the way, he's the tiny dude with the giant spotted mushroom on his head.

Abilities

Speed

Rating: 5/5

Toad is a brilliant runner, as he's the fastest of the lot! Also, his speciality is that his running is not affected when he is holding a vegetable. Coupled with his Power statistics, Toad makes a good fighter.

Jump

Rating: 2/5

Toad has a very low jump with the least airtime, so if you're playing through a level that needs lots of climbing, it's better to leave Toad away from this one.

Power

Rating: 5/5

Toad can pull up objects faster than anyone else. So in levels where you might have to do lots of fighting by picking up objects and throwing them, use the power of the peccs!

Princess Toadstool

In most of the Mario games, Princess Toadstool is kidnapped by Bowser and it's up to Mario and Luigi to rescue her, but this time, after being kidnapped in the original, she actually JOINS you to go through the adventure! Princess's stats are lower than usual but her good controlling and floating ability makes her good for beginners.

Abilities

Speed

Rating: 2/5

Princess Toadstool is the slowest of all the characters.

Jump

Rating: 3/5

Princess Toadstool's jump also has a special float ability included with it! Hold A while you are in the air and she can remain airborne for about 2 seconds, which makes this ability great for crossing large gaps.

Power

Rating: 2/5

Princess Toadstool takes the longest time to pick up objects than any of the other characters.

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2.04 - Basics

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Combating Your Enemies

Rather than stomping enemies to defeat them, you must hit them with an object. In order to do so, pick up a vegetable or enemy and throw it directly at the enemy. If it makes a direct hit the enemies will perish. POW Blocks, when used, take out all enemies on-screen, or you can use invincibility when you get a Starman to knock out every enemy you touch.

Subspace

When you find a Potion Bottle, throw it down and it will create a doorway that leads into a world where everything is arranged back-to-front. You can only stay in the area that was on the screen when you go into Subspace. When you pick up any weeds, you will be rewarded with a coin that you can use in the Bonus Chance mini-game.

Bonus Chance

At the end of each level excluding World 7-2 because you've completed the game you can play a game like a gambling slot machine in which you try to get extra lives. You can only play if you got coins from Subspace in the same level. For more information this mini-game, please proceed to the Bonus Chance section of this FAQ.

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2.05 - FAQs

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Q: Which character(s) is/are best to use?

A: Any. They all have certain abilities that make them unique, but I tend to use Mario and Luigi most.

Q: How many Super Mushrooms can you get in one level?

A: Two.

Q: Is this guide compatible with Super Mario All-Stars and Super Mario Advance?

A: Yes. There are a couple of differences in gameplay in SMA but the guide is totally compatible, and the only differences between this title and the SMAS port are just graphical ones.

Q: Hi, I'm from CheatCC...

A: Go away.

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3. Walkthrough

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This section is the major part of this guide - it tells you how to beat the game, step-by-step. Also note that this walkthrough is compatible with other remakes of Super Mario Bros. 2, such as the Super Mario All-Stars remake and Super Mario Advance (however I have a separate FAQ for that game - check my CRP to find it). Righty dokey, let's go.

3.01 - World 1

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World 1-1

You begin the game falling through a dark sky and landing on top of a big grassy hill, on top of a series of hills. Drop down to the ground, killing the two Pink Shyguys if you'd like. The weed in the third hill contains a vegetable. Head to the ground and enter the door to enter the daytime area.

Two Red Shyguys will approach you. Kill or avoid them (there are vegetables in the ground). Ahead is another Shyguy and a Tweeter, kill them or avoid them. You'll come to a grass hill with a vine next to it. Climb the vine and step off onto the hill. Throw the Shyguy and pull up the weed furthest to the right for a Potion Bottle. Throw it down next to the weeds and enter Subspace. Pull up the three weeds while in Subspace for three coins and grab the Super Mushroom. If the cherry is on the screen, get that too.

Leave Subspace and continue progressing right to a set of three pillars. Above the first one is a cherry, and on top of the second one is a POW Block. Between the first and second pillars are a Red Shyguy and a Tweeter, and a Red Shyguy is between the second and third pillars. Kill them all with the POW Block, and head on right. Grab the cherry past the third pillar and kill the Pink Shyguy with the young vegetable in the ground. Climb the grass hills and jump onto the log spanning the waterfalls. Kill the two Red Shyguys & Tweeter (there are two young vegetables in the left side of the log). Run across the log and you'll come to a second waterfall with logs falling down it. Cross the waterfall by jumping across the two falling logs and from the second log, jump onto the high grass hill. Then jump over to the set of three grass hills one atop the other with Pink Shyguys on. Use the POW Block to kill them all, and pull up the weed in the highest hill for a 1-Up Mushroom. Carrying on, grab the cherry in the air, and pull up the second weed in the ground from the grass hills for a shell. Throw it to the right and follow it as it kills the Red Shyguys and the Tweeter, collecting cherries along the way. Cross the short log and enter the door.

To your left are two weeds and a Ninji. You can kill the Ninji with the veggies in the ground, or you can simply jump over it and climb the vine to the next area.

From here, you can jump left to take a shortcut to the end of the level (check out the Cheats and Secrets section). If you take the right route you'll come to a door that leads outside again.

Head right and pick up the first weed you come to for a Potion Bottle. A little more to the right is a pair of 2 weeds, a short gap, and a set of 5 weeds. Throw the Bottle down directly between the two sets of weeds and try to enter the Subspace door while all the weeds are on the screen. In Subspace, grab the

Super Mushroom, and try to quickly pull up as many weeds as you can for plenty of coins in the gambling game! After leaving Subspace, throw the Hoopster off the vine and climb it into the cloudy area.

Climb the grass pillars, killing the Ninjis and Pink Shyguy if you wish. When you reach the cloud with the vine on, climb it to the top and step onto the cloud to the left. Jump over onto the cloud at the very left of the screen and from here jump onto the cloud with three vines on. Climb either the very left vine or the very right vine but make sure that the Hoopster on it is below you before you begin ascending. After reaching the top of the vine, step onto the centre cloud and climb the vine to the boss area. For help on beating the Birdo, please read the Bosses section of this guide. After beating it, grab the crystal to open the Hawkhead's mouth, then enter it to finish the level.

World 1-2

Leap up onto the middle grass hill and wait for the Pidgit to swoop down. When it does, jump on its head, pick it up, throw it away and fly over the giant chasm, but watch out for Beezos. You'll go past two short grass hills sticking out from the bottom of the screen, and then to the overworld. Jump into the first jar. Pull up the weed at the bottom for a 1-Up Mushroom. Now pull up the weed to the left of this jar for a Potion Bottle and throw it down near the second jar and enter Subspace. Grab the Super Mushroom and pull up the three weeds to the left of the jar for three coins, then leave Subspace. Enter the second jar. Pick up the key being guarded by Phantos and quickly escape from the jar. When you get out, throw the key down STRAIGHT AWAY. The Phanto will stop stalking you, but beware, it will begin chasing you again when you pick the key up again. So grab the key and kill the two Ninjis with it, then head right and unlock the door by walking in front of it and pushing UP on the D-Pad while the key is in your hands. Grab any nearby cherries before you enter.

In this area, a Red Shyguy will approach you, so just jump over it or grab the three cherries and you should have enough to get a Starman. Jump over onto the small dirt island and kill the Pink Shyguy. Then jump over to the next area with the weaker wall. The two nearby weeds are bombs, use this to blow it away. Be careful, there is a Snifit inside the alcove, so be sure to watch out for the nightmare bullets. Climb the ladder. If you look to the right, you'll see some weak stone blocking the way down to the next area. Pull up a weed that is next to the ladder on its LEFT, for a bomb. Throw the bomb onto the weak stone to blow it away. Then pull up the weed nearest the weak stone for a second bomb, and throw this onto the weak stone to blow another part away. Then pull up the weed that was to the left of the weed you just pulled up for a third bomb. Throw it onto the weak stone to blow the final part away. Then pull up the weed next to the ladder on the right for a Potion Bottle and throw it down the drop you made into the next area, drop down and enter Subspace. Grab the Super Mushroom and leave Subspace. Jump up to the ledge and carry on right. Grab the cherry and try to take out the Ninjis. You'll come to to a wall with the door leading outside, and it can't be reached by a normal jump, so hold DOWN on the D-Pad until your character charges up, and super jump up the wall and leave through the door.

You'll emerge outside underneath a grass hill ledge. Jump up onto it and head left. Pick up the Ninji and use it to take out the Gray Snifit. Get the cherry and pull up the weed for a Potion Bottle. Now head all the way back right and throw it down near the cluster of weeds, enter Subspace, and pull up all those weeds for lots of coins! After leaving Subspace head right and fall off the ledge, and carry on to the door in the big cliff. You'll meet another Pink Birdo - so if you require help please proceed to read the Bosses section of this guide. Once it's beaten, get the Crystal to finish the level.

World 1-3

You can use the Hawkhead to reach the higher grass hills and grab the cherries, or you can cross the lower ones and climb up to reach them. Kill or avoid the two Pink Snifits. You'll come to a long log resting on grass hills, with two cherries and two weeds to its left. Pull up the weed on the right for a Potion Bottle and throw it down on the log and enter Subspace. Grab the Super Mushroom but DON'T get the cherries until you leave Subspace.

You now have to jump over a short series of waterfalls by jumping on the logs resting on top of the narrow grass hills, and watch out for Trouters jumping up from the bottom of the waterfalls. Once you have reached the fourth log you have to cross a waterfall over logs. If you want, try grabbing the two cherries above the waterfall. If you're quite high up you can leap over to the high grass hill with five weeds on it. The five weeds are all vegetables, so pulling up the last one gives you a stopwatch.

Cross the next waterfall and you'll come to a log resting on top of two grass hills with five weeds around it. First, get rid of all surrounding enemies WITHOUT using any of the weeds. When that's taken care of, look underneath the log. There are two weeds. Pull up the one on the left-hand side for a Potion Bottle. Throw it down in this area and enter Subspace. Grab the four surrounding weeds for coins and leave Subspace.

NOTE: If you take the bottle past the warehouse you'll come to a jar which you can use to warp to World 4. See the Cheats and Secrets section for more info.

Cross the small waterfall and kill or avoid the two Ninjis or Tweeters, evading them would be a better choice, really. Find the warehouse door and enter it.

Look up at the top of the screen and you'll see a chain. Grab onto this and climb it like you would with a vine. When you get to the top, kill the Pink Shyguy with one of the four nearby Mushroom Blocks. Then take the four blocks and place them on the steel platform holding the chain. Now use them to be able to reach the little steel platforms in the upper left-hand corner of the screen and carry on climbing up. When you get up you should see three platforms with Sparks circling them. Carefully climb them watching out for the sparks and enter the door on the top platform.

Jump onto the steel platform above you (watch out for the Spark) and take the key. Quickly leave the room.

As soon as you're out, throw the key down IMMEDIATELY so the Phanto doesn't touch you. When it's gone, pick it up again and drop down past the platform and down to where you found the Mushroom Blocks. Then drop down past the door in which you entered and you'll be at some steel platforms. Carry on descending and you'll come to a platform with three chains and a nearby Gray Snifit. Wait until it's not firing any bullets and drop down past the chains and STAY TO THE RIGHT HAND SIDE OF THE SCREEN. You'll arrive at the locked door, so enter with the key.

Grab the cherry in the air as you fall down onto the platform (watch out for the Spark!). Then jump across the next three platforms and you'll come to a platform with a Spark on it. Jump across it when it's safe, and jump over to the wooden bridges attached to the steel blocks. There is a POW Block you can use if ever the need arises, and three cherries just waiting to be taken. Carry on jumping across the brick pillars grabbing cherries, and watch out for

Sparks. After getting across the brick platforms, head right, kill the Ninjis and get the Crystal next to the Hawkhead which opens after you grab it. Enter it. You'll now come face to face with Mouser, the boss of World 1. If you need help beating him, please proceed to the Bosses section of this FAQ. Once you beat him, go through the door with light protuding from it to finish World 1!

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3.02 - World 2
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World 2-1

You've now arrived at the desert. So, head right towards the pile of bones, and watch out for the Cobrat that pops out of the sand. Go past the pile of bones and jump over the jar with the Cobrat in it. Continue past the next set of bones and grab the cherry in the air above the gap with the Red and Pink Shyguys in. Carry on past the next set of bones and jump over the jar, killing the Cobrat if you wish. You'll come to some sand blocks with four weeds on top. Pull up the weed furthest to the left for a Potion Bottle and throw it down here. Enter Subspace for a Super Mushroom and three coins from the weeds.

