

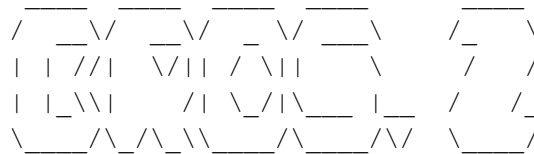
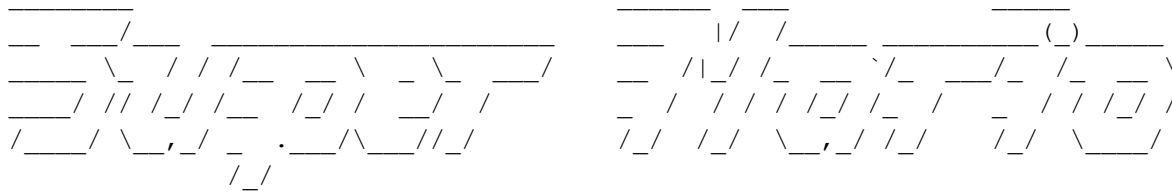
# Super Mario Bros. 2 FAQ/Walkthrough

by NMorgan

Updated to v1.21 on Aug 7, 2005

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Super Mario Brothers 2 for Original Nintendo  
Complete FAQ/Walkthrough  
Version 1.21  
Written By Nick Morgan

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== 1. FAQ History ==

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August 8, 2005

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Version 1.21 released, with very minor changes.

February 4, 2003

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Super Mario FAQ version 1.2 is released. I pretty much changed the entire guides look and feel. I took out the stupid logo at the top, and rewrote some sections of the guide to make them sound less confusing. I also added several useful sections: Frequently Asked Questions, Story, Controls, Bosses, Shortcuts, Secrets/Glitches, Bonus Chance, Contact Info, and a Doki Doki Panic section of this guide. I also alphabetized the items and bosses section, as well as added the 5th warp to the Warp Worlds section. I honestly believe that this is the most complete Super Mario 2 guide ever written.

July 19, 2002

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I have finished version 1.1. This version has been completely spellchecked and grammar checked and I have fixed a bunch of random mistakes including a major one in the 6th world. Another thing, my email address has changed from skcin7@early.com and it is now skcin7@comcast.net. I don't usually change my email address, but I got cable internet and I had to. I added this walkthrough history section, and I also added the story into the introduction. This will probably be the last release, depending if I can think of anything else to add to the guide.

June 8, 2002

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The first version (1.0) is released. This version has everything from character bios to a complete walkthrough, to game genie codes. It is a complete guide, and anyone can use it!

April 4, 2002

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The Walkthrough is born. I decided to try to make the best guide possible for one of my favorite games. I was going to pick the original Zelda, but there were already too many Zelda walkthroughs, and most of them were better than I could ever do. So I chose my second favorite game, Super Mario 2.

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-= 2. Introduction =----  
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Super Mario 2 is considered by some people to be the greatest game of all time. It is one of my favorite games of all time followed closely by the original Legend Of Zelda, and Super Mario Brothers 3. Super Mario 2 was the fourth game to have Mario appear in it. Original Donkey Kong, Mario Classics and Mario 1 were before it. It was the very first game to include Toad. And Luigi and Peach were both in one game before this one. Super Mario 2 was

released for the NES so it obviously doesn't have very amazing graphics compared to today's more advanced systems. Some people automatically judge games by their graphics. Those type of people are wrong, way wrong! In fact, the best games are the old ones, especially for the NES. In a recent poll, this game was rated the 58th best game of all time. That is good, but I still think it deserved better.

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== 3. Frequently Asked Questions ==  
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Q. Is this guide useable for Super Mario Advance?

A. Yes. However, In Super Mario Advance, the beginning of World 1-1 is different and one of the bosses is different. Also, many of the glitches in the Secrets/Glitches section will not work because Nintendo has realized that they have made a glitch and fixed it in Game Boy Advance release. Other than that, the game is exactly the same.

Q. Is this guide useable for the Super Mario 2 section of Super Mario All-Stars?

A. Absolutely. Except for a couple of glitches in the Secrets/Glitches section, the two games are exactly the same.

Q. What is Doki Doki Panic and how is it related to Super Mario 2?

A. You may have noticed that Mario 2 isn't like all the other "run, jump, and stomp" Mario games. In fact it was way different. The reason Super Mario 2 is so different from all the other Mario games, is because it wasn't originally a Mario game! When Nintendo released Super Mario 2 (USA), they took a Japanese game called Dream Factory: Doki Doki Panic, made a few graphical and audio changes to it, and viola, they had a new Mario game in record time! For more info, check the Doki Doki Panic section of this guide.

