

Super Mario Bros. 3 FAQ/Walkthrough

by YeOldeBowser

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Super Mario Bros. 3

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Version 2

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Welcome to my FAQ for Super Mario Bros. 3! Everything is new to Neo at this point, including this FAQ and even myself. This is a complete and comprehensive guide of Super Mario Bros. 3, and it'll get you through all parts of this awesome game. ENJOY!

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*****World 1: Version History*****
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Version 1.0 (4/12/2007)

Hot off the press, my new FAQ has been received VERY recently. As I said at the beginning of this guide, I'm a really new member to GameFAQs. This obviously is an amateur walkthrough then, so please send me feedback on how you think it's coming along.

Version 1.1 (6/25/2007)

Jeez, I haven't updated this FAQ in a long time, so here's one. I'm adding Neoseeker.com to my approved website list.

Version 2 (4/18/2008)

Probably the final update.

*****World 2: Introduction*****

Welcome to my first FAQ! It's on the ultimate crown jewel of the NES franchise - Super Mario Bros. 3! Of all of the classic Mario's, this baby is the largest, most loved AND anticipated of them all. Did you know this one of the best - selling games of all time? About 19 million copies of this blockbuster were sold throughout the world. The game was revolutionary graphic - wise, having the look of an early SNES game, and it was also the first Mario game to feature the map system. Its game engine was quite successful, having awesome levels, (some of which are rather unorthodox...) fierce Koopa brigades, and deranged dungeons. Overall, to sum it up, this is truly a masterpiece, and I've never met anyone who doesn't have fun with it. Buy it now for a wonderful experience of classic Mario thrills, with a twist!

A quick thing I'd like to say: throughout this FAQ, I'll be referring to the playable character as Mario, but that doesn't mean Luigi is any different in skills. In fact, both brothers have exactly the same skills.

*****World 3: Story*****

Well, the story pretty much goes like this: after first saving The Mushroom Kingdom from the forces of Bowser, and then rescuing the dreamland of Subcon from the evil of Wart, Mario and Luigi finally decided to relax, and take a break from saving the world. However, their break would be short - lived, because...

BOWSER IS BACK!!! That fiend! He must have crawled out of that lava pit in his castle after the brother's last encounter with him. In any case, it's not The Mushroom Kingdom, but now The Mushroom WORLD he's after! The Koopa King and his seven Koopa Kids, Larry, Morton Jr., Wendy O., Iggy, Roy, Lemmy, and Ludwig Von have set out to tyrannize and take over The Mushroom World. Bowser's seven kids stole the magic wand that each king possessed in The Mushroom World, used them to turn each into a different animal, and

started chilling out in their own battleships. All hope seems lost... until Mario and Luigi enter to save the world!

With the help of classic powerups, some crazy new ones, and a fierce determination, the super brothers are ready to go and save The Mushroom World from the oncoming Koopa King's threat!

Aren't I a good storyteller?

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*****  
*****World 4: Controls*****  
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This section deals with the basic controls for this game. I've only mostly played Super Mario Bros. 3 from the perspective of the SNES, because I only have the game Super Mario All - Stars with this on it... but have no fear - I've also played it a few times on the NES, so I know the controls for that too. So let's carry on with this. Buttons of no use won't be listed.

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0-----0  
|SNES Controls|  
0-----0
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Regular  
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D-Pad: Makes Mario move around. Left and right will make him move in that direction. Up makes Mario climb vines and open doors in fortresses and dungeons. Down will let Mario descend down vines, duck, and enter pipes. Also use it to scroll through the pause menu.

B Button: Mario will jump when you press this button.

Y Button: When held, Mario will run with this button. Also, press it in the Super Mario Bros. 3 title screen to return to the main Super Mario All - Stars title screen.

Start Button: Pauses and unpauses the game. Also, use it to select "Save And Continue" or "Save and Quit" if desired.

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Map  
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```

D-Pad: Makes Mario Move in the direction inputted. Also use it to scroll through the item bar and pause menu.

B Button: Enters the levels, and inputs selections on the item bar.

Y Button: Opens and closes the item bar.

Start Button: Pauses and unpauses the game. Also, use it to select "Save And Continue" or "Save and Quit" if desired.

0-----0
|NES Controls|
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Regular

D-Pad: Makes Mario move around. Left and right will make him move in that direction. Up makes Mario climb vines and open doors in fortresses and dungeons. Down will let Mario descend down vines, duck, and enter pipes.

A Button: Mario will jump when you press this button.

B Button: When held, Mario will run with this button.

Start Button: Pauses and unpauses the game.

Map

D-Pad: Makes Mario Move in the direction inputted. Also use it to scroll through the item bar.

A Button: Enters the levels, and inputs selections on the item bar.

B Button: Opens and closes the item bar.

*****World 5: Walkthrough*****

Here you go folks, the whole guide you've been waiting for. Each world will have its own chapter. ENJOY!

C H A P T E R 1 : G R A S S L A N D

Story Notes: Mario has just set off on his journey to rescue The Mushroom World from Bowser's clutches, and what better place to start than the lush hills of Grass Land? The land is patrolled by Larry Koopa's minions, so Mario will have to proceed with caution...

WELCOME TO GRASS LAND, FOLKS! This chapter will provide a clear explanation of how to proceed unimpededly through.

MAP KEY

S = Start Location
L1 = Level 1 Location

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|L2 = Level 2 Location      |
|L3 = Level 3 Location      |
|L4 = Level 4 Location      |
|L5 = Level 5 Location      |
|L6 = Level 6 Location      |
|F = Fortress Location      |
|T = Toad House Location    |
|H = Koopa Bros.           |
|B = Bridge Location        |
|M = Slot Machine Location  |
|D = Padlocked Door Location|
|C = Castle Location        |
|                            |
|                            |
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      L1--0--L2--L3---0
      |          |          |
---S---0      0--L4---T
      D          |
      |          |
      0---F---M
      |
      0 T---0B--H---C
      |          |
      L5--0--L6

```

Grass Land Stats

Number of Toad Houses: 2

House 1 Item Selection: Random

Items: Super Mushroom, Fire Flower, Raccoon Leaf

House 2 Item Selection: Random

Items: Super Mushroom, Fire Flower, Raccoon Leaf

White Mushroom House: P-Wing

Number of Koopa Bros. Groups: 1

Amount of Koopa Bros. in Group 1: 1

Koopa Group 1 Type: Hammer Bros.

Prize: Starman

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|Level 1-1|
0-----0

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With no other choice of level to enter, from the map simply navigate Mario to Level 1-1 and enter.

Right off the bat you'll come across a Goomba, a tribute to the original Super Mario Bros.. Stomp on the guy to dispose of him, and

punch the four question mark blocks above. Three contain coins and the other holds a Super Mushroom, so grab it to turn into Super Mario. Proceed forward to the awaiting pipe to meet a Venus Fire Trap. This is the variation of the Pirahna Plant that spits fireballs. Once it retreats back into the pipe, pass over the pipe to the next part of level.

There's a single Goomba on the ground, so kill it and go a little bit further to meet a Red Koopa Troopa. Now if you stomp it and kick its shell to the block to the right on the ground, we'll find a Raccoon Leaf. Do that and grab this new powerup to turn into... (drum roll please, DRAMATICALLY...) RACCOON MARIO! But now that you've found this new item, your options will branch into two paths...

FIRST PATH

Now that we're Raccoon Mario, we can fill up our power meter (the running meter above our score) and fly! But first, take out the Red Para - Goomba and the two regular Goombas, and run right in front of the block where you found the Raccoon Leaf. Also take the coin in the block above. But then, keep running forward until your power meter fills up fully and you can hear it rapidly beeping. At that point, quickly and repeatedly press the jump button to fly into the air! Use the diagonal row of coins as a guide, (and take them) and end up high in the clouds. There are plenty of coins up here, as well as a single block with a surprise 1-UP Mushroom hiding inside! In addition, if you rev up your power meter again on the second row of clouds and fly far and high enough, you'll find a high pipe to land on once your power streak is finished. In this cave beneath the pipe you'll find a group of coins shaped like a number three. Take them and enter the second pipe (which leads back to higher ground) to end this route.

SECOND PATH

If you're not much of an airborne person, punch the coin out of the block above and get rid of the two Goombas and their winged counterpart. Afterwards, jump the gap ahead and stay underneath the Green Koopa Para - Troopas. Jump over the normal Green Koopa Troopa and hit the awaiting block for an extra powerup and points. Jump across the next two gaps and then come across two pipes, one containing a normal Pirahna Plant and the other a Venus Fire Trap. Now you can exterminate these pitiful little weeds, thanks to your tail. Attack the things with Y (SNES) or B (NES) to make a roundhouse attack which will kill the plants. Proceed forward to come to some breakable blocks, one containing a P Switch. See my diagram below for more precise info:

B = Block
P = P Switch
G = Ground

BBBP
BBBBB B
BBBBBBB BB
GGGGGGGGGGGGGGGGGGGG

First jump, then tail attack the P-Switch from the air to turn the

breakable blocks into coins! Take them and kick the Red Koopa Troopa into the ledge, by stomping him and kicking his shell in. Afterwards, jump between the pipes, across the gap to end this path.

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|PATHS JOIN HERE|  
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```

Now this is just pathetically simple. Mario is at the end of this level! Just proceed into the dark area and grab the card. This is the routine with every normal level, so get used to it!

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0-----0  
|Level 1-2|  
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Once again you only have one option of which level to enter, so simply head right and to Level 1-2.

Run up the awaiting hill, and go past the pipe to come face - to - face with a Goomba. Kill it, and punch the block floating above for another powerup. Then jump onto the powerup block and onto the big T - Shaped pipe on your side. In the valley right after the T - Shaped pipe you can do (what I call it) "The Stomp Massacre" 1-UP trick. See the Tips And Tricks section for more details.

Stomp the Para - Goomba at your leisure and proceed forward to find a high pipe and some coins. DON'T COLLECT THEM. Instead, notice the two blocks slightly above the ground in front of Mario. The one on the left has a P Switch inside, so either tail attack, or run toward it and when you get near it, duck to slide underneath. Either way, hit it to make the coins turn into blocks. Step up, wait for the Venus Fire Trap to retreat, and enter the pipe to get 20 delicious coins inside. And that's not all. Jump to the pipe after exiting the cave, but don't enter again. Instead, stand on the right side and jump up to find a terrific 1-UP Mushroom, hidden off screen. Sweet.

Up ahead there's another Para - Goomba, so kill him, then hit the music block on the right to find a powerup. Afterwards, slide down the slope ahead to knock two normal Goombas out of commission. Kill the Venus Fire Trap if possible and either jump over the gap or navigate across with the note blocks. The third one, however, has a Starman inside! Collect, and as quick as possible, run through the normal Goomba, Venus Fire Trap and Brown Para - Goomba with Mugger Micro - Goombas until you reach the dark area. Grab the card and finish this level!

```
0-----0  
|Level 1-3|  
0-----0
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You don't have to complete this level to finish the game. However, there is a Warp Whistle, a ton of coins, and yet another free 1-UP in it for you. It also allows passage to the first Toad House of the game. Proceed right from 1-2 into 1-3.

There's a Green Koopa Troopa as soon as we enter the level assaulting Mario, so take him out at your leisure and proceed a few steps forward to

meet a new enemy, the Boomerang Bro.! I'd suggest going right past him since he's quite a danger, but if you're daring, he throws out two boomerangs at a time. This is so predictable that when he's finished throwing his two boomerangs, stomp on him to take him out. Proceed to find a large amount of breakable blocks, a Red Koopa Troopa, and your directions once again splitting in half...

FIRST PATH

Go to the platform where the Red Koopa Troopa is and stomp his shell in. Kick him to the left to break a few blocks, and once the shell is gone, go down to the block area and go to the far left. Now jump up and a music block of a pinkish hue should appear. Hop high on it, and you'll be transported to Coin Heaven! Coin Heaven has five sets of seven coins at ground (or cloud) level, and also has 22 coins surrounding a block containing a 1-UP Mushroom, high in the air above the middle! If you're Raccoon Mario, after the third set of coins in Coin Heaven, rev up your power meter and fly high to get your prize! Otherwise, only collect the coins you can until the end. At the end, there's a pipe. Take it down to end this path.

SECOND PATH

Run past the Red Koopa Troopa to come across its green counterpart on the ground. Kill it and proceed in front of the pillar to find a Goomba. Kill that guy too and touch the side of the highest block on the next pillar to get a powerup. Find a Red Para - Goomba at the next area, stomp him and proceed over the next small gap to find another Boomerang Bro.. Either evade or kill him then go over the next small gap to end this route through the level.

PATHS JOIN HERE

There's a chance to get a Warp Whistle at this point in the level. (See the Warp Whistle section for more information on them.) To get it, jump to the lone, floating white block with a Red Koopa Troopa on it. Knock him off and keep down on the D-Pad held until Mario falls through the white block. At that point, make a mad dash past all the enemies to the dark area. You'll end up behind it, and then keep running forward to find a secret Toad House, where he'll grant you the first Warp Whistle!

If you want to get the card and finish 1-3 normally, simply dispose of the Goombas (and Green Koopa Troopa) then grab your card for finishing this level!

0-----0
|Level 1-4|
0-----0

If you're a good coin collector, you'll get one of the rarest and most loved items ever to grace Super Mario Bros. 3! So proceed south from

Level 1-3, stopping at a Toad House along the way, and then going on west to find Level 1-4. This level requires a minimum of 44 coins to make your prize materialize.

The screen moves by itself in this level, so we'll have to be quicker than normal. Jump from your grassy area onto the platform of four breakable blocks. Afterwards, wait for the falling platform to come your way. When it's directly under the three coins waiting in front of Mario, that's your cue to jump on the platform and collect the coins before it falls down. Immediately leap to the ledge in front of here, since the platform you're standing on will drop down shortly. This is routine in this level.

On the breakable blocks you're on, collect the three coins above you and wait for the next falling platform. I would suggest to navigate across all three platforms that come into view, even the low one, and go onto the small two breakable block platform. That's because, hiding in the brick second to the right, there's a 1-UP Mushroom. (Hit the left side of the brick to make it possible to acquire.) After (or during the act of) getting it, leap onto the next falling platform, and quickly jump onto the group of bricks kind of shaped like an L. Three more coins await at this area.

Between this ledge and the next, there's another three coins, so take them while jumping. Then leap to the platform directly under the group of three blocks that look like a small version of the first L-shaped group. Hit the only possible block you can hit to get a powerup, and then go over to the first block in the next row. It's one of the coin blocks like the ones in Super Mario Bros. That gives out a load of coins, so hit it as much as possible, then jump onto the ledge with the waiting Red Koopa Troopa. Bash him into his shell, take it to the high ledge, and kick it to the block on the right. There's yet ANOTHER 1-UP Mushroom waiting inside! But get it quickly, before it falls right out of the sky.

Hop across the two newly appearing falling platforms, but remember to collect the three floating coins along the way. From this small platform of breakable blocks we can see a column of coins, and thanks to the falling platform there we can get them all. Once you've collected them, go to the block to your immediate right and hit the farthest block above you continuously. It's a coin block like before. Use the last few falling platforms to get past a Red Koopa Para - Troopa, and to get the last three coins of this level before entering a pipe. At the other side of this pipe, the dark area is right next to you, but so is a Boomerang Bro., so grab the card and exit the level before he can pulverize Mario! Now, if you were truly tenacious in your coin collecting, a White Mushroom House will appear, with a shiny P-Wing as your prize!

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0-----0
|Grass Land Fortress|
0-----0
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Go south from Level 1-4 and complete the Slot Machine Minigame. Afterwards, enter your first fortress, with a possible Magic Whistle as a prize!

For starters, leap over the three pits of lava, each housing their

own Podoboo. Hit the question mark block on this platform to get a powerup and then jump to the next hallway over the lava pit, while avoiding the Podoboo hiding inside. Head to the other side of this more open hallway, while avoiding the two RotoDiscs. At the end of this hall, jump over the next lava pit which houses two Podoboos, avoid the lone RotoDisc on this platform, and jump over to the next hallway while avoiding the Podoboo in the lava pit that you'll have to cross. Once again, your options will double at this hallway...

FIRST PATH

One of your routes actually branches off into the Magic Whistle I was talking about earlier. You'll need to be Raccoon Mario to get it, but fortunately, the powerup block located in this hallway will supply you with a Raccoon Leaf if you're Super Mario. Stomp the Dry Bones and go to the end of this hallway with the door, but DON'T ENTER IT. Instead, before the Dry Bones reassembles, rev up your power meter from the door end of this hallway and start flying while pushing at the right side of this hall. (This will be above the Raccoon Leaf powerup block.) If you do this correctly, and you go high enough, you'll find yourself in a hidden hallway off screen. Run forward until you can't go any further then press up on the D-Pad to enter a secret chamber, which houses a chest, which houses the Warp Whistle, ready to be claimed!

SECOND PATH

Stomp the Dry Bones and enter the door at the end of this hall. In this room, the ceiling spikes will move up and down in an attempt to crush Mario, so immediately run to the space that you won't be crushed under. After it's finished crushing, wait for it to go up a bit then jump the gaps and make a mad dash to the end of this hall, where there's a tiny space where Mario won't be crushed. Again, wait for the ceiling to rise back up and you'll see a door eventually rise up right where you are. Take it before it goes back down.

Head forward to find a big, new Koopa enemy... your first miniboss!

M I N I B O S S : B O O M - B O O M

Boom - Boom is a big Koopa that, for now, only runs around the room in an attempt to slam Mario. He's not that tough, though... all you have to do is stomp him on the head three times, or if you're Fire Mario, throw ten fireballs at him to put him out of commission. Once he's gone, he'll leave behind a ? Crystal, so collect it to blow up the fortress! One note about him, he's the boss of all of the fortresses in this game, as well as some later levels. And he may not be quite as easy later on...

|Level 1-5|
0-----0

Proceed west from the pitiful fortress, then directly south to come across Level 1-5.

Involuntarily at the start of this cave - themed level, you'll be sliding down a slope. But this is a good thing, because by doing this, Mario will take out four Buzzy Beetles. You'll end up in a small pool of water with coins floating above. Take them and proceed upwards to find another Buzzy Beetle walking toward you, now with an upside - down Pirahna Plant. Stomp the Buzzy Beetle into its shell, and weed out the Pirahna Plant with it. Afterwards leap over the really small gap to find an opening to higher ground. But when the left wall turns from diagonal to vertical, hop up to reveal a Coin Heaven note block. You know the drill! When you're out of there, you'll find a Green Koopa Troopa to tangle with. Stomp its shell in and carry it to the next opening to find a Venus Fire Trap. Kill it with the shell, and proceed to the right, avoiding a Pirahna Plant and entering a pipe at the end.

At the other side of the pipe, we'll once again be at the goal space, so run into the dark area nearby, grab the card and finish 1-5!

0-----0
|Level 1-6|
0-----0

I just want to say, before Level 1-6, that you should be facing the lone Hammer Bro. soon. See the Koopa Bros. Battles section for more information. But for now proceed east to get to Level 1-6.

Elevate up the platforms and collect the three coins above the highest one. Knock the Red Koopa Troopa down to the one onto the very low platform with one of his buddies to kill two birds with one stone, then jump onto the lower platform that the Troopa was on and knock the question mark block to get a powerup. Afterwards take the lift at the right and bounce off the music blocks to end up on a few platforms. Kill the Green Koopa Troopa on the platform with four breakable blocks floating above. Afterwards, punch the one second to the right. It hides a 1-UP Mushroom.

Proceed forward and jump to the highest platform in this area. Up here there's a small opening, which leads to a small block. Drop down there and take the lift. Take all the coins along the way, and also stomp the Red Koopa Para - Troopa. At the end, jump onto the wooden ledge before the lift falls into the depths below. Step forward to find a moving platform, then jump on it and take it to another lift. From this lift, jump to the next ledge, (stomp the Red Koopa Para - Troopa if so desired) proceed forward into the dark area, and while avoiding the Green Koopa Troopa, grab your card and finish this level!

!+-----+!
!|0-----0|!
!||Larry Koopa's Battleship||!
!|0-----0|!

!+-----+!

The castle of Grass Land awaits! Make a pit stop at the Toad House, then head east to the King's domain! But things don't look good here... "Oh, it's terrible! The King has been transformed! Please find the magic wand so we can change him back," cries Toad. The King has been turned into... a dog / Cobrat from the last Super Mario Bros. game! Mario is then seen in a short cutscene, running up to Larry Koopa's battleship and hitching a ride just in time...

Firstly, simply walk past the two awaiting normal cannons. Afterwards there's a Bullet Bill Cannon ahead. Be slightly more cautious with this one, since the screen is moving so slowly. Go to the right side of the Bullet Bill Cannon and crouch. Wait for the Bullet Bill Cannon to stop shooting before proceeding further. Next get past the higher Bullet Bill Cannon and two cannons on the ceiling to find a question mark block with a good ol' powerup inside. Just after that we'll find a menacing four - way cannon on the ceiling. It's easier than it looks, however. Jump over the pillar to find another cannon along with its Bullet Bill counterpart. Beyond that lies just one more cannon before we can enter the chamber of this battleship's Koopa Kid Kommanding Officer: Larry Koopa! Get past these small obstacles and proceed down the unorthodox white pipe to enter Larry's domain!

B O S S : L A R R Y K O O P A

Larry is the first Koopa Kid Kommanding Officer, and boss, that you'll have to beat up. His room roughly looks like so:

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| |               | |
| |               | |
| |               | |
| |               | |
| |      +--+--+  | |
| |-+--+--+|  | |-+--+--+--+--+--+| |
| | | | | | | | | | | | | | | | | |
+-----+

```

Larry is easily the weakling of the Koopa Klan. His only real attack is shooting evil magic rings at Mario, and these can be easily evaded. Stomp on him three times, or feed him 15 fireballs if you're Fire Mario, to dispose of him and make him surrender the King's wand! Just keep the pressure on Larry, and watch out for when he hops (in the shell) after you stomp him! This battle is mainly this easy just to warm you up for the more difficult Koopa Kids!

A short cutscene ensues, which shows Mario falling through the clouds, carrying the magic wand. We end up back at the castle throne room, where we find the king in his original state: a mustachioed guy with a long red robe and a turban. He then

gives a letter to us from Princess Toadstool herself:

```
-----  
|Greetings. |  
| | |  
|If you see any ghosts, be careful. They|  
|will give chase if you turn away. |  
| | |  
|I have enclosed a jewel that helps |  
|protect you. |  
| | |  
| - Princess Toadstool. |  
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```

The "jewel" that Princess Toadstool enclosed is... the rare and wonderful P-Wing! Good job on that. But now, we're headed far into the desert for our next king to turn back to normal...

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C H A P T E R 2 : D E S E R T H I L L

Story Notes: The king of Grass Land has been reverted back to his original state, but there are still six transformed kings in the parts of The Mushroom World! Just beyond Grass Land lies the deceiving, puzzling, and scorching hot Desert Hill, patrolled by Morton Koopa Jr. and his servants. The king here needs help as well, so Mario sets out for a blazing trip...

WELCOME TO DESERT HILL, FOLKS! This chapter will provide a clear explanation of how to proceed unimpededly through.

