

Super Mario Bros. 3 FAQ/Walkthrough

by NMorgan

Updated to v1.00 on Feb 15, 2004

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Type: FAQ/Walkthrough
Platform: NES
Version: 1.02 - Updated: 09/23/03
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\ \ 101 / / UPDATES AND REVISIONS / /

< > September 23, 2003 - v1.02

Today is the day that version 1.02 is released. The only difference is a correction of the Angry Sun in the enemy section. Thanks Ben Yee & Mary Corpuz for that correction.

< > September 13, 2003 - v1.01

After viewing my guide in Internet Explorer, I have noticed that several parts of the FAQ go over 80 characters per line. Due to the word wrap,

the guide looked pretty bad on those of you viewing this with 800x600 resolution and lower. This version fixes that.

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< > September 10, 2003 - v1.00

Yes! I fulfilled my goal, which was to complete this guide before the start date of school, which is tomorrow! I have tried to make this guide as complete as I could possibly make it, and it shows. This will probably be the only guide you'll ever need for the game. Good luck!

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< > August 6, 2003

Major work was done today. After not working on this at all for the past two weeks, I finally got working on it some more. I basically finished all of section 1, 2, and 3 today (except for the boss guide). More work will be done soon, and I suspect that the guide will be done within the next four weeks.

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< > July 15, 2003

Document created today. After finishing a FAQ for Duck Hunt, I decided to create another guide for a more detailed game. So, after pondering for a while, I chose Super Mario 3. Here it is. Please enjoy it!

\\ 102 // // HISTORY OF MARIO // //
// // \\ \\

Source: <http://www.classicgaming.com/tmk>

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< > The birth of Mario

The year is 1980. Shigeru Miyamoto is in the process of developing his very first videogame, popeye. Unfortunately, before Miyamoto could finish popeye, Nintendo lost their rights to the popeye character. So, Nintendo asked Miyamoto to create his very own unique character so that they would not have to worry about copyright issues. His result is Donkey Kong, which was a game that featured an ape called Donkey Kong, and a hero named Jumpman. Jumpman's name was later changed to Mario when somebody realized that Jumpman struck a strange resemblance to Nintendo's italian landlord; named Mario Segali. Yes; that is all it took to change the name of the legendary character that led the videogame revolution.

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< > The look of Mario

You may be wondering why Mario looks the way he does. A big bushy moustache, an oversized nose, and raggy overalls. That's not really the look for the traditional hero, now is it? There are very good reasons why Mario looks the way he does.

- Nose - Mario's nose looks the way it does because of the immature

graphics technology of 1980. Due to the very limited amount of pixels allotted for each character, Miyamoto wanted people to notice that Mario at least had a nose.

- Moustache - There weren't enough pixels to show a mouth, so to solve this, Miyamoto gave Mario a moustache instead of a mouth.
- Hat - There weren't enough pixels to show the movement of Mario's hairs when he jumped. To solve this, Miyamoto gave Mario a big hat. Later on, an M was added to his hat, which of course stands for Mario.
- Overalls - If Miyamoto had left Mario's arms the same color as his clothes, then it would be impossible to notice when Mario would move his arms. To solve this, Miyamoto gave Mario big, red overalls. His overalls were later changed to the color blue.

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< > Preceding Mario Titles
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- 1981 - Donkey Kong (Arcade)
- 1982 - Donkey Kong Jr. (Arcade)
- 1983 - Mario Bros. (Arcade)
- 1985 - Super Mario Bros. (NES)
- 1986 - Donkey Kong (NES)
- 1986 - Mario Bros. (NES)
- 1988 - Super Mario Bros. 2 (NES)
- 1989 - Super Mario Land (GB)
- 1989 - Super Mario Bros. 3 (NES)

\\ _____ /
\\ \ 103 / / GAME REVIEW / /
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< > Introduction
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Yeah, yeah. We all played it. Most of us love it. And there are good reasons for that. I had this game when I was growing up, so I guess maybe that is one of the reasons why I like it so much. It was released in 1989 and was the last Mario game for the NES. It is one of Miyamoto's best

works.

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< > Gameplay 10/10

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PERFECT! If you don't think that this deserves a 10, then kick yourself in the face! As you already know, the game is a 2d sidescroller platform title. You can get powerups that will turn you into frog, flying, tanooki, or just fiery mario. Each one of these powerups will allow you to do something different, some of which are necessary to access secret areas of the game. There are secrets in the game that you can unlock. Even though I've been playing this game since I was 4, I still find secrets here and there. There are not many games that has gameplay that even has a remote chance of competing with this gem of a game.

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< > Graphics 10/10

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Among other nes games, Super Mario 3's graphics are astonishing! It's graphics are so good that they look like an ordinary snes game! The character sprites are the same on super mario world! In addition, the backgrounds are sweet and detailed, and the animations are smooth. Nintendo really did a great job designing the graphics.

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< > Sound 8/10

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There are a lot of added tunes that weren't in super mario 1 or 2. Such as in the overworld, 1-1, and 1-2 music; they have all been changed. In addition, the tune for the underground levels are just a remix version of the standard super mario theme song. This isn't really a good thing, but then again, it isn't really a bad thing either. It's just an okay thing, hence the okay score.

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< > Control 10/10

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This has the same control as the super mario 1 and super mario 2 games has, which is what the mario series is so known for. You know, the old classic hold B to run, then jump and stomp on the enemies. Yeah, you know what I'm talking about.

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< > Replay Value 10/10

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I think we can all agree that the replay value deserves the perfect 10. I've been playing this game since I knew how to hold an nes controller, and I still play (and enjoy) this game to the day. The game is extremely addicting, and you will find yourself playing for hours on some days. This rating wouldn't be nearly as high without the great control of the game.

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< > Overall 10/10

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Yeah, this game truly deserves a perfect score. Shigeru Miyamoto really put lots of effort into this game, as he always does. There is absolutely nothing wrong with this game. There aren't many things that I can think of that could possibly be better in this game. If you don't already own

it, then buy a copy! You wont regret it.