Q. I found an error in your guide. What can I do?

A. Email me at [skcin7@comcast.net](mailto:skcin7@comcast.net) telling me exactly what the error is. Your help is greatly appreciated, and will be corrected in the next section of this guide.

Q. I found a secret/glitch/shortcut in Super Mario 2, but it is not in your guide. What can I do.

A. Email me at [skcin7@comcast.net](mailto:skcin7@comcast.net) telling me what the secret/glitch/shortcut is. Your help is greatly appreciated, and will be added in the next version of this guide.

Q. I'm stuck and it doesn't say what to do in your guide. What can I do?

A. Really? That surprises me. Well, just email me at [skcin7@comcast.net](mailto:skcin7@comcast.net) telling me your problem. I will email you back telling you what to do, and the guide will be revised for next version.

Q. Can I use this guide on my website?

A. It says what you have to do to use this guide on you site in the Guide Information section of this Guide.

Q. Can I sell you trade your guide in a transaction.

A. Absolutely not. No way. Not ever. Selling or trading the guide is a crime and any violator is at risk.



A: Jump

B: Lift plants and enemies. Throw item. Run faster while held.

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== 6. Characters ==  
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Mario- Mario is an Italian plumber who can simply not resist pasta. He is the brother of Luigi and friends with Toad. Mario Likes Princess Peach as a friend and as a girlfriend.

Speed: 4  
Power: 3  
Jump: 2  
Air Time: 3  
Run: 4  
Pickup: 3  
Overall: 3

Luigi- Like Mario, Luigi is Italian and loves pasta. He is also a friend of Toad. Luigi is a little clumsy but always means to do good. Mario and Luigi work together with Toad to save Princess Peach every time she is kidnapped by Bowser.

Speed: 3  
Power: 4  
Jump: 5  
Air Time: 4  
Run: 3  
Pickup: 3  
Overall: 4

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

Speed: 4  
Power: 3  
Jump: 2  
Air Time: 1  
Run: 3  
Pickup: 5  
Overall: 2

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

Speed: 4  
Power: 3  
Jump: 4

Air Time: 5  
Run: 4  
Pickup: 3  
Overall: 4

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== 7. Items ----  
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1-UP: Increases life by 1. You can either get these by picking up a certain plant or winning in the slot machine

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

Cherry: If you collect five of these, you will earn a star.

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

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

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

Key: You will need one of these to open locked doors. You can get them by stealing it from a Phanto, but once you take it, be warned. The Phanto will start attacking you!

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

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

Potion: Brings you to mirror world. Drop it on the ground and a door will appear. Go in it to get to mirror world where the mushrooms are.

POW Box: Lift this up and drop it on the ground. This will kill every enemy on the screen at the time it was dropped.

Rocket: When you pick it up, it will blast you off to another area. When you reach the other area, you will be ejected just in the nick of time before it blows up.

Star: for about 10 seconds, every time you touch an enemy, it will die. To get a star, you will need to collect 5 cherries.

Stopwatch: Getting one of these will freeze every enemy for about 7 seconds. They are not found very often, but when they are found, they are very useful.

Turtle Shell: Throw it on the ground. It will slide across the screen and kill every enemy in its path.

Vegetable/Fruit: Pick this up out of the ground and throw it at an enemy to kill it.

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== 8. Enemies ==  
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Albatross: The bird. Jump on his head for transportation. He can be killed by throwing another enemy at him, but killing him is not recommended.

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

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

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

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

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

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

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

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

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

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

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

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

Pokey: Cactus guy in the sand levels. Kill him by throwing an enemy at each

or its 4 parts or pick up its 4 parts and throw them before he grows back.

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

ShyGuy: A ShyGuy only walks around. Use as bait to throw at other enemies.  
Kill him by throwing another enemy at him or by throwing him off the edge.

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

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

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

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

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== 9. Bosses ----  
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Mouser- Boss of level 1 and level 3. Mouser will throw bombs at you until either you or he is dead. To kill him, pick up the bombs that he throws, and throw them back at him. Hit him three or five times and he should fall.