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| ----- |  
| MAP KEY |  
| ----- |  
| | |  
| | |  
|S = Start Location |  
|L1 = Level 1 Location |  
|L2 = Level 2 Location |  
|L3 = Level 3 Location |  
|L4 = Level 4 Location |  
|L5 = Level 5 Location |  
|Y = Dunes Level Location |  
|A = Pyramid Level Location |  
|P = Pipe Location |  
|F = Fortress Location |  
|T = Toad House Location |  
|H = Koopa Bros. |  
|R = Rock Location |  
|M = Slot Machine Location |  
|D = Padlocked Door Location |  
|C = Castle Location |  
| | |  
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      | | | | | | |
0---0 0 0 L3--H---Y H 0
| | | | | | |
L1 F---0---0---P 0 C 0 0---H
| | | | | | |
0 T---P 0R--0 L5 0---A 0
| D | | |
---S---0---0---0 M---0---0---0

```

Desert Hill Stats

Number of Toad Houses: 3

House 1 Item Selection: Random

Items: Super Mushroom, Fire Flower, Raccoon Leaf

House 2 Item Selection: Random

Items: Super Mushroom, Fire Flower, Raccoon Leaf

House 3 Item Selection: Preset

Item: Frog Suit

White Mushroom House: Anchor

Number of Koopa Bros. Groups: 3

Amount of Koopa Bros. in Group 1: 1

Koopa Group 1 Type: Boomerang Bros.

Prize: Music Box

Amount of Koopa Bros. In Group 2: 1

Koopa Group 2 Type: Boomerang Bros.

Prize: Hammer

Amount of Koopa Bros. In Group 3: 2

Koopa Group 3 Type: Fire Bros.

Prize: Warp Whistle

0-----0

|Level 2-1|

0-----0

Your level choice is, as usual, rather limited. So proceed slightly east and north to get to Level 2-1.

Just ahead there are two Piledriver Micro - Goombas, you know, the block enemies? Stomp them dead and get the powerup from the question mark block. Keep going further, and it's starting to look like Desert Hill is Micro - Goomba City. Just look at all of them! Anyways, proceed while fighting these new enemies. After four or so you'll find a Red Koopa Troopa. Notice the two question mark blocks above? The one on the right hides a starman! Grab the starman out of the block, and quickly make your way through the Koopa and the Firesnake enemy before jumping onto the structure ahead via music blocks. Now, if you are Raccoon Mario, rev up your P Meter and break the blocks surrounding the pipe above. Go inside now and press the P-Switch to make 16 bluish coins appear. Now go

back down the pipe to see all the coins and breakable blocks switched around. Collect all the coins you can, but be cautious of the Firesnake. If you're NOT Raccoon Mario, then simply take a few steps forward.

Now, you'll see two wooden blocks in the air. The one on the left contains a powerup. Down on the ground, if you break the block that obscures entrance into the structure and hit the waiting block inside, you'll be treated to a sweet 1-UP Mushroom! Get out of the structure now and exit this entire structure area. Head right to find two awaiting pipes with Pirahna Plants hiding inside. Kill them and the Piledriver Micro - Goomba with them. If you'd like more coins, enter the pipe on the right and press the P-Switch. Now come out and collect all the coins between the pipes. When you're done, enter the dark area nearby, grab the randomized card (while dodging the Micro - Goomba) and finish 2-1!

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0-----0
|Level 2-2|
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If you're a good coin collector, you'll get one of the rarest and most loved items ever to grace Super Mario Bros. 3! So proceed northward from 2-1, and play the slots if so desired. Afterwards, go east to Level 2-2. This level requires a minimum of 30 coins to make your prize materialize.

Tangle with a Goomba up the hill, and jump over the waiting Venus Fire Trap's domain: a vat of quicksand. The wooden block nearby houses a powerup. Also collect the three coins levitating over the small pit below, and jump over another Venus Fire Trap's home. Keep going forward to find a wooden platform which will take you across the oasis. As soon as you start, take the coming coins, then duck and hit the first two blocks. One has a coin and the other has a P-Switch... but DON'T STOMP ON THE P-SWITCH JUST YET. Just take the coins leading the wooden platform's way until you're at the other side of the oasis. Now, swim back past the Green Cheep - Cheeps to find that the wooden platform reappeared. Get back on to hitch another ride.

This time, hit the P-Switch and watch the blocks become coins! However, the last four coins in the line won't be reached in time by the wooden platform. So when you're nearing the end, get a running start, then take a leap of faith to the coins! If I'm right, you'll need at least three of them if you've collected every other coin. On this other side of the oasis, you'll find a hidden 1-UP Mushroom awaiting Mario in an invisible block. Take it, and pass through the pipe. At the other side of this pipe, the dark area is right next to you as usual with a kind of pipe like this. So grab the card and exit the level! Now, if you were truly tenacious in your coin collecting, a White Mushroom House will appear, with a shiny Anchor as your prize!

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|Desert Hill Fortress|
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Just south of Level 2-2 lies the fortress of Desert Hill, so enter it.

At this point in the fortress, it is possible, with the three approaching Dry Bones, to do "The Stomp Massacre" 1-UP trick. See the Tips And Tricks section for details on this.

Head forward to come face - to - face with a Thwomp. After he hits the ground, when there's a space large enough for Mario to pass through, that's your cue to dash under the Thwomp fast. Afterwards, stomp the two Dry Bones coming your way, and meet another new enemy: a Boo Diddly. Get past the Thwomp, then remember that the Boo Diddly will give chase if you're not facing him. So quickly take the pipe at the end of this hallway, past the Dry Bones, before the Boo Diddly has a chance to catch up.

From here, jump over the spikes onto the platform where the Thwomp will come crashing down. Go past him, and be careful of the Boo Diddly. In the block below, you'll find a powerup. Now, up ahead is a row of four Thwomps, ready to crush Mario! So fill up that dang P-Meter and run like the fastest plumber alive to the other side of this hall! On this other side, there's a door. Take it to the next hallway.

In here, the awaiting spikes will rise up and fall down, so you can either run under them once they're up or jump over them once they're down. However, there are two Boo Diddlies in this hallway, so you'll have to be rather careful of their attacks. Far in the hall, there will be a slightly open space. Wait for the spikes to rise, and a door will appear. Enter it to find this fortresses's final hallway.

Head forward in this hallway to find a familiar Miniboss...

M I N I B O S S : B O O M - B O O M

Again, Boom - Boom is out to obscure your path to the king's domain. So, punish this wimp by either stomping on him three times, or introducing him to Fire Mario's fireballs - it takes ten to do him in. Grab the good ol' ? Crystal that he drops, and watch his lousy architecture explode!

0-----0
|Level 2-3|
0-----0

Now that you're beyond the fortress, you'll most likely be facing the Boomerang Bros. soon. See the Koopa Bros. Battles section for details on this. Anyways, go east, then slightly north to find Level 2-3.

A Red Koopa Troopa and one of those dang Firesnakes greets us into this level. On top of this pyramid structure, there's a couple of question mark blocks. The one on the right contains a powerup, so hit it with the Koopa's shell, or break the blocks from below. Next, make a break for the next pyramid structure, where you'll find TWO Firesnakes. There's two question mark blocks above this one too, and the one on the right carries a starman! Grab it, and go as far as possible. Remember on the third and final pyramid structure, the question mark block to the left (on top, like the others) holds another powerup. If you're Raccoon Mario, from the bottom of this pyramid structure, you can fly to a high - up space, where a P-Switch can be tripped, to make multitude of blocks on the ground change to coins! Collect all that you can while taking out enemies such as Green Koopa Troopas and Piledriver Micro - Goombas.

Once at the end of this area, use your raccoon tail on the stairs leading up to find coins. At the top, kick one of the Koopa Troopa's shells so it'll clear the blocks away, allowing you to pass through the pipe to this level's dark area. Grab the card and complete this level!

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0-----0
|Dunes|
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East of Level 2-3, there's an unorthodox - looking level... it doesn't have any number, and it looks like a moving picture of quicksand! Enter this strange level, and let's see what's up with it...

As soon as Mario enters this level, we can see an angry - looking sun high in the sky, and for the time being, we can pretty much ignore it... for the time being. Anyways, jump over the two quicksand pits, one housing a Venus Fire Trap. Stomp the Red Koopa Para - Troopa into the quicksand, and let the stupid Green Koopa Troopa fall in by himself at the next pit. By the way, this one hides two Venus Fire Traps. Now proceed, but remember that down this dune there's a sandstorm. If you get caught in it while running, you'll be carried back to the left. So, from the left, rev up your P Meter, and when you see the sandstorm, jump in. You'll be launched high into the air on the other side!

NOW the Angry Sun goes completely nuts and starts attacking in swooping motions. Up ahead there are some Green Koopa Para - Troopas and their shells are pretty much the only weapons you can use against this bad boy. So when the jerk swoops down, introduce him to rock - hard shell! Otherwise, just rush past the Para - Troopas and quicksand vats, and grab the card from the dark area, which transforms that crazy sun into a valuable coin!

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0-----0
|Level 2-4|
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Proceed north from The Dunes, stopping at a Toad House. Now go east to find 2-4.

This level comprises of two different paths. So, this guide covers both.

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|FIRST PATH|
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See the blocks at the top left corner of the screen? If you're Raccoon Mario, first kill the Red Para - Goomba, then rev up your P Meter and bust through the blocks to end up on top of the real level! There are a multitude of coins of here, so start by collecting the levitating ones over the pool of water, then going in there and hitting the third block from the direct right of the hole to find a P-Switch. Collect all the coins you can with it, then go forward to find trees and plants on a ledge of breakable - looking blocks. Coins are up on the ledge, and also the blocks themselves hold coins. Get rid of the two Red Koopa Para - Troopas awaiting you, and come to a figure made up of coins and breakable blocks. However, a P-Switch hides among them:

IF you've gotten the hammer yet from one of the Boomerang Bros., it's possible at this point to find the third and final Warp Whistle! See the Warp Whistle section for details. But for now, head slightly west then south to enter 2-5.

Immediately we'll find a Chain Chomp awaiting us at the right. It guards a powerup block (the one on the right) so go ahead to find a Red Koopa Troopa. Bang it into that last Chain Chomp to do away with both, then grab the powerup waiting in the block. Move forward, and dodge the next Chain Chomp with the blocks above it. Jump the small gap, go past the Goombas and low Chain Chomp, then jump over the tiny gap of water to find two Red Koopa Troopas moving simotaneously, though one is on a block. Either way, the small block to the right holds a coin, so kick one of the Koopa Shells to it (or tail attack it) to get your tiny reward.

Head forward to meet two more Red Koopa Troopas, only this time, they'll be of a little more use. See the small gap - type hole, that leads to some breakable - looking blocks? Kick one of the Troopa's shells in there. It'll break most of the blocks down there (in its reach) except for one... which was inconspicuously hiding a Pirahna Vine! Climb it to wherever it's taking you, and we'll arrive in the clouds. Follow them, while collecting coins, to come to a pipe. Enter it to find a block figure, housing a P-Switch in the bottom - middle block! A powerup is in the bottom - right corner, if you need to break through the blocks to hit the P-Switch. When done in this mysterious cavern, exit via the next pipe.

When you come out, collect the coins and powerup in the blocks above, then drop down to real ground. Dash forward to find this level's dark area and card, guarded by a Chain Chomp. Dodge this guy, and claim the card to end Level 2-5! If you don't use the vine, go past the Red Koopa Troopas and grab the card in the dark area.

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0-----0
|Pyramid|
0-----0
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Proceed south, and play the slots if so desired. Afterwards, head east, then north to come across a big pyramid. Enter this level to end up on its grounds.

Wow... the ancient Desert - Hillians were intelligent enough to actually build DOORS?! I'm impressed, I must admit. Step inside and proceed up the slope to meet two Buzzy Beetles. Slam them together and hit the question mark block above the now defeated second one to receive a powerup. Now, proceed forward, to the second level of land, and tail attack the blocks (if you're not Raccoon Mario, hit them with a Buzzy Beetle shell) then go ahead. Dodge the Pirahna Plant and, if you aren't Raccoon Mario, go forward and stomp one of the Buzzy Beetle's shells. Now, take it past the Pirahna Plant, and up to the top ridge at the right, then break the blocks to get through. If you're Raccoon Mario, this may be a little bit easier.

The upside - down pipe, blocked off above you, can be entered by hitting an invisible block, about three spaces away from the vertical wooden block - off section. So hit it, then jump into the block - off section, then enter the pipe. In this outside area, the predictable P-Switch is inside the conspicuous block on Mario's level, and another free 1-UP is hidden off - screen the top middle. When done, proceed back down the pipe, and come out in a different location, which is actually directly east of

where you were in the cave before.

Proceed upwards to come across a Buzzy Beetle on the roof of this cave. It'll drop down and move toward Mario, in an attempt to hit him, when you're close enough. So jump quickly when it's moving toward Mario and let it go its way. Ahead you'll come across another Buzzy Beetle on the roof as well as a normal one, but there is yet another wall of blocks ahead like before, so use these to your advantage. (If you are short of a Raccoon Leaf, that is.) Once you can get through the block wall, jump over the pipe housing a Pirahna Plant once the weed monster retreats, and enter the pipe at the end of the Pyramid's tunnel.

We'll come up as usual with this kind of pipe right next to the card space, but a Boomerang Bro. has been sent to guard it. Knock this guy out of commission, and grab the card just ahead to clear an ancient pyramid of Desert Hill!

```
*****
!+-----+!
!|0-----0|!
!||                               ||!
!|| Morton Koopa Jr.'s Battleship ||!
!||                               ||!
!|0-----0|!
!+-----+!
*****
```

Desert Hill's castle awaits, right around the corner! Navigate to the castle to see Toad crying out a familiar message..."Oh, it's terrible! The King has been transformed! Please find the magic wand so we can change him back." Desert Hills's king has become... a caterpillar / Hoopster, again from Super Mario Bros. 2! Then, Mario again ascends onto the battleship, just before it takes to the sky...

From the start, navigate Mario over two Bullet Bill Cannons to get to a higher ledge, then dodge the Cannon, built into the ship. Up ahead lies a maze of four Bullet Bill Cannons, so I'd suggest hopping to the highest one, and waiting up top there for the screen to scroll enough for you to pass further. On this next ledge there's a powerup in the question mark block above, so grab it. Next is a large area that you'll need to drop down to, with six Bullet Bill Cannons surrounding it. Do your best to avoid them, and immediately leap up to the higher ledge when you have the chance. After this area, you'll meet new enemies: Rocky Wrenches. These punks will emerge in and out of the ship in an attempt to kill Mario by throwing wrenches at him! Stomp on them for kills, but not while they're throwing their wrenches. These three will constantly keep appearing, so try your best to avoid them altogether. Only two Bullet Bill Cannons obscure your way to the unorthodox white pipe, so get past them and take it to the Koopa Kid Kommanding Officer's, Morton's, kommanding office!

B O S S : M O R T O N K O O P A J R .

Morton Koopa Jr. is the one who stole the magic wand that the king of Desert Hill possessed. Here's what the Kommander's watchtower looks like:

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| |           +---+---| |
| |     +---+---+---+   | | | |
| | -+---+---+| | | | -+---+| | | |
| | | | | | | | | | | | | | | |
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Morton is basically the same as Larry, since all he can do is fire rings from his wand. His terrain is a bit more uneven though, so you may want to be slightly more careful with this guy. Plus he has a slightly lower but broader leap. But he's pretty wimpy in just about every other way, so either give him three concussions or 15 fireballs and the wand is yours - it's not much of a challenge!

Mario is falling back down through the sky again, back into the king's chamber, and this time... he's a portly, crowned fellow with a giant white moustache. Now we get another letter from Princess Toadstool...

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-----
|Greetings.                                |
|                                           |
|You can stomp on your enemies using      |
|Kuribo's Shoe.                           |
|                                           |
|I have enclosed a jewel that helps      |
|protect you.                             |
|                                           |
|           - Princess Toadstool.         |
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```

This time, Princess Toadstool left the fantastic Jugem's Cloud for Mario! And that's just awesome. But now, were headed off to a place contrary to Desert Hill, a kingdom made up of mostly water, with another transformed king...

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CHAPTER 3 : SEA SIDE

Story Notes: The beaches of The Mushroom World normally would be peaceful... but they have been torn and rebuilt by crazy Koopa minions, in Wendy O. Koopa's honor! It's time for Mario to stop this self - centered brat in her tracks, and get the King of Sea Side's magic wand back...

WELCOME TO SEA SIDE, FOLKS! This chapter will provide a clear explanation of how to proceed unimpededly through.

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| MAP KEY |
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|
|S = Start Location
|L1 = Level 1 Location
|L2 = Level 2 Location
|L3 = Level 3 Location
|L4 = Level 4 Location
|L5 = Level 5 Location
|L6 = Level 6 Location
|L7 = Level 7 Location
|L8 = Level 8 Location
|L9 = Level 9 Location
|F1 = First Fortress Location
|F2 = Second Fortress Location
|P = Pipe Location
|T = Toad House Location
|H = Koopa Bros.
|B = Bridge Location
|R = Rock Location
|M = Slot Machine Location
|D = Padlocked Door Location
|O = Canoe Location
|K = Docks Location
|C = Castle Location
|
|

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      T---0---0---L3   TB--0-B--0---L6-B-0---L7---0
          |           |           |   |   B           |           K---T
          L2         0           L4---H   L8-B-0---M---F2
          |           |           |   |   |           D   M---M---T
          0   M---F1---0---0   0   0-B-L9--P   P   |           B C---0---P
          |           |           |   |           K---T---S
          L1         0--DP   L5---0R--0---0---KO
          |           |
---S---P-R-M-R-H---P

```

Sea Side Stats

- Number of Toad Houses: 5
- House 1 Item Selection: Preset
Item: Frog Suit
- House 2 Item Selection: Random
Item: Frog Suit, Fire Flower, Raccoon Leaf
- House 3 Item Selection: Random
Item: Frog Suit, Fire Flower, Raccoon Leaf
- House 4 Item Selection: Random
Item: Frog Suit, Fire Flower, Raccoon Leaf
- House 5 Item Selection: Random
Item: Super Mushroom, Fire Flower, Raccoon Leaf

White Mushroom House: P-Wing

Koopa Bros. Info*

Number of Koopa Bros. Groups: 3

Amount of Koopa Bros. in Group 1: 1

Koopa Group 1 Type: Boomerang Bros.

Prize: Music Box

Amount of Koopa Bros. In Group 2: 1

Koopa Group 2 Type: Boomerang Bros.

Prize: Hammer

Amount of Koopa Bros. In Group 3: 2

Koopa Group 3 Type: Fire Bros.

Prize: Warp Whistle

* In this world, you can strangely fight the Koopa Bros. in two landscapes: the normal land one, and one with water up to Super Mario's waist. This won't interfere unless you're Normal Mario. But anyways, to fight on land, make sure the Koopa Bros. are on a gold space on land. If you want to fight in the water, make sure the Koopa Bros. are on a blue space out in the water.

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0-----0
|Level 3-1|
0-----0
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Proceed east, then north past the pipe to find Level 3-1.

From the start of this level, swim forward, past a low lump of coral and a pipe that blows out bubbles into the water. Next we'll come across a new jellyfish - like enemy known as a Blooper, which will move quickly in an attempt to hit Mario. These guys are among the most agile enemies in Super Mario Bros. 3, so be really careful with this first one. Stay where you are and let him pass pretty far before you continue. Next, go over another bubble pipe ahead, and this level will branch into two directions with different rewards. So, this walkthrough will cover each.

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|FIRST PATH|
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This path will give you an incredibly easy run through 3-1, skipping most of the "real" level and getting you another nice powerup. Swim to the right, and the last Blooper you saw may have brought his buddy along to sting Mario out. So quickly jump onto the pipe, touching the wall, ahead. Yeah, that's right. Jump up there. Ta - da! We're now on top of Level 3-1.

Proceed along this secret path, until you come across a question mark block inside a small vat of water. Hit it for a promised powerup. Now, run along,

until you come back into the real Level 3-1. This is the end of path number one.

SECOND PATH

This path leads through most of the actual Level 3-1. Proceed forward and drop down slightly to meet both the first Blooper and one of his buddies. Flame them up if possible, but if not, drop past them as quickly as possible. Move past another small lump of coral and a pipe, and then collect the eight coins quickly that are above the Lava Lotus. Don't let its fireballs corner you, or you're dead meat. (Especially if you're Normal Mario.)

Past this lies two more pipes above - one that blows bubbles and one that doesn't, as well as a powerup just above another Lava Lotus. The question mark block on the left has the powerup, so be sure to grab before the Lava Lotus gets to hit you. Collect the arc of coins over the two blocks (as well as the coin in the other block the Lava Lotus is guarding, if you're brave) and head upwards to finish the second path for this level.

PATHS JOIN HERE

Forward resides an enemy called a Nanny Blooper, which is a normal Blooper with "kid" Bloopers following it around. For the time being though, it just moves like a normal Blooper. See the hole below, about two spaces long? Fall in and swim past the music blocks and Lava Lotus to find a block surrounded by several coins... claim the conspicuous 1-UP Mushroom from the block (as well as the many coins around it) and take the bubble pipe nearby for kicks. Dodge the lone Blooper ambushing Mario, and enter the pipe above. Strangely, we'll come out horizontally this time, but at least the goal space is next to our area as usual. Take the card waiting for Mario and finish your first very aquatic level!

0-----0
|Level 3-2|
0-----0

North of 3-1, we'll find the next level to enter. So go into another aquatic nightmare.

Level 3-2 features an incredibly annoying Cheep - Cheep that will follow you around this place that will jump up in an attempt to hit Mario. The worst part is if you kill it, it'll return in a few seconds. Remember to watch out for this guy and the other randomly appearing Cheep - Cheeps in line. But anyways, start by jumping across the two platform lifts to come across four donut lifts - the falling platforms with holes in them - and a question mark block, which contains a powerup. But just for future reference, the donut lifts will fall after a few seconds of Mario standing on them. Definitely remember this.

Donut lifts aside, jump on the platform ahead, and while grabbing coins and powerups on your way, watch out for the following Cheep - Cheep, as well as the leaping ones. (And a Red Koopa Para - Troopa as well.) You'll end up on a low platform that is useful for stomping the following Cheep - Cheep. Stomp it and quickly jump on the next platform to find

another wave of leaping Cheep - Cheeps, as well as another Red Koopa Para - Troopa. Do your best to avoid these threats, (as well as the returning following Cheep - Cheep) and continue (while collecting things) until you come across a few levitating breakable blocks. Jump onto them, before, the platform drops into the water, to find a pipe that houses a Venus Fire Trap. Enter the pipe once the plant has retreated to come out at a lake - type area. Dodge the leaping Cheep - Cheep, and proceed a few steps to the right to find the dark area and goal card of Level 3-2!

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0-----0  
|Level 3-3|  
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Northeast of the completed Level 3-2 lies the next level, and stop at the Toad House at the side if desired.

This level features a dang type of ground that lowers into and rises from the water below periodically, but your main problem is that Boss Bass has this whole area under his tight security. If you're too far within his reach, he'll jump up in an attempt to swallow Mario whole, regardless of whether you're Super Mario or better! Watch out for this punk while going through 3-3.

Start off by going forward, above the small platforms, until you come to a series of breakable blocks with a music block among them, which contains a powerup. If it is a Super Mushroom, then use the Green Koopa Troopa's shell up ahead, to break the breakable blocks at the right so you can claim it. But make sure Boss Bass isn't within range. Anyways, the second block that the shell hits (second to the right on the left, that is) holds a P-Switch, so press it to switch the blocks to coins. Quickly collect them, while watching out for Boss Bass as usual.

Hop across a few more platforms to find a red one that rotates extremely fast, pausing every so often. This, of course, is a disaster, especially in Boss Bass's level. Okay... keep calm, and immediately when the platform stops rotating, jump for your life to the next one! Punch the block above to get a powerup. If it's a Fire Flower, you may want to take out the Boss Bass with a fireball. Anyways, we'll find a normal block on the ground as well as two strange White Blocks. These can be used like a Koopa shell, except they don't ricochet off a surface like them. Shoot Boss Bass with one (if you're not Fire Mario) and use the other on the block to your left to reveal another P-Switch! Press it and all the coins ahead will become a group of breakable blocks that you can take to the end pipe! As quickly as possible, run across them while collecting coins to find the pipe! (Go across the rotating platform if desired.) Watching out for Boss Bass, enter the pipe, then jump across the water to find your goal card!

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|Sea Side First Fortress|  
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South of Boss Bass's area lies the first fortress that Sea Side, and it's unorthodox in that it has a load of doors that lead to different locations at a certain point in this fortress. This walkthrough will cover them all.

Start off by finding a RotoDisc as well as a Dry Bones to dodge, then

another RotoDisc up ahead. Next we'll be at the hallway of many doors, and I'll explain first how to get from this end of the hallway to the other. Pass under the Thwomp and tangle with a Dry Bones up ahead, then we'll come to another Thwomp with two Boo Diddlies surrounding it. Get past this, then stomp the three Dry Bones that are coming toward Mario. Go underneath the Thwomp, then stomp the three Dry Bones up ahead. Ta - da! We're at the end of the hallway. Now, for the many doors...

Doors #1, #2, #3, #4, #7, and #8 will lead to the Cheep - Cheep hallway, with quite a few powerup blocks inside. Door #5 leads to the Cheep - Cheep hallway, but you can get a 1-UP Mushroom from the block above! Just make sure you punch the left side so you don't lose it in the water. Also, you can return to your spot in the main hall with the door on this platform. Door #6 opens up to another door (in the Cheep - Cheep hallway) to jump to, which leads to this fortress's boss's domain! Door #9 will lead to a room with lots of coins. Punch up the holes in the structure above to find three coins, then jump up on the left side to find two blocks to use as steps into the structure. Take the coins, then return to the main hall.

Once you're ready to finish this fortress, follow the instructions above for Door #6, then proceed to meet good ol' Boom - Boom!

M I N I B O S S : B O O M - B O O M

We meet again, Boom - Boom. Same Koopa in this fortress as the last one... however, he's slightly different because after you stomp him once, he'll wing to the skies! Stomp him extremely fast at that point, or you'll have to wait for him to swoop to attack him. But other than that, he's pretty much the same. Stomp him three times or feed him ten fireballs to get the ? Crystal and blow up this fortress!

0-----0
|Level 3-4|
0-----0

Head east, then north from the fortress to find Level 3-4. This level is the unfortunate introduction of the wonderful Lakitu. Dang.

Tangle with two Goombas down the slope ahead, then come to a pipe housing a Pirahna Plant. Jump over this and the small gap of water ahead to meet a Venus Fire Trap in a pipe also. The question mark block to the right holds a powerup. Watch out for the Venus Fire Trap and jump to the hill above after getting it. Next, we'll find another slope with three more Goombas, so slide them out of commission and at the end, jump over the pool of water (while sliding to get to the next hill! If you couldn't do that, then swim past the Green Cheep - Cheep and punch the invisible block at the far right above the pool of water and jump from here to the hill.

Slide down this hill to pulverize three Green Koopa Troopas, but watch out after them because there's a lot of stuff going on down here as far as enemies go. There is one Hanging Pirahna Plant, one Brown Para - Goomba, (that has Micro - Goombas) and one Red Para - Goomba! First take out the Brown Para - Goomba, the Pirahna, then the Red Para - Goomba. The question mark blocks around here have

both a powerup and coins, and the breakable -looking block to the right, one space above the ground holds a P-Switch. Press it to make a load of bluish coins appear out of nowhere! After getting them, proceed forward up the small slope ahead...

NOW the wonderful Lakitu appears out of nowhere and starts throwing Green Spiny Eggs at Mario! The breakable - looking block below, econd to the left holds a 1-UP Mushroom! The rest contain coins. Continuing on, run as fast as you can and jump over the multiple gaps to find two question mark blocks, one housing a powerup and the other a coin. Afterwards, jump up the small hill and run down the slope ahead to find the goal card of Level 3-4!

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0-----0  
|Level 3-5|  
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Directly south of the last level Mario vanquished lies Level 3-5. Go that direction and enter.

IF you are Raccoon Mario, this level is ridiculously easy... rev up your P Meter from the pipe you're on and fly to the wooden block section, which lets you get three coin blocks and skip almost all of the real Level 3-5!

If you DON'T have a Raccoon Leaf on your hands, swim into the water to meet Jelectros and Big Bertha for the first time, as well as a Green Cheep - Cheep. Near the bottom left there are three coins. Above Big Bertha there are six blocks, five housing coins and the last housing a powerup, with a Blooper on the other side. Make sure the bubble pipe ahead doesn't stop you from getting the powerup.

Continue right, while collecting coins at the bottom of this area, and cut under a Jelectro to find some more coins and a powerup in the three blocks ahead. Next there's a bubble pipe, and if you're good, you can hit an invisible 1-UP Mushroom block in the bubble stream! Proceed forward to find a gauntlet of Jelectros, a Blooper Nanny, Big Bertha, and a Green Cheep - Cheep obscuring your way to this level's end pipe. Swim well through here and enter the waiting pipe.

As usual, we'll end up right next to the dark area - so grab the waiting card inside to finish this level!

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|Level 3-6|  
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Go slightly east, then directly north, then slightly east again to find Level 3-6. It's an automatic side scroller... something we haven't had since Level 1-4.

Donut Lifts are right in front of the platform you're on first, so hop to them and punch the question mark block above to get a powerup. Quickly get to the next platform, then wait for the screen to scroll enough until you can see one of those really fast rotating platforms. Wait for the screen to scroll over further so you can see two Donut Lifts and another normal

platform, then traverse these with extreme caution. Knock the Red Koopa Troopa's shell ahead right to make it drop, so it will hit a coin block for you. Hit the blocks on the left of the platforms ahead to find coins.

Up ahead, at the lower part of this level, there'll be three White Blocks. Pick up the one to the right so you won't fall into oblivion, and hit the breakable - looking block at the right to find a P-Switch! Press it to make the bricks switch to coins ahead, but watch out for the Green Koopa Para - Troopa. Afterwards, jump onto the two Donut Lifts ahead to find the exit pipe guarded by a rotating platform and a Red Koopa Para - Troopa! As quickly and as well as you can, jump to the rotating platform, and fall to the pipe below without getting flipped off - screen!

Only a Green Koopa Para - Troopa obscures your way to this level's dark area and goal card, so kill him and proceed forward to the end of this automatic side scroller level!

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0-----0
|Level 3-7|
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Level 3-7 is located east of Level 3-6. Proceed there and enter.

Jump to find a coin in the brick above, then find that two Spikes (the enemies, not the inanimate objects) greet you into this level. Pulverize (or run away from) them and jump over the small gap ahead. Two more Spikes are here to kill you followed by some floating blocks. If you are Super Mario or better, punch the one second to the left on the top row for another 1-UP Mushroom! On the other side of the wooden block on the ground ahead, two more Spikes wait for you. After making it past them, jump across the gap ahead to a platform with both a Spike and a Green Koopa Troopa, then pass over a pipe and the gap after it. Now you have two decisions for the end of Level 3-7.