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\ \ 104 / / INTRODUCTION / /
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Super Mario Bros. 3 is one of the most popular games on the nes. There are only a few games that even have a remote chance of challenging this. If you do not already have this game, I highly recommend getting a copy, wether it be a rom image, or the actual cartridge. Many people think of this game as the best Mario game ever.

This game is a unique Mario game in many ways. Unlike in Mario 1, this game will allow you to backtrack, which is good if you accidentily miss something earlier on in the level. Unlike Mario 2, this game carries the "Run, Jump, & Stomp" formula that the Mario games are known so well for. The mario game that is most similar to this one, would have to be Super Mario World for the SNES, but still, there are many differences in the two games.

Super Mario Bros. 3 was the first, and the only Mario game to introduce the Raccoon Leaf, Frog Suit, Tanooki Suit, and many other misc items. Although the frog and tankooi suit don't appear very often, many people remember this game for those few items.

This was the first game to introduce Bowser as a character. Yes, technically, he was in super mario 1, but he was not known as Bowser in that game. He was known as "The Koopa King."

This is the best selling Mario game ever, and for several obvious reasons. Please enjoy my guide, as I have worked very hard on it.

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\ \ 201 / / CONTROLS / /
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< > In Game Controls  
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- Left/Right . . . : Move your character in the corresponding direction.
- Up : Climb vines, enter a door.
- Down : Duck, Descend from vines.
- Start. : Pause game, Unpause game.
- Select : Toggle 1/2 players.
- A. : Jump
- B. : Run, Pick up and carry a shell.

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< > Map Controls

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- D Pad. : Move your character in the corresponding direction, toggle through items in your item inventory.
- Start. : Absolutely nothing.
- Select : Absolutely nothing.
- A. : Use an item in your item inventory.
- B. : View items in your item inventory.

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< > Complex Controls

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- Run. : While holding the B button, walk either left or right. You will run instead of walking.
- Walk : Press the d pad either left or right.
- Grab a shell . . : When you see a vacant shell, touch it while holding B. You will hold the shell. To release it, simply let go of B.
- Slide. : Hold down in a hill. You will slide down the hill, killing any enemy that gets in your way.
- Slide Duck . . . : Get a running start, and hold down. This is good to get into places that you couldn't normally get if you are super mario.
- Swim : Press A button in the water.
- Fly. : As Tanooki or Raccoon Mario, get a running jump. Wait for the flying meter to fill all the way up, and press jump, you will fly in the air for a brief period of time.
- Tail Attack. . . : As Tanooki or Raccoon Mario, press B, and your tail will swing around. This can be used to kill enemies, or break certain bricks.
- Statue Pose. . . : As Tanooki Mario, hold down and B to turn into a statue. Now, enemies will walk right past you. You can only stay a statue for about 5 seconds, though.
- Fire Power . . . : As fiery Mario, press B. Now, you will shoot fireballs at enemies. There are only certain enemies that are immune to fire power.
- Swim : As Frog Mario, you can swim by using the d pad. To swim more effectively, press A.
- Throw Hammers. . : As Hammer Mario, press B to throw hammers.
- Fire Vulnerability As Hammer Mario, hold down to hide in your helmet. While you are in your helmet, any fire attack shot at you will be dodged.

This is a section of a bunch of stuff that you probably already know, but if you are new to the game, then you should definitely read this.

- + There are 8 world in the game. Each world consists of many levels that you have to complete, and then a castle. In the castle, you must defeat a boss so that you can change the king back to his ordinary self.
- + If you lose a life while fighting in the castle, the castle ship will sail somewhere else around the level. You will have to go to that area of the level to re-attempt that level. If you use an anchor, the ship will not sail at all, even if you lose.
- + There are several mini bonus levels that you can visit. In a mushroom house (the most common of the bonus levels) there will be a certain number of chests, and you will have to choose one to get an item. In a spade house, you will play a slot machine type thing for a chance at multiple extra lives. At a card house (only appears for every 80,000 points you have) you will play a matching game for items.
- + When you get an item, it will be send directly to your inventory. To use an item in your inventory, press B on the menu screen and choose your item by moving the DPad and selecting your item with A.
- + Each world will have a limited amount of time to the game. The set time is usually 300 seconds, but the seconds move slightly faster than actual seconds. If your time expires, you will pay with a loss of life.
- + When you play through the levels of the game, you can collect coins. When you get a coin, you will be rewarded with either 50 or 100 points (50 for a stray coin, and 100 for a coin box coin). Also, another coin will be added to your coin meter at the bottom right of the screen. When your coin meter fills up to 100, you will be rewarded with an extra life.
- + Your points are located at the bottom middle of your screen. You can get points for many different things, such as killing enemies or getting coins. When you get 80,000 points, a card house will appear on your screen, which is a bonus level that give you an oppurtunity to get more items for your inventory. Other than that, there isn't much of a purpose of the points.
- + When you run out of lives, you will get a game over. When you get a game over, you can either select to continue or end. If you choose end, then you will restart the game from world 1. If you choose continue, you will restart the game from the very beginning of whatever world you were on when you got the game over.
- + At the end of every ordinary level (not fortress or castle levels) you will have to touch a shuffling card box. When you touch the shuffling card box, a card will stop, which will then be added to one of the three boxes to the bottom right of the screen. When you get three of these cards, you'll be rewarded with an extra life, unless the three cards are the same card. If you get three flowers, then you'll be rewarded with two 1-ups; if you get three mushrooms, you'll be rewarded with three 1-ups; if you get three stars, then you'll be rewarded with five 1-ups.

- + To fly, you must have a raccoon suit. To fly with a raccoon suit, you will have to fill your P-Meter. To fill your P-Meter, get a running start, and run far enough so that the P meter in your menu bar fills up to the top. When that happens, you will have flying abilities for a short time.
- + Your P-Meter is located in the box at the bottom of the screen. It looks something like like this: [>>>>>(P)]. The P-Meter will start to fill up as you get faster. To make it fill up all the way, find a clear "runway", and run as fast as you can go. If you are raccoon or tanooki mario, you can fly by jumping with the P-Meter filled. When you use a P-Wing, which is an item that will give you unlimited flying time, your P-Meter will stay full.