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

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

Triclide- Boss of level 2 and level 6. This three headed snake will keep shooting flames at you. It is a good Idea to pile quarks ontop of each other to act as a shield. Throw three of these quarks at him and hit him all three times to kill him.

Wart- Final boss of the game (level 7). To kill this boss, pick up the vegetables that come out of the trumpets. Be sure to avoid the bubbles coming out of Wart's mouth. You can only hit Wart when his mouth is open. Right before the bubbles shoot out of his mouth, throw the bubble at him and hit him (This is hard to understand, but with practice, it can be done correctly). Hit him 6 times and he will die. Then Enter the door for the final movie of the game.

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-- 10. Warp Worlds ===-  
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- World 1-3 warp: Right after you pass the moving logs in the water, you will find two plants in the ground, and three plants ontop of a log. Pick up the first plant on the ground to get a potion. Take the potion to the right, over the water, and past the door. You should see a pipe. Now drop the potion somewhere close to the pipe sitting there. Enter mirror land and go down the pipe. You should now be in world 4
- World 3-1 warp: Just after you enter the very first door, you will see a series of clouds and a pit. Fall down the middle of the pit. Eventually you will hit the ground and see a door. Go in it. In the door you will find a nice garden. The 10th plant to the left is a potion. Pick it up and throw it at the pipe at the end of the room. go in the door and down the pipe. You should now warp to world 5.
- World 4-2 warp: When you get to the part of World 4-2 with all the whales, you will come across three rock ledges covered in snow, each with three blades of grass. Go to the rightmost rock ledge and pick up the plant on the right, it is a potion. Take the potion to the pipe farther on in the level. Drop the potion next to the pipe and enter mirror world. Go down the pipe to get to warp world 6.
- World 5-3 warp: Just as you come up the very first ladder, you will see a pipe on the ledge above you. This ledge is too far to jump, unless you are Luigi and you use your super jump. If you are not Luigi, relax. You can still get to the warp but it is much harder to do. you will need to ride an albatross to the pipe. To do this, go ahead a little farther. Wait for an Albatross that is going left toward the pipe. Hop on it and ride it to the pipe. One of the blades of grass sitting there is a potion. Pick it up, enter mirror land, and go down the pipe. It'll lead you to World 7.
- World 6-1 warp: Before I explain how to do this warp, I want to tell you that this warp is a glitch in the game, and will take you back to World 6. Be Toad for this warp, because it is easiest with him. As Toad, head east a little bit until you find a pipe. Go down the pipe and grab the lone plant. It is a potion. Take the potion out of the pipe, and drop it on the second blade of grass between the two cacti, which is also a potion. Now, you will have to perform a glitch in the game called the "item carrying trick." To perform the item carrying trick, enter the door that you just made and wait for your time in mirror land to almost wear out. Just before it wears out, start tapping the B button as fast as you can. If you do it fast enough, when you come back from sub space, you will have a potion on top of you head, but you will not be carrying it. If you did not do it correctly, that's okay, it takes a few tries to get right. Now, with the potion ontop of your head, head east. Run past the Panser, and into the cave with the large amount of pipes in it. When you enter the cave,

you actually will be carrying the potion on top of your head, it will not be an illusion anymore! Throw the potion on one of the pipes that you cannot go down normally (such as the fifth from the left) and enter mirror land. In mirror land, press down on the pipe, and you should warp back to where you started at World 6.