After leaving, you have to cross the quicksand, so if you start sinking in, repeatedly press the A button to escape. A little distance into the sand and you'll see two cactuses with a cherry in the air above them. Grab it. To the right is a pile of bones with a Pink Shygyuy on it. Throw the Shygyuy off or just evade it and carry on right, past a giant cactus and you'll arrive at a pyramid of sand blocks. There are two Red Shyguys here and a Panser on the top of the pyramid, so only grab the two cherries in the air if you're willing enough to get them. Go past the next cactus, and you end up having to cross sand again. There's a cherry in the air just past the cactus, but be sure not to get close to the Cobrat lurking in the sand. Cross the sand and jump over the cactus. Head right and you'll come to a pyramid with a door on the front. Enter it.

In this room you have to dig through the sand to reach your next destination. Start digging at the right hand side of the screen and get the cherry, but watch out for the red Shygyuy. The next cherry is at the left hand side of the screen, but there's also a nearby Red Shygyuy. Carry on digging down and approach the ladder. Watch out for the Gray Snifit. There are two cherries near the ladder, get them if you want. Descend the ladder and enter the door to the right. You'll encounter another Pink Birdo, so if you are in need of help, please proceed to read the Bosses section of this FAQ.

World 2-2

Climb the steps and exit through the light door.

Head right to the pile of bones next to the quicksand. Watch out for the Cobrat in the sand as you cross. There is a line of the cactuses next with two cherries in the air above them. Watch out for the Beezos that swoop down. Get the cherries and carry on heading right. Jump over the jar with the Cobrat in it (you may want to kill the Cobrat to stop it bothering you while you collect the Potion Bottle). Anyway, there are three weeds between this jar and the next two jars to the right. Pull up the one on the left and throw it down near the other two weeds so they are on the screen in Subspace. Enter to get a couple of coins and a Super Mushroom.

After leaving, go past the next two jars (the contents are irrelevant). Jump over the three cactuses in the quicksand and kill the Cobrat in the small jar

which you can use as a stand. The next area of quicksand sinks quicker, so is therefore harder to escape. Some bones fall down the sand, so you can use them as stands to get across it. So when the bones pop up, jump on them quickly and cross the quicksand. Before the pots there is a door in the wall, enter it.

To the right is a cherry above three weeds. To their right is a lone weed in the little pit. Pull up this weed for a Super Mushroom. Now stand over the very left weed in the set of three. Charge up a super jump, then pull up the weed without moving, for a bomb. Quickly super jump back up and throw it at the weak wall to blow it up. Head left across the gap to some sand blocks with five weeds and three Pink Shyguys. Pull up the center weed for a Potion Bottle and throw it down while all the other weeds are on screen. Enter Subspace, grab the Super Mushroom and pull up the weeds for some coins. Leave this cave area.

Back out in the overworld, continue heading right and jump over all the jars and avoid the Cobrat bullets as best you can. Don't bother entering any of them, as there's nothing decent in any of them. After the jars, jump over the cactus and continue heading right, past the pile of sand blocks with Pansers on. You'll come to a vine leading down underground.

You'll come to another 'digging' area. The first cherry in the sand is at the center of the screen. Watch out for the Red Shyguy while getting it. Carry on digging down past more Shyguys and a Ninji, getting two more cherries. A little further down, and you'll see a cherry by itself in a large space in the sand. Grab this one and you'll have enough for a Starman to get rid of all those annoying enemies in the sand! Now you'll come to an area where the path of sand splits two ways, take the right hand side. Just carry on digging down and avoid the Shyguys and Snifit, and enter the door at the bottom.

In this next room, you will encounter the first Red Birdo of the game. So if you require help with this one, then by all means please proceed to the Bosses section of this guide. Once you have beaten the Birdo, grab the Crystal that it drops and enter the Hawkhead, thus finishing the level.

World 2-3

You start this world underground next to a ladder leading into the overworld. So to start things off, climb the ladder to the top.

Head right to the first cactus with the weeds around it. Pull up the weed on the very left for a Potion Bottle. You can do one of two things with it - either throw it down here for some coins to collect in Subspace or carry it left back past the ladder to the two grass hills with the Pink Shyguy & cherries for a Super Mushroom. You cannot have both ways, I'm afraid. :(Anyway, carrying on past the cactus, you'll see four high grass hills, and the one on the very left has a door which leads to a room full of weeds. To get up there you have to jump on top of the Beezos that swoop down. Toad isn't very good at this, but Luigi is a great choice. If you don't want to or can't get in here, you can just carry on and scroll down to the ***.

In this room there are nine vegetables. Pull up the nearest one to your right for a Potion Bottle and throw it down and enter Subspace for a Super Mushroom and lotsa coins!! Then leave and head back into the overworld.

*** Carrying on past the grass hills you'll come to a set of cactuses. Above the second cactus is a cherry. Carry on and jump over the two quicksand traps across the cactuses and you'll come to three piles of bones between quicksand traps with cherries in the air between each one. Get the cherries while crossing. Jump over the cactus and watch out for the Cobrat. Pick it

up and throw it at the Pokey. Jump over the next cactus and enter the pyramid via the door on the front.

In here you're standing on a giant pillar with two great drops to either side. Drop down the right hand side and try to grab the two cherries as you fall. You'll safely land on a little log bridge with some Red Shyguys. Jump up onto the little platform to the left and pull up the weed for a POW Block, which you can kill the Shyguys with. Now continue falling until you land in an area with some digging sand and a locked door. You now have to dig to the bottom of the pyramid to get the key! So as you start digging, the first cherry is to the right hand side of the sand pit. The second is on the very left side. The third is on the left side, and the fourth on the right side. Remember to watch out for Red Shyguys while you're digging.

You'll come to a spot where the path splits in two, but this time, it doesn't matter which route you take. However, you get a cherry in the right route. Both routes meet at the bottom and lead to a door to a room containing the key. Super Jump onto the platform avoiding the Spark. Take the key and quickly get out. When you are out, throw the key down STRAIGHT AWAY to stop the Phanto stalking you. When it's gone, pick the key up again and start jumping up to the top of the sandpit to get to the locked door. All the cherries have been replenished, so it is easy to get a Starman. Remember to throw the key down occasionally to avoid Phanto.

In this next room is a pile of sand containing Red Shyguys and four cherries. There is a nearby fifth cherry just to the right of the sand, so here's another easy chance for a Starman. Go past the sand pyramid with the Panser and Pink Shyguys. Jump over the cactuses and jar containing a Cobrat. Continue heading right, and pick up the Crystal, which is between two jars with Cobrats in. Don't bother entering any jars either. Head right and enter the Hawkhead.

In this next room you will come face-to-face with the boss of World 2, Tryclyde. For some strategies on beating this boss (although it's child's play really, you shouldn't find it that hard), then please proceed to read the Bosses section of this guide. Once you beat Tryclyde, enter the door that appears to finish World 2!

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3.03 - World 3
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World 3-1

Head right until you get to a cluster of four grass hills. Jump over the small gap and enter the door in the fourth grass hill.

In this area is a giant waterfall and some clouds leading up into the sky which is the route you eventually will take but for now jump into the pit to your right and fall down the waterfall. Make sure you keep to the centre of the screen, so you land safely on some grass hills. If you don't, you'll plummet to your watery grave, not to mention an untimely death. Enter the door on the little hill.

This room here contains 15 vegetables and a little jar to the right. Pull up the sixth weed from the right for a Potion Bottle. You can either throw it down here to get lots of coins to use in Subspace, or you can throw it down near the jar for a Warp Zone to World 5 (check Cheats and Secrets section for more info). Anyway, if you get the coins, after leaving Subspace, head right and exit via the door to the right of the jar.

You'll come back to the waterfall area with the clouds. Now, climb the clouds as high up as you can, and kill the three Pink Shyguy's if you want. At the top cloud you'll see a Pidgit hovering above you. When it swoops down, jump on it, pluck it up, throw it away, and immediately start flying the carpet upwards. Try staying near the center of the screen, because Beezos start swooping at you, and it takes them longer to reach you if you are on center screen. Anyway, further up you'll see a vine. Jump from the carpet and start climbing it into the next area.

If you are Luigi or Princess Toadstool, you can jump across the giant gorge to the left of the cloud platform to an area that has a shortcut to the boss. For more info, check the Cheats and Secrets section. If you head right, there are three clouds with a Panzer resting atop the highest one, and four nearby Mushroom Blocks. Use one to take out the Panzer. To the right is a very narrow grass hill with two weeds on it. The left one is a Potion Bottle. If you throw it down near where the Mushroom Blocks originally were, you can get a Super Mushroom in Subspace, which lands next to the three Mushroom Blocks.

After leaving Subspace and carrying on, past the grass hill are three clouds in a stairway-like fashion, and a Mushroom Block is atop the highest one. Use it to take out the Panzer to the right. Head right a little further, and jump over onto the dirt. Head right, and use the Pink Shyguy to kill the moving Panzer. Descend the ladder to the area with six weeds. Pull up the one on the very left for a Potion Bottle, and throw it down here for five coins to use in the Bonus Chance mini-game. After leaving Subspace, head back up the ladder (watch out for that Panzer), go right, jump over the pit and enter the door in the cliff. For help on beating the Red Birdo here, please proceed to the Bosses section. Once you beat the Birdo, get the Crystal and enter the Hawkhead to beat the level.

World 3-2

An Ostro carrying a Red Shyguy will immediately charge towards you, so pick the Shyguy up off its back and kill the Ostro with it. Head right and jump over the four stumps. Beezos will start coming down here, so be sure to keep a careful foot. Head right past the two grass hills and you'll approach two stumps with two weeds between them. Pull up any for a Young Vegetable and carry it with you to the right to kill the Panzer with to get by without any annoyance. Carry on heading right, and watch out for the two Ostros. Ignore the two POW Blocks set in the ground, so carry on heading right. Go past the next three stumps (watch out for the Snifit on the third one).

Heading further right, you'll come to some weak stone held in the ground. There are two weeds to its left, and a grass hill with three weeds on, to the right. Avoid the Snifit (throwing it away would be a better choice, actually), and pull up the very left weed on the grass hill for a Potion Bottle. Throw it down where all weeds are on screen, so you can get some coins, and a Super Mushroom which appears on the hill. Leave Subspace, and pull up a weed to the left of the weak stone floor for a bomb. Blow up the floor and go underground. Head left and descend the first ladder you come to.

This next area requires some quick maneuvering, blowing walls up, and two platforms, which I will name the 'Upper Platform' and 'Lower Platform' for easy convenience. To star off, pull up a weed on the first part of the Upper Platform for a bomb. Quickly drop down off the edge at the right to the Lower Platform, and throw the bomb against the weak wall to blow it up. Go back up to the area where you got the bomb and pull up another weed for another bomb. Quickly take it back down again by dropping off the ledge and blow up the next

part of the weak wall. There are two weeds on the ground near the second weak wall which are both bombs, you can use these to blow up the next two weak walls and therefore get through. Three Tweeters will approach you, so dispatch them or avoid them. Carry on left, then jump onto the small ledge to the left, from there jump onto the steel platform, and climb the ladder into the next area.

You'll arrive in the overworld while still underground. A Panser is shooting fireballs directly down, so make sure to run past when it stops shooting (it shoots in quick 1-2 patterns before stopping for a couple of seconds before repeating the process again). Get past the fireballs, head left, and descend the next ladder.

This next area is pretty simple. Just cross the pillars to the left to the next ladder. There's a Pink Shyguy on the second pillar, but that shouldn't pose a serious problem. Climb the ladder.

You'll arrive in the overworld again (but still underground). Beezos will swoop down at you, so quickly move left and descend the next ladder.

In this next area you'll be on a platform with three weeds, and a weak wall blocking the path to your left. Pull up one of the weeds for a bomb, and stand on the very left edge of the platform. A couple of seconds after it starts flashing, throw it down to blow the wall up. Head left and you'll come to a ladder. Climb it but don't go to the very top just yet. Instead climb it to near the top and head through the left tunnel into an area with two sealed pits each containing two Porcupos, and four weeds. Pull up the weed on the very left for a bomb and blow up the stone sealing the pit on the RIGHT. Then pull up the weed on the very right for a Potion Bottle and throw it down near the pit you've just blown the stone off, and enter Subspace. Get the Super Mushroom in the pit and leave Subspace. Now head back right and climb the ladder mentioned earlier.

Head left and enter the door to encounter yet another Red Birdo, so refer to the Bosses section of this guide if you are in need of help, and once you defeat it, grab the Crystal as usual and enter the Hawkhead to advance on to World 3-3.

World 3-3

You start this level in a cave. Go right, climb the dirt stairs, and exit through the door with the protruding light, into the overworld.

Head right and jump over the three stumps, to the POW Block and four weeds. Pull up the weed on the very right for a Potion Bottle. Throw it down where the remaining three weeds and the three stumps are on screen. Enter Subspace, get some coins, and grab the Super Mushroom, which is on top of the highest barrier, then leave Subspace. Now head right and watch out for Albatosses dropping Bob-ombs, and an Ostro carrying a Red Shyguy. Jump over the next stump and enter the door to the warehouse.