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\ _____ /
\ \ 203 / / ADVANCED KNOWLEDGE / /
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This is a section of a bunch of things that you probably didn't already know that can help you throughout your quest. I'm sure you probably know of at least one or two of these things. It's just a list of some things that will help you throughout your quest.

- + Did you know that you can control which way a mushroom exits from a question mark block when you hit hit? It's true. If you hit the brick to the left, then the mushroom will go to the right. If you hit the brick to the right, then the mushroom will go to the left. Well, what happens when you hit it in the exact center, you ask? Well, you can't hit a brick in the exact center. You will always be at least one pixel to the right or the left. This works with both types of mushrooms (power mushrooms and 1-up mushrooms) as well as power stars.
- + You can only carry a maximum of 28 items in your inventory. That's four full pages worth of items. If you get a 29th item, the 29th item will replace item #28. It's best to use up your items if your inventory becomes this full.
- + The chain chomps, first introduced in world 2-5, is an enemy that takes the look of a dog on a chain trying to attack you. But, did you know that they can break away from their chain? Neither did I until about a week ago. If you watch the same exact chain chomp for 150 game seconds, he will break away from his chain to make one final desperate attack at you. After 140 game seconds, his chain will start flashing as sort of a "Danger, you better get away quick" type thing.
- + This is something that most people don't know about: You can kill boom-boom (fortress boss) by shooting him five times with firepower! You can also defeat castle bosses with 10 shots of fire! Did you know that?
- + When you get to the end of the level, you will have a chance to get a card. If you get three different cards, you will be rewarded with 1-up. If you get three mushroom cards, then you'll get 2-up, If you get three flower cards, then you'll get 3-up, and finally...if you get three starman cards, then you'll be rewarded with 5-up!

+ When you get to the shuffling card at the end of each stage, it is best to get a star card, because if you get three of them in a row, then you'll be rewarded with 5-up. For a better chance to get a star card, run full speed (in the rightward direction) and jump up at the shuffling card at a 45 degree angle. If you do this correctly, you will have about a 85% chance of getting a star card.

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\ _____ /
\ \ 301 / / STORY / /
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Source: Instruction Booklet

Bowser Is Back!!!

The Mushroom Kingdom has been a peaceful place thanks to the brave deeds of Mario and Luigi. The Mushroom Kingdom forms an entrance to the Mushroom World where all is not well. Bowser has sent his 7 children to make mischief as they please in the normally peaceful mushroom world. They stole the royal magic wands from each country in the Mushroom World and used them to turn their kings into animals. Mario and Luigi must recover the royal magic wands from Bowser's 7 kids to return the kings to their true forms. "Goodbye and good luck!," said the Princess and Toad as Mario and Luigi set off on their journey deep into the Mushroom World. "We took the 7 wands from the 7 kings. Each of us has one. Our father has instructed us to protect the wands." says Larry Koopa.

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\ _____ /
\ \ 302 / / CHARACTERS / /
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< > Mario
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The main man of the game. And back again in his 3rd adventure. This time, he has to rescue princess toadstool from the evil perilous Bowser and his seven malicious children. Mario will have to fight his way through 8 dangerous worlds to rescue to princess so that he can get some from her...er...I mean so that the mushroom kingdom can live in peace and harmony again. Sorry.

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< > Luigi
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Luigi is Mario's sidekick. Like any faithful companion, he is always at Mario's side whenever Mario needs him to be there. Luigi is the green version of Mario the player number two controls. He is taller than mario by quite a bit, and he can jump higher than Mario as well. He doesn't get as much credit as he deserves to get.

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< > Princess Toadstool

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Also known as Peach in later games. She is the reason that most Mario games exist. Yes, Bowser always kidnaps her, which is where Mario and Luigi come in to save her. She isn't seen throughout this entire game, except at the very end when you save her. Also, occasionally you'll get a letter from her containing a special item.

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< > Bowser

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He's back, and in green! This time, with more evil help from seven of his kids. His kids are Larry Koopa, Morton Koopa Jr., Wendy O. Koopa, Roy Koopa, Lemmy Koopa, Ludwig Von Koopa, and Iggy Koopa. His evil plot is to take over the mushroom world, but for some reason, he decided to kidnap the princess while he was at it.

\ /
\\ 303 / / ENEMIES / /
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- Angry Sun : Don't ask me why, but for some reason, this sun will suddenly become angry at you half way through the level. For the other half, he is fine. When he becomes angry at you, he will get a mean face, and swoop down at you. Luckily, he only appears twice in the game. YES, he can be killed by throwing a shell at him. (Thanks Ben Yee & May Corpuz for that correction)
- Baby Cheep-Cheep. . . : They are much smaller than an ordinary cheep-cheep, which makes them more agile, and harder to hit with fire power. Big Bertha will release them from her mouth. The only way to kill them is with fire power.
- Big Bertha. : This female fish has the same resemblance as a boss bass, but will not try to eat you. Instead, it has a baby cheep-cheep that she will release from her mouth that can harm you. Then, the baby cheep-cheep will return to big bertha's mouth, and then the process will repeat. I don't believe that she can be killed.
- Blooper w/ Kids . . . : This is like the parent blooper. It's the squid enemy that is only found in underwater levels. It will have four little tiny bloopers on its trail, however, sometimes the tiny bloopers leave their parent blooper, which will result in a more widespread attack.
- Bob-omb : Originally introduced to the Mario series in Super Mario 2, they have a little switch behind them like a wind up toy would have. But, don't

hang around them for too long, because when the wind expires, they will blow up killing every thing (including other bob-ombs) around it. If you jump on his head, he will stop and you can pick him up, but don't hold him for too long, because they can still blow up.