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== 11. Game Genie Codes ==  
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1. SZNESXVK: Infinite lives
2. GZELVXSE: Infinite life meter (except if you hit a spike)
3. SXUASXOU: Quick pick up
4. AEUEKKGL: Special "squat" high jumps
5. PPXAOIAA: Princess has mega-float
6. PAXAOIAA: Princess has mega-float and lunar descent
7. PESEGLGA: Super moon jumps for Mario
8. AAEEZGPA: Mega moon jumps for Luigi
9. PENALLGA: Super moon jumps for Toad
10. PAXAPGGA: Super moon jumps for Princess
11. KAXAPGGA: Pogo Stick for Princess
12. XAXAPGGA: Super Pogo for Princess
13. AEXALGZA: Speed up enemies
14. YAXXIYZE: Strong Tryclyde
15. YAVXVGGE: Strong Fryguy
16. YAEXTPGE: Strong Clawgrip
17. LEAPOT: Holes
18. ELKELG: Can't kill anyone
19. KIKESO: Nice colors
20. OKPETZ: Logs in first level are gone
21. OPEOPE: Drill Mario
22. EEAPOT: Baddies are gone
23. EPAEPA: Weird in beginning
24. EPTEPT: Levels are messed up
25. EPKEPK: Enemies glow
26. PXUASXOU: Pick up items with legs
27. YEXALGZA: All sorts of funky effects
28. ANNEEGEY: All characters have mega-float capability (you will float until you release the jump button)
29. EPZOTS: Sometimes you come out a door holding an enemy
30. TEYOTA: Veggies, bombs, 1-ups stick to your feet (you can throw stopwatches & 1-ups across the ground!)
31. SIPOIS: You fall from the sky, Tweeter can't hop, and the underground tune is a bit messy
32. ZPZOTN: More time in sub-space!
33. TUNOPA: Veggies fall when pulled up
34. OZKONE: Randomly messed-up ground, sometimes isn't there at all
35. KZXALKAO+EIXATKEV: Twister!
36. GOEANKAO+USEEEKKA: Walk backwards
37. XVVANSZK+XVNEXSZV: Super turbo running
38. AEVAVIIA+AENEEITA: Permanent turbo running
39. AXSETUAO+ESVAPUEV: Super fast run for Mario
40. AZEEGKAO+EIEEYKEV: Super fast run for Luigi
41. AXNAIUAO+ESNEAUEV: Fast run for Toad
42. AZXALKAO+EIXATKEV: Super fast run for Princess
43. AXNAZSAA+EVNALSEY: Super speed enemies
44. PEEPUZAG+IUEPSZAA+TEEPVZPA: Start on World 2

45. ZEEPUZAG+IUEPSZAA+TEEPVZPA: Start on World 3
46. LEEPUZAG+IUEPSZAA+TEEPVZPA: Start on World 4
47. GEEPUZAG+IUEPSZAA+TEEPVZPA: Start on World 5
48. IEEPUZAG+IUEPSZAA+TEEPVZPA: Start on World 6
49. TEEPUZAG+IUEPSZAA+TEEPVZPA: Start on World 7
50. YESUAPTE+YESLPPTE: Strong Wart
51. IAVENYZE+IAVEUYZE: Strong Birdo
52. YEVXVYLE+YEVZNYLE: Strong Hawkmoth
53. AAVENYZA+AAVEUYZA: Weak Birdo
54. TPEPLAAX+TONENYAX: Birdo spits eggs instead of fireballs

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-= 12. Walkthrough =-  
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#### World 1-1

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You will start the game falling from a door in the middle of nowhere. Simply fall all the way down until you get to the door at the bottom. Go in the door and you will appear on the other side. As you reach the first platform, climb up the vine and pickup the plant all the way to the right to get a potion. Throw the potion on the platform and go in it for the very first mushroom of the game.

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

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

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

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

#### World 1-2

-----

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

Enter the first pipe and grab the plant at the bottom for an extra life.

Exit the pipe and grab the plant nearest to the edge, it is a potion. Throw it in between the two pipes. Go in the door and get the mushroom.

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

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

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

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

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

#### World 1-3

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

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

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

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

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

## World 2-1

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You will start the level in what looks like Egypt because of the desert and pyramids. As you continue, watch out for the Cobrats that randomly pop out of the ground. When you get to a bunch of blocks with grass on top of them, grab the leftmost tuft of grass and throw it where you are standing for a mushroom and three coins. Continue on until you reach another set of blocks with a Panzer on top of it shooting flames. Dodge Panzer's flames and go over the quicksand. Keep going a bit and enter the door leading into the pyramid.

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

## World 2-2

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

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

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

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

## World 2-3

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

Leave the room and continue to your right, dodging Beezos, Pokeys, Cobrats, and the quicksand. When you get to the end, enter the pyramid. In the pyramid, fall to the left and grab as many cherries as you can on the way down. Fall down past the Phantos and to the sand. Start digging to the bottom, when you get to the fork, go either way, it doesn't matter, the door

is in the center. Enter the door, steal the key from the Phantos, and exit. With the key in your hand, jump back to the top through the sand and into the locked door.

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

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

#### World 3-1

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

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

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

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

#### World 3-2

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

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

remaining walls. Ahead are three Tweeters. Dodge or kill them and make your way up the ladder.