To your left are three weeds and to your right is a lone weed. Pull up the weed in the centre of the three weeds to your left for a Potion Bottle and throw it down for some coins while in Subspace. When you leave, head left, avoiding or killing the Ninjis. Keep heading left to a ladder between a locked door and an unlocked door. Don't bother entering the unlocked door, as there's nothing of importance inside. Instead, climb the ladder onto the suspended platforms. If you jump over onto the platform to the left you can get a POW Block and take it back right to kill the Shyguys and nearby Sparks. Jump over the next two platforms to the right and onto the 'J'-shaped platform with a door on it.

Enter this door.

In this next room you have to climb several steel platforms to the top of the room, but also watch out for Red Shyguys, which emerge from the small pots on the steel platforms. Once you reach the top, enter the door.

A Spark is quickly circling the steel platform with the key on it, so grab it carefully, and take out the Spark with it if you want. But remember to watch out for Phanto! After exiting with the key, just quickly descend back down to the bottom of the room with the steel platforms and Shyguy-generating pots. Remember to throw the key down occasionally, and take out Shyguys with it if you have to.

Back in the warehouse entrance room, take the key and jump off the 'J'-shaped platform and onto the floor. Carry the key left and unlock the door near the ladder mentioned earlier, then enter it.

In this next room you have to climb several '+'-shaped platforms to the next area to proceed. When you start in this area, you should see two '+'-shaped platforms separated by a steel platform inbetween them, to your right. A Spark is circling the higher one. Start by jumping onto the first '+'-shaped platform, jumping over onto the steel platform, from there jumping onto the next '+'-shaped platform and jump onto the giant ledge to the left. Get over onto the ladder hugging the very left wall, climb it to the top, and drop onto the giant '+'-shaped platform to the right, but be sure to avoid the Spark circling it.

Climb the next two '+'-shaped platforms, and above the top one is a steel platform, and above that is a hollow steel box with two Sparks moving around it (one on the interior and one on the exterior). Jump onto the platform, then leap over and grab hold of the ladder against the right wall. Climb it to the top, then drop left onto the steel box when the Spark surrounding the outside isn't going to touch you. Then jump up to the next steel platform above that and jump over to the ledge to the right with a door on it. Enter this door.

Start climbing to the top of this room via the steel platforms hanging out the walls. Watch out for the two Tweeters. You'll get to an area with a giant steel platform above you and a chain against the left wall. There are two Pansers on the platform that shoot fireballs at angles. Climb the chain to the left, carefully, making sure not to get hit by a fireball. When you get to the very top of the chain, hold right hard so you fall right, but grab the next chain along that hangs from the ceiling. Repeat this process until you get to the very last chain on the right, and then go over to the door on the left once you've climbed to the top. Avoid or kill the Gray Snifit. Enter the door.

This next area has so many Sparks, it's enough to make your head spin! First of all, there's a very long steel platform to your left, and above it, three more platforms, all with Sparks orbiting them. Jump onto the left platform above the steel one and get the two cherries in the air. From the middle platform, jump onto the 'C'-shaped steel platform, and watch out for the Spark. The weed in the 'C'-shaped steel platform is a POW Block, use this to dispatch nearby Sparks. Get the cherries and start climbing the steel platforms to the top of the room. Climb the ladder to the top and enter the door on the platform.

Head right and pull up the weed for a Shell. Jump onto the bridge with it and throw it right and follow it to clear your path of five Ninjis. Jump onto the next part of the bridge and then over to the Hawkhead. Get the Crystal and enter it. Here is the return of Mouser! For help on beating him, please proceed to the Bosses section of this FAQ, and when you beat him, go through the door to complete World 3!

World 4-1

Your first icy level, and this is where the difficulty starts to go up a notch. Head right across the ice, avoid the Flurry and the Trouters, over the next two ice block platforms and carry on right. Jump over the two approaching Flurrys and keep heading right. Jump up to the next ice platform and head right and jump over the gap. Avoid incoming Flurries in the next part, where there should be two horizontal ice platforms only separated very slightly. On the lower one is a weed, which is a Potion Bottle. Grab it (watch out for Flurrys), and jump over the gap to the next five weeds and throw it down here. Enter Subspace for five coins, then leave.

Carry on right and jump up to the next icy platform. Head right, watching out for Flurrys, jump over the little gap, and at the end are some icy stairs. Jump over the gap to the little snow island. On the top of the snow island are two weeds. Pull up the left one for a Potion Bottle and throw it down here. Enter Subspace. Get some coins, and the Super Mushroom, which appears to the right. After leaving Subspace, you'll see a weed underneath the ice blocks hanging off the upper-right corner of the snow island. This weed is actually a rocket which takes you to the next area. To get it, you have to jump down the little gap to the very right, and hold left hard to do a turn in midair, and you should land on the little ledge with the weed. Pull it up and blast off.

Since I treat this next area as a Boss area, please scroll to the Bosses section to find out how to get past this area, and at the end, get the Crystal on the steel blocks to open the Hawkhead, which you can then enter to finish the first level of the fourth world.

World 4-2

Head right, run along the ice platform, and climb the vine against the wall into the overworld.

To the right are some icy block platforms in a stairway-looking fashion. Climb onto the highest one and begin heading right. In this area, Pink Beezos will begin flying towards you. I can't describe in accurate detail in what kind of order they come, but if one is aiming at your character's feet, the best option is to jump. If it's at the head, duck. The process is a bit difficult to get used to, but essential to survive. Soon after, Flurries will come charging at you to make matters even worse. Just keep jumping and ducking and you shouldn't have too much of a hard time. Then there's a little drop onto a lower icy platform, and another higher icy platform to the right of it. Get onto this one and begin heading right again.

At the end are some icy stairs and a Flurry which is best to avoid due to all the Beezos around. Jump over to the right of the icy stairs and onto the icy platform. Jump onto the cloud above and enter the door.

You are now on a cloud above a giant whale. Jump onto the whale to the LEFT of the one you are above, and you'll see three weeds on its back. Pull up the one on the very left for a Potion Bottle. You can either throw it down here to get a Super Mushroom in Subspace (which is on the whale's tail) and a couple of coins, or you can carry it to the right to the three snowy platforms with

several weeds for a LOT of coins in Subspace. Either way, it doesn't matter which way you choose.

NOTE: You can get a warp zone to World 6 using this bottle and a jar further on in the level. Check the Secrets section for more information on how to do it.

But for now, head back over onto the whale you were above when you first entered this area. Look for where it spits the water, and stand on that spot. When it spits, the bronco will take you up into the air! Jump onto the cloud with the door, then make a big jump to the right onto the icy platform. Jump right across the icy platforms, using the water the whales spit as stepping stones, and grab cherries while you're in the air. You'll come to three snowy platforms. The first two have three weeds and the highest one has a weed which is a Potion Bottle. You can throw it down here for lots of coins in Subspace, or carry it with you to the right to get warped to World 6 (check Cheats and Secrets for more info). There are also some icy blocks to the right which hold the Super Mushroom while in Subspace.

After leaving Subspace, go past these icy blocks and onto the whale. Stand on the water bronco and jump up to get the cherry when you are shot into the air. Jump over onto the next whale and do the same thing (watch out for the Pink Snifit). Now start crossing the whales and look out for the Pink Shyguys. On the third one, stand on the bronco and when it shoots you into the air, jump onto the icy platform, jump to the right onto the next icy platform, and begin heading right again. Watch out for the Flurry, and at the end of the platform, jump right, over onto the icy platform with steel on, and grab the weed for one of those rocket/firework things.

In the next area head right and drop into the small gap to get the cherry. Jump over the pillar and a Red Shyguy on a Autobomb will approach. Throw the Shyguy away and stay on the Autobomb. It will carry you across the spike pit and you can get cherries while riding. At the end of the pit, jump onto the ledge, avoid the Porcupos, and enter the door. Read the Bosses section for help against the Red Birdo if you need it, and once you beat it, grab the crystal and enter the Hawkhead.

World 4-3

Climb the ladder to the right and exit via the door with light protruding.

You begin the area underneath three icy hills. The left and center icy hills have weeds on them. The left one has two, pull up the one on the left for a Potion Bottle. Now carry it with you to the left of the screen. Keep heading left until you get to three pillars clustered together. Throw the bottle down around here and enter Subspace. The Super Mushroom is on top of the highest pillar. Exit Subspace, and begin heading right again. Go back to where you started, and jump over the Birdo, to its right hand side. When it spurts an egg in your direction, jump on the egg, but DON'T pick it up and throw it back. Instead, it will give you a ride across the giant ocean! The egg stops when you get to the snowy island with six weeds on. From here, jump onto the wooden bridge to the right, head right and enter the door into the warehouse.

Start climbing the icy blocks, but watch out for the Flurries that come down charging at you. About halfway up there is a platform with drilling spikes on in the left wall. Carry on climbing but be more careful as not to fall! Just keep climbing and watch out for Flurries and enter the door at the top left side of the room when you've ascended this area.

You're now at the castle battlements, and you're at the left castle on the wooden bridge. Between the castle you are at now, and the castle the the right are two weeds in the bridge. Pull up the one on the left for a Potion Bottle, and go left past the door in the left castle. There are some clouds in the air. Carefully climb them while holding the potion then start crossing the stone battlements with it. Jump over onto the castle on the right and throw it down on one of the stone battlements, but make sure the very end stone battlement is on the screen. Enter Subspace, and grab the Super Mushroom, which appears on the end stone battlement. After leaving Subspace, enter the door in the right-hand castle.

Below you is a Red Shyguy and a Pink Shyguy. Jump onto the Red one. Don't pick it up, though. It will drop onto the ledge of spikes, but won't get hurt, so you can ride it safely. It will then drop onto a second set of spikes, then down a huge drop with cherries that you can try to grab. You'll land on an icy platform with a door. Enter it.

Above you are two icy platforms. The lower one has two Flurrys, and the higher one has a key on it. You can use the key to kill the Flurrys, or you can kill one with the other. But when you get the key, remember to watch out for Phanto! Exit the room with the key.

You've now got to start descending all these icy platforms with the key (throwing it down regularly to avoid Phanto), while keeping an eye out for Flurrys as well! It's just not your day, is it? Oh well. It's not TOO hard, just try to keep these pointers in mind and it shouldn't be all that hard, really.

Head right across the wooden bridge and watch out for the Beezo. Enter the door in the second castle.

Head right across the icy floor and get the Crystal, which is on the steel. Jump over the gap and enter the Hawkhead. Here you'll meet Fryguy, the boss of the end of World 4. If you need strategies on beating him, please proceed to the Bosses section. Once you beat Fryguy, enter the doorway that appears to advance on into World 5.

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3.05 - World 5
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World 5-1

When you head right an Ostro will come towards you carrying a Red Shyguy. Pull the Shyguy off its back and carry it to the right, and take out the Panser to avoid being hit by fireballs. Drop off the edge of the hill onto the dirt platform. Jump across the platforms to the left and enter the one with the door on it.

The next area is a cave with several waterfalls. To your right are seven weeds, two on the ledge you are standing on, and a cluster of five on the lower ledge next to it. Pull up the one on the right in the set of two for a Potion Bottle. You can throw it down here for several coins to grab while in Subspace. Anyway, once that's done, jump across the gap onto the little dirt pillar. Jump onto the higher section, and cross the giant waterfall by using the falling logs.

After you cross four, there's a little ledge of dirt you can jump onto. This next crossing is fairly difficult. You will see Trouters jumping up the waterfall. You have to jump on top of their heads to cross the waterfall. What

I do is memorize the places where the Trouters jump, and leap to that area, JUST before the Trouters jump. You should be caught and taken into the air if you do it right. When you cross the waterfall via three Trouters you can jump onto the dirt pillar. You can cross the next section of the waterfall just by using the log that falls down it. The next crossing requires you to jump over Trouters again, and after a three-Trouter span there is a dirt platform with another dirt platform above it, with two weeds on. Pull up the one on the left for a 1-Up Mushroom. The other is a Potion Bottle. You can carry it with you after all the next crossings and get some coins in Subspace shortly before the door. Once you've got some coins, enter the door into the boss area.

Here, you will come across the first Green Birdo of the game, and it can be tough if you are not too experienced with Super Mario Bros. 2. So, if you are in need of help, please read the Bosses section, then get the Crystal from the Birdo once you beat it to open the Hawkhead and you can enter it to finish World 5-1!

World 5-2

Head right to the end of the cave and climb the ladder into the overworld.

On top of the grass hill to your right are four weeds. None of them are of importance, though. Head right, and you'll see three trees with Hoopsters climbing up and down them. Get past them and kill/avoid the Ostro with the Red Shyguy. Head right and ignore the weed. Super Jump up to the high ledge with three Hoopsters climbing trees. Head past them and you'll see a jar with four weeds around it. The weeds are irrelevant; enter the jar instead. At the bottom of the jar is some weak stone with a weed on it. Pull up the weed for a bomb and blow up the floor to reveal a second area of the jar. Go down here. In this next area are three wooden platforms and two weeds and two Porcupos at the bottom. Pull up the weed on the right for a Potion Bottle and carry it out of the jar with you.