- "Boo" Diddly : This ghost enemy is too shy to actually look anybody in the eye. However, when you turn around, he will make a valliant attempt to make your adventure a not so fun one, if you know what I mean. He is only found in fortress levels, and cannot be killed.
- Boom Boom : This is the dreadful, fearful, malicious boss of the fortress levels. He is the last obstical of a fortress, and he must be defeated to bypass a fortress. To kill him, you will need to jump on his head three times. After you jump on his head once, he will get very mad, and start jumping like a crazy person. Then, after his second stomp, he will start jumping even more wild than before, and he will sometimes start flying! After his third stomp, he will finally perish, and leave a question marked ball. Usually, I don't let him jump anywhere; for the second and third time I jump on him, I jump on him just after he becomes mobile again, before he even has a chance to actually do anything. It's hard to explain.
- Boomerang Brothers. . . : It's basically a boomerang version of a hammer brother. Instead of throwing hammers, they will throw boomerangs. Watch out for the boomerangs, because they will come back during mid-throw, for a second chance to harm you. They can be killed by either a whip of the tail, a blast of fire, or a bop on the head.
- Boss Bass : This guy can be quite troublesome. It's found mostly in world 3 only, and is only found in water levels. It will take a big gulp and try to swallow you whole! If he gets you, it will result in immediate death! For once, humans aren't on the top of the food chain!
- Buster Beatle : These guys are the least abundant of the buzzy beetles. In fact, they are rarely found at all. They will pick up bricks and throw them at you which is extremely dangerous for you. Unlike all the other buzzy beetles, these guys are not fireproof.
- Buzzy Beatle. : Holy crap! He's back from the original super mario brothers, and this time he can walk on the ceiling. That's right, the ceiling. Then, when you least suspect it, he will jump down and roll toward you. Hmmm...they can't be killed by firepower. Extremely tough, they are.

- Chain Chomp : Although they are found tied to a block with a chain, they can be quite an annoyance. They act kind of like mad canine beasts that are always tied to a tree, and never get any attention, and they bark too. The only way to kill them is with star power.

- Cheep-Cheep : This fish enemy was taken almost directly from super mario brothers 1. It is the fish enemy that swims in the water. There are two different versions of the cheep-cheep. The first version is green, and it is mainly found taking a jolly swim through the water. The second and final version is red, and usually jumps out of the water. The red one can be stomped on, but fire power, or star power is a better way to eliminate them.

- Dry Bones : This skeleton version of a koopa troopa is only found in fortress levels. When you jump on it, it will crumble into a pile of bones, but that effect is only temporary; he will restore after about 8 seconds. The only possible way that you can permanently kill him, is with the help of invincibility (star power), or as hammer mario.

- Fire Brothers : These guys are basically a fire version of the hammer brothers; instead of throwing hammers at you, they will shoot fire. They aren't nearly as common as the hammer brothers or a boomerang brother, but they are still mighty dangerous.

- Fire Chomp. : This fire version of a chain chomp is much, much more malicious than an ordinary chain chomp. Its chain is made of fire, and it will shoot fire out of his mouth at the worst possible time. It will explode at a last attempt to kill you.

- Firesnake : This chain of fireballs, which makes it's debut in world 2-1, can pass through many walls in an attempt to harm you. It can be killed by wagging your tail at the front of the firechain.

- Giant Koopa Troopa. . . : like an ordinary koopa troopa, there are two different variations that they can be found in: red and green. The red variation is slightly smarter, and will turn around when it sees a pit. The green version will only turn around when a solid barrier gets in its way. To kill them, just bonk them on the head.

- Giant Goomba. : This is a giant version of an ordinary little goomba. They are four times the size of a little goomba. Luckily, they haven't gotten any smarter. They don't do anything different than what a normal goomba would do, and they are still easy to kill.

- Giant Koopa Paratroopa: This giant version of a koopa paratroopa is nearly four times the size of you! They are

basically the same thing as an ordinary koopa paratroopa, except for their size. They can't really fly, instead they just bounce. To defeat one of them, just do what you would on an ordinary koopa paratroopa.

- Giant Pirahna : These guys are a humungus version of an ordinary pirahna plant. They are found only in world 4. Despite their humungus size, they are not too much harder to deal with.
- Hammer Brothers . . . : The classic hammer brothers straight from super mario brothers 1. They will throw a massive amount of hammers at you. They are usually found in pairs, and rarely found by themselves. You can kill them by bonking them on the head, but there are other, smarter ways to defeat them.
- Hanging Pirahna . . . : These guys are a very common variation of an ordinary pirahna plant. They come out of both horizontal and vertical pipes that are facing upside down. They wont come out of their pipes when you are near. Kill them with a whip of the tail or a blast of firepower.
- Hot Foot. : Hot foot is basically a flame that is on a candle. However, the flame will leave its candle when you approach it, and it will start to chase you. It's only found in fortress levels (particularly later in the game) and cannot be killed.
- Inverted Podoboo. . . : These guys are simply a variation of a normal podoboo. Instead of coming from lava at the bottom of the screen, then will drop from the ceiling, and glide back up. They are more troublesome than normal podoboos because you never know where they will be. They are first found in 5-2nd Fortress, and I think that is the only place where they are.
- Jelectro. : This high voltage jellyfish is capable of sitting still and still getting in your way. It is often found in tricky patterns which will force you to swim a certain way to bypass them. They aren't usually found by them selves, and they cannot be defeated.
- Koopa Paratroopa. . . : This creature is basically the same exact thing as a koopa troopa, except it has wings that will allow it to fly endlessly. A stomp on the head will revoke it's wings, and then it will turn into an ordinary koopa troopa. Like a koopa troopa, there are two different variations of them; a red and a green. A red koopa paratroopa will float up and down in the air in a vertical motion. A green koopa paratroopa will fly in a horizontal motion, but sometimes they will be bouncing along the ground.