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

Move farther left and then down the ladder once again. Pick up a bomb from the ground and drop it down the ledge at just the right time so that it blows a hole in the wall. Go through the wall and onto the ladder. If you don't want a mushroom, go straight up the ladder. If you do want the mushroom, go farther left. To get the mushroom, pick up the second from the left to get a bomb. Use it to blow up the the right crumbled surface. Now find the potion and pick it up and throw it near the hole you just made. Enter the door and collect your mushroom. Now go back to the ladder to get back outside. Enter the door and defeat the Birdo to advance to world 3-3.

#### World 3-3

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

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

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

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

The boss is a Mouser, just like the one in the first level. You kill him the same way as you did in the first level. The only difference is that his ledge is higher up and it takes five hits to kill him, not three. Kill him the same way as you did in world 1. After you kill him, enter the door that appears. It leads to World 4.

#### World 4-1

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

Keep going right. When you get to the snow platform, you should see four plants. Uproot the leftmost plant on the top snow platform and drop it to get a mushroom. Now you will need to get the plant on the bottom. To do this, drop down but be careful you don't fall in the water and lose a life. Grab the plant. It will turn into a rocket and blast you off to the next area.

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

#### World 4-2

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

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

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

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

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

#### World 4-3

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

To get across the large sea of water, ride on one of Birdos eggs to the other side. Jump onto the snow platform to the thin red ledge. Enter the lone door on the red ledge. Make your way to the top, avoiding all Flurries that may get in your way. Once you are outside, uproot the plant closest to the door you just came out of, it is a potion. Take the potion up the clouds on your left, and to the end of the right-most building. Drop it somewhere on the right building. Enter to door to mirror land and grab the mushroom. Now fall down to the lower deck and enter the door on the right.

In this room, you will need to fall to the bottom. To do this without getting hurt, you will need to ride on the red Shyguy. Get on the red Shyguy and ride him down the spikes. Just stay on the red Shyguy until you get near a door.



Jump off the Shyguy and enter the door. In this room, there is a Phanto with his key. Steal Phantos key and run out the door. Now drop even farther down the room until you get to the locked door at the bottom. Open it with the key in your hands.

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

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

#### World 5-1

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

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

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

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

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

#### World 5-2

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Go left a little and up the ladder until you reach the outside. Jump up past the higher platforms that are guarded by the Hoopstars. Do this twice until you get to a pipe. Go down the pipe and bomb the crumbled ground with the bomb provided. Go down to the second basement, and pick up the plant on the right, it is a potion. Do not throw it in the pipe though, because it will disappear and you will be out of luck. Carry the potion from the pipe and throw it to the right of the pipe, but not to the lower platform. Enter mirror land, grab the coins you can and before time expires, jump to the lower platform and seize that mushroom.

Now, in real land, jump down to the bottom platform. Avoid the Porcupos, Shyguys and Ostros. Now make your way to all the Hoopstars. Do not pick up the plant

next to the Hoopstars ledge at the very bottom ledge. It is a Bombomb and will explode as soon as you pick it up. Jump on the Hoopstars heads if you need extra height. Make your way to the vine at the very end and climb up it.

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

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

#### World 5-3

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

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

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

Avoid the Sparks as you make your way to the bottom. You will need to take the mushroom blocks and throw them over the potholes to stop the Shyguys from overflowing. When you get to the bottom, go up the left side to the very top. Avoid the Bomb-Ombms and blue moving Pansers. Now, enter the door at the very top. Move left until you come to the Pidgit. Pull him off his carpet and make it to the other side. Now jump across the clouds until you come to the red Birdo. Kill the Birdo and enter Hawkmoth to face the boss of World 5.

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

#### World 6-1

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

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

Inside this door, there are dozens of pipes, some guarded by Cobrats. In one of these pipes is a key that is needed to get past the door at the end of this room. Now, enter the pipe third from the left with the mushroom block ontop of it. Take the mushroom block from where it is sitting and enter the pipe. In this pipe there is sand that you will need to dig through to the bottom. At the bottom of this pipe, there is no key. Instead there is four plants, and the one on the left is a 1-up.

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

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

#### World 6-2

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

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

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

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

#### World 6-3

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

Make your way past all the Bombombs until you get to a crumbled wall with some Ninjas on the other side. Bomb this wall with the bombs provided. Now, jump over

the Ninjas and Shyguys until you come to another destructible wall. Bomb this the same way you bombed the last one. The next plant is a potion, but don't get it just yet, unless you don't plan to get the mushroom.