Back in the overworld, make sure you can see the ground to the right of the gap at the end of the ledge you are currently on. Throw down the Bottle and get the coins in Subspace and the Super Mushroom that appears. After that, carry on heading right, and watch out for the three Porcupos, Ostro and Red Shyguy. Go right and you'll come to some Hoopsters climbing trees. DON'T KILL ANY OF THEM. Instead, jump on them to get a ride to the top of the trees and you can cross the pits with any bother. To the right of the fifth Hoopster is a Panser shooting fireballs directly upwards. You could kill it with the Hoopster but remember to land on the pillar and continue crossing the gaps carefully. Once you've finished doing that, to the right is a grass hill with three weeds on it and two nearby Ninjis. To the right are two more weeds. The one on the right is a POW Block which you can take the Ninjis out with. Cross the gap and avoid the Porcupo, and either kill or avoid the Ostro with the Red Shyguy on its back. Then climb the vine into the sky.

Start climbing the vine, and up the next section of the screen is a second vine to your left, and on either side are two Snifits firing bullets at the vines, so plan your timing and climb with care. Watch out for Beezos. A word of caution: one Hoopster is on each vine, so be sure to switch vines when one is nearby. The rest of the climb isn't that long however, so don't be too worried. When you get to the top of the vine you are on, drop onto the cloud to the right and enter the door in the face of the cliff to your right.

The next area involves a big drop, spike evading and direction swinging. It's a bit hard to make out a decent strategy, but here I go anyway:

Pull up the POW Block and throw it away. Now while you drop, stay about three-eighths to the left of the screen, then swing right. You'll go past some spikes, then quickly swing left. You'll fall into an open area, and try to stay to the left of the screen, but not against the wall, as there are two spikes at the bottom of the fall, and a few gaps to watch out for. Find this little strategy useful? Didn't think so. Hehe. :P Anyways, once you get down to the broken bridge, enter the door at the very right-hand side of the screen.

World 5-3

NOTE: There is a warp zone in this level that leads to World 7. However, Luigi is the only character who can reach it. See Cheats and Secrets section for more info.

When you start the level in the cavern, head right and climb the ladder into the overworld.

Above you is a jar with three weeds around it, but only Luigi can reach this area, as stated earlier. Head right and you'll come to three weeds, nearby cherries and some weak stone. Albatosses will start appearing and dropping Bob-ombs down at you, so be on your toes. Grab the weed on the left for a Potion Bottle and cross the weak stone pillars and grab cherries while crossing. You'll then come to a patch of five weeds. Throw the Potion Bottle down here, and keep the weak stone pillar to the left on-screen. Enter Subspace, get coins and the Super Mushroom which appears next to the weak stone pillar. Then leave Subspace and continue progressing right, and grab the cherry while doing so. Jump over the 'T'-shaped set of logs. Go right and jump onto the log with the weed on it. Cross the grass hill and jump on the log to the right with a weed on it. Continue heading right and watch out for the approaching Bob-ombs. You'll come to a weak wall. Super Jump onto the top of it and jump onto the grass with three weeds on it. Pull up the middle one and throw it down onto the ground, next to the weak wall to the left. Blow up the wall with a Bob-omb to reveal a little area with a weeds inside. Enter Subspace and a Super Mushroom appears here. Get it, leave Subspace and go back to where you got the Potion Bottle. Drop onto the log to your right and avoid the Bob-ombs. Drop off the edge of the log onto the ground and head left until you get to a ladder. Descend it.

Head left in this next area and jump over the Bob-ombs and drop onto the steel platform. Jump over the gap and climb the log stairs (watch out for the Bob-omb. On the very left side of the log is a Vegetable, use this to kill the Panser on the log to the left. Jump onto that log, go left, drop onto the ground and enter the door.

This next room has you inside a little sealed off room with a Spark circling around. Pull up the Mushroom Block on the bottom-left hand side of the screen to drop down into the next section of the room. Drop down past the wooden platform and put the Mushroom Block on top of the pot to stop the Red Shyguys from getting out. Pull up the Mushroom Block to the right to drop into the next area. Pull up the next Mushroom Block and you'll drop into another area with a Spark, which you should make sure is not below you before pulling up. Place the Mushroom Block on top of the Shyguy-generating pot and drop down into the bottom area. There is a wooden platform in the air above the pit with a Spark circling it. To the left are three Mushroom Blocks, one atop another. Use these to start climbing the little wooden platforms, but watch out for the Spark on the bottom one. Just keep climbing, but watch out for the two Bob-ombs that appear when you get to the top of the set of wooden platforms. In this next section, the wooden platforms are scattered about. Climb them, and watch out for Pansers that move around on them, they're a pain to avoid. Once you get to

the top, enter the door with light coming out of it.

Head right. There are four weeds on the log. You don't have to bother with these if you don't want to, but you can get a stopwatch if you want. Cross the logs and throw away the Pink Snifit on the last one. A Pidgit is swooping about nearby, get its carpet when it swoops down and quickly go right. You should be able to get to the log just as the carpet starts to flash. There are three weeds on this log, irrelevant to get, though. To the right are some clouds, climb these, and watch out for the Beezo. On the third, fourth, fifth and sixth clouds are Pink Shyguys, be careful when you are ditching them. Cross the 'T'-shaped sets of logs, and you'll have to fight a Red Birdo on the third one (it's not the level's boss, either! >_<) You must be quick in the process of grabbing the Birdo's eggs, as not to fall down into the giant pit when grabbing them. Once you kill the Birdo, get the Crystal. Jump onto the set of stairs to the right and enter the Hawkhead. If you need help against the Clawgrip, then please read the Bosses section for help. After beating him, enter the doorway as usual to finish the level and World 5.

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3.06 - World 6
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World 6-1

Back to the desert. :P When you start, there is a big gap of quicksand ahead of you with a Cobrat in it. Kill the Cobrat to avoid annoyance from it. Then are two piles of bones; there is a Pink Shyguy on the second pile of bones, which you can use to kill the Cobrat to the right. Head right across the quicksand and you'll come to a jar with a Cobrat in it. Throw the Cobrat away and enter the jar. Inside the jar is a Red Shyguy and a weed at the bottom, which is a Potion Bottle. Pull it up and exit the jar with the Potion Bottle. Back in the overworld, see that pile of bones to the right? Throw the Potion Bottle down on that and enter Subspace. The Super Mushroom will fall into the quicksand. Quickly jump on it and grab it before it is totally absorbed. Then leave Subspace.

To the right of the two cactuses is a Pokey, I'd suggest killing it or throwing the body parts away. Head right and go past the next couple of cactuses. A Cobrat is in the quicksand, so approach with caution. This quicksand moves very fast, so if you fall in, you'd better start mashing those buttons. To the right of the Cobrat is two piles of bones, a Pink Shyguy and another Cobrat. Use one to knock out the other. To the right of the second pile of bones, there is some sand that doesn't sink, which you can jump to. Then jump right, into the next batch of quicksand, and jump onto the bones. To the right are some jars. However, entering them is unnecessary. To the right of the jars is a pile of bones and two Cobrats. Jump up to the high ledge. There are seven cactuses here, and two weeds. The first one is a Vegetable, which you can use to kill the Pokey to the right. The second is a Potion Bottle. Carry it past the second Pokey, the cactuses and the Panzer and you'll come to a door encased in sand blocks with four weeds on top. Throw the Potion Bottle down here, enter Subspace and get the coins and Super Mushroom. After leaving Subspace, enter the door.

In this room is a huge row of jars. The third one from the left has a Mushroom Block on it, but beware, once you pull it up, a Cobrat jumps out. Kill the Cobrat and enter the jar. Dig down through the sand, and at the bottom of the jar are four weeds. Pull up the furthest one on the right for a 1-Up Mushroom, then leave the jar. Head to the end of the row of jars and you'll see a Cobrat lurking in the sixth jar from the end. Enter the jar next to it on the right.

Dig to the bottom and you'll find a key and a Phanto. Pick up the key but throw it down immediately to avoid being stalked by the Phanto. When it leaves, pick up the key and exit the jar with it. You know the drill. Just throw the key down whenever Phanto comes near. Anyways, take the key to the right through the tunnel and you'll come to a locked door surrounded by sand blocks. Open the door with the key, and enter. For help against the Green Birdo, please proceed to the Bosses section of this guide, then grab the crystal and finish the level as usual.

World 6-2

NOTE: This level involves a big gorge cross and lots of jumping is required, so I strongly suggest using Luigi.

Head right, jump up the ledges and exit through the light-door.

To the right is a weed. Pull it up for a Vegetable, and keep it in your grasp. Jump onto an Albatoss heading right. You go past three Albatosses heading left and one of them is on your flight path, so jump between the lower and middle-height flying ones to avoid getting hurt. As you're being carried right you'll come to a Panser on a dirt island. Kill it with the Vegetable to avoid being hit by a fireball. Jump over the island and back onto the Albatoss. Charge up a super jump to reach the top of the dirt island with two weeds on it and a thinner island next to it. Pull up the weed on the left for a Potion Bottle and throw it down here. Enter Subspace and get the coin and Super Mushroom, which appears on the other pillar.

Leave Subspace, and jump onto an Albatoss heading left, and go back to the start of the level. Another Albatoss is heading right at a higher flight-level, jump on this. It will carry you right again, but watch out for incoming Beezos. After the two pillar-islands where you got the Super Mushroom, three Albatosses will fly towards you, so be ready for a jump (a Super Jump if you're really being careful). After a big round of gorge-crossing you'll be taken to a pillar with a weed on it, and a higher ledge to the right. Just jump onto the ledge and ignore the weed. Head right and enter the door in the cliff face. Another Green Birdo here. For help, please read the Bosses section of this FAQ, then exit the level via grabbing the crystal and entering the Hawkhead as always.

World 6-3

Climb the ladder above you into the overworld.

NOTE: In this area is a shortcut to get to the end of the level quickly. See the Secrets section for more info!

The first weed on the right is a Potion Bottle. Pull it up and keep hold. Jump past the three cactuses and onto the pile of bones in the quicksand. Go past the second pile of bones and throw the Potion Bottle onto the first cactus stump (avoid the Pokey!). Enter Subspace and you'll see the Super Mushroom on the cactus to the right. Grab it and leave Subspace. Keep progressing to the right and watch out for the Cobrat in the sand. After the second set of bones the quicksand stops. Head right and enter the big hole in the cliff to some cavernated area.

To the right is a pot that generates Bob-ombs. Above it is a ladder with two cherries on either side. Try to get them both. To the right is a sand pit with a cherry in. Grab it if you want, but remember to watch out for the Bob-ombs! The next sand pit also has a cherry in it. Then there's a sand wall to the

right of some steel blocks. On the platform are two weeds.

Pull up either one for a bomb, and blow up the weak wall to the right. You can dig through the sand and enter the niche to the left for a fifth cherry and a Starman. Now go back up to the higher level and just keep bombing the walls. Once you've done that, descend the ladder at the end, head right, and climb the vine.

Back into the sky area. Once you leave the rocky surface, you'll see three vines above you with Hoopsters patrolling them. But when you get higher, it becomes several vines! Just climb one of the side vines (preferably the one to the right) and when you get to the top, climb the vine that goes through the clouds. A Red Shyguy is on the cloud platform, but it's no bother. Start climbing the vine to the left, but watch out for the Snifit once you get to the next section of the screen. There is another Snifit as you go up, so climb with caution. The next area has two clouds on each side of the screen, each with a Mushroom Block on it. Climb the vine to the right and at the top, drop onto the cloud. Jump over to the bunch of vines to the left and climb the very left vine and go onto the cloud. Now it's just a simple case of climbing vines to the top of the sky. (Whew, all this vine climbing reminds me of DK Jr.)

Once you're up into the night sky, head right across the cloud platform and jump onto the sand block platform. Keep heading right and enter the door in the pyramid.

In this next area, you'll see a Mushroom Block below some steel blocks with a Red Birdo on it. Pick it up, jump onto the Hawkhead and onto the steel platform and fight the Birdo. Just use the normal strategy, this fight isn't too hard. Once you kill it, get the Crystal and enter the Hawkhead for the REAL boss fight. For help, please read the Bosses section, and once you beat Tryclyde, enter the door to go to World 7. You're one step away from Wart's lair!

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3.07 - World 7
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World 7-1

Climb the clouds and ascend the ladder on the highest one.

Head right and jump over the pillar. Watch out for Albatosses dropping Bob-ombs. On the next pillar is a POW Block, use this to soften up the area of enemies. Jump past the next pillar and onto the grass pillar with three weeds on it. Go past here and keep heading right until you get to a grassy building with a weed on top, on the cloud platform. Enter.