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|FIRST PATH|
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This secret route will bring a much - loved item, and a slow but effective 1-UP technique! Kill the two waiting Spikes, but DON'T kill the Green Koopa Troopa. Instead, just stomp him, and take him to the topmost ledge of breakable - looking blocks. The one sticking up on the right holds a vine! But before you climb to the clouds above, shouldn't you know "The Koopa Troopa Fake Stomp" 1-UP trick? First stomp the Green Koopa Troopa's shell from rolling back and forth. Wait for the Troopa to emerge from the shell. Then stomp him, and jump to the vine, but don't touch the ground. Next, when the Troopa comes out of the shell again, do exactly as you did before, and you'll rack up quite a few points and 1-UPs over time with this trick!

Once you're done the stomping feat, climb the vine, and collect the coins all above the clouds on the right. Don't bother with the P-Switch in the block ahead. Walk back afterwards to the top of the block where the vine stopped growing, and jump to the right to find an inconspicuous row of seven clouds. Jump above the middle one to find a familiar

pinkish - hued music block, and jump on it to be transported directly to Coin Heaven! Mario hasn't been here for awhile, and it has changed quite a bit - the coins have been organized differently, and there is no 1-UP Mushroom in the higher sky. However, a useful Jugem's Cloud awaits Mario in the treasure chest at the end! Opening the treasure chest is also the end of the first path and 3-7!

SECOND PATH

Just so you know, this is the normal level, with no real reward whatsoever. Anyways, tangle with the two awaiting Spikes on the platform as well as a Green Koopa Troopa. Jump over to the next platform afterwards, with two pipes that house two Venus Fire Traps and a Spike on the ground. Next, there are three Spikes and one Green Koopa Para - Troopa on rising terraces, leading up to the dark area! A lone Spike guards the card, so quickly grab the card to avoid this threat and finish the level!

0-----0
|Sea Side Second Fortress|
0-----0

Southeast of 3-7 lies Boom - Boom's second architecture in Sea Side. Enter to see what this Koopa has in store for Mario.

Proceed into the pipe in the foyer of the fortress to come across a room literally filled with water. Go past the RotoDisc and first Green Cheep - Cheep to come across another, swimming under a question mark block with a powerup hiding inside. Next, a Green Cheep - Cheep, then a RotoDisc, then yet another Green Cheep - Cheep obscure Mario's way to the next pipe. Burn them up, or just swim past them and enter the pipe. In the next aquatic hallway, there will be a new enemy to deal with: Stretches, white bars with Boo Diddlies hiding inside. For the first pair, swim slightly into the pit, but keep yourself OUT OF the pit. Swim up when you're past them. Next is a lone Stretch, which you can swim above since the one Boo Diddly inside only lurks around the bottom. Next there are two more, and you'll have to swim between them to get to the pipe ahead. Do this with EXTREME caution and then enter the pipe ahead.

Amazingly, that second pipe lead to Boom - Boom's lair! Let's see what he can do now.

M I N I B O S S : B O O M - B O O M

Boom - Boom strikes back, it seems! But take note of the two floating blocks. They are deliberately there to limit your jumping ability. On top of this, Boom - Boom can fly after one stomp like before. Take him out with skill this time around, by bashing his brains or burning his bones carefully. Grab the ? Crystal he drops after this battle is over to destroy this fortress!

|Level 3-8|
0-----0

Boss Bass is back at you in this level at full force, however... if you're a good coin collector, you'll get one of the rarest and most loved items ever to grace Super Mario Bros. 3! Directly east of the destroyed fortress lies Level 3-8, the foreboding land of Boss Bass. This level requires a minimum of 44 coins to make your prize materialize.

Immediately rush to the high ledge, and stay there until the ground is done lowering and starts to rise. Go right to the Green Koopa Troopa, and kick its shell to reveal a vine. Climb it, and bash the music block up here for a powerup. If it's a Super Mushroom, make sure Boss Bass isn't in reach when you get it at the lower platform. Afterwards, continue right to find a coin block with White Blocks blocking it underneath. Knock them away and plunder the coins in there!

Quickly make your way right to find a Green Koopa Troopa. Knock its shell around the platform its on to make a vine appear. Climb it to escape the hazardous waters. When it rises again, proceed and hit the first block you can to grow another vine, and increase Mario's chances of survival again!

Leap to the right after the water starts rising, and when it fully rises, enter the structure below, and go past the wooden platform. Now, as quickly as you can, run though this flooding area of death, and collect ALL the coins before tripping the P-Switch, which will allow Mario to dramatically escape. In the column of three coins, punch the top one (from the bottom) to make a 1-UP Mushroom appear! Afterwards, unimpeded, head into the pipe, and proceed forward to get the card for Level 3-8! Now, if you were truly tenacious in your coin collecting, a White Mushroom House will appear, with a shiny P-Wing as your prize!

0-----0
|Level 3-9|
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Proceed south, then east to find 3-9. This level contains a cool glitch that serves no relevant purpose, but it's fun to do for kicks! See Tips And Tricks for information.

For this level, I'm mainly only outlining the most useful path, but to end it the other way, see toward the end of this level. But anyways, stomp the Green Koopa Para - Troopa enough to grab its shell. Make a mad dash past a rather low Hanging Pirahna Plant, a Brown Para - Goomba, some Bomb-Ombs, and about two Bullet Bill Cannons. See the small wall of about three breakable blocks? Pelt it with the Troopa shell, and enter the pipe. (But watch out for the two Bullet Bill Cannons.)

Turn left to go through some tunnels. Avoid the Green Cheep - Cheep, then enter the pipe here. Immediately hold RIGHT on the D-Pad to fall to an area where a giant question mark block waits. Punch it to get a Frog Suit! Go back down the pipe, and head right (past your original pipe) and enter the next pipe you come to for your goal card in this level! Now for the other route. Remember that in the beginning, the sixth brick from the left contains a powerup. Proceed to meet your first Bomb-Ombs, an dispose of them before heading further. Take the high path above the pipe, and deal with the Bomb-Ombs before grabbing a powerup from a music block. Use the White Block ahead to kill the Green Koopa Troopa awaiting Mario. Hit the

block for a 1-UP Mushroom, and go past two Green Koopa Para - Troopas to enter a pipe.

Swim past the two Green Cheep - Cheeps and enter the next pipe to find this level's dark area and goal card... so what are you waiting for? The king awaits Mario and his wand! Grab the card and finish Sea Side's final obstacle!

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( !|0-----0|! )
( !||                               ||! )
( !|| Wendy O. Koopa's Battleship ||! )
( !||                               ||! )
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Sea Side's king is ready for his wand back, so proceed into the pipe area to transport to another pipe directly west of the castle - enter and hear Toad's familiar message... "Oh, it's terrible! The King has been transformed! Please find the magic wand so we can change him back." This time around, we find the king transformed into... a turtle / Dino Rhino, from Super Mario World! After paying a visit to the transformed king, Mario will grab the anchor of Wendy O.'s ship just before it travels into the sky...

Start off by fighting (or retreating from) the infinite Rocky Wrenches up ahead. Jump over a Bullet Bill Cannon to end up on a high roof, then three built-in cannons. Next, grab the powerup up on the left ledge, then make your way through the low Bullet Bill Cannon and maze of four built-in cannons on your right.

Now jump on the Bolt Lift ahead and get to the other side (lightly jump on it like Donut Lifts to make it move) or just dodge Exhaust Port fire down below. Next, jump over the big wooden barrier and stomp the infinite Rocky Wrenches ahead. DO NOT drop below the part of the ship with the wooden barrier, or you'll be blown in the face with Exhaust Port fire. Either way you go, proceed upwards from there to find the unorthodox white pipe. Take it down to meet the third Koopa Kid Kommanding Officer - Wendy O.!

B O S S : W E N D Y O . K O O P A

Wendy O. Koopa, Bowser's only daughter, is the one that transformed the king into a turtle / Dino Rhino with his own wand. Here's the layout of her chamber:

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Wendy will start out the battle by firing an evil magic bracelet that will ricochet at a 90 - degree angle whenever it hits a wall, the roof, or the floor. She will also make little hops around the room. With each consecutive stomp, her jumps become higher, and she'll fire another bracelet. By the third stomp, she'll be able to leap extremely high into the air, and three bracelets will be shooting around the room! It will be tense, stomping her for the last time, so I'd definitely recommend fighting fire with fire - be Fire Mario once you enter this room! She won't be able to fire any more bracelets than one or jump high, since you didn't stomp her. Plus, her room is flat - floored. Anyways, no matter which way you used to make her surrender the wand, three stomps or 15 fireballs will do her in. Dramatically grab the wand after that difficult battle!

Mario will fall back into the castle, through the sky, with the wand as usual. This time, the king is, an amigo de Espanol, yee - ha! He's wearing a green robe and a crown, by the way. Anyways, he'll give us the expected letter from Princess Toadstool:

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|Greetings.                               |
|                                         |
|The White Block contains magic powers  |
|that will enable you to defeat your    |
|enemies.                               |
|                                         |
|I have enclosed a jewel that helps     |
|protect you.                            |
|                                         |
|           - Princess Toadstool.       |
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Princess Toadstool has left Mario a useful Music Box, as we head off to the super - sized fourth world!

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C H A P T E R 4 : B I G I S L A N D

Story Notes: With the beaches of The Mushroom World cleared, Mario set out to a close country, made up of an incredibly large land mass. Its biggest feature is that almost everything is quadruple its normal size, including the minions of Iggy Koopa that have been dispatched to stop Mario from ever reaching the great island's king...

WELCOME TO BIG ISLAND, FOLKS! This chapter will provide a clear explanation of how to proceed unimpededly through.

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| MAP KEY |
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|         |
|         |
|S = Start Location |
|L1 = Level 1 Location |
|L2 = Level 2 Location |
|L3 = Level 3 Location |
|L4 = Level 4 Location |
|L5 = Level 5 Location |
|L6 = Level 6 Location |
|F1 = First Fortress Location |
|F2 = Second Fortress Location |
|P = Pipe Location |
|T = Toad House Location |
|H = Koopa Bros. |
|B = Bridge Location |
|R = Rock Location |
|M = Slot Machine Location |
|D = Padlocked Door Location |
|C = Castle Location |
|         |
|         |

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---SB---P          T---L6--0---0   PD--F1--H--L3--0--L2
|               |         |         |         | |
0           C---0--B0--F2   H---0   H---M         T 0
|               |         |         |         |
P           M---L5--0---0   0---L4         TR--P--L1
|
|
T

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Big Island Stats

Number of Toad Houses: 4

House 1 Item Selection: Preset

Item: Tanooki Suit

House 2 Item Selection: Random

Item: Super Mushroom, Fire Flower, Raccoon Leaf

House 3 Item Selection: Random

Item: Super Mushroom, Fire Flower, Raccoon Leaf

House 4 Item Selection: Random

Item: Tanooki Suit, Fire Flower, Raccoon Leaf

White Mushroom House: Anchor

Koopa Bros. Info

Number of Koopa Bros. Groups: 3

Amount of Koopa Bros. in Group 1: 1

Koopa Group 1 Type: Sledge Bros.
Prize: Jugem's Cloud

Amount of Koopa Bros. In Group 2: 1
Koopa Group 2 Type: Sledge Bros.
Prize: P-Wing

Amount of Koopa Bros. In Group 3: 1
Koopa Group 3 Type: Sledge Bros.
Prize: Starman

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|Level 4-1|  
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Proceed east, into the transport pipe, and end up on the far east side of this island. If you saved a hammer, hit the rock at the left for a Tanooki Suit Toad House! Afterwards, proceed east into Level 4-1.

Well, the first thing you'll notice is the giant - sized EVERYTHING. Jump over the Pirahnicus Giganticus and stomp the Grand Goomba ahead. Punch the coin out of the giant block above, and kick the Red Giant Koopa Troopa's shell ahead right to gain access to a powerup block. Grab the coins while jumping over the gap ahead, then stomp the Green Colossal Koopa Para - Troopa out of commission and swim through the water pipes.

Head forward to deal with a Grand Goomba and a Colossal Green Koopa Para - Troopa, then hit the block above for a powerup. Afterwards, proceed through the opening in the giant breakable blocks, then jump across the platforms, killing any Red Giant Koopa Troopas patrolling. (You can kick one into the giant question mark platform, if you wish to get a single coin.) Next, jump over the giant pipes, one housing a Venus Fire Trap, and a Gargantuan Green Koopa Troopa to get to this level's exit pipe. Beside it lies this level's dark area, so run in and grab the card to finish off your first super - sized level!

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|Level 4-2|  
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If you're a good coin collector, you'll get one of the rarest and most loved items ever to grace Super Mario Bros. 3! Proceed north to enter your second giant nightmare. This level requires a minimum of 22 coins to make your prize materialize.

The following Cheep - Cheep strikes back again from Sea Side, so try to keep dry throughout this level. Also, the ground rises and lowers into the water again like Sea Side's levels as well, so prepare for this. Anyways, traverse the pipes, jumping over enemies, until you find the White Blocks. Keep throwing them to the right to hit a question mark block, containing a powerup. Proceed to come across a wall of breakable blocks with a P-Switch on the other side. Trip it, and collect the coins (that were just bricks) and the new coins beyond here (collecting the Starman in a question mark block along the way) before the P-Switch's time runs out. Then, collect all the normal coins before proceeding into the exit pipe. Grab the card at the dark area to finish 4-2! Now, if you

were truly tenacious in your coin collecting, a White Mushroom House will appear, with a shiny Anchor as your prize!

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|Level 4-3|
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You should be facing the Sledge Bros. soon. See the Koopa Bros. section for more information. Anyways, stop at the Toad House below before proceeding west to enter Level 4-3. If the Sledge Bros. in the beginning of this level are giving you trouble, I'd suggest coming in with a Starman if you have one.

Two Sledge Bros. assault you at the start of this level. Kill or avoid them, then proceed into one of the pipes - it doesn't matter which, since they both lead to the same location. Three Buzzy Beetles greet you into this cavern, one of which is on the ceiling. Jump the gap ahead to end up on a platform with a Buzzy Beetle awaiting Mario. Kick it out of commission and collect the coins from the question mark blocks above. Afterwards, jump over the Green Koopa Para - Troopa to find a ledge with a Buzzy Beetle on the ceiling, then jump forward to a small platform where a powerup waits in the question mark block above.

On the next ledge there's a Buzzy Beetle on the ground a Spiny on the ceiling. (Do NOT stomp this guy.) Jump to the next ledge, over a Red Koopa Para - Troopa, to find another Spiny on the ceiling, and then another Red Koopa Para - Troopa will fly between you and another ledge. Dodge it and go to the next ledge to find two Buzzy Beetles. Kill them and hit the breakable blocks above for coins and a 1-UP Mushroom! Be careful of the two ceiling Spinys and the Buzzy Beetle ahead while chasing it to the right. For the second platform in line, the wooden blocks will hit Mario back if you touch them from the side, so proceed caution and enter the pipe at the end of the three awaiting platforms. Run to the dark area just ahead, and grab the goal card to finish this level!

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|Big Island First Fortress|
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West of Level 4-3 lies Big Island's first fortress, so enter to see what's in store for us.

Run under two Hotfoots (the walking candle flames) to come across a horizontal Thwomp. When Mario is close enough to it, it'll move left in a mad attempt to smash him into the wall. Wait for it to retreat to the right, and when Mario has enough room to fall through, do so. Run under another Hotfoot, then escape another horizontal Thwomp, THEN run under the awaiting Hotfoot ahead. Now you have two choices for the rest of this level.

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|FIRST PATH|
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Avoid the Hotfoot above and proceed into the pipe at the middle to end up in a dank basement. Drop down the ledge ahead to find three Dry Bones and a Boo Diddly guarding a line of question mark blocks, one of which contains a powerup. Next you'll see a hole in the ceiling leading to the

destination pipe. We can't reach it though, so jump straight up at the far left of the hole to reveal an invisible block containing a single coin. Jump up one space to the right to reveal another block, and now we can reach the pipe. Jump up these and take the pipe to end this path.

SECOND PATH

Proceed underneath the Hotfoot above and find a horizontal Thwomp above. The way to the next part of the level is so small that Super Mario (or better) can only get through it by duck - sliding. Do that before the horizontal Thwomp can get you, then this fortress is gonna get a bit more complicated. Lure the two Hotfoots ahead to the left side of the hallway you're at, rush under the Thwomp and make a leap of faith to the ledge above. You'll find a powerup in a question mark block up here, as well as a horizontal Thwomp assaulting Mario below. Quickly make your way past this guy while he's retracting to the left, and jump to the checker - type hallway ahead to finish the second route through Big Island's first fortress.

PATHS JOIN HERE

Run forward to find quite a familiar miniboss... a VERY familiar miniboss...

M I N I B O S S : B O O M - B O O M

Boom - Boom AGAIN? Sheesh. This guy needs to get a job. He doesn't even fly around the room this time. Although, to make it fair, there is a big ledge in the middle of his lair to limit your jumping ability. Still, he doesn't pose much of a threat to Mario. Crack his skull or burn him to death to achieve his ? Crystal and finish this fortress!

0-----0
|Level 4-4|
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Stop at the slot machine along the way if you wish, then proceed southwards to get to a giant aquatic level - Level 4-4.

Kill off Lakitu at the beginning of this level so you won't have to worry about him until later on. Next, drop down into the water to find a question mark block hiding a powerup. Punch up the RIGHT side so you won't have to work hard to get it. Head down the hole to the right, and proceed right afterwards and move past all of the obstacles well, my friend. Jump on Lakitu if he's giving you a problem from above with his Spinys. Once at the end of this wooden gauntlet you'll find a staircase of huge blocks leading up to this level's exit pipe. Grab the card at the other side and end your second giant AND aquatic level!

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|Level 4-5|
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Stop at the Toad House below if you wish and proceed west, then north, then west, then south, THEN west to enter Level 4-5.

Jump the small gap ahead, then proceed up the giant block steps while dodging the Gargantuan Green Koopa Troopa and the Colossal Green Koopa Para - Troopa. Proceed further, now downwards to fight another Colossal Green Koopa Para - Troopa. Use its shell to hit the block guarding the giant question mark block (that contains a powerup) and jump over the gap ahead to find that Bullet Bill cannons are starting to dominate the area! Be aware, however, that some of these will be Missile Bills, not just Bullet Bills, that will home in on Mario somewhat.

Head forward (collect the powerup from the middle question mark block in the first row) while jumping some gaps, dodging Missile (and Bullet) Bills and leaping over a Pirahnicus Giganticus to come across two cannons right next to each other. Stand on the one on the right and jump straight up to make a secret vine appear! Next, jump onto the really high Missile Bill Cannon to the right and jump to the vine block. Climb the vine and enter the pipe in the clouds! In this secret area we'll find a giant question mark block in the room, with a Tanooki Suit especially for Mario! Trip the P-Switch to make the four blocks in this room into coins, then proceed down the pipe to find a diagonal row of bluish coins. Descend slowly with your tail to get as many as you can, then proceed over a Pirahnicus Giganticus and one last cannon to find the destination pipe. Enter it and finish 4-5... with a free Tanooki Suit!

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|Level 4-6|
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If desired, play the slot machines at the left, and head north to find 4-6. It's unorthodox in that it has a variety of doors - these doors will revert this giant level back to a normal - sized one. If you enter the doors on the normal - sized side, the effects will be reversed. I'm only gonna cover the normal - sized part of this level since it's way easier.

Fight a Colossal Green Koopa Para - Troopa and a Gargantuan Green Koopa Troopa at ground level, then get the Gargantuan Green Koopa Troopa out of the breakable block structure above, then hit the block to the right in the topmost row to get a 1-UP Mushroom! Proceed over a Pirahnicus Giganticus and fight off two Grand Goombas and a Gargantuan Green Koopa Troopa, then enter the door in your midst.

Once you come out of the door, two Goombas will be storming toward you as well as a Green Koopa Troopa. Kill them and fly high into the sky to find some coins and another 1-UP Mushroom before coming down and meeting a Green Koopa Para - Troopa then hitting the wooden blocks at your level to make a Starman appear. Chase and grab the Starman, jump the Pirahna Plant and kill the Green Koopa Troopa. Head to the left of the pipe ahead to reveal three hidden blocks, two of which contain coins and the other holding another 1-UP Mushroom! Next, head forward and fight the two Red Koopa Troopas, then head forward and take care of the variety of Troopas littering the platforms as well as a Pirahna Plant. Just ahead lies the dark area - but watch out for the single Green Koopa Para - Troopa guarding the goal card!

0-----0
|Big Island Second Fortress|
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Big Island's second fortress has two directions nearing the end - one simply leading to the miniboss's lair, and an elaborate trail with some rewards before the miniboss's level. Enter this level, by going southeast, with this in mind.

Start by jumping over the Donut Lifts ahead (make sure you don't stand on one for too long) and come to a Donut Lift platform with a Dry Bones on it and a question mark block above (stomp the Dry Bones, then stand on the Donut Lift he's on to make him drop into the lava below) with a powerup inside. Jump to the Donut Lift platforms ahead and find the one with another Dry Bones walking on it - but don't make it drop into the lava below. Just stomp it, then get a full running start and jump to the next, rather high Donut lift platform. Continue right until you're in an actual hallway with bricks for the floor. Stomp on the approaching Dry Bones in this hall. By the way, at the end of this hall there will be two Dry Bones dropping down the ledge to your level, but they'll hit the breakable - looking block above, which is a tribute to the original Super Mario Bros.. This exact thing happened in that game, except the Dry Bones were Green Koopa Troopas. Anyways, here's finally where your options branch off into two paths.

FIRST PATH

Simply jump onto the breakable - looking block, then up to the ledge where the Dry Bones were. Proceed to the top of the red pipe to end this ridiculously easy yet rather non - rewarding path.

SECOND PATH

Here's the elaborate, big finish to this fortress. Inside the breakable - looking block that the Dry Bones bounced off is a P-Switch, so trip it to make seven bluish coins appear at your left and make an outline of a door. Collect the coins if desired, and immediately press UP on the D-Pad, while inside the outline, to end up in this fortress's big plumbing system. Here there are two types of motioned yellow platforms: one with a specific arrow direction, and one with an exclamation point. The one with the specific arrow direction will ONLY move in that direction. The exclamation point, however, allows you to change direction by jumping on it. (Starts out traveling up, then left, then up, then right, then the cycle starts over.)

For starters, jump on the arrow platform until you can jump a ledge on the right which Mario can jump to. Next, take the exclamation platform until you're high enough to clear the Pirahna Plant, then proceed left and drop next to the Pirahna Plant's pipe. Travel upwards with an arrow platform nearby until you can end up next to another Pirahna Plant's pipe. For a powerup, enter the pipe on the top right (of the Pirahna Plant's pipe) and claim your prize from the question mark block. When you want to progress in the fortress, enter the other pipe, then enter the pipe from here leading upwards.

Big Island's king awaits Mario's aid! Proceed across the new bridge, to the castle, and hear Toad cry out an old message: "Oh, it's terrible! The King has been transformed! Please find the magic wand so we can change him back." This time, we find the king as: a dinosaur / big Donkey Kong wannabe! Time to punish that glasses - wearing freak, Iggy. Mario dramatically climbs the battleship as it leaves port...

From the start, jump over two Exhaust Ports (collect the three coins above if you can) and now you'll have a choice of taking a Bolt - Lift to the other side, but don't as it travels over THREE vertical Exhaust Ports. Just jump over these by taking the lower route. Next, jump the small gap and there will be three Exhaust Ports that close Mario in. Crouch under the vertical one, then immediately jump on top of the horizontal one at the right. Quickly jump to the left, where the Rocky Wrench is, and grab the powerup from the question mark block.

Jump to the next rather high ledge (where you're one space away from Exhaust Port fire and the ground below) and when you can see the high ledge ahead, wait for the Exhaust Port to stop firing, then leap to that high ledge ahead. You'll be glad you did, so you don't have to mess around with the "invisible gap" and the vertical Exhaust Port below. Jump off, when they're cleared, to lower ground.

Hop over the vertical Exhaust Port ahead and we'll come to an elaborate, dangerous section of Exhaust Ports. Wait for the first Exhaust Port above to stop firing, the duck - jump to the ledge where it would normally spew flames at Mario. When the next one up stops, immediately jump to a ledge where Mario doesn't get burned. Once both high Exhaust Ports above take a break from spitting out fire, immediately jump past them to the higher ledge, and we'll find that good ol' unorthodox white pipe - but wait! Before you enter, wait for the battleship to move far enough so you can get the powerup waiting inside the previously hidden question mark block! Now, proceed with caution into the white pipe to find the nerdy - looking, and fourth Koopa Kid Kommanding Officer: Iggy Koopa!

B O S S : I G G Y K O O P A

Iggy, who's extremely nerdy - looking, has the king of Big Island's wand in his possession. Here's the layout of his room:

```

| |                               | | | | | | | | | | | | | | |
| |                               | |
| |                               | |
| |                               | |
| |                               | |
| |---+      +---+              | |
| | | |---+| | | |---+          | |
| | | | | | | | | | | |---+---+ | |
| | | | | | | | | | | | | | | | |
+-----+

```


Iggy is very similar to his younger brothers, Larry and Morton, as far as battling goes, but he has a few real advantages that they didn't have. In addition to uneven terrain in this chamber, Iggy fires his evil magic rings off in machinegun fashion, and also jumps extremely high like his sister Wendy. Fireballs aren't recommended here, so your best bet of putting him out of commission is to just stomping on him three times with mad skill. Once he's had enough, grab the king's wand and fall back to the throne room!

Back in the throne room, the king is... a turbaned, Ghandi mimic! He'll give us the letter, as usual, from Princess Toadstool:

```
-----  
|Greetings.                |  
|                            |  
|The thief who stole the whistle has |  
|escaped to the east side of the sand |  
|dunes.                     |  
|                            |  
|I have enclosed a jewel that helps  |  
|protect you.               |  
|                            |  
|                - Princess Toadstool. |  
-----
```

From the princess, we'll achieve a much sought - after P-Wing! Now it's time to take a trip to the fifth world... which houses the sacred Kuribo's shoe and an unorthodox two - screen style!

```
-----  
-----
```

C H A P T E R 5 : T H E S K Y

Story Notes: Big Island has been reverted back to its original state... three countries remain! Mario has set off to a cloudy island, where a king should be... but there is no castle on this island! All that lies in Mario's midst is a giant, spiraling tower that seems to "touch" the sky itself...