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

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

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

TriClyde is the boss of World 6. He is just like the one from World 2. Use the mushroom blocks sitting there to either act as a shield from his fire shots, or to be thrown at TriClyde. Hit him three times and he will fall, making a door appear that leads to World 7.

#### World 7-1

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

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

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

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

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

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

You should now see a few ladders and two Hoopstars patrolling them. While

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

## World 7-2

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

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

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

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

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

With the key in you hand, start heading west. You will come in contact with several Sparks. You can use your key as ammo to throw at them, but be sure to get it back, because you need it to get into the locked door. Head west until you come to a locked door. Enter the door, and head east a little bit until you see a crystal and a Hawkmoth. Pickup the crystal, and watch out. The Hawkmoth will actually come to life and attack you! Hit him three times with the mushroom blocks in the room and he will open his mouth. Go in his mouth and get ready for the showdown between yourself and the final boss of the game, Wart.

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

Here is and easier (and cheaper) method to kill Wart:

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

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

Good job, I sure hope your proud of yourself. Give yourself a pat on the back. Now, go outside and get some fresh air, you need some if you just spent the whole day beating Super Mario 2.

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--= 13. Shortcuts ----  
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#### World 1-1

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

#### World 1-1

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

#### World 1-2

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

#### World 1-2

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

#### World 1-2

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This shortcut will require a little skill, because if done incorrectly, it is likely that you will lose a life. After clearing the huge pit, stay toward the left edge and wait for a Beezo to swoop down that is relatively high up.

If you see one that isn't very high in the air, don't get it. When you have chosen your Beezo, jump on it's head and ride it to the end of the level. you will have to keep tapping foward for this, though, because if you try to jump on Beezo and not hold foward, you will fall.

#### World 3-1

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

#### World 3-2

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

#### World 4-3

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

#### World 6-3

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

#### World 7-1

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

#### World 7-1

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

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== 14. Secrets/Glithces ==  
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Luigi's Double Jump: In any level, play as Luigi. Approach an enemy, and jump. Press jump again at the peak of Luigi's Jump to get a double jump twice as high. This is good to get onto ledges and other places that you could not if you were anyone else.

Original Mario Theme Song: To hear the original Mario theme song, grab a potion. With the potion, wait for a star to appear. Drop the potion, get the star, and enter mirror land. Just before your star power wears off, exit the door. If done correctly, you should now be hearing the main theme from Mario 1.

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

Item Carrying Trick: Grab a potion and drop it directly on a blade of grass. Enter mirror land, and wait for your time in mirror land to wear off. Directly after you leave, tap the B button as fast as you can. If done correctly, you should be carrying the item on top of your head, but the item isn't really there, it is a glitch. Once you enter a door, climb a vine, or die, the item will become real!

Item Carrying Trick 2: In any level, choose Toad. Place a potion on a plant and enter mirror land. Don't exit mirror land by the door, let your time run out. As soon as your time in mirror land runs out, pick up the plant that you placed the potion on. Do this as quickly as you can. If done fast enough, you will pick up the item, it will look like you are normally carrying the item. You will find that you can't throw the item, and that when you pick up other items and throw them, You will still be holding the original item! Also, if you enter a new room, the item will become an actual item that you will be actually holding, and can be thrown!

Throw and Catch an Item: As any character, pick up any plant and keep the B button held down. Get a running start and charge an enemy and throw the item at him. When the item bounces



off the enemy, you can run under the item and catch it!  
Don't let go of the B button.

**Kill Birdo with a Star:** In World 4-2, after you get done blasting off from the part with all the whales, you will see a Shyguy riding on an autobomb. Pull the Shyguy off of his Autobomb, and wait for the Autobomb to roll away. Now, throw the Shyguy anywhere on the ground, and wait for him to fall on the spikes to your right. Now that the Shyguy is on the spikes, jump on his head and ride him across the pit. Be sure to get all of the cherries to make a star appear. Grab the star and quickly rush as fast as you can, past the porcupos, and into the door that Birdo is in. You will have to super jump over the ledge, and simply touch Birdo to kill him. You will have to be fast, because if you wimper around, your star power will run out.