In this room are two steel platforms. A Spark is circling the lower one, and on the higher one are seven weeds. A Spark is circling a Mushroom Block in the air. Jump onto the platform with the weeds on, and pull up the third weed from the right. Throw it down and enter Subspace to get lots of coins and a Super Mushroom! When all's been said and done, leave this area back into the overworld.

Jump onto the top of the grassy building quickly, and jump on top of an Albatoss heading left. It will take you back past the ladder which you used to enter this area. To left is a giant pillar. Jump over it but keep on the Albatoss. To the left is another giant pillar. Do the same. It will then take you past a giant pillar with a cloud resting on top. When you see some clouds near the bottom of the screen, you can dismantle. Climb the ladder and drop

into the secluded area between the pillars. Pull up the weed for a rocket-firework.

In the next area, head right and get the cherry. Head right past the Tweeter. There is a Snifit on top of the pillar. Get the cherry above it. Head right, jump over the next pillar and get the third cherry in the air, which is just before the next pillar. Jump over the pillar and onto the cloudy area. Get the fourth cherry. Head left, drop down one cloud level, go right and get the fifth cherry for a Starman. Now just go around the clouds until you are at the bottom level. Try to jump onto the platform the Ninji is on, without getting hit. Drop onto the cloud with the Snifit on, and throw it away. From here, charge up a super jump and climb the ladder above you which is next to the pillar.

Jump onto the cloud platform to the right, and keep heading up, avoiding Sparks. On the third cloud platform, jump up and climb the ladder to the left into the next section with a Mushroom Block barrage with a Spark circling around inside. Jump on the top of the Blocks and charge up a super jump to reach on of the four ladders above you. Start climbing and when you get to the top, climb the ladder which meets between the second and third ladders. Watch out for the Snifit, which is firing bullets from the left. Once you get to the top, climb one of the two ladders on the clouds and enter the grassy house. For help against the Green Birdo (last one, thankfully), please read the Bosses section. And once you beat it, collect the crystal and go inside the Hawkhead to enter the final level of the game.

World 7-2

Head up the cloud platforms, and throw away the Snifit on the pillar, on the third one. Keep heading right and kill or avoid more Snifits. Then you'll be at the drawbridge of Wart's tower. Be prepared, and enter.

You're now on a conveyor belt. It will take you to the right, and watch out for Red Shyguys heading left as there is a Shyguy generating pot at the end of the conveyor belt. Jump onto the next conveyor belt. There are three Ninjis on it; kill them or avoid them. Go right and drop down onto the next conveyor belt. Head right and jump over the Bob-omb generating pot. Jump over onto the next conveyor belt and head right. Drop down onto the next one, head right and jump over the Panzer flames. Then climb the chain at the very right end of the area.

Head left into the section of the room with a Spark circling around. Keep heading left, and climb the chain that goes through the top of the screen.

In the next area, there are some chains to the right. Climb up to the next section of the area via these chains. To the left, four Sparks are moving up and down between the gaps in the chains. Head through when you're sure it's safe, and climb the chain at the very left of the room. The next part has some steel platforms, and two chains above each end. Climb the one on the left, and enter the door on the steel platform.

Descend the ladders to the ground. Watch out for the Panzer spitting flames. It's resting on top of a mass of steel blocks with a Tweeter; below it is a ladder, descend this and you'll come to a door. Enter it.

There are four pillars in this room. There is a weed between the first and second ones, and a weed between the third and fourth ones. Pull it up for a Potion Bottle. Throw it down somewhere where the leftmost pillar is on screen. Enter Subspace and get the Super Mushroom, on top of the pillar, and a coin from the other weed. Leave Subspace and exit this area.

Climb back up the ladder, and use a Tweeter to kill the Panser so you can climb back up the top safely. Go back into the tower.

Start climbing the platforms, and watch out for the Sparks. At the top of the room is a chain. Climb it to get to a platform with a door on it. Enter this door.

Pick up the POW Block to the right to kill off the Sparks. Climb the chain to the right and go onto the conveyor belt. While heading right, duck to avoid Sparks coming your way. At the end of the conveyor belt, descend the chain against the right wall.

You'll come into an area with Birdo and a conveyor belt. Pick up the eggs the Birdo spits at you and throw them back three times as you would normally in the boss fights. Once you kill it, it will release the key. Pick it up and leave the room with it.

Remember to throw the key down as soon as you enter the next area to stop the Phanto from chasing you. Carry the key to the left and use it to open the locked door between the four pillars.

Head right. There are two pillars with Mushroom Blocks on them. Take each Mushroom Block with you to the cluster of pillars with the Crystal. When you pick up the Crystal, the Hawkhead comes to life, and you have to fight it! Just be quick and hit it three times using the Mushroom Blocks mentioned earlier. When you hit it three times, it will open its mouth. QUICKLY jump inside. 'Cus if you're not quick, the mouth will close and you have to fight it again. Don't say I didn't warn you.

You'll now drop into the boss area with the big toad himself, Wart! If you need some assistance and the strategy for how to beat him, please read the Bosses section, and once you take him out, enter the door. I won't spoil the ending for you, but you deserved it, so enjoy it!

Congratulations upon beating Super Mario Bros. 2!

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4. 10-Level Walkthrough
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This is more like a speed-walkthrough. If you want to complete the game quickly and in half the amount of levels in the game, that's what this section is devoted to.

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4.01 - 10 Levels?
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Like my 8-Level Walkthrough for the original Super Mario Bros., there is a method you can use to beat Super Mario Bros. 2 in 10 levels rather than the full 20. It requires the knowledge of Warp Zone locations and using them at each point to get further in the game, skipping several levels. A flowchart of the levels you'd have to take would look something like:

World 1-1 -> World 1-2 -> World 1-3 -> WARP -> World 4-1 -> World 4-2
.-----'
'-> World 6-1 -> World 6-2 -> World 6-3 -> World 7-1 -> World 7-2

The next sub-section explains how to do this in walkthrough form. Finally, if you'd like to see a separate file just devoted to this particular challenge of the game, I have one available on my GameFAQs CRP, located at the bottom of this guide. Enjoy!

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4.02 - The 10-Level Walkthrough
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World 1-1

As you begin the game, you'll see your character falling out of a doorway and landing on a grass plateau. Drop down (fight the Shyguys if you need to but it's not necessary), and find the door at the bottom-right hand corner of the screen. Go inside it.

In the next screen, run right past some Shyguys and a Tweeter (you can use the vegetables in the ground to fight them if you wish) and you will come to a grass plateau with a vine on its right. Climb this vine and set foot on the top of the plateau. Throw away the Shyguys patrolling on the top and pull up the weed that is nearest to the vine for a Potion Bottle. Make sure the cherry above the stump to the right is visible and throw the Bottle down and enter Subspace.

Whilst in Subspace, pull up the weeds on the plateau for some coins and a Super Mushroom to build up your life meter. Then jump to the left to get the cherry if you kept it on screen. Once you finish in Subspace and return to the overworld, proceed going right. Next are three stumps with some Shyguys and a Tweeter trapped between them. Use the POW Block on the middle stump to take them all out. Advance right, get the cherry and climb up the plateaus (avoid the Pink Shyguys) and cross the waterfall using the log on the top. Fight the enemies on top of it if you have to.

You need to cross the next waterfall using some logs falling down it. Quickly jump across these to get to the next side. From the set of grass plateaus you land on after it, make a jump over the gap to the right onto another set of plateaus. Use the POW Block on top to take out all the Shyguys on the ledges below you. Then pull up the weed that was to the left of this POW Block for a 1-Up Mushroom!

Jump right and grab the cherry and then keep running right past a couple of Shyguys. Jump over the little log and go through the next doorway that you come to by pressing Up when you are standing in front of it to enter a cave part of the level.

Fight the Ninji and jump onto the raised part of the ground to the left and climb up the vine to go into the next screen. In the next area, drop off the branch onto the ground to the right, then go a little ways to the right and start running to the left and make a long jump over the gap with the waterfall behind it (falling in causes you to die, so beware!) and you should land on the stony ground to the left. Climb up the stairway using the Super Jump (hold Down until you flash then jump). On the top step, throw away the Shyguys and pull up one of the weeds for a Bomb. Stand one step away from the ladder facing the brown wall. As the bomb flashes, throw it down at the right time so that it explodes as it is near the brown wall, blowing open a pathway. Go inside it and enter the doorway.

You emerge back in the overworld again. Start climbing up the rocky surface using Super Jumps and you'll get onto the top of the screen so that you can't

see the character. Run left to drop down into the boss area. Beat the Birdo by picking up the eggs it spits at you and throwing them at it and successfully hitting it three times. Birdo releases the Crystal, then pick this up to open the Hawkhead's mouth. Go inside to finish the level, and if you got any coins, gamble away for any 1-Ups.

World 1-2

From the start, jump onto the grass pillar to the right, then onto the next one to the right of that. You should spot a Pidgit on the magic carpet hovering above you. When the Pidgit swoops down in an arc, jump on its head and pull it up off the carpet and throw it away so that you get control of the magic carpet. Now fly over the large gorge to the right (using the D-Pad to control the carpet) and watch out for the Beezos that fly down while you try to get across. Once you see two little bits of grass plateaus sticking out of the pit at the bottom of the screen, you can jump off the carpet and land on the ground to the right.

You'll come to two jars. The second one has a Cherry in the air above it. Stand on the edge of the jar and Super Jump to get it. Then go down this jar. In the jar, pick up the key on the middle set of logs then quickly get back out as one of the Phantos starts flying out. As soon as you emerge out of the jar, immediately throw down the key to keep the Phanto away from stalking you. Once it's out of sight, pick up the key again and get past the Ninjis jumping up and down to your right. After them, enter the locked doorway by standing in front of it while holding the key and pressing Up on the D-Pad.

Head right and jump over the Shyguy or fight it, and grab the three Cherries and you may get a Starman! Continue running right and jump over the pit onto a small island with three weeds and a Snifit on. Throw the Snifit away to avoid being annoyed by it. Jump over the next pit and pull up one of the weeds to the left of the brown wall for a Bomb. Throw this onto the brown wall to blow it up and create a hole to get through into the next area. Once you have done this, get through and climb up the ladder (watch out for nightmare bullets being fired from the Snifit to the right).

On the top ledge, there is a weed to the left of the ladder, and three weeds to the right. Pull up the one that is furthest from the ladder to the right for a Bomb, and use it to blow out some of the brown stone to the right blocking the drop into the next area. After the bomb explodes and takes a way a section of this brown wall, pull up the weed that was left of the weed that you pulled up before for another Bomb. Throw this onto the brown stone to blow another part of it away. Then pick up the single weed to the LEFT of the ladder for yet another Bomb, and use it to blow away the remainder of the brown stone to clear a drop into the next area. Next, pick up the last weed remaining around the ladder for a Potion Bottle. Throw it down the gap you made, drop down after it and enter the doorway it creates to go into Subspace.

In Subspace, get the Super Mushroom which is where you will be standing when you go in, then quickly jump onto the ledge to the left and get the Cherry if it was on screen when you went into Subspace. Once you finish in Subspace and warp back into the real world, jump onto the ledge to the right and grab the Cherry. To the right are two Ninjis that are running towards you quickly jump over them and make a running jump onto the ledge to the right with the doorway on it (you should just barely make it. If not, use a Super Jump but be careful of the Ninjis as they come back towards you). Go through the doorway.

You'll emerge back in the overworld, underneath a grass ledge. Jump onto this and run left and pick up the Ninji and throw it at the Snifit to the left to

take them both out. Keep running left and get the Cherry and pull up the weed for a Potion Bottle. Run right with it until you see the long row of weeds to the right of the doorway you came through earlier. Throw the bottle down when you get all the weeds on screen and enter Subspace. Now quickly pull up all the weeds for coins as you can, and once you warp back into the overworld, go right, jump over the pit and go through the doorway in the wall to enter the boss area. Beat the Birdo as you did before and pick up the Crystal to activate the Hawkhead and get to the Bonus Chance to gamble for 1-Ups, then go into the next level.

World 1-3

Go right and jump over the pit onto a grass plateau, then jump onto the next one to the right of it, then from that one, jump onto the plateau above you with the two Snifits on. Fight the two Snifits away. Then, from here, go left and jump across the gaps and collect the Cherries along the way. On the very left plateau are two Cherries, so once you have collected them all, you should have four Cherries. Drop back to the ground where you started and proceed to continue along with the level.

Go back to the plateau that had the two Snifits on them, but this time, jump onto the plateau to the right, which has two weeds on it before a log laying on it. Grab the weed on the right and throw it onto the log. Enter Subspace and pluck up the Super Mushroom that appears next to the Cherries. Get the other weed if it's still on screen but DON'T get any of the Cherries until you come back into the overworld, as picking up another one makes a Starman appear and you won't have time to get in Subspace as it takes a while to float up the screen.