WELCOME TO THE SKY, FOLKS! This chapter will provide a clear explanation of how to proceed unimpededly through.

```
-----  
|                            |  
|  -----                |  
|  MAP KEY                 |  
|  -----                |  
|                            |  
|                            |  
|S = Start Location       |  
|L1 = Level 1 Location    |  
|L2 = Level 2 Location    |  
|L3 = Level 3 Location    |  
|L4 = Level 4 Location    |  
|L5 = Level 5 Location    |  
|L6 = Level 6 Location    |  
|L7 = Level 7 Location    |  
|L8 = Level 8 Location    |  
|L9 = Level 9 Location    |
```

```

|F1 = First Fortress Location |
|F2 = Second Fortress Location |
|P = Pipe Location |
|T = Toad House Location |
|H = Koopa Bros. |
|B = Bridge Location |
|M = Slot Machine Location |
|D = Padlocked Door Location |
|Q = Spiral Tower Location |
|C = Castle Location |
| |
| |
-----

```

The Sky: Part 1/2

```

0--L2---T 0---H
| | | |
L1 P P---0 0---Q
| | |
0B--F1--0 0---H
| | |
---S 0---M---0

```

Part 2/2

```

          T
          |
          P      0--L5
          |      | |
          0D--0--L4---0 S
          |      |
          M---H--F2--0--L7---0
          |      | |
          C--0--L9--L8 0---T---L6

```

The Sky Stats

Number of Toad Houses: 3

House 1 Item Selection: Preset

Items: Tanooki Suit

House 2 Item Selection: Random

Items: Tanooki Suit, Fire Flower, Raccoon Leaf

House 3 Item Selection: Random

Items: Super Mushroom, Fire Flower, Raccoon Leaf

White Mushroom House: P-Wing

Number of Koopa Bros. Groups: 3

Amount of Koopa Bros. in Group 1: 2
Koopa Group 1 Type: Hammer Bros.
Prize: P-Wing

Amount of Koopa Bros. in Group 2: 2
Koopa Group 2 Type: Hammer Bros.
Prize: Starman

Amount of Koopa Bros. in Group 3: 2
Koopa Group 3 Type: Hammer Bros.
Prize: Music Box

```
0-----0  
|Level 5-1|  
0-----0
```

North of the start point lies Level 5-1, so enter to see what's in store for Mario.

This level comprises of two different paths. So, this guide covers both.

```
-----  
|FIRST PATH|  
-----
```

Jump over the Buster Beetle storming toward Mario, and hit the side of the wooden block at the right for a powerup. Jump with caution over the Chain Chomp to come across another one higher up. However, a powerup resides in his domain, and you can bait the Chain Chomp into rushing toward Mario so he can jump past it and quickly grab the powerup, then break the breakable block above. This is incredibly risky, though. Anyways, after that, jump over the next Chain Chomp to meet a new, fierce Pirahna Plant - like enemy: the Nipper. It'll try to "nip" Mario in a very "sensitive place," if you know what I mean. Jump over the three Nippers, then a charging Buster Beetle, then a Chain Chomp.

Once past that, you'll find a row of question mark blocks, the fourth one (from the left) containing a Starman! Collect it, and mow down the Chain Chomp ahead, then fall down the steep slope and exterminate the Nippers and Brown Para - Goomba. Now we're at the end of the level, so grab the card - but watch out for the Nipper!

```
-----  
SECOND PATH  
-----
```

Jump over the Buster Beetle storming toward Mario, and hit the side of the wooden block at the right for a powerup. Jump with caution over the Chain Chomp to come across another one higher up. However, a powerup resides in his domain, and you can bait the Chain Chomp into rushing toward Mario so he can jump past it and quickly grab the powerup, then break the breakable block above. This is incredibly risky, though. To do the second path, you'll have to become Raccoon (or Tanooki) Mario some way.

Break all of the breakable blocks surrounding the wooden block back at the beginning of the level, then build up your P Meter (while watching out for the nearby Chain Chomp) and fly high. Stay aligned with the top of the wooden block to find a secret pipe to go through! Once in this secret room, head below and right to the next pipe for FOUR 1-UP Mushrooms! (Make sure you hit them one at a time, so they don't disappear before you have a chance to grab them.) After collecting them, proceed back into the pipe.

Use an "Airborne Duck" maneuver to proceed into a ridiculously small hallway. Fly right from the gap, and once you're away from it, stop ducking to be forced through the hall to the other side: a secret chamber with a lone chest inside. Open the chest to find a Music Box, and end this level with a much sought - after item in hand!

```
0-----0  
|Level 5-2|  
0-----0
```

Head northeast to enter Level 5-2. If you want to be easy on yourself, come in with a Raccoon (or Tanooki) suit.

This level comprises of two different paths. So, this guide covers both.

```
-----  
|FIRST PATH|  
-----
```

This is the easier way through this level that I recommended a tail for. Fall down the pipe and stay exactly where you are - don't press anything on the D-Pad and you'll be bouncing on a music block. Bounce to the next one over (don't worry about the powerup that pops out) then bounce to the top of the breakable blocks. Make your way to where the pipe is above and take it, but watch out for the dropping Green Koopa Troopas.

Slide the three Goombas ahead on hills out of commission, and take the first pipe you come to - this secret room houses a powerup (left block, bottom row) and a giant question mark block, with three 1-UP Mushrooms waiting inside! After you're done in this room, enter the low pipe. Watch out for the Green Koopa Para - Troopa while taking the four coins from the question mark blocks ahead. Just afterwards lies the exit pipe - grab the goal card at the other side to finish this level!

```
-----  
|SECOND PATH|  
-----
```

Proceed down the pipe, and fall down this deep room while taking the frequent coins along the way. Once finally at the watery bottom, take the middle pipe.

Once down here we'll find a Buster Beetle holding a White Block to throw at Mario. Stay close to him so the arc of the White Block won't hit you, then dispose of the Buster Beetle. (Use the White Block ahead to your

leisure.) Afterwards, dodge two Pirahna Plants, a White Block - equipped Buster Beetle, then pass under a Pirahna Plant and over a Venus Fire Trap.

Watch out for two Buster Beetles on different ledges ahead, then make your way past two more Pirahna Plants and two more Buster Beetles to the exit pipe. Enter it, and another goal card is yours!

```
0-----0
|The Sky First Fortress|
0-----0
```

This fortress is pretty much completely useless. All it does is build a bridge between the starting location and itself, and this will only probably help if you get a GAME OVER. But there are a few 1-UPS hiding inside. If you must blow it to bits, first get the Tanooki Suit from the Toad House ahead, then enter the south transport pipe to end up across from the earlier levels. Proceed southeast to find the fortress.

Jump across a vat of lava where a Podoboo lives, then make your way past a RotoDisc and a Thwomp to find a few breakable blocks. A powerup resides above them. If you are Super Mario, (or better) it will turn you into Raccoon Mario, needed for a secret 1-UP. Break all of the blocks except one (leave it as a step) and jump up that one to get the Raccoon Leaf. Now go left under the Thwomp again, then rev up your P Meter so you can fly up the twisty path, above the powerup, to a pipe. The secret 1-UP Mushroom is just above the middle of the "coin arrow" (you'll have to fly to get it) so grab it as well as all of the coins inside this chamber. Once done, descend down the other pipe. Skip the next paragraph to resume the guide.

If that secret doesn't seem to appeal to you, (it's almost a mountain of work for a molehill of a reward) go past the two RotoDiscs then punch the block to the left of the waiting Thwomp for a powerup. Continue right afterwards and make your way between the "twin" RotoDisc attack.

Remember, to stop the persistence of the Boo Diddly temporarily, look him straight in the eye. Anyways, jump to the ball that the RotoDisc is surrounding, and wait for the Thwomp ahead to slam into the ground. If the RotoDisc isn't in your way, immediately jump past it and over the Thwomp. Continue to find another RotoDisc and Thwomp, but now they're arranged differently. Pass them the same as the last couple, then proceed over the lava pit to meet another Thwomp, but it's more difficultly placed. The Thwomp is over a space exactly as big as itself. There are three decent methods to do this: pass through his territory BEFORE he has a chance to crush Mario, (easiest to do) jump toward him and then jump back to bait him, (not too difficult) or jump onto the side of the platform so he just barely misses you. (Hardest to do.) Afterwards, jump to the next ledge and enter the door to get to Boom - Boom's lair!

M I N I B O S S : B O O M - B O O M

With no advantages this time, (Boom - Boom can't fly, and his room has no platforms to limit your jumping ability) Boom - Boom is ridiculously easy! Fire him up in the hole, or give him three concussions then get his ? Crystal!

0-----0
|Level 5-3|
0-----0

YES! The sacred, almighty, super-dee-duper Kuribo's Shoe is waiting for you in this truly awesome level! Proceed far southeast of the first fortress to find the great land and enter.

Proceed down the pipe ahead of Mario, then jump over a Spiny and a Venus Fire Trap. Afterwards we'll come across a Kuribo's Goomba, discriminating the holiness of the Kuribo's Shoe! When it's on top of one of the breakable blocks next to the Venus Fire Trap's pipe, punch it from below and gain the ultimate powerup!

You can basically do anything you want while in the possession of the green relic, including stomp all the enemies here out of commission, including Spinys, Bomb-Ombs, and (get this!) Pirahna Plants! You can even proceed over fields of Munchers without any worry! This is truly the powerup and experience to beat! Keep on stomping until Level 5-3 is done - but at that point, Kuribo's Shoe will go away! If only there was a way to keep it forever... if there was I would definitely find it ;)

0-----0
|Spiral Tower|
0-----0

A strange, fortress - type level in a lengthy fashion. Proceed east, then southeast to enter the original Spiral Tower. Note that a secret exists that requires a P-Wing to acquire only a single 1-UP Mushroom.

Proceed past a set of four RotoDiscs, one of them rotating around a question block which holds a powerup. Enter the pipe at the end of this hallway, then run past two Thwomps to the next pipe. At this outside part of the Spiral Tower, kill the two Piledriver Micro - Goombas and, if you have a P-Wing, fly to above where all the blocks are surrounding the pipe. A lone block floats here, housing a 1-UP Mushroom. When done, enter the pipe.

A Thwomp and a RotoDisc reside in this hallway, with a gap of spikes between them. Bait the Thwomp into coming down, then jump over the spikes while it's going back up. (If the RotoDisc is out of the way of course.) Proceed to find another gap of spikes, so jump over it and take the pipe above. In this small and empty room, take the next pipe up.

Mario will end up on top of the Spiral Tower. Knock the Red Koopa Troopa ahead to the depths below, and punch the second block (from the left) to make a vine appear! Climb it to wherever it is taking Mario, then find that we're high into the clouds. Jump to pipe above, and Mario will end up high in the sky, in the REAL fifth world!

0-----0
|Level 5-4|
0-----0

If you have the flying capability, then this level is gonna be extremely easy. If you don't, it won't be such a walk in the park. Head southeast

from the top end of the Spiral Tower to enter Level 5-4.

FIRST PATH

Here's for those who have the flying capability. Rev up your P Meter and, while watching out for the quickly rotating platform, fly high and far to the right. You should end up on a line of very high clouds. Collect the coins while traversing the clouds, and when there isn't any more, slowly descend with your tail to where the Green Koopa Para - Troopa is to end this ridiculously easy path!

SECOND PATH

For the non - flyers, you're doomed if you're an amateur. Grab the powerup from the question mark block and jump over the gaps between the clouds ahead (while watching out for the rotating platforms in between) until you come to a still platform. Make a full run from the cloud you're on to it. Don't let it lean too far while Mario is on it, or he'll fall into the chasm below. See the rotating platform ahead, that momentarily stops rotating? As soon as it's temporarily done rotating, hop off it to another tilting platform and then a cloud.

Jump over the gap and rotating platform to the left side of the waterfall, then leap over the waterfalls until you come across yet another tilt platform. Now there will be another rotating platform that temporarily stops, then another tilt platform, then another temporary stopper. Traverse the dangerous platforms with caution, and jump to where the Green Koopa Para - Troopa is to end this difficult path!

PATHS JOIN HERE

Please note that at this part of the level, it's possible to perform "The Koopa Troopa Fake Stomp" 1-UP maneuver! See Tips And Tricks for more details. When you're ready to leave this 1-UP factory, proceed into the exit pipe ahead to find Lakitu hovering overhead on the other side. However, if you let him throw four Spinys onto the clouds (the most Spinys that are allowed to be on a screen is four) while you get the goal card, quite a few points and a free 1-UP will be yours!

0-----0
|Level 5-5|
0-----0

If you're a good coin collector, you'll get one of the rarest and most loved items ever to grace Super Mario Bros. 3! Proceed east, then northeast to find Level 5-5, your second adventure in the sky. One note: if you want the White Mushroom House to appear, come in here with a tail. Trust me. In fact, that's the level I'm outlining. This level requires a minimum of 28 coins to make your prize materialize.

This whole level is made up of Donut Lifts for the ground. Avoid the two Green Koopa Para - Troopas and a Brown Para - Goomba (it has Micro - Goombas) to come across two pipes blocked by breakable blocks. (By the way,

back where the wooden blocks are, the top one holds a powerup if you bump it. Break the blocks above the one at the right - hand side and proceed down it. Fall down while collecting the many coins, and hit the giant question mark block for a much sought - after Tanooki Suit! Afterwards, proceed up the pipe to the right.

Break the blocks in the structure to the left, and the topmost left one holds a coin. If you get hit by Hanging Pirahna Plant fire or whatever, hit the right block to get a powerup. Also, hit the nearest wooden block on the ground for a powerup. Afterwards, head left past some Pirahna Plants to find a "bridge" of Donut Lifts. Collect the coins around it and proceed left, past some Pirahna Plants and Para - Troopas (be careful of the Donut Lifts) to find the dark area. Grab the card inside and finish 5-5! Now, if you were truly tenacious in your coin collecting, a White Mushroom House will appear, with a shiny P-Wing as your prize!

Please note that if you go back into the Tanooki Suit room and come out, the coin blocks will be reset! Keep doing this trick until you have enough coins for the White Mushroom House to appear!

```
0-----0  
|Level 5-6|  
0-----0
```

Ah, the infamous Para - Beetle level. Play the slots and stop at the Toad House if desired, and proceed directly south to enter the chasm filled clouds.

Please note that the Para - Beetles are NOT YOUR ENEMIES! Mario will only be hit if he whacks them from below. But actually, they're here to help him traverse the chasms. I'd definitely recommend a tail for this level if you don't want to fall into the depths far below.

While traversing the Para - Beetles, if possible, collect the coins above the chasms. Be sure to get the powerup near the Red Koopa Para - Troopa a little bit farther into the level. Use the note blocks ahead to bounce onto the wooden platforms.

Continue to bounce around and collect coins until you find some breakable - looking blocks. The one second to the right hold a P-Switch to activate. (Trip it.) Afterwards, jump across some larger ledges to find a Fire Chomp, so avoid or kill it. When the screen scrolls over enough we'll find the exit pipe, so take it, and come out to an area where Lakitu is hovering about. Grab the goal card at the dark area to finish 5-6! However, if you let him throw four Spinys onto the clouds (the most Spinys that are allowed to be on a screen is four) while you get the goal card, quite a few points and a free 1-UP will be yours!

```
0-----0  
|Level 5-7|  
0-----0
```

Stop west at the Toad House if desired, then proceed east, then northwest to get to Level 5-7.

Jump over a Green Koopa Troopa and dispose of a Piledriver Micro - Goomba guarding a powerup waiting in a wooden block. Continue right to deal with a Venus Fire Trap and five more Piledriver Micro - Goombas.

And then Lakitu will start to attack. Dodge all the Piledriver Micro - Goombas and Bullet Bill Cannons that obscure your way to the exit pipe, and tear through it. Lakitu will be out here, near the dark area like before, so avoid him and his Spinys while you grab another goal card! However, if you let him throw four Spinys onto the clouds (the most Spinys that are allowed to be on a screen is four) while you get the goal card, quite a few points and a free 1-UP will be yours!

```
0-----0
|The Sky Second Fortress|
0-----0
```

Please note that in the original NES port of Super Mario Bros. 3, the lava hallway's ceiling is not made up of lava, but Podoboos will still come out. In Super Mario All Stars, the ceiling IS made up of lava and Podoboos still do come out. Proceed directly west from 5-7 to find the lava - based fortress.

First jump over to the small block, and then the pipe. Take it down to find a hallway where Podoboos come from both the lava below AND the ceiling. Jump to the right across the gaps, while watching out for Podoboos below and above Mario. When you come to the question mark blocks, go on top to avoid the Podoboos below and punch up the last block in the row for a Starman.

Head right across the gaps, with Starman in hand, to find more Podoboos and a Boo Diddly. You should be able to knock it out of commission with your invincibility. Note that if your Starman power has run out by now, you'll have this guy on your back throughout the rest of this fortress, other than the Boom - Boom battle. Anyways, jump across the multitude of small bridge - type platforms (while watching out for the surrounding Podoboos) to find a powerup and a coin inside two question mark blocks, then proceed across the broken bridge (while watching out for the surrounding Podoboos, a Dy Bones, and a Boo Diddly) to reach the pipe leading to Boom - Boom's lair! Just make sure you jump over the vat of lava once you're up there.

M I N I B O S S : B O O M - B O O M

Again, Boom - Boom has no jumping obstructions, but he will attempt to wing to the skies this time. Be careful of that, and crush his skull or burn him to death to find his ? Crystal!

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0-----0
|Level 5-8|
0-----0
```

Lakitu will constantly annoy you throughout this rather short level, so I'd suggest just running through it like crazy. But that's just me. Anyways, go south from the wrecked fortress to find Level 5-8.

Jump to the cloud with the question mark blocks ahead to find a powerup in the third one. A few clouds later, Lakitu will start raining Spinys

Mario will fall back to The Sky's castle, with wand in hand until he reaches the throne room. The king looks like... a crowned Santa Claus wannabe! He'll give Mario the letter from Princess Toadstool as usual...

|Greetings. |

| |
|Be careful in the Ice World. The |
|creatures trapped in the ice will come |
|to life if warmed. |

| |
|I have enclosed a jewel that helps |
|protect you. |

| |
- Princess Toadstool.

Princess Toadstool has given Mario a useful Jugem's Cloud this time around, as he prepares to set off to an icy land!

C H A P T E R 6 : I C E D L A N D

Story Notes: Only two countries in The Mushroom World remain! Mario has descended from The Sky to Iced Land, just below. Normally, it would be a graceful, icy spot to hang out... until the wannabe circus performer Lemmy Koopa turned it into a freezing nightmare. It's up to Mario to put an end to this AND save the king...

WELCOME TO ICED LAND, FOLKS! This chapter will provide a clear explanation of how to proceed unimpededly through.

MAP KEY

|S = Start Location |

|L1 = Level 1 Location |

|L2 = Level 2 Location |

|L3 = Level 3 Location |

|L4 = Level 4 Location |

|L5 = Level 5 Location |

|L6 = Level 6 Location |

|L7 = Level 7 Location |

|L8 = Level 8 Location |

|L9 = Level 9 Location |

|L10 = Level 10 Location |

|F1 = First Fortress Location |

|F2 = Second Fortress Location |

|F3 = Third Fortress Location |

|P = Pipe Location |

|T = Toad House Location |

|H = Koopa Bros. |

|B = Bridge Location |

|M = Slot Machine Location |
 |D = Padlocked Door Location |
 |R = Rock Location |
 |C = Castle Location |
 | |
 | |

```

-----
                T                P---0--B0
                |                |
          0--L2--0--RP          0---0--0          L9-0--0
                |                |                |                |
---S--0--L1--M          HD--0---P  0--L6--0  F2--0  L8--0--0  F3B-0D--0B--0B--0---C
  |      |      |      |      |      |      |      |      |      |
  P      0B--0--L3  M--L4--0  T      H--0R--0--L7          0-0-L10
                |      |      |      |      |
                0--L5--0---H--M--0
  
```

Iced Land Stats

Number Of Toad Houses: 2

House 1 Item Selection: Preset

Items: Hammer Bros. Suit

House 2 Item Selection: Random

Items: Super Mushroom, Fire Flower, Raccoon Leaf

White Mushroom House: Anchor

Number of Koopa Bros. Groups: 3

Amount of Koopa Bros. in Group 1: 2

Koopa Group 1 Type: Hammer Bros.

Prize: Hammer

Amount of Koopa Bros. in Group 2: 2

Koopa Group 2 Type: Hammer Bros.

Prize: Jugem's Cloud

Amount of Koopa Bros. in Group 3: 2

Koopa Group 3 Type: Hammer Bros.

Prize: Starman

```

0-----0
|Level 6-1|
0-----0
  
```

Directly east of the start point lies some icy peril. Enter the sixth world's first level.

Please note that the whole ground is made up of ice, and it's gonna be a slippery ride. Proceed right to achieve a powerup from the question mark block, then jump between the Ptooiie and its spike ball when you have the

chance. However, if you are Raccoon (or Tanooki) Mario, don't bother with the powerup and fly high into the sky (between the two Ptooies here) to find a door that leads to a secret room with a P-Switch on the other side of it. (Duck - Slide under the ice blocks to get to it.) Trip it (Duck - Slide back) and collect the giant bounty of bricks turned coins. If you were to slow, you'll need to use your tail to get through the breakable blocks. Take the door at the other side afterwards.

If you didn't take this aerial route, then proceed past one stationary Ptooie and a walking Ptooie, a Venus Fire Trap, two more Ptooies, (you'll be deposited here if you entered the bonus hallway) a Red Para - Goomba and two more Ptooies. (One stationary and the other walking.) Proceed past the stationary one's pipe to find the goal card and the end of your first icy nightmare!

```
0-----0
|Level 6-2|
0-----0
```

Yahoo! A side - scroller! Proceed east, then northeast to find Level 6-2.

What you'll basically have to do in this level is traverse every cloud. Traverse the first two then jump to an ice platform, then jump to the icy platform below this one where you can use the White Block there to get a powerup from the question mark block. Jump past the brick wall then use the clouds to get to the Red Koopa Troopa's ledge, then go right over the breakable blocks and wooden ledges to find a huge wooden wall.

Traverse all of the clouds up the wall, then knock the White Blocks away on the ledge so you can access the coin block. Go past the Red Koopa Troopa and use the cloud platforms until the screen scrolls down to an icy platform, then descend so Mario is lower than the wooden block structure. Quickly jump to the approaching cloud platform, then the next, then to the left on the wooden structure. Now punch the off - screen block for a 1-UP Mushroom, then keep leaping across from ledges to cloud platform then finally the exit pipe. Burn through and grab that goal card to finish one annoying side - scroller!