- Koopa Troopa. : There are two different variations of a koopa troopa; a red one and a green one. A red koopa troopa will walk back and forth, but when he comes to a ledge, it will repace his steps. A green koopa troopa will simply just walk off the ledge; the only time that he will turn around is when he runs into something solid that blocks his path.

- Kuribo's Goomba . . . : The goomba that originally occupies Kuribo's boot in world 5-3. They will hop around in Kuribo's boot in an attempt to cause havok to you. To kill him, pick up a brick and throw it at him. When he is dead, he will leave Kuribo's boot behind, and then you will get the chance to occupy Kuribo's boot, which is a lot of fun.

- Lakitu. : This guy, which made his debut in the original super mario brothers game, will occupy the sky, and throw spiny enemies from his cloud. He can be killed by a shot of fire, or a bop from above.

- Lava Lotus. : This artificial flower is found deep in the sea. It will release several fireballs at a time, and it will not stop releasing them. To get past them without getting hurt, you will have to swim by at precisely the right time.

- Little Goomba : This enemy is identical to the goombas that were originally seen on the original super mario brothers game. He does not do much, he just walks back and forth, and he does not stop when he comes to a ledge; he just keeps walking. To kill them, just stomp on its head.

- Micro-Goomba. : These are children of a para-goomba. When you come in contact with certain para-goombas, you will notice little tiny goombas that come out of them. Those little tiny goombas are called micro-goombas. They are very annoying. If you touch one, it will stick to you, which will limit many things that you can do. Pressing A rapidly is the only way to get them off.

- Muhchers. : These are basically a worse version of a walking pirahna. They are black, and they don't actually attack you; they just stay to one spot. However, if you accidentily touch one, you will pay dearly. No attacks can possibly harm them.

- Para-Beatle : These red shelled beatles can be extremely pestering. They have two wings on them, which will give them the ability to fly. You can jump ontop of them and ride them if you want. In fact, they are necessary to cross large gaps in some levels of the game.

- Para-Goomba : This enemy is simply a little goomba with an additional pair of wings. There are two different variations of a para-goomba. The first has wings, and will bounce up and down, but will not actually fly. The second will take flight from the ground, and will drop micro-goombas from underneath him. When you jump on either variation, they will turn into a little goomba.
- Pile Driver Goomba. . : These fellows, that make their debut in world 2-1, will hid out in bricks until they see you coming along. Then (still in their brick), they will jump up at you and try to land on you. Be sure to keep an eye out for them, because their bricks usually blend in with other bricks around them. To kill them, just jump on their brick that they are hiding in.
- Podoboo : These guys were taken straight from super mario brothers 1. They will leap from lava and a different rate ever time. They are made of lava, so fire cannot kill them. Nothing can kill them, except a starman.
- Ptooie. : There are two different variations of a ptooie: a walking one and one that lives in a pipe. They blow out spikes from their mouths. They can be killed with either fire power, or a whip with a tail.
- Rocky Wrench. : A mean turtle that hangs out underneath sewer lids in airship levels. Despite his cool sun glasses, he isn't very radical. He will suddenly appear from underneath his sewer lid, and start throwing wrenches at you. If you jump on him, he will die, but another one will appear. To permanantly kill him, just blast him with a bit of fire.
- Rotodisc. : This enemy is very annoying to deal with. He is only found in fortress levels. It's not really a living enemy, just a white disc. He does not do anything except move around in a circular motion. Unfortunately, it cannot be killed.
- Sledge Brothers . . . : This is a quite odd variation of a hammer brother. It is much larger than a hammer brother, and much fatter, too! They will jump up, and when they land they will shake the whole atmosphere! Try not to be on solid ground when he lands from a jump, or else you will lose your footing.
- Spike : Spike is an enemy that is usually pretty mellow. Until he sees Mario that is, then he will go completely insane and start throwing spikes (hence the name) at you. He is found mostly above ground. A stomp will kill him.

- Spiny : This annoying enemy, which was taken directly from the original mario brothers game, is the offspring of Lakitu. Lakitu will drop them from behind his cloud, and they will drop to the ground and hatch from their egg. They are called spiny because of their spiked back, which cannot be jumped on. They sometimes walk on the ceiling, but only in underground levels.
- Spiny Cheep-Cheep . . : This is basically the same as a cheep cheep, except it has a spiny back, and move slightly faster. The spiny back will make it oblivious to bonks on the head, so the only way to kill them is with a blast of fire.
- Spiny Egg : This is the egg that comes from Lakitu. Lakitu will throw these eggs from his cloud. In most cases, they will hatch directly into a spiny, but sometimes they do not. Kill them with fire power only.
- Stretch : This is a ghost that hides under the floor. It will wait for anyone to come along, which at that point will rise from the floor, and attack you. I don't believe they can be killed.
- Thwomp. : A thwomp is a mean, but huge blue brick that is situated high in the air. When you walk up to it's vertical position, it will drop on you in an attempt to wipe you from the level. To get past them, I usually get a running start. However, if there is not enough room for a running start, get close enough to him to make him fall, and then back up from him. On his rise, you can go past him. Unfortunately, you cannot kill him.
- Venus Fly Trap. . . . : This is the most common pirahna plant of the game. They come in different sizes and shoot fire from their mouths. They will shoot either one or two fireballs depending on what level you are in. They can be killed only with the whip of a tail, or a shot of fire.
- Walking Pirana. . . . : They are simply small white flowers that bounce up and down. They will make a leap at you when you get close. They can only be killed with a whip of a tail.

- 1-Up Mushroom : If you find one of these and you get it, you

will be rewarded with an additional life.