**Two 1-Ups Secret:** In World 6-1, select either Mario or Toad for their fast picking up abilities. Go to the room with all the pipes and cobrats. Go into the pipe that has 4 blades of grass buried under the sand. Pick up the two middle plants and throw them away. Now, this is the part where you have to be fast. Stand on the right edge of the left plant. Pick it up and quickly run to the right plant and pick it up. If you can pick up the right plant before the left 1-Up vanishes, you will be rewarded with a second 1-Up.

**Flying Logs:** This trick can be done in any world with a POW block and a log falling down a waterfall, such as World 1-1. Grab the POW block and take it to the waterfall. This is the hard part. Get a running start toward the waterfall and jump onto the log. While you are in the air, throw the POW block, and be sure that it hits solid ground. If done correctly the log should fly into the air. The log will not come back until you reenter the screen.

**Mushroom Block Trick:** Play as Princess in any level that has mushroom blocks and either a vine or chain. Grab the mushroom block and hover over the vine/chain so that you are not climbing it, but hovering over it. Keep pressing B to throw the mushroom block until the mushroom block becomes stuck in the vine/chain. When the mushroom block gets stuck in the vine/chain, it will turn a different color. When you pick up the mushroom block from the vine/chain, there will be a hole where the mushroom block was, and you will not be able to climb on that part of the vine/chain. Be careful not to create too many holes in the vine/chain, because you may not be able to climb on the vine/chain if there are too many holes. If you have never tried this trick before, don't get discouraged. The trick is very hard to do at first, and it will take several tries to get for the first time.

**Pokey Glitch:** In World 6-1, play as any character. Head east until you see a Pokey (cactus bad guy). Jump on right edge of Pokey's head so that the right side of your body is hanging off Pokey's head, and the left side of your body is still on Pokey's head. This will cause the Pokey to head in the east direction. Stay on Pokey's head as long as you can. You will have to dodge an occasional pellet shot by a Cobrat to do this. When the Pokey

that you are riding gets to a wall, instead of stopping or changing direction, Pokey will actually go through the wall. Just make sure you stay on the right side of Pokey the whole time. If you go on the left side, Pokey will go the wrong way.

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

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

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

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

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== 15. Bonus Chance ==  
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After every stage, you will get a Bonus Chance to win extra lives. The Bonus Chance is the slot machine thing. There are some techniques to winning, but not very many. Like an actual slot machine, most of it is just luck.

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

#### Winning Combinations

- Veggie, Veggie, Veggie.....1-Up  
Snifit, Snifit, Snifit.....1-Up  
Star, Star, Star.....1-Up  
Cherry, Veggie, Snifit.....1-Up  
Cherry, Veggie, Star.....1-Up  
Cherry, Veggie, Cherry.....1-Up  
Cherry, Veggie, Veggie.....1-Up  
Cherry, Star, Snifit.....1-Up  
Cherry, Star, Veggie.....1-Up

Cherry, Star, Cherry.....1-Up  
Cherry, Star, Star.....1-Up  
Cherry, Snifit, Star.....1-Up  
Cherry, Snifit, Veggie.....1-Up  
Cherry, Snifit, Cherry.....1-Up  
Cherry, Snifit, Snifit.....1-Up  
Cherry, Cherry, Star.....2-Up  
Cherry, Cherry, Veggie.....2-Up  
Cherry, Cherry, Snifit.....2-Up  
Cherry, Cherry, Cherry.....5-Up

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

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

#### Coin Trick 1

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

#### Coin Trick 2

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

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

#### Bonus Chance Technique

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

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Have you ever thought about Mario 2 compared to all the other Mario games and wondered why it was so different? You may have noticed that Mario 2 isn't like all the other "run, jump, and stomp" Mario games. In fact it was way different. The reason Super Mario 2 is so different from all the other Mario games, is because it wasn't originally a Mario game! When Nintendo released Super Mario 2 (USA), they took a Japanese game called Dream Factory: Doki Doki Panic, made a few graphical changes to it, and viola, they had a new Mario game in record time!

Before Doki Doki Panic was ever released, there was already a Super Mario Bros. 2 in Japan. Super Mario 2 (Japan) used the same engine as SMB1, and featured much harder levels. When it came time to release Mario 2 in USA, Nintendo decided that Super Mario 2 (Japan) was too hard of a game for American video game players, and never released Super Mario 2 (Japan) in America. Instead, Nintendo whipped up an easier replacement game at the last minute, which is where Doki Doki Panic comes in. Nintendo took Doki Doki Panic from the Japanese Famicom system, and made some minor graphical, and audio changes, and they produced Super Mario Brothers 2 in record time! The Japanese version of Super Mario 2 was never released in USA as its own game, but it was in the SNES game Super Mario World called "Super Mario Brothers: The Lost Levels," and it was released in Super Mario Deluxe called "Super Mario Brothers for Super Players." Nearly four years after the American version of Super Mario 2 was released, Nintendo took the game made a few changes to it, and released it in Japan entitled "Super Mario USA."