```
0-----0
|Level 6-3|
0-----0
```

Head east (stop at the Toad House above for a free Hammer Bros. Suit) then proceed directly south to enter Level 6-3.

Leap onto the wooden platform ahead and duck at the ice wall (if you're Super Mario or better) then stomp the Red Koopa Troopa at the ice platform above into its shell. Take it to the question mark block at the ice ledge below, then use it to gain a powerup. Afterwards, proceed over the small holes in the ice to find two Red Koopa Troopas - but keep at least one alive. See the three breakable - looking blocks ahead? Stomp the Troopa into its shell, stand in the left direction at the farthest block to the right, then kick it to make a vine appear out of the one at the left! Climb it to wherever it's taking you, bounce off the music block to where the vine stopped, then hop to the top of the pipe nearby and descend down it.

Punch the giant question mark block above for a legendary Tanooki Suit! Not only that, but you can break the blocks in the upper left - hand corner to

find a grand total of 30 coins! When done, proceed down the hole you used to get up here, then proceed up the pipe to the right.

Stay glued to the right side of the pipe while starting your descent, then stay at that exact spot while you're falling to end up on an ice platform. Jump across the small, icy ledges as you proceed right, hopping on the wooden platforms as well, (you can use the second platform to get a 1-UP Mushroom from a breakable - looking block, but it may be a little risky, and then leap over two Red Koopa Para - Troopas to come back to solid, icy ground... and the dark area! Run up and grab the random card to finish the level!

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|Iced Land First Fortress|
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Proceed northwest to find Boom - Boom's ugly new residence.

Start off by finding a Donut - Shaped Platform (don't worry - it doesn't fall) that is your ticket over a lake of lava infested with Podoboos. Time your Platform so it dramatically, JUST makes it past the first Podoboo, and you should be fine with the rest. (And dramatic - but make sure you get the powerup from the question mark block along the way.) While proceeding along with the Donut ride, you'll notice a Hotfoot and three RotoDiscs troublesomely blocking your descent later on. However, to find your way past these easier, jump and hug the wall, then hold RIGHT immediately to find a small ledge with a waiting door. Enter the next hallway from here.

A Dual RotoDisc awaits you in this hallway, so jump over it then cautiously grab the powerup waiting on the other side. Hurry up afterwards to find another Dual RotoDisc as well as a few question mark blocks - but punch up the one at the far left for a Starman! Burn down the path once you have it and then through the door to find Boom - Boom's lair!

M I N I B O S S : B O O M - B O O M

If the Starman has lasted you the whole way through, just smack Boom - Boom to defeat him! (You also get a COOL upside - down ? Crystal!) Otherwise, Boom - Boom can fly this time around and there are two very small jumping obstructors in the middle of this room. Three stomps or ten fireballs will get you a ? Crystal, and another destroyed Koopa fortress!

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|Level 6-4|
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With the padlocked door to the right now unlocked, proceed with caution just past the now destroyed obstruction, then southeast (play the slots if desired) to find the next level of Iced Land.

Jump over the rotating platform for starters, then jump to the right again over a gap with a rotating platform inside to boot. While dodging the Goombas approaching, (you can go down the ice stairs for a 1-UP Mushroom, but it's a little bit risky) proceed over yet another gap to

find a moving wooden ledge, but remember to jump over the ice wall ahead. However, Coin Heaven is accessible from here! To the immediate right of the upper right - hand corner of the highest ice block up is the good ol' pinkish - hued block waiting for Mario to hit, then leap high from it into the clouds! Coin Heaven is same as the last time it was possible to get to, but a pipe is in the end instead of a good item. You'll be deposited in an area with several endlessly rotating platforms and a Fire Chomp. Stomp the punk and "carefully" dash through the many rotating platforms until you find the dark area! Grab the card and finish 6-4!

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|Level 6-5|  
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An annoyingly unorthodox level and you'll soon find out why! Proceed east, then southeast to enter the unorthodox level.

Proceed over the ice blocks to the pipe, which leads to an infinite cycle of an area underground. You'll first find three charging Buster Beetles, then a question mark block over some White Blocks with a Buzzy Beetle on the other side. Counterattack him with his own white blocks, then proceed to find two Buster Beetles - one with White Blocks and one without - and a Green Koopa Troopa down a slope trapped by a few White Blocks. He'll be crucial to your success, as your only way to finish the level. Anyways, proceed over a Venus Fire Trap then into the pipe beside it to find an space enclosed by ice with a question mark block containing a powerup inside. Enter the other pipe in this icy area to end up near the beginning of the cave, with all enemies, blocks and such reset.

First off, you'll need to kill all of the Buster Beetles in this cavern, WITHOUT KILLING THE GREEN KOOPA TROOPA. Next, you'll need to be Raccoon (or Tanooki) Mario to find your goal card. If you messed up somewhere in the above steps, you'll need to enter the icy section (grab the powerup if needed) and reset the cave. Do these steps with great precision. Finally, get rid of all the White Blocks before the ones near the Green Koopa Troopa. With the very small wall of blocks to the left of it, kick away the low and the middle ones TO THE LEFT and then stomp the Koopa into his shell. Remember you'll somehow need to be able to fly to pull this off.

Grab the Green Koopa Troopa's shell, rev up your P Meter, then fly up the passage above where the Troopa originally was (annoyingly, you'll need to fly and keep the shell at the same time) and land on the ledge of breakable blocks. (And a wooden block.) Kick the Green Koopa Troopa's shell down to the right, which will allow Mario to proceed through the exit pipe, and kill the two Nippers guarding it. Burn up the pipe, and grab the random card to finish this annoyingly unorthodox level!

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|Level 6-6|  
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A watery, freezing cavern. Gain the item that the above Toad House has to offer, then proceed east, directly north, then west to get to Level 6-6.

Enter the icy pipe and we'll find Mario in yet another cave. However, there are two pathways to take. The top one has a powerup in a small area, guarded by a Spike, a Red Cheep - Cheep that hops in and out of all the

small pools of water, and yet another Spike underneath it. The lower passage leads to the rest of the level, so take the steps down to find two more Red Cheep - Cheeps, a Pirahna Plant over the Cheep - Cheep's pools, and a Spike.

Jump up the ledge next to the vanquished Spike to find a Venus Fire Trap and a Hanging Pirahna Plant, guarding an underground lake. Swim past the Green Cheep - Cheeps to find a small pocket of oxygen and a dead - end. (Punch out of the water one space from the right for another free 1-UP Mushroom.) Continue to the right to find a powerup, (it's in the question mark block on the right - hand side) followed by falling down a ledge. Swim carefully past another school of Green Cheep - Cheeps and you'll soon find a lot of Pirahna Plants in various pipes, (they'll pop out no matter how close you are, so beware) and a lone Green Cheep - Cheep before finally proceeding out of the cavern lake. All that stands between you and the exit pipe is three Spikes, a Venus Fire Trap, a Red Cheep - Cheep with pools of water for jumping, and yet another Spike. Proceed through the exit pipe, and all that stands between you and the goal card is a Spike!

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|Level 6-7|  
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If you're a good coin collector, you'll get one of the rarest and most loved items ever to grace Super Mario Bros. 3! Make your way northeast twice, directly east, then north to find the next obstruction that Lemmy Koopa has to offer. This level requires a minimum of 78 coins to make your prize materialize.

One very challenging side - scroller, you need to have dead - set skill and agility to collect all of the waiting coins. Leap onto the Donut Lift ledges, and underneath the second one on the right - hand side there's three coins. Drop so you acquire them then jump to the next ledge. Collect the powerup up from here (in the question mark block) then fall down the Donut Lift at its level. Jump to the next Donut Lift ledge, slay the Fire Chomp, and fall down with the two Donut Lifts on the right to grab six coins before hopping to the right. From the Donut Lift here, fall and collect three coins, then immediately jump to an icy platform with three coins awaiting Mario above.

Leap to the Donut Lift platform over to the right - hand side, and make the one at the right fall so you can grab three coins before jumping to the Donut Lift ledge with a question mark block above it. Punch it to get a coin, then jump to the next ledge and fall down the Donut Lift at the right - hand side to get four coins. Jump right afterwards to get more coins before hitting the block to get a coin. Jump above and get the coins, then hop to the right and punch the question mark block for a powerup. By the way, it must be a Fire Flower for your White Mushroom House chance to continue.

Use the Donut Lift above to fall down below and acquire both columns of coins with the other Donut Lift around after climbing the two ledges. Next, quite a few Donut Lift ledges with coins underneath beckon, so traverse them upwards (while collecting the awaiting coins under the Donut Lifts, of course) then collect the four coins above the highest platform (that's NOT a Donut Lift ledge) while watching out for the Fire Chomp.

Hop up the single Donut Lifts to find an icy ledge with another single Donut

Lift in it. Wait for the screen to scroll over as much as it can, and you'll see some music blocks (two, to be exact) leading to the exit pipe. Fall down the Donut Lift in the ice ledge, then immediately jump to the music blocks and bounce to the pipe. Remember, you needed to reserve the Fire Flower, collected earlier, to be able to make the White Mushroom House appear. With it, collect the icy golden goodness of 33 coins, but watch out for the Green Koopa Para - Troopa. Also, punch once space to the left of the frozen treasure to find an invisible coin. Afterwards dash to the right, and grab the random goal card to finish Level 6-7! Now, if you were truly tenacious in your coin collecting, a White Mushroom House will appear, with a shiny Anchor as your prize!

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|Iced Land Second Fortress|
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Proceed west, then northwest to the beckoning fortress above. Please note that this fortress is almost completely frozen, and it's gonna be an icy ride.

A Boo Diddly and a horizontally - moving Thwomp welcome you to this fortress. Rush under the Boo Diddly and fall under the horizontal Thwomp as quick as possible to avoid being crushed. Hit the question mark block ahead for a powerup, and when the Thwomp above is horizontally resetting to the left, take the opportunity and jump through the space to the right and then fall down the two ice gaps ahead, but watch out for that next horizontal Thwomp.

Another horizontal Thwomp is on the way above, and while it's resetting, duck - slide under the small space. (If you're Super Mario or higher.) Proceed past the Dual RotoDiscs, and grab the powerup from the question mark block above if possible. Afterwards there are quite a menagerie of obstacles: a horizontal Thwomp, a Dual RotoDisc, and a Boo Diddly are on the way. While the Thwomp is resetting, watch out for the Boo Diddly and stay on the lone ice block that stops the Thwomp. (Be careful not to slip off.) When it's safe to move past the Dual RotoDisc, quickly do so and find another horizontal Thwomp below. While it's resetting jump into its line of fire, and when it's coming toward Mario, jump over it and into the gap below. Run to the right at top - speed and the immediately jump when there's an opening in the ice so the final horizontal Thwomp here can't pose as a hazard. Enter the door to find Boom - Boom's icy chamber!

M I N I B O S S : B O O M - B O O M

Boom - Boom starts this time on an elevated ledge at the right side of the room. This and two other small ice blocks obscure your jumping ability, and add in the icy floors: it all sums up to Boom - Boom having extreme advantage. However, he won't wing to the sky this time. Try to make this as short and least slippery as possible (three head traumas or ten fireballs to bring him down) and finally grab the ? Crystal afterwards!

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|Level 6-8|
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North, directly east, then finally south are the directions to 6-8.

A grass level? I thought this was an icy country in The Mushroom World. Anyways, use one of the White Blocks above to hit the question mark block, (for a powerup) then jump over the Ptooie while its spiked ball isn't high to move on. Go past five Nippers, (some are stationary and some walking) three Spikes, and a Buster Beetle to come across quite a few White Blocks. Knock away the White Blocks surrounding the question mark block, duck - slide underneath to get a powerup, but watch out for the Buster Beetle on the other side of the screen, throwing White Blocks at Mario.

You'll come to a group of White Blocks shaped like the letter H, and a Buster Beetle will chuck one at Mario. Counterattack him with a White Block at your side, then proceed through the summit ahead, past the three Nippers and one Buster Beetle. Next, Mario will come across a wooden platform with two more Buster Beetles and a White Block for each. Kill them off, and if you're Raccoon Mario, knock the White Block away below the higher breakable block, and punch it to find a P-Switch. Press it, then fly straight up to find a huge number of breakable blocks, turned coins of course, for a limited time! Grab all of them, then head right back down to find the awaiting goal card to finish Level 6-8!

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|Level 6-9|
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Go directly east, then north to get to Level 6-9.

This level comprises of two different paths. So, this guide covers both.

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|FIRST PATH|
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If you have a P-Wing, or even have the flying capability at all, this is so easy. Fly over the icy wall and beat the Red Koopa Troopa up, then hit the breakable - looking block for a secret 1-UP Mushroom. Proceed forward, fall down the ice wall ahead to the ground, and grab the random goal card to finish Level 6-9!

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|SECOND PATH|
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Aquatic peril awaits down the pipe. Enter it to find a Green Cheep - Cheep to swim past, and then the first Nanny Blooper that uses the kid scatter attack. Dodge it and quickly jump to the wooden block above. Clear the Muncher field, wait for the Hanging Pirahna Plant to retreat, and leap to the next far ledge, next to another Muncher group.

Clear this second Muncher field, grab the powerup hidden in the music block, and then dash over the Munchers below while the Pirahna Plant is withdrawn to get back into the water. Swim past a Green Cheep - Cheep and go onto the wooden block, (beware of the Nanny Blooper's attack) then jump over the few guarding Munchers to another ledge with a breakable - looking block waiting above. Hit it to reveal a P-Switch, then go down to the left of this ledge onto the wooden block column. Jump just to the left off here to find a hidden block. Climb to the P-Switch, (accessible via the newly - found block) trip it, and collect all the Munchers -

they've been turned coins! Afterwards, clear a Pirahna Plant, hop onto the Venus Fire Trap's pipe, (when it's retreated, of course) and jump into the pipe above it to come out at the dark area. Grab the goal card and finish this level!

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|Level 6-10|
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Proceed a ways northeast to get to Level 6-10. Note that this level is literally a "1-UP Factory." See Tips And Tricks for more details.

Beat up the two Red Koopa Troopas after jumping the ice blocks, then come to two more Red Koopa Troopas to kill. Punch the question mark block to gain a powerup, then counterattack the pitiful Buster Beetle ahead as he gets through the wall of White Blocks. Afterwards, kick the White Block away that's blocking the right breakable - looking block at Mario's left, then duck - slide under and hit it to make a vine appear! Climb it high to the sky, then hit the block at the left side for a P-Switch! Trip it, and collect the huge wall of blocks turned coins ahead! Afterwards, kill the lone Buster Beetle, then proceed to find four frozen Munchers guarding a pipe. Unfreeze them (if you're Fire Mario) and collect them as coins, then proceed down the pipe to find an underground chamber with a Hammer Bros. Suit hiding inside the giant question mark block!

Collect all the coins awaiting Mario in here, then exit to find a Red Para - Goomba. Clear it, and jump the ahead gap to find an area populated by block - wielding Buster Beetles. All that stands between Mario and the dark area after that is a rotating platform and a Red Koopa Troopa. Jump off the Troopa's icy ledge, then run and grab the goal card to put a finish this level at top speed!

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|Iced Land Third Fortress|
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Iced Land's third and final fortress. How good is Boom - Boom's security system this time? Anyways, proceed northwest to it.

Head right (don't hit the spikes above) and jump over a Dual RotoDisc. Go onto the conveyor belt, then jump past another Dual RotoDisc, but watch out for the two Boo Diddlies. Go onto the Stretch ahead, and gain the powerup, if you're daring, then go past another Stretch a few steps away. Watch out for the awaiting Boo Diddly.

Proceed under the next Stretch ahead, then jump to the conveyor belt ahead. Avoid a RotoDisc, a Thwomp (move against the conveyor belt) and another RotoDisc before jumping off the conveyor belt. Now there is a set of two Stretches and a Dual RotoDisc over a bed of spikes as your new blockade. Use the Stretch to leap over everything, then enter the door. Mario will fall into a deep room with three Boo Diddlies. Stay at the right side of this room, and look right at the Boo Diddlies to keep them away until the room rises to a doorway. Proceed through it to find Boom - Boom's diabolical chamber!

MINIBOSS : BOOM - BOOM


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Lemmy is very similar in fighting style to his sister, Wendy. He'll release three star - adorned balls, while balancing on one of his own. Similar to Wendy's bracelets, they'll ricochet at right angles off the room's sides. However, you can bounce on them without getting hit, (they're pretty slow, too) and Lemmy also can't jump around the room. It shouldn't be too much of a chore to win over Lemmy, so use the bounce from the balls to your advantage and simply stomp him three times (or feed him 15 fireballs, which is pretty easy considering this room is flat - floored) and seize the wand from the terrible circus Koopa Kid!

Mario will be seen as usual falling through the sky to the throne room, and the king of Iced Land kind of looks like a mole himself with that weird mustache. The purple - robed king will give Mario a letter (and treasure) from the Princess:

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|Greetings.           |
|                     |
|I am well. Please retrieve the Magic |
|Whistle hidden in the darkness at the |
|end of the Third World.           |
|                     |
|I have enclosed a jewel that helps  |
|protect you.           |
|                     |
|           - Princess Toadstool.    |
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A P-Wing has been enclosed this time around, yahoo! Mario saves this item as he heads off to a large group of islands populated by pipes and Pirahna Plants - the final country of The Mushroom World!

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CHAPTER 7 : PIPE MAZE

Story Notes: Mario is ever so close to saving the world - only the mysterious Pipe Maze remains! Pirahna Plants seem to unfortunately love this environment... thanks to Ludwig Von Koopa, the Koopa Komposer!

WELCOME TO PIPE MAZE, FOLKS! This chapter will provide a clear explanation of how to proceed unimpededly through.

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|Level 7-1|

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Directly south of Pipe Maze's start point lies its first, annoying level. Enter to see how good Ludwig Von Koopa has done with his obstructions.

Proceed into the door to find a Red Koopa Troopa to deal with on a tiny pipe. Take care of him and hit the three question mark blocks above for coins. Afterwards, leap up the pipe to the left and then, while timing correctly between the vicious Pirahna Plant attacks, proceed left and get up the twisty pipe. Above here, if you jump up around the three question mark blocks, (incredibly difficult, unless you can fly) a 1-UP Mushroom will be yours! Whether you acquire it or not, enter the pipe to the right, and use the Red Koopa Troopa up here to hit the question mark block at ground level, for a powerup.

Bounce off the music block onto the pipe, then jump to the breakable - looking blocks, and the tiny pipes where the Red Koopa Troopa is located. Knock it out of commission and carefully time your jumps between the three Pirahna Plants above. Use a dual set of music blocks to jump onto the pipe on the right, and hop off the next one to a few wooden ledges. However, if you're Raccoon (or Tanooki) Mario, then rev up your P Meter at the pipe runway that the Red Koopa Troopa was on and fly straight up the left side of the runway and up the pipe at this height. Not only will you skip the music block section, but Mario can also get a fair amount of coins in this pipe chamber as well. Proceed into the upper pipe when finished.

Directly above the wooden ledge here is a pipe, so enter it, then walk toward the Green Koopa Troopas until you're under an opening in the wooden ceiling above, other than the one with the Red Koopa Para - Troopa of course. While holding the jump button, bounce off one of the Troopa's shells to the top of the ceiling. Collect the six coins floating at this point if desired, then proceed up the exit pipe at the right. Leap over the pipes out here and grab the card at the dark area to finish this first gauntlet of pipes!

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|Level 7-2|

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If you're a good coin collector, you'll get one of the rarest and most loved items ever to grace Super Mario Bros. 3! Enter the transport pipe just uncovered, then proceed south to 7-2. Wear a Frog Suit before you enter the level if you want the White Mushroom House to appear. Also, this level requires a minimum of 46 coins to make your prize materialize.

Leap over the Nipper, then use the White Block on the left question mark block to get a powerup. (Only if you don't wish to find the White Mushroom House though.) Jump over two Nippers and a Venus Fire Trap, then enter the low pipe ahead. In this underground lake, head to the far left, collect the coins, and trip the P-Switch. If you're Frog Mario, with you're amazing swimming skills, swim as fast as you can (hold the jump button to go into "turbo mode") to gain all of the coins possible. If you're anything else,

just give up now. Anyways, head up the pipe next to the one you used to get down here, go past a Venus Fire Trap, and fall into an area where Mario will be trapped beneath (now invisible) music blocks with a Green Koopa Para - Troopa. Punch up to find a music block at any space here. Make sure you punch up ALL of the music blocks, then go down the pipe to the right to find a powerup. Come back up, then go down the pipe at the left to return to the underground lake.

Swim up the same pipe as before when you went back up to the topside, head past the Venus Fire Trap, and traverse the music block bridge. Punch above the music block seventh from the left to get another 1-UP Mushroom! Afterwards, go down the pipe just to the right of the musical bridge, and make your way past two Nippers and a Pirahna Plant for a powerup. Head back up the pipe once finished, then plow a path through a mess of Venus Fire Traps, Nippers, and Pirahna Plants until you get to the far right of this level. Go into the fourth pipe from the right, then finally enter the exit pipe in this petite chamber.

Once outside, head unimpeded into the dark area and grab the card to finish Level 7-2! Now, if you were truly tenacious in your coin collecting, a White Mushroom House will appear, with a shiny P-Wing as your prize!

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|Level 7-3|  
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You may want to head into the northeast transport pipe to find a Toad House. Afterwards, from Level 7-2 proceed through the eastern transport pipe, then head west to get to the next level. A unique thing about this one level is that you can be invincible all the way though it, provided you punch the correct blocks.

Hit the very first visible block for a Starman. Collect it, beat up the four Green Koopa Troopas as Mario heads down the slope, then punch the bottom - left out of these four question mark blocks to acquire another Starman. Slam the two Green Koopa Troopas as well as two of their winged counterparts, then hit the bottom - left question mark block again to gain yet another Starman. Jump up the next hill, then mow down the Spinys as you descend.

Leap over the pipe housing a Venus Fire Trap, and punch the breakable - looking block for your final Starman. Now, just go past everything, watch out for the gaps, and DON'T HIT THE P-SWITCH. The coins it brings aren't worth it. Anyways, watch out for the two Green Koopa Para - Troopas near the dark area, since if you're rushing they may be an even bigger problem than Lakitu. Once you've cleared them, run into the dark area and grab the goal card as fast as you can to finish Level 7-3! However, if you let him throw four Spinys onto the grass (the most Spinys that are allowed to be on a screen is four) while you get the goal card, quite a few points and a free 1-UP will be yours, just like in The Sky!

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|Level 7-4|  
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Ah, the good ol' Spiny Cheep - Cheep level. Head northwest, then west to find this level.

Take either pipe (it doesn't matter which, since they both lead to the same place) and Mario will appear in a gigantic aquatic chamber. Collect the coins if desired, and proceed further to find a Lava Lotus. Swim carefully over it as Spiny Cheep - Cheeps swarm from both directions, and hit the question mark block ahead for a powerup. Swim ahead carefully past Spiny Cheep - Cheeps, Big Bertha, and a Nanny Blooper (who uses the "kid scatter" attack) before entering the "Jelectro Minefield."

The Jelectro Minefield hosts a mass of Jelectros blocking most of the ways through, so timing and patient control are VERY CRUCIAL to your success! Big Bertha will meet you awhile through, so avoid her as best as you can, and at the end two Nanny Bloopers will ambush Mario. When the second one appears, the screen will lower enough to make the ground reappear as well as the Spiny Cheep - Cheeps. Punch the question mark block for a powerup, then collect the few coins here if desired. Next, Mario will find a Lava Lotus to swim over as well as Big Bertha again, this time guarding a small opening. Wait for her to be far to the left, then proceed through as fast as you can. All that stands between Mario and the goal card now is a Lava Lotus, so swim above it and go into the exit pipe to find the dark area. Dash forward and grab the random card to finish the one and only Spiny Cheep - Cheep level!

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|Level 7-5|  
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Proceed directly east to enter Pipe Maze's fifth level. (Play the slots if desired at the west.)

Enter any of the pipes (it doesn't matter which, since they all lead to the same place) and proceed past the two Green Koopa Para - Troopas before heading into the next pipe. Head underneath the two Red Koopa Troopas and go down the next pipe, then knock the Bomb-Omb and Green Koopa Troopas out of commission as you punch the openings in the ceiling above to find blocks, except for the one on the right. Jump into that one opening, then enter the pipe at the right and punch the opening to find a 1-UP Mushroom. However, it can be collected through the strange glitch of going down the pipe when it's partway out of the block, then immediately proceeding back up to gain it, without even grabbing it!

Go into the pipe on the far right (at the ground's level) and take the powerup from the question mark block, then hit the opening to find a block. Afterwards, go back down and enter the pipe next to the one where you found the 1-UP Mushroom (above the low ceiling) and proceed right into the far right pipe, even if you're Raccoon (or Tanooki) Mario. This is because the three Green Koopa Para - Troopas in the lower section can be used for the last "The Stomp Massacre" 1-UP chance in the game! See Tips And Tricks for more information if this sounds intriguing! (Draw them to the left so you have the most spacious area!)

Proceed to the far right, break the breakable block that's not directly below the pipe, and then jump up the pipe. Head right past the Red Koopa Troopa, (if you take the lower route, the Bomb-Omb will hit you due to invisible blocks blocking your escape) go into the pipe, (punch one space to the right of the pipe to find another secret 1-UP Mushroom) and then fall down the big hole when down here. Punch in each space of the hole to make invisible blocks appear, head past the Spiny, and take the pipe on the other side. Make a path through the White Blocks (be careful of the Green Koopa Troopa inside the White Block wall) and then hit the opening above

in all the spaces to make a path. Head past the familiar Red Koopa Troopa, go down the same pipe as before at the right, then go across the new "block bridge" to the exit pipe at the end.

Once outside, grab the goal card from the dark area and finish this torturous gauntlet of pipes!

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|Pipe Maze First Pirahna Plant Assault|
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Voluntarily head northeast to the Toad House, and from 7-5, go east then south into the transport pipe. Head unimpeded west to the Pirahna's trap.

Leap over two Venus Fire Traps, (you'll need running leaps to jump over them) then jump across the gap to find a group of Munchers that will do this pattern: one couple will retreat while the couple next to them comes out of their pipes, and vice-versa. Your job is to make it across this living minefield alive. Try to get farther each time until you arrive at a gap. Make it past a Hanging Pirahna Plant, a normal one, and a Venus Fire Trap. Past the Venus Fire Trap, enter the lowest pipe to discover a chest, containing an extremely useful P-Wing for Mario!

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|Pipe Maze First Fortress|
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Yes, this is in fact the infamous "Coin Fortress!" Proceed northeast to enter the awesome fortress!

This paragraph is for the player who is Regular Mario. Super Mario or better can skip to the following paragraph. Anyways, proceed into the door at the right side of this foyer to end up in an eerie hallway. (None of the normally inhabiting enemies are present.) Head right, to the end of the hall, and enter the door to end up in a chamber with some lava at the bottom. Take a running leap to the right ledge with some question mark blocks above it, (punch for coins) then take another running leap to the left, this time to the ledge with a single question mark block above it. Punch this one for the powerup you need. Now head back to the foyer.

Count over (from the left) to the fourth space of breakable blocks next to the gray platform, then break the blocks there to find a P-Switch hiding in the top one! Trip it, and now you'll have the choice of collecting the slew of coins that just appeared (enter the door to come back to the empty hallway, then enter the door there to come back to the reset foyer) OR proceed into the door - type opening of light that appeared on the gray platform. Unless you have the flying ability already, you'll need to go in here to finish this fortress. Take the vertical pipe inside that door, (the first one you come to) take the coins as you descend, and hit the giant question mark block to transform into Tanooki Mario! Enter the pipe to the right when finished in this room with a much sought - after suit in hand!

You'll be in a familiar room. (If you were Regular Mario.) Descend down to the lower left - hand corner of this room, proceed through the door, and go to the left side of the empty hallway. (You're in the empty hallway right now - just the right side.) Build up you flying meter over here, and fly straight up to find the pipe that leads to Boom - Boom's room! What's

he gonna do now?

MINIBOSS : BOOM - BOOM

A room clear of jumping obstructions, so the simple triple stomp technique (or a few fireballs) should be simple to get the ? Crystal. Remember, however, that Boom - Boom can fly after the first stomp, so ground him right away!

0-----0
|Level 7-6|
0-----0

While heading east, stop at Toad's slot machine if desired, then proceed farther east to 7-6.

Here there are two types of motioned yellow platforms: one with a specific arrow direction, and one with an exclamation point. The one with the specific arrow direction will ONLY move in that direction. The exclamation point, however, allows you to change direction by jumping on it. (Starts out traveling up, then left, then up, then right, then the cycle starts over.) You may remember this from Big Island.

Enter the door, then remember the screen is wrap - around, meaning you can go to the right side of the room by proceeding too far to the left and vice-versa. Go left (since this is wrap - around) and proceed up the steps, while watching out for the two Green Koopa Troopas descending down them. Once at the top, proceed to the right side from the left, and then use the music block to bounce to the exclamation platform. Pay attention to the Donut Lifts next to the pipe above, and when you have to crouch under them to get through, start going left. Now, the instant when you've gone under them, jump on top of them, and (while watching out for the Pirahna Plant) jump on the pipe next to them.

Hop up onto the question mark block above now, and if you want a Coin Block, go to the Donut Lift ledge (you'll need to jump off the arrow platform) and punch away at the block second to the right. Afterwards, stay on the arrow platform, and as you proceed upwards, go to the opposite side of the platform whenever you're under a question mark block. Once you can jump to the arrow platform that points LEFT, jump onto it. Leap over the pipe housing a Pirahna Plant, return to the platform afterwards, and as it goes under the wooden "ceiling," duck. (If you're Super Mario or better.) Once you're at the right side of the screen, go up the pipe here.

As you jump onto the LEFT - pointing arrow platform here, remember that the question mark block third to left has a powerup. When you've acquired it, go onto the exclamation platform, navigate around the question mark blocks, go through the hole in the spiked ceiling, then jump onto the LEFT - pointing platform. Go to the UP one afterwards, then navigate the ledges upwards until you find the exclamation platform. As you go up you'll notice a few Pirahna Plants in horizontal pipes, with only small spaces to escape them! As you go up, hug the left wall where the Pirahnas won't get Mario, then enter the vertical exit pipe at the very top. While being careful of the spikes below, proceed through. Outside, run across the pipes and grab

the goal card to finish Level 7-6!

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0-----0  
|Level 7-7|  
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Proceed through the newly uncovered, southern transport pipe, the go directly west to 7-7. It's VERY unorthodox in that you'll need nonstop Starman energy to simply survive as you speed to the goal card.

Raccoon (or Tanooki) Mario can gain a 1-UP Mushroom if he flies over the wall at the right and gains it from the hidden block up here. Afterwards, enter the pipe at ground level. At the other side of this pipe, jump over two pipes, each housing a Pirahna Plant. Afterwards, you'll come across a question mark block containing a Starman, as a gargantuan field of Munchers is visible.

And now you'll have to punch every question mark block on your journey across this death - defying level, for each holds a Starman! They will keep your very opportunity of survival intact! Please note that many obstacles, such as low - hanging pipes and blocks that slightly barricade the Starman, (or the exit pipe) will be littered across the Muncher's domain. But keep as CALM as you can... and run like a maniac to collect all of the Starmen you can until Mario finally reaches the exit pipe! At the other side of it, dash to the dark area and grab the goal card to finish this death - defying level!

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0-----0  
|Level 7-8|  
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Go directly east, then south to Level 7-8.

Jump over a pipe housing a Pirahna Plant, then bash the four question mark blocks for coins that are under the floating pipes with Venus Fire Traps. Go over the slightly tall pipe ahead, and afterwards, you'll have to use the pipes to cross the gaps. When you have to make your first jump, try jumping to the EDGE of the pipe when the Pirahna Plant housed inside is actually out, so you won't get bitten by the one above. Next, simply take a leap between the two Pirahna's pipes ahead, preferably when they're both inside their pipes. Now that you're on the blue platform, hit the question mark block at the left (the other two each contain a coin) and grab the Starman that was inside! Run or jump past (or mow down) a Venus Fire Trap, two Pirahna Plants, another Venus Fire Trap, and a Nipper.

Wait on the white block until the Ptooie shoots its spiked ball high into the air, (make sure the upside - down Pirahna Plant's head isn't sticking out) then go over it and the pipe (housing a Pirahna Plant) to the right. The breakable - looking block to the right ahead is a Coin Block, so punch it numerous times for a multitude of coins, then you'll come across a bit of a tricky section. Mario will have to make his way past both a Ptooie AND a Venus Fire Trap. Having a Fire Flower or Hammer Bros. Suit in hand may help.

Leap over a Nipper, and go between the two pipes, one housing a Pirahna Plant and one its hanging counterpart. Now head across the damaged bridge ahead, but don't fall below or you'll have to suffer the terrible fate of "The Nipping." At the end of this bridge you'll have to make a leap to the

pipe ahead, which would be simpler if you are Raccoon (or Tanooki) Mario to cross. Afterwards, jump across the gap between the pipes, then proceed past two Ptooies, one stationary and the other walking around the lower ground.

Jump over a Venus Fire Trap, then come across a few Nippers on ledges - but BEWARE! One is the only Fire Nipper in the game, and it will shoot fireballs at Mario with incredible accuracy! After getting past these vicious little suckers, you can head unimpeded to the goal card to finish off this dang annoying level!

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0-----0  
|Level 7-9|  
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ANOTHER maze level? Dang. I hate maze levels. Anyways, stop at the Toad House if desired and proceed southwest, into the desert maze.

Proceed forward to find three music blocks (the middle one contains a powerup) and while dodging the Red Para - Goomba ambushing from above, jump up three consecutive holes in the purple pipe. Now as you advance to the left, knock the White Blocks out of the way so Mario can get through, and then jump up the hole in the pipe after you've gone far enough to the left to find it. Exterminate the Goombas as Mario proceeds to the right up here.

First you'll come across a gap in this purple structure, but some wooden blocks will allow Mario to traverse it. Run forward a little bit more to find some music blocks over a gap - but rather than traverse them, drop to the left of the music blocks. Kick the White Blocks here away, jump up the hole in the purple pipe, and kick the White Blocks here away as well and fall down to an area patrolled by a Green Koopa Para - Troopa. Kill or ignore it, then go on to find three question mark blocks, the middle one containing a powerup. If you are Super Mario, it will be a Fire Flower, so duck while jumping onto the question mark block ledge and once you're on, stop ducking to be forced through and get the Fire Flower. Afterwards, go to the right and jump up the pipe's hole, then kick away the White Blocks ahead. You'll come out to an open area with some wooden blocks littered around it.

Hop up to the right, using the wooden blocks. Kick away the White Blocks up here, grab the few coins when accessible, then knock the White Blocks away just below the ones you knocked away a few moments ago. Hit the question mark block above for a powerup, fall through the hole in the pipe, and collect the line of golden goodness (tons of coins) that leads to the left until Mario has stored them all. Now proceed to the right, knock away the White Blocks, then leap through the hole in the purple pipe, and thank goodness, the destination pipe is just below! (Take the line of coins to the right if desired!) Enter it, and Mario will appear at the dark area. Catch the goal card to finish this stupid maze!

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0-----0  
|Pipe Maze Second Fortress|  
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Proceed directly east to find one lethal fortress!

Already you'll have to make a death - defying leap over some lava. Mario will have to take a running jump to the pipe to the right, when the Pirahna

Plant isn't biting. Once you're there, you'll need to make a jump to the next pipe, but keep a close eye on the Boo Diddly. Jump onto the sphere that the RotoDisc is rotating around, then go from that to the next pipe, (a Pirahna Plant hides inside) then from there to a Venus Fire Trap's pipe. (Via breakable blocks over the lava.) Now jump to a higher pipe that has a Pirahna Plant hiding inside, and then jump to a lower pipe housing yet another Pirahna Plant. (Boom - Boom seemed to play around quite a bit with the lava in this fortress, so jump with caution throughout.)

Up next is a Thwomp over the pipe you'll need to jump to if you wish to continue onward. Lure the Thwomp down by going close enough to trigger it then go backwards immediately to the previous pipe. (Unless the Pirahna Plant inside the previous pipe has been exterminated, it will come out, so be wary.) When the Thwomp is rising, jump onto the pipe underneath it, then immediately jump to the next, higher pipe. (Be careful of the Pirahna inside.) Another Boo Diddly will come once you've cleared this pipe, so beware. Make a bit of a long leap after meeting the persistent ghost to the series of five evenly - leveled pipes, two of which have Pirahna Plants living inside.

Jump onto the empty pipe, then go between the two vertical pipes, each one housing a Pirahna Plant. Do it quickly, while they're both inside their pipes. (If you're Super Mario or better, duck when the higher one pops out.) While jumping across the next pipes, be wary of the Venus Fire Trap's fire, and hit the question mark block above the pipe with a normal Pirahna Plant for a powerup. From the top of the powerup block, make a rather long jump to the very low pipe ahead, and with the awaiting Thwomp, use the same Thwomp - luring maneuver as the last time.

At the high pipe after the Thwomp, you'll notice a Boo Diddly, so face left for just a little while so it's not as difficult to jump to the next pipe. Then leap onto the steel platform, and then find an obstacle consisting of Mario having to get to a pipe that he can't fall to unless he swerves. So guess what? You'll have to do just that. Try to hug the actual side of the steel while descending, then land on the EDGE, especially if the Pirahna Plant is out. Proceed inside, and let me note that this may be a tribute to Super Mario Bros.: The Lost Levels. Almost this exact obstacle was found in King Bowser's Castle!

Wait for the Dry Bones as they come your way, then stomp them, before duck - sliding under the steel pillar hanging from the ceiling - but watch out for the RotoDisc. Mario will have to do this again afterwards, this time while avoiding a Thwomp. Afterwards, head unimpeded up the steps, and straight to Boom - Boom's chamber!

M I N I B O S S : B O O M - B O O M

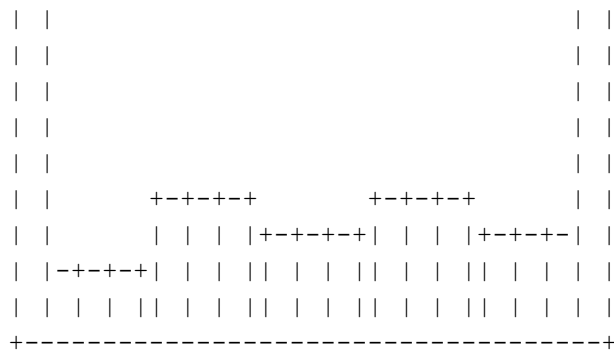
Boom - Boom won't wing to the sky this time, however, three small steel blocks obscure your jumping ability, VERY close to the floor of the fortress. Perhaps use these to your advantage by staying on top of them, but get this battle over as fast as possible. Three stomps (or maybe fire) will gain Mario the ? Crystal and victory!

suckers and duck - slide when required (if you're Super Mario or better) under the wall. Take a running jump to the ledge with the question mark block if a powerup is desired, then find a useless Bolt - Lift since you can jump this part rather simply. The next section of Ludwig's ship consists of Mario just jumping from platform to platform, some with Rocky Wrenches and Bolt - Lifts, some without.

Once you find your way to a rather large piece of deck, don't be fooled - ahead, you'll come across a section with THREE Bolt - Lifts over a pit. Use each Bolt - Lift in any way you need to finally jump over the wooden barrier and proceed, unimpeded, to the unorthodox white pipe! Proceed inward to meet the final and most cunning Koopa Kid: Ludwig Von Koopa!

B O S S : L U D W I G V O N K O O P A

Ludwig, the composer of Koopa symphonies, is the smartest and oldest of Bowser's kids. Here's the layout of his annex:



Ludwig is quite a tough dude. This intelligent Koopa Kid has mastered the art of his magic wand, being able to shoot evil magic rings out like a Gatling Gun, and also shakes the ground whenever he lands. Add uneven terrain to make this one of the most challenging bosses yet. First of all, fireballs ARE NOT recommended, because of the uneven terrain and Ludwig's tendency to punish Mario for stalling. He tends to make quick, low jumps, an obvious threat. Try to bombard him, by first stomping on him immediately after a ground shake, then (while watching out for the double hop) stomp him immediately when he's vulnerable afterwards. Do this a third time, and the Koopa Komposer will be toast. Seize the magic wand from Ludwig after the third stomp!

Mario will give the final wand back to the final king, who looks a bit like an old, red - robed Viking. Thanks to the brave deeds of Mario, The Mushroom World is once again a safe place... but as Mario receives the letter from the king, he'll realize it's NOT FROM THE PRINCESS!

 |Yo! |
 | |
 |I kidnapped the Princess while you were |
 |running around. She's here in my |
 |castle, if you dare to try and rescue |
 |her. |
 | |
 |Ha ha ha... |

BOWSER!!! That fiend! It looks like he's attempting to kidnap Princess Toadstool AGAIN! It's off to the gloomiest, darkest land in the world to rescue the Princess and restore peace to the Mushroom countries: King Bowser's Castle, and show Bowser that he's messing with the wrong plumber!

F I N A L C H A P T E R : K I N G B O W S E R ' S C A S T L E

Story Notes: Well, it looks like Bowser is a little persistent in his efforts to kidnap the Princess. But enter Mario, the great plumber to rescue her! But Bowser has dispatched his most elite forces, and it's gonna be a rough ride...

FINALLY... KING BOWSER'S CASTLE IS HERE, AND IT'S TIME TO SAVE THE PRINCESS! This chapter will provide a clear explanation of how to proceed unimpededly through.

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	MAP KEY	

	S = Start Location	
	M1 = Tank Level	
	M2 = Fleet Level	
	M3 = Airship Level	
	L1 = Level 1 Location	
	L2 = Level 2 Location	
	F = Fortress Location	
	P = Pipe Location	
	X = Hand Dungeon Location	
	D = Padlocked Door Location	
	KBC = KING BOWSER'S CASTLE LOCATION	

0 ----- 0

King Bowser's Castle: Part 1/4

P
D
S P 0
| | |
0--M1--0--M2

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      |
P--M3      PD--0
      |
      0---X---X---X---P