- Anchor : When you lose in an Airship level, and the ship sails around whatever world you are in, you can use an anchor to keep it in place so that it does not sail around anymore.
- Fire Flower : Getting one of these will allow you to shoot firepower at enemies. Most enemies will die upon contact, but some are oblivious to fire power. A very useful powerup.
- Frog Suit : This poweup will turn your character into a frog! If you have it while you are on land, you will hop around, but it is best to use when underwater.
- Hammer : Used to break rocks in the map screen to access different levels of whatever world you are on.
- Hammer Mario : This will turn Mario into a hammer brother! He can throw hammers, and block fireballs, and do anything that an actual hammer brother can do!
- Jugem's Cloud : This cloud will allow you to bypass any single level. However, if you die in the next level you go to, you will be sent back before the level you bypassed, so try not to die. I usually save them for the last few levels.
- Kuribo's Shoe : I have no idea who Kuribo is, but his shoe is a very nice item to have. It is only found in world 5-3. It is a very fun item that you will have to steal from a goomba before you can use it. You will jump in it as if it were a sleeping bag, and jump around in it. It will protect you from items that you would normally get hurt by if stepped on (such as spikes).
- Music Box : This will put all Hammer Brothers/Pirahna Plants to sleep for 1-3 turns.
- P-Switch : For a brief time, it will turn coins into bricks, and brick into coins.
- P-Wing : This is a pretty rare find. A P-Wing will give Mario unlimited flight time for one level. If Mario beats a level, or gets hit in a level, then the P-Wing will go away.
- Question Mark Ball : You know that ball with the question mark on it that you get when you defeat boom-boom (the fortress boss)? That thing is the Question Mark Ball. Touching it will end the fortress level.
- Question Mark Block : Can contain a number of things. Such as coins, or mushrooms, or raccoon leafs, or many other things.
- Raccoon Leaf : This will give Mario the ability to fly for a

few seconds at a time, and it will also give Mario a tail that can be used to whip enemies. In addition, you can slowly glide through the air by tapping B while you are in the air.

- Starman : This will give Mario invincibility for a brief period of time. What's invincibility you ask? It will give the ability to harm another enemy by simply touching them.
- Super Mushroom. . . . : This will turn Mario from tiny mario to super mario. This will also make it so that enemies have to hit you two times before you die instead on just once.
- Tanooki Suit. : This powerup will turn Mario into a statue. It will give Mario the every ability that Raccoon Mario has, plus the ability to turn into a statue. When Mario is in a statue, enemies will bypass him. You can only use your statue for 5 seconds at a time, but for as many times as you would like.
- Warp Whistle : One toot from this whistle will send you to a far away land. Actually, there are only three in the game, and they will allow you to skip several worlds, which will allow you to beat the game in a short amount of time.

\ \ 305 / / BOSS GUIDE / /
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This section will contain a list of every boss of the game, and detailed descriptions of how to defeat them, so that you can reclaim the magic wand, and change the kings back to their original state.

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< > Larry Koopa (World 1)
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This guy is incredibly easy. The only actual power that he has is to hit you with the magic power of the wand, or if he touches you, then you get hurt also. His room isn't completely flat, but there is a bit of a raised platform in the left quarter of the room. All you have to do to kill him is bash him on the head three times, and he'll be out. You can also blast him with 10 fireballs, but I find that method to be incredibly harder than the old fashioned stomp on the head method. However you do it, just get the wand from him and bring it back to the king.

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< > Morton Koopa Jr. (World 2)
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Morton Koopa Jr. is a simple boss. The only actual power that he has is to hit you with the magic power of the wand, or if he touches you, then you get hurt also. The terrain of his room is completely uneven, which gives him a slight advantage. His enormous body weight makes him less vulnerable than Larry Koopa (world 1 boss). To kill Morton Koopa Jr., all you have to do to kill him is bash him on the head three times, and he will shrivel up into a ball and fly toward the top of the screen. Then the magic wand will come down for you to give to the king. You can also defeat him by shooting him with 10 fireballs, but I find that method to be immensely harder. However you do it, just get the wand from this koopa sibling and bring it back to the king of world 2.

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< > Wendy O. Koopa (World 3)

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Wendy O. is quite an obstical, even for the better smb3 veterans. when you start, she will come down and fire a red/white ring that will bounce off the walls in every direction. Stay away from this ring at all times! Once you manage to hit her once, she will fire yet another ring. That's double the trouble! This is where an average mario gamer usually starts to struggle. When you hit her a second time, she will not only fire a third ring, but she will also start jumping like a crazy person on sterriods! As if the three rings were not hard enough! Once you finally hit her the third and final time, she will shrivel up, and fly toward the sky. Then, collect the magic wand, and finish the level.

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< > Iggy Koopa (World 4)

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Iggy Koopa is actually a very simple boss. I think he is about as easy as the bosses of world 1 and 2. Anyway, the only actual attacks he has is to shoot magic from the wand. When you jump on his head once, he will not get any harder, but when you jump on his head twice, he will start jumping like crazy, which can be quite hard. If you get hurt anytime while fighting him, it will probably be now. When you hit him on the head three times, he will shrivel up and shoot toward the sky, then he will release the magic wand. Also, as for any other boss, you can shoot him 10 times with fire balls to make him perish, but that method is much harder. However you do it, get the wand and bring it back to the king.

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< > Roy Koopa (World 5)

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Roy is a very hard boss. The hardest thing about him is that when he jumps, drops from one of the platforms, or bounces inside his shell, he will cause the ground to shake, which will cause you to be temporarily stunned. To avoid being stunned, just make sure you are in the air at the time of impact. Another hard thing about him is that after you hit his head, he will go into his shell, but then he will only go in the air a very short distance, and you'll get stunned when his shell lands, which is something that will take a bit of getting used to. As always, he can shoot some magic power out of his wand which can be fatal to you. It will probably take you a few lives to defeat Roy, but don't get discouraged. When you hit him on the head three times or shoot him with 10 fireballs, he will blast toward the top of the level and release the wand. Pick up the wand and bring it back to the king.

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< > Lemmy Koopa (World 6)

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Lemmy Koopa is a pretty hard boss. The first thing you'll notice about him is that he will fight you on a green ball. As soon as you start fighting him, he'll throw another green ball up in the air, which will bounce up and down throughout the entire fight. If the green ball hits you from above, then you'll get hurt, but you can jump on top of the green balls without getting hurt. Lemmy Koopa can only throw a total of three balls into play at one time. Lemmy Koopa will charge at you, and then stop. When he stops, he will throw another ball out, unless of course there are already three balls in play. Lemmy is hard, but not too hard. Hit him three times on the head or shoot him with 10 fireballs, and he'll shoot up toward the sky and release the magic wand. Get the magic wand and bring it back to the king.