The story of Doki Doki Panic is quite simple. Two kids were reading a book when suddenly a big green hand jumps out of the book and scoops them in the book. Their pet monkey, concerned for the kids, runs off to find help. The monkey finds another family and tells them about the crisis. The family decides to jump in the book to save the kids. That story is not very good, but it is much better than the one in Super Mario 2 where Mario dreamt that a family of Subcons were taken prisoner and needed to be rescued.

Although the games are almost identical, there are still several graphical and audio differences in the two games.

#### Sound Differences in Doki Doki Panic

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- 1- When you get down to one piece of health on your health meter, you don't shrink to half size.
- 2- 1-Ups are not a mushroom symbol, instead they are a picture of the characters face that you are playing as.
- 3- 1-Ups make "finish level reward fanfare" noise.
- 4- Enemies make a different sound when picked up.
- 5- Birdo makes a different sound.
- 6- Rockets make a different sound.
- 7- POW blocks make a different sound when dropped.
- 8- Cherries make a different sound when collected.
- 9- Doors/Potions make a different sound when dropped.
- 10- Hawkmoth makes a different sound when he opens his mouth.
- 11- You make a different sound when hit
- 12- In world 4-2, the whales waterspouts make different gushing sound.
- 13- Stopwatch sound is slightly different.
- 14- Mirror land has different music.
- 15- Different music is played when you have star power.

#### Graphical Differences in Doki Doki Panic

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- 1- All of the characters were changed. The papa was changed to Mario. The high jumping mama was changed to Luigi. The strong brother was changed to Toad. The gliding sister was changed to Princess.
- 2- The grass was changed from black to red. In SMB2, when you pull out the red grass, the veggie that you get will still have black grass on top.
- 3- The potion used to create a door to mirror land was changed from a magic lamp to a beaker.
- 4- The mushroom that can be found in mirror land used to be a heart.
- 5- Instead of being a mushroom, the 1-Up symbol used to be a picture of your characters head.
- 6- The turtle shell that can be pulled from the ground used to be a creepy smily face type thing.
- 7- Hawkmouth was changed from a creepy Inca mask.
- 8- The explosion symbol was changed from "BOM" to "BOMB."
- 9- Phanto was changed to have a more creepy, menacing look.
- 10- The mushroom blocks used to be creepy, multi colored masks.
- 11- The veggie in world 7 was changed from a carrot shape to a heart shape.
- 12- In Doki Doki Panic, not too many items were animated. There is no animation frames for cherries, POW blocks, vines, grass, bombs, water, or spikes.
- 13- The Albatrosses in Doki Doki Panic have much fewer animation frames
- 14- Phanto does not move when you grab a key, but instead Phanto will appear later on to chase you around.

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== 17. Guide Information ==  
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FAQ STATS	
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Update No.	3
Size	88.9KB
Pages	39
Words	15,702
Characters	85,345
Lines	1,779

If you are wondering, I probably worked a total of 35 hours on this guide. Your probably thinking "Why on earth would you spend that much time on a guide for other people to look at." If you are thinking that, I would have to say that I did it for two reasons. One because I really love this game, and I want to share what I know with other people, and two because I have no life and I was bored one day and decided to make a strategy guide.

I am a big fan of the NES. In the future I plan to write more guides for more NES games. I am thinking about writing guides for TMNT3: The Manhattan Project, Megaman, or Zelda.

If you have a question, comment, or rasist slur, email me at skcin7@comcast.net. I will probably email you back, responding to whatever you said, but if I don't, It is because I either don't know the answer to your question, or you e-mailed me something rasist. Grr.

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- 4- You may not sell, or trade this guide for a profit in any way. If you do, I will get upset and cry.

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--= 18. Contact Info =--==

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If you need to ask me any questions about Super Mario Bros. 2, this is the way to do it, via e-mail. Do not abuse this.

NicholasSMorgan@comcast.net

Do not abuse this.

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--= 19. Copyright Info =--==

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