```

Part 3/4

```

P---0      P---0---0---0
      |              |   D
0--L1      F---0      P
      |              |
L2--P---0---0---0---P

```

Part 4/4

```

+-----+
|              O-----O |
|              | +---+ | | | |
| P--M1D-0---0---0---| |KBC| | |
|              | +---+ | |
|              O-----O |
+-----+

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King Bowser's Castle Stats And Notes

Hand Dungeon 1 Prize: Raccoon Leaf

Hand Dungeon 2 Prize: Raccoon Leaf

Hand Dungeon 3 Prize: Raccoon Leaf

N-Spades WILL NOT appear in this evil land, even if you rack up 80,000 points. Also, there isn't any White Mushroom House level. Basically, all the skill and items you've saved up to this point will ultimately decide if you can rescue Princess Toadstool from the clutches of King Bowser!

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|Bowser Tank Squadron|
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Bowser ain't taking kindly at Mario breaking into his world - he's already sending the big guns out to put him out of commission! Head southeast to enter the first Military Level...

As the tanks creep toward Mario, Tank #1 has nothing of particular danger or interest. On the other hand, Tank #2 starts out with both a horizontal Cannon and a normal diagonal Cannon. When both aren't firing, jump on top of the diagonal Cannon and all of the cannonballs that come out will be considered stomped. Wait for the screen to scroll over enough to see a Bomb-Omb launcher afterwards. (Not the one below you - the one a little bit off to the right.) When a Bomb-Omb isn't shooting out, immediately jump off the Cannon you're on to the left side of the Bomb-Omb launcher, then jump over it before the Bomb-Omb runs out. Following this, you'll come to a minuscule maze of a horizontal Cannon, a diagonal, another horizontal, and finally another diagonal. Proceed with caution.

Tank #3 features an Exhaust Port, a Rocky Wrench, and a Bomb-Omb launcher leading off to boot. Take a running leap and crush the Rocky Wrench for good when the Exhaust Port isn't flaming. Tank #4 has a Rocky Wrench guarding it as well as a horizontal cannon, so take a running leap from Tank #3 (go OVER the Bomb-Omb launcher to the next tank) and crush the Rocky Wrench as fast as you can, but watch out for the spanner he throws. Perhaps you could bounce off the Horizontal Cannon's cannonball to the Rocky Wrench, but that's just me. Anyways, Tank #5 is nearly identical to Tank #4, but this time it'll be a bit easier to jump to without getting hit in the head with a cannonball or spanner. Stomp the Rocky Wrench, and proceed with caution.

Tank #6 features two horizontal pipes: one at ground level, and one two spaces above, so jump between them and duck. (If you're Super Mario or better.) The top has a Rocky Wrench, so stomp it out of commission as fast as possible, then you'll see a Bomb-Omb launcher leading off this tank, and a horizontal Cannon greeting you to Tank #7. Surprisingly, it is ridiculously easy to jump onto the next tank onto the horizontal Cannon, as long as you do it immediately instead of waiting so long that the screen scrolls to the Rocky Wrench on Tank #7. By the way, stomp him. The cool thing about Tank #7 is that next to the Rocky Wrench, you can grab a powerup from the question mark block! Tank #8 contains a horizontal Cannon, a Rocky Wrench, and two launchers at the end: one fires cannonballs, and the other Bomb-Omps. Tank #9 is nearly identical to the last tank, except there's only a Bomb-Omb launcher at the end.

Tank #10 will greet you with yet another Bomb-Omb launcher, so immediately jump on top of it when it's not firing, and then jump higher on to stomp the Rocky Wrench. Two cannons (one a cannonball launcher, the other a Bomb-Omb launcher) finish Tank #10, and lead out to an open field. Proceed with caution on it: Bomb-Omps will be running at Mario from behind, and at the end Tank #11 will greet Mario with a surprise horizontal Cannon. Once you see the tiny pipe, immediately jump on top of it. Tank #12, just ahead, contains a monumentally gigantic Cannon, so Super Mario or better will need to duck as it shoots the cannonballs out at super high speed. Jump on top of it when its not shooting, beat up the Rocky Wrench, and make your way past the three diagonal Cannons (stand on top of them to stop them from firing) to Tank #13: the general's office, as signaled by the unorthodox white pipe! Enter to meet the general: a Boomerang Bro.?

M I N I B O S S : B O O M E R A N G B R O .

Normally I wouldn't consider a Boomerang Bro. a miniboss, but I suppose I'll have to since he's the war-chief of this tank squadron. Anyways, he's pathetically simple at this point, so while watching for the few boomerangs, a single stomp (or fireball / hammer) will conquer this tank squadron and gain Mario a Starman!

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|Bowser Navy Fleet|
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Bowser has also sent out his minions to patrol this dark world's seas! Go directly east to enter the fleet over lava...

Fleet #1 begins with a small horizontal Cannon, followed by an infinite Rocky Wrench spot. Next, you'll see a question mark block below holding a powerup, but it's guarded by two diagonal Cannons. If you MUST grab it, do so. (It's rather risky.) Jump onto the horizontal Cannon, stomp the infinite Rocky Wrenches out of commission if desired, and then leap over a Bomb-Omb launcher. Stomp the infinite Rocky Wrenches ahead, then jump and avoid the giant Cannon as Mario falls into the "harmless lava." Swim over to Fleet #2, and leap on when ready.

Fleet #2 will begin with two horizontal Cannons, and similarly to the Tank Squadron before, one will be at ground level, with the other two spaces up. So jump between, if you're Super Mario or better duck, and when given the chance, jump over the Cannons. Four consecutive sets of infinite Rocky Wrenches wait ahead, so stomp them as best as you can, then another giant Cannon (it faces right) concludes Fleet #2. Swim in the small gap of lava to Fleet #3.

You may have to duck when the giant cannonball from Fleet #2 is shooting. Anyways, Fleet #3 has another giant Cannon waiting for Mario, so immediately jump over to avoid getting your teeth knocked out. A spot of infinite Rocky Wrenches is next followed by a tricky spot of three horizontal Cannons and a Bomb-Omb launcher below Mario. Surprisingly, a well - timed running leap can clear this dangerous section of death. The final few obstacles before the unorthodox white pipe are a giant Cannon and two far off Bomb-Oms. Wait for the Bomb-Oms to explode on their own, and wait at the edge of the giant Cannon - when the screen scrolls to the pipe, it'll stop shooting. Afterwards, hop to the pipe and descend to meet the Fleet Admiral, apparently Boom - Boom!

M I N I B O S S : B O O M - B O O M

Boom - Boom apparently knows how to build an annoying lava fleet AND drive it. In any case, Boom - Boom is void of jumping obstructions this time around. However, he will attempt to fly after the first stomp. Even so, this shouldn't pose as much of a challenge, so simply stomp him three times (or feed him a few fireballs) to gain the ? Crystal and venture further into King Bowser's Castle!

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0-----0
|Koopas Bros. Hand Dungeon|
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This is the hardest of the Hand Dungeons. Proceed north into the transport pipe to venture further into King Bowser's Castle, then proceed west to the first space. Enter it manually or get the hand to pull Mario in.

A Fire Bro. greets Mario to the dungeon, so wait for him to finish a volley of fireballs and take a running leap onto him and stomp him out of commission, for best (and safest) results. A pair of Hammer Bros. comes to the party afterwards, so hit them from below (or do a well - placed stomp) to finish them off. The top right of these blocks holds a coin, as well as the two rightmost ones, but the third to the right holds a powerup. Go onto the bridge ahead after them, and take out the Boomerang Bro. the same as in the tank. All that stands between Mario and the exit pipe now is a Sledge Bro., so stomp him immediately after he lands and proceed up the pipe. Open the chest and grab

the Raccoon Leaf to finish the first of the Hand Dungeons!

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0-----0
|Podoboo Hand Dungeon|
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This is undeniably the easiest of the Hand Dungeons. Go west one space to the middle trap space. Enter it manually or get the hand to pull Mario in.

Simply leap over the broken segments of bridge while collecting coins and avoiding the few Podoboo's erupting from the lava below. Once at the exit pipe, enter and get the Raccoon Leaf to finish this ridiculously easy Hand Dungeon!

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0-----0
|Cheep - Cheep Hand Dungeon|
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This final Hand Dungeon is an obvious tribute to Super Mario Bros.. Head west a single space yet again to find the last Hand Dungeon. Enter it manually or get the hand to pull Mario in.

Cheep - Cheep's will start ambushing Mario when he takes a few steps onto the bridge, just like the first Super Mario Bros.. Hit the two question mark blocks for coins, and proceed along while avoiding the Cheep - Cheep attacks. Jump over the two floating wooden blocks a ways in, duck - slide under the big wooden pillar (if you're Super Mario or better), and jump over the last one pillar afterwards. Continue this running and jumping spree over the Cheep - Cheeps and lava, until Mario comes across some coins and the exit pipe. Head upwards, and grab the final Raccoon Leaf to finish the final Hand Dungeon of this game!

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0-----0
|Bowser Air-Force Jet|
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Wow... now I understand why nobody likes Bowser - he just has to have the most grueling and hard levels in his dang world. This is one of the most difficult, since the Air-Force flies high in the sky, where a missed jump is death as the jet moves at high speed. Head northwest to the Air-Force, and I'd STRONGLY suggest using a P-Wing or Raccoon Leaf. It'll make this level like, way easier. Like ten times as easy. Even so you'll need to keep your reflexes intact.

Jet #1 has an Exhaust Port on it, while Jets #2 and #3 have both this and Rocky Wrenches on them. Don't worry about stomping the Rocky Wrenches, since your goal is to win against the scrolling speed and make quick leaps from jet to jet. Note that Jet #3 has a small pillar on it. Anyways, Jet #4 is nearly identical to Jet #3 except the pillar is slightly larger, and Jet #5 has only a Rocky Wrench and Exhaust Port. Jump to Jet #6 afterwards, to find a Rocky Wrench, small pillar, and Exhaust Port.

Leap to Jet #7 to find a Rocky Wrench inside a pillar as well as an Exhaust Port. Jet #8 has just an Exhaust Port, and Jet #9 is nearly identical to Jet #7. Jet #10 is a bit longer than the others, consisting of a walkway leading up to two Exhaust Ports that lead to the right. Jump off them to Jet #11, which is nearly identical to Jet #7, (read for more details) then Jet #12 which has only a single Exhaust Port. Leap to Jets #13 and #14, which are

identical in that they both only have a Rocky Wrench (without pillars) and an Exhaust Port. The spanners they throw can get seriously annoying, but stomp them only ONCE and quickly hop onto the next Jet with caution.

Jets #15, #16, and #17 are identical to Jet #14 - you may want to stay flat on the deck, due to Rocky Wrench spanner threat. Miraculously, Jet #18 contains the unorthodox white pipe! Wait for the spanners to go by, (dodge if one's coming at Mario) and proceed downward to meet the Commander: Boom - Boom!

M I N I B O S S : B O O M - B O O M

Despite him being commander of Bowser's Air-Force now, Boom - Boom is as simple to kill as when he was Fleet Admiral of the lava ship. Three stomps (or some flame) will knock him out of commission - but after the first stomp he'll attempt to wing to the skies again, so shoot him down right away!

0-----0
|Level 8-1|
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Head east through the transport pipe to venture into the dark unknown of King Bowser's Castle. Now go southeast to enter a tough level (8-1) constructed by the Koopa King himself!

This level comprises of two different paths. So, this guide covers both.

FIRST PATH

Tough as this route is, if you wish to take the normal way through the level, read on. Jump the gap, hit the question mark block for a single coin, and jump on top of the pipe above when the Venus Fire Trap isn't blowing fireballs at Mario. A powerup hides in the question mark block to the right of this pipe, and although it's a risk, (you need to swerve to get down there) it will hold a Fire Flower, (if you're Super Mario or better) which will help get past the upcoming Pirahnas. Speaking of Pirahnas, jump onto the next pipe housing a Pirahna Plant, and try to avoid the Venus Fire Trap's fire by jumping in the air when it shoots them and throwing them off course. Jump on top of its pipe afterwards when it's not blowing flame, hop to the Pirahna Plant's pipe ahead when it's not biting, then fall to the ground below - but watch out for the bouncy blocks on the low - hanging pipe ahead.

Head to the right to find a Green Koopa Para - Troopa, some rows of blocks, and some Bullet Bill Cannons. From the top of the first Bullet Bill Cannon, quickly jump to the rows of blocks, (second to the left on the top row is a Coin Block) and take a running leap over the Cannons from the top of the blocks. The next part is a bit complicated: jump on top of the new Bullet Bill Cannon at ground level very quickly to avoid being hit, then notice the blocks above. The question mark blocks hold coins, while the breakable - looking one hides a 1-UP Mushroom that will be accessible by falling through a small hole at the end of

the blocks to Mario's level. A Boo Diddly waits ahead, so be wary of it as you duck - slide (Super Mario or better) or run (Regular Mario) under the Bullet Bill Cannon ahead. The breakable - looking block above this small area holds a powerup, so quickly grab it and leap to the green platforms ahead.

Knock the Red Koopa Troopa on one of these platforms into the depths below, and then hit the two question mark blocks above for coins - just duck when a Bullet Bill comes your way. Ahead there's another Venus Fire Trap inside a pipe, so hit the question mark beside it, hug the side of the pipe while the plant is breathing fire, and get onto the pipe when it retreats. Go past the Green Koopa Para - Troopa and you'll come across a big gap that can only be cleared by making it over the high stack of Bullet Bill Cannons. So, while holding the jump button, bounce off the Red Koopa Para - Troopa to the other side. Once at the other side, duck since a Bullet Bill Cannon to the right can blow Mario in the face. When it's not firing, jump over the right stack of Bullet Bill Cannons, pass the Green Koopa Troopa, and find a pipe that's only able to jump onto via provided music block... so knock the Green Koopa Troopa into the depths below, take a running leap onto the music block from the side of the Bullet Bill Cannon, and bounce high to the pipe! Leap over the upcoming pipe which houses a Pirahna Plant, right into the dark area. Grab the goal card to finish this dang tough level!

SECOND PATH

A bit of an easy shortcut through most of 8-1, with quite a few rewards! You'll need to be able to fly to complete this path. Anyways, run back and forth in your platform until the P Meter has been fully revved up, then fly straight up to find a P-Switch... trip, and descend slowly with your tail to collect the mass of bluish coins that just appeared! When you're finished, (or the P-Switch's timer ran out) rev up the P Meter again on this platform but this time, fly steadily to the right. If you flew well, you'll end up on a rather high pipe. Enter it to find THREE 1-UP MUSHROOMS in the giant question mark block! Descend down the pipe below when finished, and then follow the directions for the first path, starting with the third sentence of the third paragraph to finish the rest of this level!

0-----0
|Level 8-2|
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Head southwest through the pure blackness to the desert of Bowser, surprisingly being the easiest level in this world besides the Hand Dungeons.

This level comprises of two different paths. So, this guide covers both.

FIRST PATH

Just like the last level, this level too has an easy way out of some of the difficult parts. Sink - yes, actually sink - into the quicksand vat ahead, and at the bottom, you'll come across two pipes: the left leads to powerup, while the right leads to 100 coins, but you'll need to be able to fly to gain them all. Either way, when you come out, stay still so the top Venus Fire Trap won't see Mario, and duck as the bottom one's fireballs come your way. Ascend up the hill, (once again: be wary of the Venus Fire Traps) grab the three coins, then descend to find a big gap. Stomp the Green Koopa Para - Troopa while holding the jump button to get maximum distance, but get to the music blocks. Carefully bounce to the ground on the other side. Amazingly, the dark area is located right here, so grab the goal card to finish the rather easy 8-2 and get the last goal card in the game!

SECOND PATH

Not as easy as the shortcut, but a simple path nonetheless. Jump over the vat of quicksand ahead, beat the Brown Para - Goomba up, and jump over three quicksand sections, each housing their own Venus Fire Trap. Down the hill, a breakable - looking block appears, but a few Venus Fire Traps guard it. So jump on top of it, and time jumps up and down to throw their fireballs off course. When they go back in for a short time, punch the block to find a P-Switch, so immediately trip it, and go down the hill, while avoiding the three Venus Fire Traps that may have come out.

And then the Angry Sun appears! Keep an eye on this burning obstacle, as you cross the music blocks. You probably will have a bit of aid at the beginning from the P-Switch, but when it wears off, cross the music blocks as you would normally: with caution. (And possibly collect the coins that were once breakable blocks.) Once you've reached the other side, follow the directions for the first path, starting with the fourth sentence, to finish the rest of this level - just watch out for the despicable Angry Sun!

0-----0
|Bowser Fortress|
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By far the most difficult and annoyingly mazy fortress in the game. Oh, well. Head directly east until you come to the intersection, then proceed north to the grueling fortress. Please note that it can be won in a variety of ways, but I'm only outlining the method that will pose the least threat to Mario and get him through the quickest.

Move onto the high ledge, drop down while hugging the wall, and go past the RotoDisc. Next up is a Dual RotoDisc whose spheres move exactly the same on opposite sides, so crouch (or just stand if you're Regular Mario) just against the small ledge ahead where the spheres can't hit you, and when they're out of the way, jump onto it. Hit the block above for a much needed powerup, and then proceed to the right past another Dual RotoDisc set. Stomp the Dry Bones below, and now that you're Super Mario, (or better) break the blocks that are around the door on top of the RotoDisc's orb. Enter once they've been broken enough to gain access.

Think fast - you're on a small conveyor belt that will immediately dump Mario into the lava if you take no action! Immediately jump to the right, onto the islet of steel to the right over the lava, then jump to the next one over. (But don't enter the door.) Jump across all of the conveyor belts to the right (don't enter the door on the first conveyor belt either) until you see a Thwomp guarding the steel platform ahead. Don't take the door below it, and go to the other side while it's going up after a crush, hitting the question mark block for a powerup. Keep jumping across the conveyor belts, and leap to the steel floor (the floating one above the lava) next to the conveyor belts, (jump from the BOTTOM conveyor belt to it) and enter the doorway on this steel platform.

In this hallway you'll see a P-Switch. Stomp it, jump the Dry Bones, and make a power run (keep your P Meter fully revved up) as you zoom through a few obstacles to a white doorway. Enter this as quick as possible before the thing vanishes! Now, head right past a Boo Diddly and a Dual RotoDisc as you go to the end of this conveyor belt. Bait the horizontal Thwomp below into moving to the left, then when it's resetting, go to the left past it and jump over the small stack of steel blocks. See the two blocks that appear breakable above, next to the conveyor belt? Punch the one on the right to reveal a P-Switch, make your way back up there, and trip it. Immediately run to the right now, to the VERY END of the conveyor belt, and enter the white doorway that just appeared on top of the steel block sticking out of the wall! When the P-Switch wears off in this conveyor belt hallway, crouch as Mario is moved under the spikes, right to Boom - Boom's conveyor belt room!

M I N I B O S S : B O O M - B O O M

Not this loser again! This time, the conveyor belt is the only real thing to worry about, but other than that, this is ridiculously simple. Feed him 10 fireballs, or stomp him three times to finish the final real fortress and get the ? Crystal before this level is cleared - allowing you to venture to the centre of King Bowser's Castle, inside the real castle walls! Just remember he may try to leap a lot after the second stomp, so bring him down immediately!

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0-----0
|Bowser Elite Tank Squadron|
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Mario's finally in Bowser's deranged front yard! But seriously folks, this ain't gonna be any cakewalk... just look at those tanks! Go northeast in the darkness, then directly west into the transport pipe. Now proceed east to the elite of the elite of Bowser's militia...

Tank #1 immediately rolls toward Mario immediately, equipped with a single horizontal Cannon. Tank #2 has a unique roof, as well as a floor. From that roof a cannon will attack Mario on the spot, so avoid it while proceeding. Interpret and leap over the three cannons ahead, then find one ceiling Cannon, a Bomb-Omb launcher, and two horizontal Cannons obscuring your way to Tank #3. Wait for the screen to scroll over quite a bit before making a few well - timed leaps off Tank #2 and to the next one.

Tank #3 features the return of the annoying roof, as Rocky Wrenches litter the deck. Avoid the Cannon firing at the beginning, and stomp the simple Rocky Wrenches that won't be too difficult under this circumstance. (Flat floors and NOT infinite.) Afterwards, a short roof section (with no deck below) consisting of three cannons to avoid will lead onto Tank #5. You'll find three Cannons in a row to start with, so take one leap over this obstacle, then find one Cannon, then two, pointing in different directions so stand between them. Next up is a pair of Bomb-Omb launchers, so just stand on top of it to stop it from firing and the Bomb-Omps to be thrown away from Mario. Following this, there are two horizontal Cannons to leap over, and one last Rocky Wrench - it all leads to Tank #6, where the unorthodox white pipe is! Take it down to fight Boom - Boom for the last time!

M I N I B O S S : B O O M - B O O M

This is Boom - Boom's last ditch effort to obscure Mario's way to Bowser, and Shigeru Miyamoto made this fight easy for you - yahoo! Although he will wing to the sky, Boom - Boom is as simple as ever, so pelt him three times, or feed him some fireballs to conquer Bowser's military and carve a path to him...

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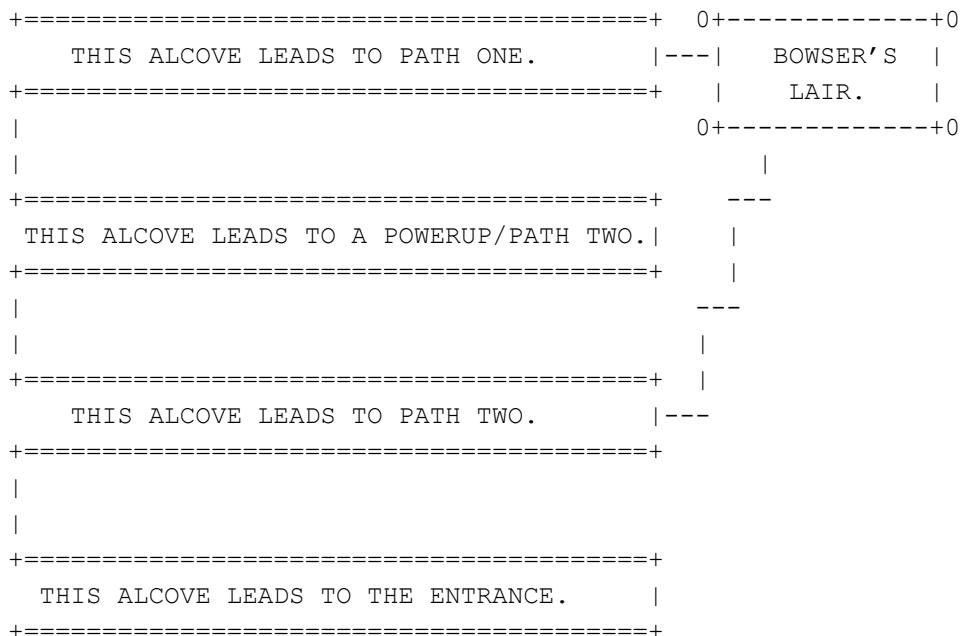
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Finally, King Bowser and Princess Toadstool are only a few booby traps away! Walk east to the great beyond, and go straight into the foreboding fortress...

Start off by running at full speed under three laser - firing King Bowser Statues, or even better, if you're Raccoon (or Tanooki) Mario simply fly over them so there is no way they can fire a beam at Mario. Zoom up the stairs, and stand directly under the middle of the large gap in the bricks up here to suddenly be taken upwards by an elevator. Now, proceed west to the Donut Lift, and fall down it while holding RIGHT on the D-Pad the whole way down. You'll end up in an alcove, leading to the rest of the castle.