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< > Ludwig Von Koopa (World 7)

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Ludwig Von Koopa is a VERY hard boss. The ground that you'll battle on is so uneven which will cause him to jump around simultaneously. When he touches the ground, you'll get stunned for about 3 seconds, but he probably jumps every 3 seconds, which means that if you get stunned once, you are pretty much history. If I can give you one tip during your battle, it's this: DON'T GET STUNNED! Do your absolute best not to get stunned. When you hit him once on the head, he will bounce up and down inside his shell, everytime he bounces, it can potentially stun you, so just because he is inside his shell doesn't mean you are safe. His only attack other than to touch you is the magic that is shot from the wand, but that can be quite a challenge to dodge. When you hit him on the head, he doesn't get any harder, but he is already super hard to begin with. Hit him on the head three times to kill him. You can also kill him with 10 fireballs, but you have to be some kind of a SMB3 god/goddess to do that. Once he is dead, return the wand to the king.

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< > Bowser (World 8)

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Walk into the middle of the room that you are on at, and Bowser will fall from the sky and land on the right side of the screen. Bowser is extremely predictable. He will start off by shooting two flames at you, then he will jump up and try to "butt slam" you. Since you cannot actually hurt Bowser, you will need to find a way to outsmart him. Fortunately, this is pretty easy. When Bowser butt slams you, if he lands on the red colored bricks in the middle of the screen, he will break some of them. To kill Bowser, you will have to make Bowser break the red bricks, if you make him break the last supporting row of bricks, he will fall down and suffer a massive drop!

To make him do this, you will have to stand on top of the bricks, and dodge the two flames that Bowser will shoot. As Bowser goes up to Butt slam you, quickly jump out of the way. If done correctly, Bowser will break some of the bricks. Continue this process until Bowser (accidentally) breaks the last supporting row of bricks. When this happens, he will drop off the bottom of the screen and slowly plummet to the ground. When he finally hits the ground, you will bounce up, then you'll hear some "hero" music, and the locked door will open. Finally, go into the locked door to free princess peach, and end this marvelous game!

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\ \ 401 / / 1-UP TRICKS / /
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Source: <http://www.classicgaming.com/tmk>

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< > 1-Up Trick #1
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This trick will allow you to get as many extra lives as you choose to desire. It happens a few times throughout the game, but it is most easily performed in world 1-2. The trick requires flying ability, so therefore, you must be raccoon Mario to successfully perform this trick. Go to world 1-2 and climb up the hill. Situate yourself to the right side of the green horizontal pipe and wait for a load of goombas to start barging out. Now, jump ontop of one of the goombas and use his head to bounce high in the air. Now, use your tail to slowly glide down onto another goomba. Repeat this process over and over. Your points will start to rack up until your points become extra lives. It will take a while to finally pull off for the first time, but once you get it down, it is a very handy trick to know.

There is another variation of this trick that can be performed in world 2-Fortress. As raccoon Mario, you will need to walk down the small amount of steps so that you meet up with three dry bones (skeleton turtle enemy). Bounce on one of the Dry Bones' heads, and bounce high in the air. Slowly, glide down onto another Dry Bones' head, and then another. There are only three different Dry Bones enemies, but they will get back up after about 10 seconds, so you can bounce on their heads over and over again.

The third and final variation of this trick can be performed only in world 7-5. You will need to browse the level until you find three green koopa paratroopas (turtle enemy) right next to each other. Bounce on one of the koopa paratroopa's head, and bounce high in the air. Slowly, with your raccoon tail, glide back down and land on another koopa paratroopa head, and then another. There are only three different koopa paratroopas, but they will get back out of their shells and start walking again after about 10 seconds, so you can bounce on their heads over and over again.

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< > 1-Up Trick #2
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This method of gaining extra lives is extremely time consuming; so therefore, you will only be able to collect a limited amount of extra lives before your time expires. It occurs in world 2-1. Go to the end of world 2-1 and you will see two pipes with a bunch of bricks in between them (one of the bricks being a fake pile driver goomba). Now enter the right most pipe. Inside the pipe, you will find a P-Switch; hit the P-Switch, and quickly exit via the pipe to the left. Now avoid the pile driver goomba, and collect the coins to the right. Now re-enter the pipe to the right, and you'll find that the P-Switch has reappeared! So, you can repeat this process over and over again until time runs out! Usually, if I do this until time runs out, I'll end up with about 5-7 extra lives.

Recently, I have found another area in the game where this occurs, but you must have flying abilities (raccoon mario). At the very end of world 1-1, there is a secret P-Switch that you can hit by knocking a shell into the bricks. Hit the P-Switch, and get the coins that appear. Now fly up to the pipe high in the sky. Now leave the pipe, and the P-Switch will reappear! Hit the P-Switch again and get the coins again. Repeat this process as

many times as you can until time becomes scarce, then just touch the card roulette to finish the level.

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< > 1-Up Trick #3

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This one is stupid, but nonetheless, it is still a 1-up trick. It occurs in any level that has more than one 1-up mushroom, or over 200 coins. In any level where this occurs, get either the 200 coins or the 2 1-ups and purposely die. Now go back into the level and do the same thing. Repeat this process until you have enough lives to suit yourself.

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< > 1-Up Trick #4

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This one is pretty good, and happens in world 7-fortress #1. To do it, you must know about the P-Switch hidden on the 3x5 set of bricks. Hit the P-Switch, then collect the MASSIVE amount of coins that will appear. When the P-Switch timer runs out, go into the door at the bottom right of the screen, and do the same thing again! Repeat this process until time runs out, then start the level again. You stop doing this whenever you decide to.