Anyway, after this log, you need to cross a large waterfall using some logs on top of some grass pillars inside the pit as stepping stones. While you do so, watch out for Trouters jumping up from below in the waterfall. Once you get onto the fourth log, you need to cross the next part of the waterfall by using those falling logs again. While you get across, see if you can snag the Cherries hovering around in mid-air. You should land on a large grass plateau to the right of them with five weeds on it. Pull all of them up, and the fifth one should give you a Clock that stops all the enemies.

Now quickly cross the waterfall to the right using the falling logs (avoid Trouters) and on the next part of land you'll see a log resting atop two grass pillars that has some weeds dotted around. Pull up the one on the left below the log to get a Potion Bottle. Now while holding this Potion Bottle, run right and jump over the pit and quickly run right past the Ninjis and Tweeters. Go past the warehouse doorway and you'll find a jar with two weeds next to it. Throw the bottle down next to this jar and enter Subspace. Whilst you're in Subspace, go down the jar and you will be warped to World 4.

World 4-1

Yes, the ice world. Almost every platformer has it, no? Anyway, start by going right across the long ice platform and jump over the Flurry sliding towards you. Watch out for a Troutier jumping up somewhere after it then jump over the gap between ice platforms with the little ice platform below. From there, jump onto the next long row of ice and get past the two Flurrys sliding towards you. As you go right, jump onto the next ice platform slightly higher in the air. Get past another Flurry then jump over to another set of ice platforms. The bottom one should have a weed on it. Pull it up for a Potion Bottle.

Jump over the gap onto the next ice platform, where the five weeds are. Throw the Bottle down next to them and enter Subspace. Pluck up the five weeds for some coins and then exit Subspace. Immediately jump up when you come back into the overworld as a horde of Flurrys charge at you from all directions as they have somehow reappeared. Next, continue going to the right and jump onto the ice platform above you then continue going right, jump over a small gap in the platform and avoid the Flurrys. Eventually the platform ends in a descending staircase of ice. Carefully go down it then jump to the right onto the small formation of snow with ice blocks hanging off.

Jump onto the top of the snow heap and pluck up the weed on the left in the pair to get a Potion Bottle. Throw it down and enter Subspace, but make sure the three ice blocks to the left are visible when you do so. In Subspace, get the Super Mushroom on the ice blocks and pick up any other weeds for coins. Then once you return to the overworld, pull up the weed beneath the three ice blocks to the right. Do this by jumping down the little gap and holding left as you fall so that you do a "Wrap Around Jump". Pulling up the weed gives you a Rocket, and you'll blast off into the next area of the level.

When you come into the next area, you'll drop out of the Rocket and it explodes (perhaps it was a firework?), leaving you on an ice platform. So head right and drop down off the snow ledge onto some more icy ground. Jump over the Auto-Bomb carrying a Shyguy charging towards you, then continue running right, jump on the stump and then jump onto the snow ledge. Continue right, drop down onto the icy ground and climb over five stumps. After that, avoid two Flurrys and an Auto-Bomb then jump over another stump. Go right and drop down onto the lower part of the icy ground and jump over two more stumps. Pick up the Flurry and throw it at the Auto-Bomb coming down the stairs to the right. Then climb these stairs and drop onto the ground again. Do the same with the Flurry and Auto-Bomb coming down the stairs here, then go up these stairs and grab the Crystal, which is on some steel blocks. Enter the Hawkhead to finish the level, and play Bonus Chance for some extra lives before going into the next level.

World 4-2

Run right, across the ice platform and climb the vine against the wall to get into the overworld. In the next area, climb up the ice platforms to your right and then start running to the right. As you go across this long platform, Beezos will fly towards you at different levels. You have to get used to dodging by ducking and jumping. If the Beezo is one block space above the platform or more, duck. If it is touching the platform as it flies towards you, jump. Also beware of a couple of Flurrys occupying this platform as well.

Next, at the end of the platform, drop onto the next one a little lower down then go right and jump onto the next ice platform. Continue running right and ducking and jumping over the Beezos in the same fashion again as you keep running. The end of the platform ends in a sort of stairway. Go down this, then jump over onto the floating ice platform to its right. There is a doorway on top of a cloud above you; enter this.

You'll emerge on a cloud above a giant whale. From here, jump to the whale to the left of the one you are above, and you should find three weeds on its back. Pull up the one on the very left to get a Potion Bottle. While holding it, go right and start crossing several whales (use the ice platforms in the sky if you want to make it easier) and after you progress some more to the right, you should eventually see a jar on a platform in the middle of the water at the bottom of the screen. From the left, jump off the whale's tail to reach it then throw the bottle down and enter Subspace. While you are in Subspace, go down the jar and you will be warped to World 6.

World 6-1

As you start, there is some quicksand to your right that you must cross, so you have to be on your toes. Be sure to watch out for the Cobrat hiding to the left of the first pile of bones. Jump over it or throw it away and jump over two sets of bones. You could pick up the Pink Shyguy on the second pile of bones and throw it at the next Cobrat. From there, keep moving right and jump over the jar (avoid the Cobrat in it), over one more pile of bones, then you'll reach still sand.

Jump over the sets of Cacti and fight the Pokey if you wish or simply avoid it. Next you see quicksand again, and a Cobrat is lurking in the sand. Be sure to avoid it when you approach. This quicksand pulls you in faster, so try to stay on the bones or hit A as fast as you can if you get pulled in. There is a little bit of still sand after this, then you must venture into more quicksand to the right. Jump over the bones and you'll come to two jars. Get past these and carefully, because there are Cobrats inside the jars.

Next, jump over the next set of bones and fight or avoid the two Cobrats in the sand and jump up onto the high ledge to the right. You need to get past some cacti (the weed on the right between these sets of cacti is a Potion Bottle if you want to know), then past two Pokeys, and as you go right, a moving Panser. Carefully dodge its flames, and as you advance some more to the right, you'll find a doorway surrounded by blocks of sand. Go through this doorway.

In this next room there is a long line of jars. Walk over them, being sure to look out for the nightmare bullets that Cobrats spit at you. Go down the fifth jar from the right. If you entered the right jar, you should see sand at the bottom of it. Dig through all of this sand to find a Key. Pick it up and the Phanto comes to life. As you climb back out through the jar, be sure to throw the Key down occasionally to stop it catching you. When you re-emerge out of the jar, throw it down to stop it stalking you, then once it's gone, grab it, run right and go through the locked doorway surrounded by the sand blocks. Beat the Green Birdo boss, get the Crystal, go in the Hawkhead, gamble for 1-Ups and finish the level.

World 6-2

Note, this level involves crossing a large gorge and requires a character with good jumping skills. I strongly recommend using Luigi for this task, as he's the best to beat the level with.

From the start, go up the ledges to your right and go out through the doorway with light coming out of it. In the next area, the first weed you see to your right is a Vegetable. Pull it up and keep hold of it. You'll see an Albatoss below you flying right. Jump onto its back and it'll carry you to the right. You'll come across three Albatosses flying at different heights coming towards you. Jump between the lower one and the middle one to avoid getting hurt, and as you keep on going right, you'll see a Panser on a ledge spitting fireballs up. Throw the Vegetable at it to take it out and avoid being cooked by the flames.

Jump over this little ledge the Panser was on and land back on the Albatoss. As you continue further right, charge up a Super Jump. When you see a couple of pillars (the one on the left has two weeds on), use your Super Jump to get onto the pillar on the left. Pull up the weed on the left and throw it down to activate the Subspace doorway. Enter it and pluck up the other weed for a coin,

and carefully jump onto the thinner island to get the Super Mushroom, then either wait for a few moments or go back through the doorway to exit Subspace.

Now, you'll see an Albatoss flying to the left coming from the right-hand side of the screen. Jump on its head. Let it take you back to the beginning of the level, where you'll see another Albatoss a little higher than your level going to the right. Jump on this and let it carry you back to the right again. As you go right, be sure to dodge the Beezos flying towards you. When you see the island that had the Subspace Bottle on it, get ready to jump over some Albatosses headed in your direction. Use a Super Jump if you need to. Once you finish crossing the gorge you'll see a narrow pillar with a single weed on it to the left of another ledge. Jump onto the latter ledge and ignore the pillar with the weed on it. Go right and enter the doorway in the wall. Fight the boss and get the Crystal to finish the level.

World 6-3

Climb the ladder into the overworld. When you emerge, you'll see some quicksand to your left. Walk into this so that you sink but can just barely see the top of your character's head, and while doing so, go left so you go under the wall. As you go left through the quicksand and emerge on the other side you'll find a doorway on some steel blocks. Entering this takes you to near the end of the level!

From where you emerge, jump across the cloud platforms to your left then drop down onto the sand blocks near the bottom of the screen to the left of those clouds. Enter the doorway in front of the pyramid. In here, defeat the Red Birdo using the Mushroom Block and once you grab the Crystal, enter the Hawkhead and you are taken to another boss instead of finishing the level! The game fooled ya, didn't it? =P

You must face Tryclyde here. Defeat him by getting one of the Mushroom Blocks laid down on the ground and tossing it at him when he's not spitting flames. Hit him three times and he's dead, and the doorway to World 7 appears. Go through it to enter the final world.

World 7-1

Start by climbing up the floating staircase of clouds and ascend the ladder on the highest one in the upper-left corner of the screen into a new area. Then drop off the ladder to the right. Jump over the grey pillar and quickly get across the brown stone path as some Albatosses drop Bob-Ombs from above down at you that can blow up the path. There is a POW Block on the next pillar, which you can use to take out most of the surrounding enemies. Next, jump over the next pillar to the right and you'll land on a grassy platform. There are three weeds on it but don't pluck any up just yet. Jump over to the next brown stone path to the right (watch out for Bob-Ombs being dropped down as usual), and pull up the weed on top of the pillar. Return to the grass platform with three weeds on, throw the bottle down here and go into Subspace and collect the Super Mushroom and three coins obtained from the weeds.

Once you have exited Subspace, keep advancing right again. Keep going until you find a pot that generates Shyguys next to a couple of Mushroom Blocks. Put a Mushroom Block on the top of the pot to prevent Shyguys coming out. Then enter the building just to the right. In this next room you'll notice two Sparks circling a floating Mushroom Block and a steel platform. The longer of the two steel platforms has seven weeds on it. Jump onto this platform and pluck up the third weed from the right, and you'll get a Potion Bottle. Throw it down and

enter Subspace and get all the coins from the multiple weeds around you and a Super Mushroom on the end of the ledge.

Once you are finished, leave the building. From the outside, jump onto the pillar to the right of the building, then jump onto the actual building itself, then quickly jump onto the Albatoss that appeared from the right earlier. You must do this quickly before the Albatoss goes. If you missed it, go back inside the building then come back out again and the Albatoss will reappear. Once you successfully manage to jump on its back, let it carry you to the left, past where you first entered the area, and then you will have to carefully get over two pillars higher than the height at which you are flying. Remember to jump carefully. Once the Albatoss takes you to a ladder next to a pillar, jump off and get between the two pillars and pull up the weed for a rocket-firework, and it'll take you into the sky, into the next area.

In this next area, run right and get the Cherry, then jump onto the cloud platform above you and grab the Tweeter hopping around. Use it to take out the Snifit firing nightmare bullets on top of the pillar just to your right, and then stand on this pillar and jump up for a second Cherry. Run right, jump over the next pillar and grab the Cherry in the air to the right of it. Now jump over the next pillar and pick up the fourth Cherry lying atop a pillar lodged between some of the clouds, then head left. Drop off the platform you are on as you see a Shyguy-generating pot. Then run right and drop down off the platform to get Cherry number 5. A Starman will appear, so grab it and start running through all the ledges again, and this time you can safely avoid being hassled by enemies. Once you are on the bottom cloud platform, make a jump to the right onto the platform hanging off the lower-right side of the pillar, then drop onto the pillar to the right carefully (while the Snifit isn't firing bullets or it'll likely push you into the pit). Quickly throw the Snifit away then Super Jump up to the ladder and climb it into the next area.

Go right of the ladder and jump onto the floating cloud platform and start jumping up onto the clouds above you and climb as long as there are no Sparks approaching you. On the second screen-wide cloud platform, jump up and grab the ladder and onto the next cloud platform that has an arrangement of Mushroom Blocks on it with a Spark going around inside, and a Spark going over it outside. Stand on the Mushroom Blocks and make a Super Jump to grab one of the four ladders above you.

Start climbing, and switch ladders if there is a Hoopster on your ladder coming down towards you. At the top of the four ladders is another ladder in-between the second and third ladders. Climb this and go up when the Snifit isn't firing bullets in your trajectory. At the top, climb one of the ladders to the side and enter the grassy building to find a Green Birdo, which you have to defeat with a Mushroom Block as your only arsenal. Do this by throwing the Mushroom Block and pick it up again when the Birdo is stunned and quickly throw it again before it gets a chance to counter-attack. Once you have defeated it, get the Crystal and enter the Hawkhead to gamble for 1-Ups for the last time and enter the last level.