Head under a Hotfoot, and avoid three RotoDiscs as you climb up the steep staircase. Once at the top, hug the right wall and jump straight up to find a useful 1-UP Mushroom) climb down the gap to the right while avoiding the three RotoDiscs again. Once at the bottom, head through the tunnel to find a

huge room, filled with lava and erupting Podoboos, being passable via Donut Lifts. However, the right side of this room has four alcoves, three leading to the rest of King Bowser's Castle and one leading to the dang entrance. Here's the map for them:



Move with stealth and caution across the Donut Lifts, and remember: DON'T FALL DOWN TO THE FOURTH ALCOVE. Anyways, if you enter the first alcove, follow the directions for PATH ONE. If you enter the second (it leads to the third via Donut Lifts) or third alcoves, follow the directions for PATH TWO.

FIRST PATH

Four King Bowser's Statues await Mario ahead, but fortunately, only the first one fires laser beams. So jump on top of it, then leap over all of the others to find a pool of lava - however, fire missiles will start to fly across the screen, and if you remember which certain game this was from you know that Bowser can't be too far away! While watching out for these, hop across the pool of lava using the Donut Lifts as stepping stones - but be quick or you'll be burned to a crisp! When Mario reaches the end of the pool of lava, Bowser strangely isn't here, and instead there's a rather mysterious door. Enter the door.

SECOND PATH

Five King Bowser's Statues greet you to this path, but luckily only the first one will shoot lasers. So immediately jump on top of it, then head forward over the second King Bowser's Statue and hit the question mark block for a powerup. Jump over the remainder of the King Bowser's statues until you come to a river of lava - however, fire missiles will start to fly across the screen, and if you remember which certain game this was from you know that Bowser can't be too far away! Take care to avoid these, and get to the right side of this hallway with caution over the floating blocks. But a door exists at the end of this room instead of the Koopa King, so enter it.

PATHS JOIN HERE

Mario will be in an ominous, dark lair... but all of the sudden, Bowser will appear out of nowhere at the right side of this lair, and now it's time to beat this brute!

F I N A L B O S S : K I N G B O W S E R K O O P A

Bowser, the Koopa King, the epitome of evil, the baddest brute around, whatever... is finally out to destroy Mario, as it's now Mario 1-on-1 with the Koopa King! Here's the layout of his wicked lair:

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| ---          |
| KEY          |
| ---          |
|              |
|B = Bricks   |
|D = Door     |
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Bowser is, undoubtably, the toughest boss that this game has to offer. First of all, notice the bricks in the centre of this lair. Mario's job is to bait Bowser into breaking enough to fall into the deep pit below. From the beginning of this battle, head onto a cluster of bricks, as Bowser breathes fire missiles at Mario, coming anywhere between one and three per volley. Jump over, or duck as the flames rush toward Mario, and Bowser will then attempt to "Bowser-Bomb" him. When he does this, signaled by him leaping up into the air, immediately jump to another cluster of bricks and Bowser will smash the ones below him. Again, he'll shoot a volley of fire missiles afterwards, and again, avoid them. When he attempts to Bowser-Bomb Mario again, move to another cluster of bricks again as Bowser smashes the ones below him. Repeat this process, but don't hurry to beat the final boss. Gradually allow him to break lots of brick clusters, and not just a few holes, but the whole area. Eventually, when the time is right, stand on top of a just a single cluster of bricks that fills the gap below up, dodge the fire missiles, and dramatically leap off the bricks as Bowser smashes the bricks and falls into a gap. Man, that's a nasty - looking fall... and listen to that thud! (THAT'S gonna leave a mark!) Afterwards, the door to the right will open, apparently with Princess Toadstool inside...

Congratulations on beating Super Mario Bros. 3, the best dang NES

game (and possibly THE best game) ever to grace the earth! I won't spoil the ending (if you're one of those people who just likes to look at endings as soon as you start the game, TOO BAD and go back to 1-1, punk) but enjoy it nevertheless! You really deserve it, hero!

*****World 6: Enemies*****

Mario can't just run to the Koopa Kid's battleships and take the king's wands... (boy, I wish he could) quite a few nasty enemies stand in his way! Here's a comprehensive list of them and some strategies. By the way, each group of enemies (Koopa Troopas, Pirahna Plants, Goombas, Fortress, Military, Aquatic, Other) will be divided into their own "family," to make it easier to find a specific enemy's information. Thanks to The Mushroom Kingdom on the Internet, for all of the enemy names I didn't know.

KOOPA TROOPA FAMILY

GREEN KOOPA TROOPA.

Appearance: A green turtle that stands upright.

Attacks: Tries to walk into Mario, but clumsily falls off ledges.

How To Defeat: Starmen, hammers, and fireballs will knock it right out of commission. Stomp on it to make it retreat into it's shell.

RED KOOPA TROOPA.

Appearance: A red turtle that stands upright.

Attacks: Tries to walk into Mario, but stays on ledges.

How To Defeat: Starmen, hammers, and fireballs will knock it right out of commission. Stomp on it to make it retreat into it's shell.

GREEN KOOPA PARA - TROOPA.

Appearance: A winged-green turtle that can't seem to get off the ground.

Attacks: Attempts to hop into Mario.

How To Defeat: Starmen, hammers, and fireballs will knock it right out of commission. Stomp on it to make it revert to a normal Green Koopa Troopa.

RED KOOPA PARA - TROOPA.

Appearance: A winged-red turtle that flies in a vertical fashion.

Attacks: None really, but guards areas that Mario might need to go to.

How To Defeat: Starmen, hammers, and fireballs will knock it right out of commission. Stomp on it to make it revert to a normal Red Koopa Troopa.

GARGANTUAN GREEN KOOPA TROOPA.

Appearance: A giant green turtle that stands upright.

Attacks: Tries to walk into Mario, but clumsily falls off ledges.

How To Defeat: Although he looks intimidating, this guy is no tougher than his smaller counterpart. Starmen, hammers, and fireballs will knock it right out of commission. Stomp on it to make it retreat into it's shell.

RED GIANT KOOPA TROOPA.

Appearance: A giant red turtle that stands upright.

Attacks: Tries to walk into Mario, but stays on ledges.

How To Defeat: Although he looks intimidating, this guy is no tougher than his smaller counterpart. Starmen, hammers, and fireballs will knock it right out of commission. Stomp on it to make it retreat into it's shell.

COLOSSAL GREEN KOOPA PARA - TROOPA.

Appearance: A giant winged-green turtle that can't seem to get off the ground.

Attacks: Attempts to hop into Mario.

How To Defeat: Although he looks intimidating, this guy is no tougher than his smaller counterpart. Starmen, hammers, and fireballs will knock it right out of commission. Stomp on it to make it revert to a normal Green Koopa Troopa.

PIRAHNA PLANT FAMILY

PIRAHNA PLANT.

Appearance: A carnivorous plant that randomly pops in and out pipes.

Attacks: None really, but randomly pops in and out of pipes to bite intruders.

How To Defeat: Fireballs, tail whips, and statue hits will exterminate them, but you are more likely to jump over their pipes usually.

VENUS FIRE TRAP.

Appearance: An evolved version of the Pirahna Plant that blows fireballs.

Attacks: Blows fireballs to burn Mario to a crisp, with slight accuracy.

How To Defeat: Fireballs, tail whips, and statue hits will exterminate them, but you are more likely to jump over their pipes usually.

PIRAHNICUS GIGANTICUS.

Appearance: A giant carnivorous plant that randomly pops in and out pipes.

Attacks: None really, but randomly pops in and out of pipes to bite intruders.

How To Defeat: Although he looks intimidating, this guy is no tougher than his smaller counterpart. Fireballs, tail whips, and statue hits will exterminate them, but you are more likely to jump over their pipes usually.

MUNCHER.

Appearance: Small, un-evolved, biting plants that are found in fields.

Attacks: None really, but will bite Mario if he foolishly falls onto them.

How To Defeat: These cannot be beat, so unless you have a P-Switch handy to turn them into gold coins, proceed over their fields with the usual platforms provided with caution. The exception of this is Level 7-7, where you must use continual Starman power to head across their avid field.

LAVA LOTUS.

Appearance: A large, underwater plant that spits fireballs at intruders.

Attacks: Spits fireballs at Mario as he attempts to swim past it.

How To Defeat: Yes, this is in fact a cousin of the Pirahnas. Statue hits will knock it out, but stealthily swim past otherwise.

NIPPER.

Appearance: A small white plant, stationary or walking.

Attacks: When Mario leaps over them, they attempt to "nip" him from below.

How To Defeat: Tail whips or fireballs can kill it, but you should probably just avoid it. Don't let them "nip" Mario in his "sensitive" place!

PTOOIE.

Appearance: A Pirahna, stationary or walking, that balances a spiked ball.
Attacks: Shooting the spiked ball up and down with its breath.
How To Defeat: Fireballs, tail whips, and statue hits will exterminate them, but you are more likely to jump over their pipes. If the spiked ball is giving you trouble, wait for it to fly high into the air, then quickly jump through it.

FIRE NIPPER.

Appearance: A stationary, small white plant that can blow fireballs.
Attacks: Blows fireballs at Mario with great accuracy.
How To Defeat: Only one in the whole game is encountered - at the end of Level 7-8 on a high ledge. Don't waste time killing it! Just go under it before the jets of flame can hit Mario.

GOOMBA FAMILY

GOOMBA.

Appearance: A basic, brown, evil walking mushroom.
Attacks: Tries to walk into Mario, but clumsily falls off ledges.
How To Defeat: Any type of attack will put it out of commission.

RED PARA - GOOMBA.

Appearance: A winged-red Goomba that can't seem to get off the ground.
Attacks: Randomly hops around, in an attempt to hit Mario.
How To Defeat: Any type of attack will put it out of commission, but jumping on it will make it lose its wings and revert to a normal Goomba.

BROWN PARA - GOOMBA.

Appearance: A winged-brown Goomba that flies around with ease.
Attacks: Tries to drop Mugger Micro - Goombas onto Mario.
How To Defeat: Any type of attack will put it out of commission, but jumping on it will make it lose its wings and revert to a normal Goomba.

GRAND GOOMBA.

Appearance: A giant brown evil walking mushroom.
Attacks: Tries to walk into Mario, but clumsily falls off ledges.
How To Defeat: Tail whips are the only thing that won't kill it.

MUGGER MICRO - GOOMBA.

Appearance: The really tiny Goombas that are thrown from Brown Para - Goombas.
Attacks: None really, but slow down Mario a lot if they fall on him.
How To Defeat: Repeatedly tap LEFT and RIGHT on the D-Pad to knock it off Mario and kill it.

PILEDRIVER MICRO - GOOMBA.

Appearance: A strong Micro - Goomba that lives inside breakable blocks.
Attacks: Launching the block into the air, and trying to come down on Mario.
How To Defeat: Fireballs are the only thing that won't kill it. Also, note that their blocks are less shiny than other ones.

FORTRESS FAMILY

BOOM - BOOM.

Appearance: A big, spiked Koopa Troopa, and the guardian of the fortresses.

Attacks: Tries to run or leap into Mario and defends himself using the spikes.
How To Defeat: Jump on Boom - Boom's head just as he starts to move to give him the least reaction time, but don't go too fast or you'll land on the spikes. If he starts flying, wait for him to swoop, then stomp him.

PODOBOO.

Appearance: An evil fireball that jumps out of lava pools.

Attacks: None really, but randomly jumps in and out of the lava.

How To Defeat: The only things that can kill it are hammers, statue hits, and Starmen. Carefully time your leaps over their lava pools.

DRY BONES.

Appearance: A skeletal version of a Koopa Troopa.

Attacks: Tries to walk into Mario and revives itself from Mario's stomp.

How To Defeat: Stomps will NOT kill it, but just make it crumble. Starmen, statue hits, and hammers will kill it however.

BOO DIDDLY.

Appearance: A small white ghost.

Attacks: When Mario isn't facing them, these ghosts will tear at Mario.

How To Defeat: Unless you're Invincible Mario, Hammer Bros. Mario, or Tanooki Mario, Boo Diddlies are un-killable. This means that you'll have to avoid the ghosts as you go by. Face them to make them stop in their tracks.

HOTFOOT.

Appearance: A small red flame.

Attacks: When Mario isn't facing them, these flames will tear at Mario.

How To Defeat: Unless you're Invincible Mario, Hammer Bros. Mario, or Tanooki Mario, Hotfeet are un-killable. This means that you'll have to avoid the flames as you go by. Face them to make them stop in their tracks.

ROTODISC.

Appearance: A glowing sphere that usually rotates around a black orb.

Attacks: The glowing sphere will rotate, and will bash Mario if he hits it.

How To Defeat: These cannot be beat, so try to avoid the glowing sphere as best as you can.

DUAL ROTODISC.

Appearance: Two glowing spheres that simultaneously rotate around a black orb.

Attacks: The glowing spheres will rotate, and will hit Mario if he hits them.

How To Defeat: These cannot be beat, so try to avoid the glowing spheres as best as you can.

THWOMP.

Appearance: A bluish, squarish stone creature.

Attacks: Tries to crush Mario as he rushes through their domain.

How To Defeat: Unless you're Invincible Mario, Hammer Bros. Mario, or Tanooki Mario, Thwomps are un-killable. This means you may have to lure them down and dash under when they're going back up. Horizontal and diagonal Thwomps also exist, in some fortresses.

STRETCH.

Appearance: A white bar that houses one or two Boo Diddlies.

Attacks: Pops the Boo Diddlies out in an attempt to slam Mario.

How To Defeat: Unless you're Invincible Mario, Hammer Bros. Mario, or Tanooki Mario, Stretches are un-killable. Walk or swim past carefully past otherwise.

KING BOWSER'S STATUE.

Appearance: A gray statue of Bowser, found only in his castle.

Attacks: Shoots laser beams at 45 degrees to the floor.

How To Defeat: These cannot be "killed," but you can fly, jump, or in most cases run under them as fast as you, so Mario will not get hit.

FIRE MISSILE.

Appearance: A long fireball that's fired at Mario in Bowser's castle.

Attacks: Tries to hit Mario with the flame.

How To Defeat: These cannot be "killed," so jump over them as they are blown toward Mario in the rooms before you meet Bowser.

MILITARY FAMILY

CANNONBALL.

Appearance: A small black ammunition round, fired from Cannons.

Attacks: Shot from a Cannon in a variety of angles to hit Mario.

How To Defeat: Stomping or a Starman are the only things that can kill it.

BULLET BILL.

Appearance: A black bullet with a face and arms, shot from a Cannon.

Attacks: Tries to fly into Mario and bash him.

How To Defeat: Tail whips and fireball are the only things that won't work on these bullets. Stand beside a Cannon to keep it from firing.

EXHAUST PORT.

Appearance: Small gray exhaust pipes and shoot flames.

Attacks: None really, but randomly shoots out flames.

How To Defeat: The exhaust pipe can't be destroyed, but only a statue hit from a Tanooki Suit will put out the flames.

BROWN ROCKY WRENCH.

Appearance: A brownish, mole - like enemy that often hides in the flooring.

Attacks: Hurls spanners at Mario in an attempt to hit him.

How To Defeat: Any type of attack will put it out of commission. However, they'll only be defeated for a moment before returning.

RED ROCKY WRENCH.

Appearance: A reddish, mole - like enemy that often hides in the flooring.

Attacks: Hurls spanners at Mario in an attempt to hit him.

How To Defeat: Any type of attack will put it out of commission. They are not infinite, and only need to be killed once to really die.

BOMB-OMB.

Appearance: A small walking bomb.

Attacks: Once its timer has run out, shown by it flashing, it will explode.

How To Defeat: Fireballs won't work, so essentially you need to stomp it then kick it away as far as you can so it won't blast Mario with the explosion.

MISSILE BILL.

Appearance: A flashing bullet with a face and arms, shot from a Cannon.

Attacks: Tries to fly into Mario and bash him, but homes in on Mario.

How To Defeat: Tail whips and fireballs are the only things that won't work on these bullets. Stand beside a Cannon to keep it from firing.

GIANT CANNONBALL.

Appearance: A giant black ammunition round, fired from Cannons.

Attacks: Shot from a horizontal Cannon at high speed to bash Mario.

How To Defeat: Tail whips and fireballs are the only things that won't work on these ammunition rounds.

AQUATIC FAMILY

RED CHEEP - CHEEP.

Appearance: A basic red fish.

Attacks: Hops out of the water in an attempt to bump into Mario.

How To Defeat: Fireballs are your best bet for killing them, but run away and avoid otherwise.

GREEN CHEEP - CHEEP.

Appearance: A basic green fish.

Attacks: None really, but swims in a horizontal fashion.

How To Defeat: Fireballs are your best bet for killing them, but stealthily swim past otherwise.

BLOOPER.

Appearance: A pinkish-white jellyfish.

Attacks: Stealthily swims over to Mario to hit him, like in Super Mario Bros..

How To Defeat: Fireballs are your best bet for killing them, but stealthily swim past otherwise.

NANNY BLOOPER.

Appearance: A Blooper that leads four mini-Bloopers.

Attacks: Stealthily swims over to Mario to hit him and fires the kids out too.

How To Defeat: Fireballs are your best bet for killing them, but stealthily swim past otherwise. Don't hit the kids either.

BOSS BASS.

Appearance: The husband of the Giant Red Cheep - Cheep pair.

Attacks: Swims along the surface of the water, trying to swallow Mario whole.

How To Defeat: Boss Bass can eat Mario, no matter what powerup he has - Raccoon Leaf, Frog Suit, P-Wing, whatever - so you'd best stay at high ground so Boss Bass can't reach you in his territory. Fireballs are your best bet for killing him.

BIG BERTHA.

Appearance: The wife of the Giant Red Cheep - Cheep pair.

Attacks: Spits out her Baby Cheep so it can hunt Mario while she lurks around.

How To Defeat: Fireballs are your best bet for killing her, but stealthily swim past otherwise.

BABY CHEEP.

Appearance: A small red Cheep - Cheep and the kid of Big Bertha and Boss Bass.

Attacks: Once spat from the mouth of Big Bertha it'll swim toward Mario.

How To Defeat: Fireballs are your best bet for killing it, but stealthily swim past otherwise.

JELECTRO.

Appearance: A stationary, black electrified jellyfish.

Attacks: It lives in a large group of Jelectros making them difficult to pass.

How To Defeat: These cannot be beat, so swim past them as cautiously as you can.

SPINY CHEEP - CHEEP.

Appearance: Found only in Level 7-4, a spiny black Cheep - Cheep.

Attacks: Darts into Mario in the water, faster than its red and green cousins.

How To Defeat: Fireballs are your best bet for killing them, but stealthily swim past otherwise. Try to move quicker than usual.

OTHER

LAKITU.

Appearance: A Koopa Troopa that flies in a cloud.

Attacks: He throws Red or Green Spiny Eggs out of the cloud to Mario.

How To Defeat: Any type of attack will put him out of commission, but he will eventually return no matter what attack you use.

SPINY.

Appearance: A red turtle with spikes on its back.

Attacks: Tries to walk into Mario, but clumsily falls off ledges.

How To Defeat: Hence their name, Spiny's have spikes on their back that are plenty sharp, so DON'T stomp them - unless you use a statue hit. Any other attack besides stomping without being a statue will do.

RED SPINY EGG.

Appearance: A red egg that becomes a Spiny on impact with the ground.

Attacks: Will hurt Mario if he hits them in the air.

How To Defeat: You cannot attack them when they are in the air, so wait for them to become a Spiny when they hit the ground. Hence their name, Spiny's have spikes on their back that are plenty sharp, so DON'T stomp them - unless you use a statue hit. Any other attack besides stomping without being a statue will do.

GREEN SPINY EGG.

Appearance: A green egg thrown by Lakitu, but it stays curled in its shell.

Attacks: Will hurt Mario if he hits them in the air or on the ground.

How To Defeat: Basically it's the same as a normal Spiny, only quicker and more out of control. Hence their name, Spiny's have spikes on their back that are plenty sharp, so DON'T stomp them - unless you use a statue hit. Any other attack besides stomping without being a statue will do.

BUZZY BEETLE.

Appearance: A black turtle.

Attacks: Will walk into Mario unless it starts on the roof, to roll at him.

How To Defeat: These durable foes can only be knocked out of commission with a Starman, and stomping on it will cause it to just retreat into its shell.

BUSTER BEETLE.

Appearance: A charging blue turtle that stands upright.

Attacks: Will run toward Mario unless they find a White Block to chuck at him.

How To Defeat: Any type of attack will put it out of commission, but try to do so before it finds a White Block to chuck at Mario.

ANGRY SUN.

Appearance: A nasty - looking sun that needs to go to anger management class.

Attacks: Flies around a few times in the air, before swooping at Mario.

How To Defeat: Koopa shells, hammers, and statue hits will kill it, but avoid it well otherwise.

FIRESNAKE.

Appearance: A serpent made up of segmented fireballs.

Attacks: Hops difficultly toward Mario, and can pass through walls and roofs.

How To Defeat: Tail whips and Starmen will knock it right off screen, but it will have revived if you return to its original area.

CHAIN CHOMP.

Appearance: A rabid black head connected with a chain to a wooden block.

Attacks: Lunges at Mario in an attempt to bite him.

How To Defeat: Use a Koopa Troopa shell to bring it down. Also, if you wait for 47 lunges, its chain will begin to flash. At the 50th lunge, it'll break free from the chain, attempting to bite Mario as it falls off screen.

FIRE CHOMP.

Appearance: A flying black head that has a fire tail.

Attacks: Blows its fireballs at Mario, and once it has run out it'll explode.

How To Defeat: Any type of attack will put it out of commission, but do it with caution.

SPIKE.

Appearance: A green, black-shelled turtle that stands upright.

Attacks: Produces spiked balls from its mouth and hurls them at Mario.

How To Defeat: Any type of attack will put it out of commission, but do be careful while doing so.

PARA - BEETLE.

Appearance: Winged-red turtle found only in 5-6, that flies across the screen.

Attacks: None really, but if Mario hits them from below he'll get wounded.

How To Defeat: Although tail whips will put it out of commission, you'd best not kill these guys. They serve better as stepping-stones while traversing the deep chasms below.

*****World 7: Items*****

As Mario attempts to return the king's wands and save the Princess from the claws of Bowser, many pickups and powers will help him on his way! Here's a list of each one and their effect, divided into two types: Overworld, and Map-Only.

OVERWORLD

COIN.

Power: Found scattered around The Mushroom World, sometimes in blocks, 100 of these golden wonders will earn Mario an extra life.

COIN BLOCK.

Power: Disguised as a breakable block, Mario can repeatedly hit these blocks to receive lots of coins. The number of coins inside is dependent on how fast Mario can punch the block.

SUPER MUSHROOM.

Power: When Regular Mario grabs it, he will become Super Mario.

Durability Increase: Simply grab the Super Mushroom, and Mario will be allowed an extra hit without dying.

FIRE FLOWER.

Power: When Super Mario (or better) grabs this little flower, he'll become Fire Mario.

Fireball Toss: Press the Y (SNES) / B (NES) Button to unleash a fireball. Up to two fireballs can be thrown at a time.

RACCOON LEAF.

Power: When Super Mario (or better) grabs this little leaf, he'll become Raccoon Mario.

Tail Whip: Press the Y (SNES) / B (NES) Button to unleash a Tail Whip, which will damage many enemies.

Super Fly: Rev up your P Meter by running at full speed ahead, (you may need to run back and forth) and when it starts to flash and beep, repeatedly press B (SNES) / A (NES) and pick a direction you wish to go to on the D-Pad to fly in that direction upwards for a few moments!

1-UP MUSHROOM.

Power: When found, it gives Mario a 1-UP!

Extra Life: Simply grab the 1-UP Mushroom, and Mario will gain this reward!

FROG SUIT.

Power: Grab this relatively rare powerup to become Frog Mario and gain amazing swimming skills!

Superb Swim: While underwater, repeatedly tap the jump button to swim fast, and use the D-Pad to pick the direction you wish to go in.

TANOOKI SUIT.

Power: Grab this relatively rare powerup to become Tanooki Mario - you can now fly AND turn into a stone statue!

Super Fly: Rev up your P Meter by running at full speed ahead, (you may need to run back and forth) and when it starts to flash and beep, repeatedly press B (SNES) / A (NES) and pick a direction you wish to go to on the D-Pad to fly in that direction upwards for a few moments!

Statue Stomp: Press DOWN on the D-Pad at the same time as the running button to become a stone statue for a limited time. With this form, Mario will be invincible to enemies as they walk past him for a few moments! You can also do this in the air to come down to the ground with a hard thud!

HAMMER BROS. SUIT.

Power: Grab this relatively rare powerup to become Hammer Bros. Mario, and gain the ability to throw hammers!

Hammer Throw: Press the Y (SNES) / B (NES) Button to unleash a hammer, which will put almost every enemy out of commission! Up to two hammers can be thrown at a time.

Flame Shield: Duck (press and hold the DOWN button on the D-Pad) to create a shield against most fire attacks! (Not Bowser's fire missiles though!)

P-SWITCH.

Power: When found and tripped, it turns all coins into breakable blocks and all breakable blocks (and Munchers) into coins! Also, they occasionally have the power to make extra coins and secret doorways appear!

STARMAN.

Power: When grabbed, Mario will become invincible for a few moments!
Invincible Mario: Simply grab the Starman to become invincible for a

short time! You'll know this by the rather-catchy theme song!

? CRYSTAL.

Power: Boom - Boom has this precious crystal, which keeps the fortress's structure intact. Hence, defeat Boom - Boom to gain this crystal and destroy the fortress and head to later levels.

MAGIC WAND.

Power: The stolen wands that each Koopa Kid possesses. Hence, defeat the Koopa Kid to return to the throne room, turn the king back to normal, and gain access to the next world!

KURIBO'S SHOE.

Power: Once usurped from a Goomba, by punching the block it's on from below, Mario can stomp on ANYTHING without fear of getting hurt! Only three of these are located in the game, each in 5-3!
Extreme Stomper: Simply grab this powerup to gain the ability to stomp ANYTHING without fear of getting hurt! It's also convenient and cool-looking travel! If only this wonderful powerup was permanent...

MAP-ONLY

JUGEM'S CLOUD.

Power: When used, Mario can pass over a level completely! However if he dies on the next local, he'll return to the last completed level BEFORE using the Jugem's Cloud, unless he finished a Koopa Bros. Battle or entered a transport pipe. (He'll return to that corresponding space.)

HAMMER.

Power: When used on a rock on the map of the land, the rock will crumble away and show the path behind it, although the Hammer will disappear too.

MUSIC BOX.

Power: When used on the map, all the Koopa Bros. will fall asleep, allowing Mario to pass over them unharmed! This lasts for two turns, and the lullaby tune is actually a short version of the original Super Mario Bros. theme song!

ANCHOR.

Power: If a Koopa Kid's ship is on the map when this Anchor is used, the ship will become stationary, so it won't fly to some unexplored area!

WARP WHISTLE.

Power: Once played, this whistle will cause a tornado to come out of nowhere and dump Mario into World 9: Warp Zone! It depends on which world you're in, however, that will determine where you can warp to. Using it in World 1 will allow access to the top row of worlds - 2 through 4. Using it in Worlds 2 through 6 will allow access to the middle row of worlds - 5 through 7. And using it in Worlds 7 through 9 will allow access to the very bottom world: World 8. In an interesting note, the Warp Whistle tune is exactly the same as the Recorder tune from the original Legend Of Zelda.

from a fall, he'll shake his chamber and immobilize Mario for a few seconds. Even after he is stomped, he'll give out a "double hop" which means Roy will slam the ground twice and bounce between the hops. Fireballs may prove worthy since the floor isn't too uneven, but I wouldn't risk it. Watch out for his jumps, and whenever he lands, jump on him. Leap on him three times (while watching for double hops) and seize the wand from the powerful Koopa Kid!

- Bombardment is the key to success, as the main strategy says. The less reaction time you give to Roy, the less time he'll have to stomp the ground. You'll need to watch out for his "double hops" however after each stomp, but as soon as Roy is vulnerable again, stomp him.

ROY DIFFICULTY: 6/10

S I X T H B O S S : L E M M Y K O O P A

Lemmy really wants to join a circus, but with his IQ I doubt he'll ever get in. Anyways, here the layout of his room:

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Lemmy is very similar in fighting style to his sister, Wendy. He'll release three star - adorned balls, while balancing on one of his own. Similar to Wendy's bracelets, they'll ricochet at right angles off the room's sides. However, you can bounce on them without getting hit, (they're pretty slow, too) and Lemmy also can't jump around the room. It shouldn't be too much of a chore to win over Lemmy, so use the bounce from the balls to your advantage and simply stomp him three times (or feed him 15 fireballs, which is pretty easy considering this room is flat - floored) and seize the wand from the terrible circus Koopa Kid!

- Surprisingly, Lemmy isn't too difficult of a boss. The star - adorned balls can only hurt Mario if he hits them from the side or underneath. He also can't jump since he must balance on his ball. This is quite an easy boss fight, considering this is Bowser's second - most elite kid.

LEMMY DIFFICULTY: 4/10

S E V E N T H B O S S : L U D W I G V O N K O O P A

Ludwig, the composer of Koopa symphonies, is the smartest and oldest of Bowser's kids. Here's the layout of his annex:

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| |      +--+--+      +--+--+      | |
| |      | | | | +--+--+ | | | +--+--+ | |
| | -+--+--+ | | | | | | | | | | | | | |
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```

Ludwig is quite a tough dude. This intelligent Koopa Kid has mastered the art of his magic wand, being able to shoot evil magic rings out like a Gatling Gun, and also shakes the ground whenever he lands. Add uneven terrain to make this one of the most challenging bosses yet. First of all, fireballs ARE NOT recommended, because of the uneven terrain and Ludwig's tendency to punish Mario for stalling. He tends to make quick, low jumps, an obvious threat. Try to bombard him, by first stomping on him immediately after a ground shake, then (while watching out for the double hop) stomp him immediately when he's vulnerable afterwards. Do this a third time, and the Koopa Komposer will be toast. Seize the magic wand from Ludwig after the third stomp!

- Once again, similarly to Roy, bombardment is the key tactic to victory. Other than that, try not to get trapped in the lower holes in this room, or Ludwig will finish you off all too quickly. When he fires his magic wand, try to be elsewhere. You'll want to make this fight as short as you possibly can.

LUDWIG DIFFICULTY: 9/10

F I N A L B O S S : K I N G B O W S E R K O O P A

Bowser, the Koopa King, the epitome of evil, the baddest brute around, whatever... is finally out to destroy Mario, as it's now Mario 1-on-1 with the Koopa King! Here's the layout of his wicked lair:

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| --- |
| KEY |
| --- |
|     |
|B = Bricks |
|D = Door   |
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Bowser is, undoubtably, the toughest boss that this game has to offer. First of all, notice the bricks in the centre of this lair. Mario's job is to bait Bowser into breaking enough to fall into the deep pit below. From the beginning of this battle, head onto a cluster of bricks, as Bowser breathes fire missiles at Mario, coming anywhere between one and three per volley. Jump over, or duck as the flames rush toward Mario, and Bowser will then attempt to "Bowser-Bomb" him. When he does this, signaled by him leaping up into the air, immediately jump to another cluster of bricks and Bowser will smash the ones below him. Again, he'll shoot a volley of fire missiles afterwards, and again, avoid them. When he attempts to Bowser-Bomb Mario again, move to another cluster of bricks again as Bowser smashes the ones below him. Repeat this process, but don't hurry to beat the final boss. Gradually allow him to break lots of brick clusters, and not just a few holes, but the whole area. Eventually, when the time is right, stand on top of a just a single cluster of bricks that fills the gap below up, dodge the fire missiles, and dramatically leap off the bricks as Bowser smashes the bricks and falls into a gap. Man, that's a nasty - looking fall... and listen to that thud! (THAT'S gonna leave a mark!)

- The reason for thinning out several rows of bricks instead of deep holes is because, similar to Ludwig, Bowser will make short work of Mario if he's in them. Don't hurry to beat the King Of The Koopas, either. Keep under control while fighting this brute, but remember you can use six hammers or 35 fireballs (if you can do that, consider yourself a real pro) to defeat Bowser. Overall, your biggest danger should be the fire missiles, so be elsewhere if they're right by Mario.

BOWSER DIFFICULTY: 10/10

 *****World 9: Koopa Bros. Battles*****

Koopa Bros., who you probably know as "the annoying camel guys," are somewhat elite soldiers of Bowser that can be found patrolling somewhere in most of the lands. This section deals with their strategies. Note that when I say that they've appeared in levels, I'm not counting Bowser's Koopa Bros. Hand Dungeon.

H A M M E R B R O S .

Hammer Bros. are the brown Koopa Bros., and are the most common of the four types. They can be found in Worlds 1, 3, 5, and 6, and even in a few levels. Their arena usually consists of two small ledges of breakable blocks, parallel to each other and the ground. As their name suggests, Hammer Bros. throw hammers at Mario for him to avoid.

HAMMER BROS. DOS AND DON'Ts

DOs: The tried and true method of defeating the Hammer Bros. is to break the block they're on from below. Of course, fireballs and Starmen are superb weapons. Tail attacks are okay if they're right in front of you, while hammers work if they're a level above you.

DON'Ts: If a Hammer Brother is right in front of you, and you're trying to

break the block that the second one is on above you, you're making a big mistake and will probably get hit with one of their hammers. The same goes if you're trying to hit one with a hammer on your level.

B O O M E R A N G B R O S .

Boomerang Bros. are the green Koopa Bros., and are fairly common among their different - coloured relatives. They can be found in World 2, and in many levels in and out of this world. Their arena consists of a single large block they stand on, which is on top of the ground. As their name suggests, Boomerang Bros. throw boomerangs at Mario, two at a time, for him to avoid.

BOOMERANG BROS. DOs AND DON'Ts

DOs: Stomping on the Boomerang Bro., once both of his boomerangs have returned to him, is probably your best choice of attack. Fireballs are also good to chuck at him, as well as Starman power.

DON'Ts: The worst thing you can do is try to tail whip the Boomerang Bros., since you DON'T want to get into close encounters with them.

S L E D G E B R O S .

Sledge Bros. are the giant green Koopa Bros., and are rather uncommon upon other family members. They can be found in World 4, as well as a single level there. Their arena is only the ground, with no real special elements. Hence their name, Sledge Bros. throw sledgehammers at Mario and have a ground-shaking ability which will immobilize him for a little while.

SLEDGE BROS. DOs AND DON'Ts

DOs: Sledge Bros. can jump high into the air, then come down with a massive thud that will immobilize Mario, so immediately try to stomp the Sledge Bro. after he thumps the ground to give him the least reaction time. Fireballs are great to use, and so is a Starman - however, make sure he doesn't immobilize you while you're invincible and waste your Starman on you.

DON'Ts: Tail attacks will just make the battle harder, so avoid using it as well as being Regular Mario when entering their territory.

F I R E B R O S .

Fire Bros. are the red Koopa Bros., and are the rarest of the rare as far as Koopa Bros. go. Only one pair can only be found in the hidden section of World 2, and hence the names they spit fire at Mario. Their environment is exactly the same as the Boomerang Bros., but one is on the block while the other is on the ground ahead of it.

FIRE BROS. DOs AND DON'Ts

DOs: Fight fire with fire - fireballs are great to use. Chuck one at the one at ground level before moving ahead and jumping up quickly to throw one at the second Bro.. Possibly, you could stomp the first one while holding the jump button to fly high into the air and onto the second one. A

Starman is a good method as well.

DON'Ts: Anything close quarters, such as tail attacks, are sure to fail you. And whatever you do... DON'T enter this battle as Regular Mario - you'll really regret it!

*****World 10: White Mushroom House*****

White Mushroom Houses are fabulous Toad Houses, earned by earning a set amount of coins on a usually difficult level. The rewards they have to offer however are a P-Wing or an Anchor! This section will show the stats for each prize level.

0-----0
|World 1: Grass Land|
0-----0

Level 1-4
Coins Required: 44
Prize: P-Wing

0-----0
|World 2: Desert Hill|
0-----0

Level 2-2
Coins Required: 30
Prize: Anchor

0-----0
|World 3: Sea Side|
0-----0

Level 3-8
Coins Required: 44
Prize: P-Wing

0-----0
|World 4: Big Island|
0-----0

Level 4-2
Coins Required: 22
Prize: Anchor

0-----0
|World 5: The Sky|
0-----0

Level 5-5
Coins Required: 28
Prize: P-Wing

0-----0
|World 6: Iced Land|
0-----0

Level 6-7
 Coins Required: 78
 Prize: Anchor

0-----0
 |World 7: Pipe Maze|
 0-----0

Level 7-2
 Coins Required: 46
 Prize: P-Wing

 *****World 11: N-Spade Solution*****

This section describes the various rewards you can achieve from Toad's N-Spade game.

 STATS

- For each 80,000 points you rack up, with the completion of a level, an N-Spade card space will appear on the map.

- The pattern selected is randomly selected from eight pre-programmed patterns, and that pattern will remain constant (even if you miss twice) until each item has been won. At that point, a new pattern will be selected.

 THE EIGHT PATTERNS

=====		PATTERN ONE	PATTERN TWO	PATTERN THREE	PATTERN FOUR
---		=====	=====	=====	=====
KEY		=====	=====	=====	=====
---		F 2 S I 1 F	S F 2 F 0 I	F 0 1 F 1 S	F I 1 F 2 S
1 = 1-UP Mushroom		=====	=====	=====	=====
S = Super Mushroom		1 F 0 S 2 I	2 1 S 0 1 F	I S 2 I S 0	0 S 2 1 S 0
I = Starman		=====	=====	=====	=====
0 = Ten Coins		S 0 I S F I	I S I S F I	I F 2 S F I	2 S 0 S F I
2 = Twenty Coins		=====	=====	=====	=====
F = Fire Flower					
=====					

PATTERN FIVE	PATTERN SIX	PATTERN SEVEN	PATTERN EIGHT
=====	=====	=====	=====
1 S 0 S F I	S F 2 S 0 I	F I 1 F 1 S	S F 1 F I I
=====	=====	=====	=====
S 0 I 2 2 F	F 1 S 0 1 2	0 S F I S 0	2 I S 0 1 F
=====	=====	=====	=====
I 1 F S F I	I F I S F I	I 2 2 S F I	2 S 0 S F I
=====	=====	=====	=====

HOW TO TELL WHICH PATTERN YOU HAVE

Okay, so here's how you tell which of the eight patterns you have:

Flip over the second-to-the-left card in the bottom row.

You have pattern: One, if it's ten coins.

Five, if it's a 1-UP Mushroom / Treasure Chest.

Seven, if it's twenty coins.

If you got either a Super Mushroom or a Fire Flower, flip over the second-to-the-right card on the top row.

You have pattern: Three, if it's a 1-UP Mushroom / Treasure Chest.

Four, if it's twenty coins.

Eight, if it's a Starman.

If you got ten coins, flip over the rightmost card in the middle row.

You have pattern: Two, if it's a Fire Flower.

Six, if it's twenty coins.

*****World 12: Warp Whistle*****

Warp Whistles - these little guys are so rare, there are only three in the game. They are very well hidden (but not so well hidden that yours truly couldn't sniff them out) and for good reason. When played they'll whisk Mario away to World 9: Warp Zone, allowing him to skip over many worlds! This section will expose their three hidden locations.

First Warp Whistle: Level 1-3

Warp Whistle #1 is located pretty early into the first world. Nearing the end of Level 1-3, you'll see a floating white platform with a Red Koopa Troopa pacing on it. Knock off the Red Koopa Troopa and hold DOWN on the D-Pad for a few seconds to make Mario fall BEHIND the scenery! Rush past all the enemies to behind the dark area, take a running leap once back there, and you'll appear in a secret Toad House. Open the lone chest to find your first Warp Whistle!

Second Warp Whistle: Grass Land Fortress

Warp Whistle #2 is located in this game's first fortress. At the end of the first hallway, you'll see a Dry Bones and a question mark block. Since you'll need to be able fly to get this whistle, punch the question mark block if you're Super Mario (or better) for a Raccoon Leaf. Now, stomp the Dry Bones, rev up your P Meter, and fly up the wall that is above the question mark block. Hug the wall (hold RIGHT on the D-Pad) until you end up in a small alcove, then run right until you can't go any further. Press

UP on the D-Pad to enter a hidden door, and fall into a secret room that holds a treasure chest - take the awaiting Warp Whistle inside!

Final Warp Whistle: Fire Bros. Battle

Warp Whistle #3 is found in a secret area of Desert Hill. When you've won the Hammer from one of the Boomerang Bros. battles, proceed to the top right - hand corner of the map to find a rock. Break it, and proceed through the newfound path to find a pair of Fire Bros.! Defeat the Fire Bros. to gain the third and final Warp Whistle!

*****World 13: White Coin Ship*****

Occasionally, when certain stats are fulfilled, you can morph a wandering Hammer Bro. into a White Coin Ship! This is a rare secret that I've only managed to get ten times (four times by coincidence) and despite the difficult requirements, it's certainly worth the effort! This section deals with the White Coin Ship secret.

0-----0
|Requirements|
0-----0

1. You must be in World 1, 3, 5, or 6 to make a White Coin Ship appear, and there must be at least one Hammer Bro. that's alive on the map.
2. You need to have a multiple of 11 as the number of your coins. (11, 22, 33, 44, 55, 66, 77, 88, 99.) 00 doesn't count.
3. You need to make the ten's digit in your score total the same as both digits in your coin total. (For example: if you have 77 coins, 0023570 could be your score.)
4. Once you reach the end of the level, you must stop the timer on an even number.

0-----0
|Description And Walkthrough|
0-----0

A slew of coins can be found on the White Coin Ship, which makes it easy to get lots of 1-UPs. Once you reach the end, you'll find the unorthodox white pipe, but nearby there is an invisible block containing a 1-UP Mushroom that is only a couple of spaces to the left of the pipe. Take it, and then proceed down the pipe to face off against two Boomerang Bros. on either side of the room! Defeat them, and you'll gain the prize that the Hammer Bro. originally had!

Before you ask, yes, it is possible to lose the White Coin Ship, and it can be accomplished by two ways. The most common way is to die on the Ship - either be squished by the scrolling screen, or killed by the Boomerang Bros. at the end. The other way is to do all the steps in "Requirements" again, causing it

to revert to a Hammer Bro..

*****World 14: Tips And Tricks*****

Super Mario Bros. 3 has tons of tricks to help Mario through in his adventure to save the world! This section will deal with them.

1-UP TRICKS

THE STOMP MASSACRE.

Requirements: A tail, and an endless supply of enemies / shells to stomp.

How And Where To Perform: This trick is most famous in Level 1-2, at the "T-Pipe" where an endless supply of Goombas are coming out. When a few Goombas are out on screen, while holding the jump button, stomp on one and bounce high into the air. Now, slowly descend with your tail, and while holding the jump button, stomp another Goomba as more come out of the T-Pipe. Repeat this pattern, and watch the 1-UPs roll in! You can also do this in the beginning of Desert Hill's first fortress, with the three Dry Bones. Stomp on them while holding the jump button like the Goombas and slowly descend with the tail, and after th third one is stomped, the first one will revive. Stay in the air the whole time, and this trick will be a success! Watch out for three Green Koopa Para - Troopas in Level 7-5 that you can also do this trick with.

THE KOOPA TROOPA FAKE STOMP.

Requirements: A vine / rotating platform, and a Koopa Troopa shell.

How And Where To Perform: This trick is easiest in Level 3-7. Halfway through, you'll see an elevated breakable block ledge with a Green Koopa Troopa walking between it's walls. Stomp the Troopa into it's shell, and kick it to make a vine appear out of one of the walls of the platform. Climb onto the vine, jump off to stomp the Koopa Troopa shell from ricocheting, and then immediately climb back on to the vine. (Without touching the ledge / ground.) When the Koopa Troopa comes out again, stomp it back into it's shell, and immediately jump back onto the vine again. Keep doing the directions in that last sentence, and points followed by 1-UPs will slowly roll in! Nearing the end of Level 5-4, this trick can also be done with the Green Koopa Para - Troopa by the destination pipe, while using the rotating platform to replace the vine. Keep in mind that this is slightly harder than Level 3-7's method, but it's pretty easy if you're an advanced player.

END-OF-LEVEL LAKITU POINTS.

Requirements: Lakitu at the dark area.

How And Where To Perform: Whenever Lakitu is found at the dark area, let him throw four Spinys, the maximum he can throw, on-screen. As soon as he's done doing this, grab the goal card, and quite few points as well as a 1-UP will be yours!

1-UP FACTORY.

Basically, this type of trick involves the player going into a level to find at least two hidden lives, followed by them purposely killing themselves to reenter and collect the lives again. The most well - known example of this is Pipe Maze's first fortress, where the first room is made entirely of breakable blocks - except for one block holding a P-Switch, waiting to turn them all into coins! Collect as many as you like and reenter again and again to gain lots of 1-UPs!

OTHER ODDITIES

1. At the end of the level, nearing the dark area, fully rev up your P Meter, then grab the goal card while your Meter's all the way up. You'll be guaranteed a Starman card this way.
2. If you win the game once, you'll get 28 P-Wings to fill your inventory! Beat the game again to get 28 Hammer Bros. Suits!
3. If you beat the king as Frog Mario, Tanooki Mario, or Hammer Bros. Mario, you will get a different thank you from the land's king. Collect all three thank yous to see what they say!
4. Mario can only carry 28 items, and if he finds a 29th item, it will replace the 28th one in his inventory. Use up unwanted and unneeded items if this is going on.
5. In Level 3-9, follow the directions for the "main path" until you reach the water. Backtrack to a White Block, duck on it for a little while to make Mario fall behind the scenery. NOW, quickly take that pipe into the water - however, Mario will be invisible! This only lasts for a limited time and serves no helpful purpose, but it's a fun thing to do for kicks!
6. If Mario is hugging a wall as he throws a shell against it, the shell will fly off screen instead of ricocheting back.
7. Some levels (Level 1-2, for example) that are grassy have a dark streak of grass near the bottom of the screen and if Mario has a P-Wing equipped, he can fly through the dark streak.
8. Bowser's TOP HALF is the only part of his body that can hurt Mario, so Regular Mario can stay or run under him. Or Super Mario (or better) can duck under the Koopa King's top half.

*****World 15: Credits And Thanks*****

This section deals with dedications and thanks for this FAQ.

This FAQ is dedicated to:

- My mother, for letting me borrow her PC to write this walkthrough.
- Redemption, for hosting this FAQ.

- Shigeru Miyamoto, for creating this great game.

*****World 16: Final Note*****

This section contains my legal disclaimer as well as my closing statements for this guide.

Okay, so here's the legal stuff: this is property of YeOldeBowser, Copyright 2007-2010. The following website is the only one with access to my FAQ:

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Have fun playing Super Mario Bros. 3, and have a great day!

- YeOldeBowser