World 7-2

On your right are some cloud platforms. Jump up them and you'll see a Snifit on a pillar. Pick it up and throw it at the Snifit on the next pillar, a little lower to your right. Then jump over the gap between the clouds and fight another Snifit on top of a pillar, then jump over that pillar and go across the drawbridge leading into Wart's castle. Stand in the tall, narrow black space and press Up to enter.

You enter this next room standing on a conveyor belt. It takes you to the right. At the end of the belt you start on is a Shyguy-generating pot, so look out for any Shyguys coming your direction, as there is a narrow space just before the pot. Then, jump onto the next conveyor belt that is above some spikes, and you'll see three Ninjis on this belt. You can fight them off or simply just jump over them to avoid wasting yourself some time. Head right and drop onto the next conveyor belt and go right as usual. Jump over the pot (this one spawns Bob-ombs, so watch out) then make a leap onto the next conveyor belt. Now keep going right and past the flames that the Pansers spit up at you. Climb the chain at the very end of the area against the right-hand wall.

In the next area, several Sparks circle around the chains, so proceed through with caution. Go left and find the chain that leads up through the top of the screen. Climb this one into the next area. In the next area, just an empty room, use the chains against the wall on the right hand side to get into the next section above you. Now go left past all the chains, and run under the Sparks when they are above you. Climb the chain against the left wall into the next section of the screen. You'll see some steel platforms here, with a chain hanging above each end. Climb up the left-hand side (watch out for the Sparks on the top set of platforms) and go up the chain, then go through the door to the left of the top of the chain.

Descend all the ladders to the ground, and be aware of a Panser on top of some steel blocks spitting flames at you. Descend the ladder below these steel blocks and enter the door at the bottom. In this next room, you'll see four pillars around you, and two weeds. Pull up the weed between the third and fourth pillars to find a Potion Bottle. Throw it down where you can see the other weed on screen and enter Subspace, so you can get a Super Mushroom. You needn't bother plucking up the weed for a Coin, since there isn't a Bonus Chance at the end of the level. Once you're done, exit this room.

Climb back up the ladder and use one of the Tweeters to take out the Panser to avoid being annoyed by its flames when you try to climb back up. Once you've done so, climb all the way back up the ladders to your right and go back into the castle. From where you come in, start climbing the steel platforms above you to get to the top. There are two steel platforms with pillars on that have Sparks orbiting them, be careful when climbing these. Once you get above them, you have to go up some more steel platforms with pillars and Sparks on. As usual, watch your footing. Above them is a platform with two pillars and two Sparks. Get onto this then climb the chain hanging above it, then at the top of the chain, drop to right onto the platform and go through the door.

In the next room, pick up and throw the POW Block to take out all the Sparks. Then go right and climb the chain and go onto the conveyor belt to your right. As you go right, be sure to duck when you see Sparks coming your way. At the end of the conveyor belt, go down the chain on the right into the next area.

You'll see a Birdo on a conveyor belt in this next area. You must defeat it the usual way by hurling three of its eggs and hitting it. Once done successfully, the Birdo spits out the key. When you grab it, watch out for the Phanto that'll start flying around. When you have possession of the key, go through the door on the conveyor belt while holding it. In the next room, throw down the key straight away to avoid being stalked by the Phanto. Once it's out of sight, pick the key up again and go left with it. Use it to take out the Sparks going around the blocks if you have to. Go between the two sets of pillars and unlock the door to get to the next area.

In this next room, go right and collect the Mushroom Blocks on the pillars and throw them near the cluster of pillars with the Crystal on. Then pick up the Crystal, and the nearby Hawkhead comes to life and fights you, instead of you

having to simply go in its mouth! So grab the Mushroom Blocks mentioned earlier and throw them at the flying head. Once you hit it three times, its mouth will open and you can jump in to get to Wart's lair. Remember to enter the mouth quickly once it has opened, because if you waste too much time the mouth closes and you must fight it again.

In Wart's lair, you face the final boss, Wart. The way to beat him is to grab one of the Vegetables that pops out of the machine by standing under it and letting it drop on your head. Wart will fire nightmare bubbles at the Vegetable from his mouth. Dodge the bubbles and wait for him to open his mouth. When he does, quickly throw the Vegetable into his mouth for a successful hit. Once you've done it six times, he'll be petrified and dies. You can then enter the white door to witness a great epilogue. I'm not going to spoil it, but you deserved it. You've beaten SMB2 in half the levels in the game.

Congratulations upon beating Super Mario Bros. 2 in half the amount of levels in the game!

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5. Bonus Chance

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How does it Work?

At the end of each level (except World 7-2, because you've obviously completed the game), there is a little mini-game called 'BONUS CHANCE' in which you can use coins you found in Subspace to attempt for extra lives. There are several different icons on the slot machine that each flash up for split-seconds and stop once you hit the A button. Below is a list of the rewards for each of the following combinations.

What are the Combo Rewards?

COMBINATION	REWARD
=====	=====
Vegetable --- Vegetable --- Vegetable	1Up
Starman --- Starman --- Starman	1Up
Snifit --- Snifit --- Snifit	1Up
Cherry --- <<Anything>> --- <<Anything>>	1Up
Cherry --- Cherry --- <<Anything>>	2Up
Cherry --- Cherry --- Cherry	5Up

Thanks to Brian Sulpher for pointing out some mistakes I made in the earlier versions here.

That's literally EVERYTHING you need to know about Bonus Chance!

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6. Enemies

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Albatoss

Usually found in the later levels of the game, Albatosses are the huge red birds that fly in straight lines, and they can't be taken out. Sometimes they

drop down Bob-ombs at you, which you need to be aware of. However, their flight can also be used for another purpose - you can jump onto their backs to be carried across the level. Handy for getting across large gaps.

Autobomb

This isn't really an enemy - it's the fireball-shooting cannon on wheels that Shyguys drive. They move quickly in one direction. Once you get rid of the Shyguy that controls the Autobomb vehicle, you can jump on top of it to hitch a ride.

Beezo

Beezos are like the Subconian habitants, only these are BAD ones. They fly around in the sky and either swoop down at you or at your level fly quickly at you. They come in two varieties; red ones which fly slower and tend to swoop at you, and pink Beezos, which are faster and fly straight towards you. Red ones are a little easier to evade as they are a little slower than the pink ones.

Bob-omb

Walking black balls with fuses - this can't be good. Their names give the clue to what they are - bombs!! When they stop walking they'll flash for a couple of seconds and then explode. Make sure not to be standing close to them or you'll lose a life point. Sometimes you may pluck one up from the ground if you mistake it for a weed - so watch out and quickly throw it away!

Cobrat

A serpent that enjoys to ambush you by hiding in the ground or in some jars, then jumping out when you get close. They move quickly from side to side, making it a little tricky to jump on them and pick them up. The nightmare bullets that they fire only make this worse. The best way to take them out is by throwing something at them.

Flurry

Usually found in levels that have ice in them. They tend to mimic your movements and follow you around, and they do move fast and slip around a lot, making groups of them really annoying to take out bare-handed at once. It's best to try to guide them to pits for them to fall down.

Hoopster

A spider-like creature that climbs up and down on vines, trying to block your path. However, it's indeed rather easy to jump on them since they only move up and down. They can sometimes also be found climbing trees. When you're higher in the sky, it would be better to simply avoid them rather than to try picking them up. Whenever one crosses your path on a vine, it would be best to jump over to another nearby vine if there is one available. Switching vines constantly is going to become an important skill to know later in the game.

Ninji

These black star-shaped creatures come in two varieties - ones that stand still and jump straight up (the easier of the two to take out) and ones that run around after you and can jump to the left and right while they are moving. They usually come in groups of two or more.

Ostro

It gets its name from the resemblance it has to an ostrich. This creature runs at decently quick speeds, sometimes carrying Shyguys. If you get rid of the Shyguy that it is carrying, you can jump onto the Ostro's back to get a ride.

Panser

This is a plant-like creature that shoots fireballs, and not pleasant to get by in some situations. Pansers tend to appear in the later stages, and they come in three different varieties: ones that stay still and shoot fireballs directly upwards, ones that stay still and shoot fireballs at 45-degree angles, and ones that move in a direction while shooting fireballs at 45 degrees. Always try to find something to hit them with before confronting them - if you try to get by barehanded you're toast!

Phanto

Phantos are wooden masks that guard the keys to unlock doors with locks on them. When you pick the key up, one of the Phantos will come to life and start stalking you while you have the key. Whenever they appear, throw the key down and they'll stop stalking you, but they'll return when you pick the key up again. They can't be killed (unless they touch you when you have invincibility up).

Pidgit

Always seen on the magic carpets, moving in arcs and swooping down at you. When they come down at you, jump on their heads and pick them up and throw them away so you can get a free ride on their magic carpets - use the D-Pad to control it while you are standing on it.

Pokey

These tall cacti composed of several body parts first made their debut in this game - they're an enemy familiar in more Mario titles after this one such as Super Mario World, Super Mario 64 and Super Mario Sunshine. You need to throw something at the body to take several parts out. You can also jump on their head and pluck the head part up and use it to destroy the rest of the body. The only part you can touch is the head - the spikes on their body takes a life point from your health meter if you touch it!

Porcupo

Gets its name from its resemblance to a porcupine. These spiky little hedgehogs move around in the same pattern as a Shyguy - the only difference is that trying to jump on their heads ends up with your character getting a sore backside! So always use another thing to throw at them to take them out!

Shyguy

The "weakest" enemy in Super Mario Bros. 2 - they are the game's version of the Koopa enemy from Super Mario Bros. 1. They slowly walk in one direction and only turn around when they touch something. Shyguys also come in two varieties - pink ones which fall off ledges when they walk to the edge of them, and red ones, which stay on ledges if they walk to the edge of them.

Snifit

Also seen in Super Mario 64. Snifits wear masks with little nozzles on the front that they use to shoot Nightmare Bullets at you, which you must avoid at all costs. They come in three types: red - which simply stand still and fire nightmare bullets at you, gray - which can jump up while they fire the nightmare bullets, and pink, which are the worst - they can run and fire bullets at you, making it hard to interpret their attacks and stay safe and not get hurt.

Spark

Simply what their name states - Sparks. They also made their debut here and also appear in Super Mario 64 under the name of "Amp". They move along walls and edge of objects, and stick to them. If they touch you, you'll instantly lose a life point. The best way to take them out is by using a POW Block to wipe them all out, if there is one present in the area. Throwing things at them also works.

Trouter

Trouters are the fish-like creatures found in levels with water that jump up from the bottom of the screen. However, you can also use them to cross large gaps, like in World 5-1.

Tweeter

Another of the easier enemies to get by, like the Ninjis and Shyguys. Tweeters are the little birds you'll see dotted around the game. They travel slowly in one direction and occasionally make a little jump. Simply pick them up and chuck them away or hit them with something to get by them (with certain ease as well).

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7. Bosses
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Mini-Bosses and Regular Bosses of the game - listed here.

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7.01 - Mini-Bosses
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Pink Birdo

Encountered at the end of most levels, the Pink Birdo is the easiest boss to beat - but saying that don't jump to any conclusions as they can still be tough. Pink Birdos shoot eggs at you at a fast speed. In order to take out the Pink Birdo, jump onto one of the eggs it fires and pick it up, then throw it at the Birdo for a successful hit. You need to hit it three times in order to take it out. If there are other objects nearby to throw around however, then by all means use them to speed up the process.

Red Birdo

Red Birdos also shoot eggs like the Pink Birdo, but sometimes it also shoots fireballs, so be quick and careful when interpreting its firing pattern! Grab three of its eggs and hit it with them like you would any normal Birdo to defeat it, or if there are any other objects to use, then throw them at it.

Green Birdo

The Pink Birdo shoots only eggs, the red Birdo shoots eggs and fireballs, and this one...yep, you guessed it, shoots only fireballs. So remember that the trick in fighting a Green Birdo is NOT TO GET TOO CLOSE TO IT. Always use nearby objects to throw at it. If you are at a shortage of items to use against the green Birdo (for example, in the level in which you only have one Mushroom Block to fight it with), you can hit it with the object, and while it is stunned, quickly grab the object and throw it at the Birdo again. It takes three hits as usual to beat one of these Green Birdos.

Autobombs (End of World 4-1)

This area isn't actually a boss fight, but it is pretty tough. Run right and drop onto the ice. Avoid the incoming Auto-bomb and continue heading right, using the pillar to reach the high area. Continue right and get past the next five pillars. There's two Flurrys here and an Auto-bomb, the best option would actually be to evade them. Head right and jump over the pillar. Keep going, drop to the next area and jump over the next two pillars. Avoid the Flurry, head right, and watch out for the Auto-bomb coming down the stairs. Jump over it, climb the stairs and drop down to the next area. Use the Flurry to kill the Auto-bomb coming down the next flight of stairs, or just plain avoid them. Climb these stairs, grab the Crystal and enter the Hawkhead to finish the level.

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7.02 - Regular Bosses
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Mouser (End of Worlds 1 and 3)

Your first World boss, and he may be a little tricky if this is your first time. Mouser will throw bombs at you. Catch them (your character grabs them if they land on your head) and throw them back when they start blinking. Mouser moves around on the platform quite a lot, so make sure you know when to throw the bombs. If he's touching the bomb when it explodes, that counts as a successful hit. You need to do this three times in order to defeat him (or five times if you're in World 3), and when you do, the door with light protruding appears, and you can leave the area to complete the World!

Tryclyde (End of Worlds 2 and 6)

Tryclyde's main attack is when he shoots a chain of fire directly at your character, so make sure you find somewhere to move and dodge the flames. When he pauses, quickly pick up a nearby Mushroom block and throw it at him. If it hits his body, then this counts as a hit. You only need to hit him three times but still be quick so that you can evade his wicked breath.

Fryguy (End of World 4)

You land on two rusty steel platforms joined up by two Mushroom Blocks. Below are three Mushroom Blocks. A good strategy to use is getting one of the Mushroom Blocks that joins the platforms and standing on the ledge. When Fryguy appears just below, throw the block down and hit him. It works pretty well. What I wouldn't do is try to fight him from underneath, as he spits fireballs at the floor. When you hit him three times, he'll split into four little fireball creatures. Hitting them once with a Mushroom Block will expel them, and you can exit through the light-door to World 5!

Clawgrip (End of World 5)

When you enter this area, jump over the first little gap onto the stranded platform. Clawgrip will throw rocks at you. What you have to do is jump on top of the rocks as they bounce, then throw them back at Clawgrip. This process is not as easy as it seems, as Clawgrip can throw rocks in all directions. I wouldn't get too close to him while he's throwing the rocks either, as they do go at a wild force. But heed this advice well and you should get the hang of it. Once you hit him five times he'll die, and you can enter the light-door to go to World 6!

Wart (End of World 7)

Okay, it's the showdown, the finale, the grand daddy of 'em all, the most anticipated battle in the...well, you know what I mean. Wart is tough, but with this strategy I have here for you, you'll be throwing him out of Subcon in no time. So, go to the Vegetable Machine. When it spits a Vegetable out, Wart will fire nightmare bubbles at it from his mouth. Catch the Vegetable and avoid the bubbles. When he opens his mouth again, pop the veggie in. It's then as simple as doing it five more times, he'll then go petrified and die. You've done it!

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8. Items
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1-Up Mushroom

Also seen in Super Mario Bros. 1, this item does the exact same thing as the prequel did - supply you with an extra life. However, unlike the green mushroom appearance it had in SMB1, this looks exactly the same as a Super Mushroom - only with the words "1-UP" inscribed on its head. Pick it up and you're rewarded with the extra life.

Bomb

Remember that once you grab hold of one of these, you'll want to be far away from it when it starts flashing! This powerful little orb has the power to destruct anything in its vicinity when it explodes - including some stone walls which you'll need to use these for to get through in some levels. It explodes about three seconds after it begins flashing.

Cherry

These actual items don't give you anything themselves, but when you collect five of them, a Starman will start floating around. If you collect one in Subspace, they're still there when you return to the dream world.

Clock

Once you have picked up four regular vegetables (this does not include Young Vegetables), the next weed that would normally contain a Vegetable holds this instead. When you pick it up, you'll hear some ticking and all the enemies will freeze so you can bypass them oh so easily.

Coin

Unlike the coins from SMB1 which you find almost everywhere and picking up 100 rewards you an extra life, coins are a bit more sparse in Super Mario Bros. 2. When you go into Subspace, pluck up a weed to get a coin. They are used to play the Bonus Chance Mini-Game at the end of each level (the amount collected is the amount of times you can play). If you get no coins in the level, then you can't play Bonus Chance.

Crystal

Usually kept with Birdos. When you take out a Birdo, it relinquishes the crystal. Pick it up and it'll vanish, and the Hawkhead at the end of the level will open up, thus allowing you to enter it to finish the level.

Heart

When you successfully take out several enemies, one of these will begin floating up from the bottom of the screen, ascending in a straight vertical line. Touching it will fill up an empty point on the life meter and always get it if you need to, as they're quite sparse.

Key

You need to use keys to unlock doors with silver locks on them (while holding it, walk in front of the locked door and push Up on the D-Pad). However, don't think this story is so simple, as they're always guarded by Phantos. They can also be used as regular weapons to take out enemies.

Mushroom Block

These items look like regular mushrooms, but you can actually pick them up and use them as weapons, or if you need to do a bit of climbing, you can stack them one on top of the other and climb on them to reach high ledges.

Potion Bottle

Picking one of these up and throwing them down onto solid ground causes a doorway appear that leads to a place called "Subspace". While in Subspace, you can collect coins from weeds, or Super Mushrooms if you can find them. You'll find two Potion Bottles in each level.

POW Block

You don't find these very often, but they're a great help if you're completely surrounded by enemies! Picking it up then throwing it down causes a huge tremor to wipe out every enemy on-screen that is touching the ground or a wall. They can only be used once, so use them wisely.

Shell

Like the Koopa Troopa's shell that was from Super Mario Bros. 1, this plows out any enemy it comes into contact with on its path. You'll find them in the ground, and when you throw it in one direction it'll keep moving that way and knocks out all enemies it touches until it collides with a solid surface like a wall.

Starman

When you collect five cherries, this will appear - a star shaped floating object that flashes. Grab it and your character will start flashing and they'll be temporarily invincible - meaning that you'll take out any enemy you touch whilst under the effect. It doesn't last long however, so be as quick with it as you can.

Super Mushroom

This is another familiar object from Super Mario Bros. 1, and like before it'll turn your character into Super Size should they be small - but it also serves another purpose in SMB2 - whenever you pick one up it'll add a point to your life meter. You only find them in Subspace.

Vegetable

This is the common weapon to use in Super Mario Bros. 2. Simply pluck it out of the ground and throw it at an enemy. If you press B while not holding any direction on the D-Pad, you'll simply throw it 45 degrees downwards in the direction you are facing. If you press a direction and there is a nearby enemy, the veggie will travel a little more in their trajectory. Picking up five rewards you with a clock also (see above).

Young Vegetable

This is the same as a Vegetable only it's a little smaller and you don't get a reward for picking up a specified number of them. They're just about as common as regular Vegetables, and serve the same purpose.

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9. Secret Areas

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Secret areas you can find while you play through the game.

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9.01 - Shortcuts

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Shortcuts are well-hidden routes in some levels that allow you to get to a later stage in that particular level or be taken straight to that level's boss depending on if you can access that secret area. These are the shortcuts to be found in the game.

Shortcut to Boss in World 1-1

In the cave area of the level when you reach the top half of the vine, jump over the big gap to your left. Climb the stairs and throw away the Shyguy. Pull up the weed on the top step for a bomb. Stand next to the ladder facing left. When the bomb starts to flash, throw it down and it should blow the weak wall away (you should be careful with your timing). Go through the weak wall and enter the door. You'll arrive outside, at the foot of a cliff. Climb onto the top of the cliff by using super jumps and the little steps. Head left and drop of the cliff to land to the area with Birdo.

Shortcut to Boss in World 3-1

In the area with the clouds after climbing the vine (you must have Luigi or Princess Toadstool for this), look left and there's a big gap and some oval clouds. Luigi and Princess Toadstool have enough airtime to get across the gap. Enter the door. Pull up a weed for a bomb and blow up the weak wall. Go left and stand on the weak stone blocks. Charge a super jump and jump onto the ceiling to your left. Head left and you'll drop into the area with Birdo.

Shortcut to Boss in World 6-3

When you climb the ladder into the overworld at the start of the level, look to the left and you should see some quicksand and a dirt wall. Go into the sand and sink into it but head left. Your character will go under the wall! Keep moving left to get to the other side of the wall and get back out of the quicksand. Enter the door. You are now on some clouds. Go left and cross the clouds and jump down to the pyramid. Go inside and fight the Birdo to continue the level.

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9.02 - Warp Zones

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Similar to the original SMB, there are certain jars that, when entered in Subspace, will take you to the beginning of a new world. This sub-section lists the Warp Zones to be found in the game.

Warp Zone to World 4

Get the Potion Bottle in World 1-3 (the one in the overworld near the start of the level). Carry it past the warehouse and throw it down near the jar. Enter the jar while in Subspace to Warp to World 4-1.

Warp Zone to World 5

In World 3-1, go to the cavern area with several vegetables. Pull up the sixth one from the right for a Potion Bottle. Take it to the right and throw it down near the jar. Enter Subspace and go into the jar. You will be warped to World 5-1.

Warp Zone to World 6

In World 4-2, get the Potion Bottle and take it to the next jar. Create a Subspace door next to the jar and enter Subspace, and enter the jar whilst in Subspace, and you will be warped to World 6-1.

Warp Zone to World 7

You need Luigi to do this. When you enter the overworld for the first time, in World 5-3, you'll see a jar and three weeds around it on a platform. Go a little to the right and super jump onto the platform. One of the weeds is a Potion Bottle. Use it to enter Subspace, and while in Subspace, enter the jar to be warped to the final world!

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10. Secrets

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All the cheats and secrets and stuff are found in this section. The secrets in the (bar the Secret Areas I described above) are pretty much all glitches, but still cool to try out.

Double Jump

There are two methods to perform this trick. The first is to jump towards an enemy in the air whilst running at full speed. When it looks as though you're about to collide with the enemy, hit the jump button again and you should jump again. It's tricky to do, but possible. The second method requires you to sacrifice one of your health units, and you must have 3 units of health at the minimum. Stand on the ground and let an enemy collide with you so that you bounce up, and you'll be able to jump again in mid-air.

Floating Logs!

This can be done anywhere provided you have a POW Block and there are logs going down a waterfall. What you need to do is pick up the POW Block and jump over to the log and land on it. However, before you land on the log, toss the POW Block and if it hits solid ground while on-screen, the tremor will make the log float upwards!

Original SMB Music

While playing as any character, find a Potion Bottle, collect 5 cherries and allow a Star to appear. Throw down the Potion to make the Subspace door appear and get the Star, wait a couple of seconds then go into Subspace and while there, wait until your invincibility is about to wear off then go back through the door to return to normal land, and if you timed it just right, you'll hear the overworld theme from Super Mario Bros.

Throw & Catch Items

Pick up an item like a Vegetable and start running at full speed. When you see an enemy, throw the item but keep running right and keep your thumb on the B Button. When the item bounces off the enemy to KO it, if you manage to run directly under the item you threw while still holding the B Button, your character will catch it and you can use it again!

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11. Guide Closing

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Time to wrap things up!

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11.01 - Credits

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My dad

Ever since my computer broke, he has allowed me to come to his house at any time available to allow me to use his PC to update my FAQs, without being bothered about how long I take or how often I'm over. Top credit to you, old man.

The Mushroom Kingdom

For anything Mario-related, it's the best place to visit. Their info has helped me very much!
- <http://www.classicgaming.com/tmk/>

Brian Sulpher

For pointing out a mistake in the Bonus Chance section.

Joni Philips & Ross Mattinson

For giving this guide a critique and info on how to improve it.

Nick Morgan

For being such a good friend, letting me use some of his secrets in this guide, and for being just plain awesome. You the man, Nick.

Jeff "Atom Edge" Chan

For the ASCII logo at the top of this FAQ.

Steve "Psycho Penguin" McFadden

My best buddy on GameFAQs, he's given me lots of help and advice, and we are always sharing our help to each other and support through lots of tough times, otherwise I still may not be writing FAQs today. He has been my FAQ-writing role model since I started, and we're both still going strong. Thanks Steve!

Jeff "CJayC" Veasey, the IGN staff, and other sites whom have posted this FAQ
For hosting all my work and allowing me to become a much more recognised
author.

=====
11.02 - Legal Disclaimer
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11.03 - Contacting Me
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If you wish to get in touch with me regarding my work, whether you have any
questions, comments or suggestions for this or any other of my FAQs, my E-Mail
address is [rharrisonfaqs\(at\)gmail.com](mailto:rharrisonfaqs@gmail.com). Please make sure that your questions
have been answered within the file before you send them, because I do not have
time to look and reply to E-Mails that already have the solutions posted up,
and you will likely not get a reply. If the file is complete and has a version
number FINAL then you should definitely re-check before you send an E-Mail to
me, otherwise then I'd be glad to help you out.

If you do send something helpful to me, then I will include in a future update
of the file and I will give credit to you for whatever you have submitted.
Please have a sensible E-Mail topic like "FAQ Question" so that I do not
mistake it for something else and delete it. Thanks for reading and take care.

<http://www.gamefaqs.com/features/recognition/22792.html>

This file is dedicated to the memory of the late Chris MacDonald, who died on
May 17, 2004. Rest in Peace.

<http://www.gamefaqs.com/features/recognition/85.html>

-END OF FILE-

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