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\\ 402 / / WARP WHISTLES / /
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< > Warp Whistle #1

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Warp Whistle #1 is located in world 1-3. If you want to know how to get it, then listen up. Navigate your way through the level until you come to a second boomerang brother. Jump past the boomerang brother, and over the tiny hole that follows. You will now see a peach, green, and grey platform in the background. Jump ontop of the grey one and knock the koopa troopa off of it. Now, hold down for approximately 6 seconds, and you will become behind the scenery of the level, causing you to fall through the grey platform. Enemies can still hurt you, even though you are still behind the scenery. Quickly run to the right as far as you can go. You will run behind the black area where you normally finish the level, which will (for some odd reason) send you to a mushroom house. Inside the mushroom house, there is a single box which contains a warp whistle. Open the box to obtain warp whistle #1.

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< > Warp Whistle #2

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Warp Whistle #2 is located in world 1-fortress. To get it, you will need to have flying abilities, which means that you will need to be raccoon mario. Navigate your way to the second question mark block of the level. A dry bones enemy will be right near it. Smash the dry bones enemy and quickly run to the right, and then back to the left so that you have enough speed to fly. Fly up over the ceiling start running to the right (the screen should scroll to the right). When the screen stops scrolling, press up, and you will be transported to a small room with a single chest.

If you open the chest, you will find warp whistle #2.

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< > Warp Whistle #3

The third and final warp whistle is located in world 2. First, you will need to fight, and defeat one of the wandering hammer brothers. There are two wandering hammer brothers; one of which gives you a music box, and the other gives you a hammer. Fight them until you get the hammer. Once you have the hammer, navigate your way to the top right of the world two map. Now, press B to unveil your inventory, and use your hammer. The rock to your right will break unveiling a hidden third part of world 2, that not many people know about. In the third section of world 2, there is a mushroom house which contains a frog suit, and another set of wandering hammer brothers. If you defeat the wandering hammer brothers, you will receive warp whistle #3.

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\ 403 / / CARD PATTERNS / /
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Source: <http://www.classicgaming.com/tmk>

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< > Which Pattern Do You Have?

The card patterns have been revealed! You know, that spade card that pops up every time you have collected 80,000 points? There are only eight patterns that you could possibly have. To find out which of the eight patterns you have, follow the directions below.

Flip over the third card in the first row.

- + If it is a mushroom, then you have pattern one.
- + If it is 10 coins, then you have pattern 5.
- + If it is 20 coins, then flip over the first card of the second row. if that card is also 20 coins, then you have pattern 3. If it is a flower, then you have pattern 8.
- + If it is a 1-up mushroom, then flip over the fifth card of the first row. If it is also a 1-up, then flip over the second card of the first row. If the second card of the first row is a starman, then you have pattern six. If the second card of the first row is 10 coins, then you have pattern two.
- + If it is a 1-up mushroom, and the fifth card of the first row is NOT a 1-up, and is a starman, then you have pattern 7. If the fifth card of the first row is 20 coins, then you have pattern 4.

Pattern #1						Pattern #5					
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FLR	20C	MSH	STR	1UP	FLR	1UP	MSH	10C	MSH	FLR	STR
1UP	FLR	10C	MSH	20C	STR	MSH	10C	STR	20C	20C	FLR
MSH	10C	STR	MSH	FLR	STR	STR	1UP	FLR	MSH	FLR	STR

Pattern #2

Pattern #6


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FLR 10C 1UP  FLR 1UP  MSH
STR  MSH 20C  STR  MSH 10C
STR  FLR 20C  MSH  FLR  STR

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FLR STR 1UP  FLR 1UP  MSH
10C MSH  FLR  STR  MSH 10C
STR 20C 20C  MSH  FLR  STR

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Pattern #3

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MSH  FLR 20C  FLR 10C  STR
20C 1UP  MSH 10C 1UP  FLR
STR  MSH  STR  MSH  FLR  STR

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Pattern #7

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MSH  FLR 1UP  FLR  STR  STR
20C  STR  MSH 10C 1UP  FLR
20C  MSH 10C  MSH  FLR  STR

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Pattern #4

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FLR  STR 1UP  FLR 20C  MSH
10C  MSH 20C 1UP  MSH 10C
STR  FLR  STR  MSH  FLR  STR

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Pattern #8

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MSH  FLR 20C  MSH 10C  STR
FLR 1UP  MSH 10C 1UP 20C
STR  FLR  STR  MSH  FLR  STR

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\ \ 404 / / OTHER MISC. SECRETS / /
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I got a good amount of this info from <http://www.classicgaming.com/tmk>.

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< > Coin Ship
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A coin ship is something that doesn't happen very often, therefore, not many people know about it. What does it do, you ask? Well, it transforms the wandering hammer brother of whatever world you are on into a coin ship. It can only be done in worlds 1, 3, 5, & 6. The coin ship is simply a ship loaded with coins (enough to get two extra lives) where you fight a hammer brother at the end. How do you get it you ask? Follow the below directions.

- When you are playing in a level, get your coin total to be at a multiple of 11. This includes 11, 22, 33, 44, 55, 66, 77, 88, or 99.
- Now that you have fixed the number of coins you have, you must fix the amount of points that you have too! You will need to make the number in the 10's spot of your points to be equal to the number in the 10's spot of your coins.
 Example 1: 22 Coins, 0005420 Points.
 Example 2: 66 Coins, 0032560 Points.
- Now that you did the previous two steps, it's time for the part that requires some timing. Get to the end of the level so that you are only a jump away to touching the shuffling card to end the level. Now, look at the timer. Jump up so that you hit the shuffling card with an EVEN amount of seconds left on the timer. If you do it with an odd amount, then this will not work.
- If you do the previous three steps correctly, then the wandering hammer brother of the level will magically change into a coin ship. This does not happen very often, and only a few people actually know how to make the coin ship appear without complete luck, so feel honored!

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< > Chain Chomp Surprise

The chain chomps, first introduced in world 2-5, is an enemy that takes the look of a dog on a chain trying to attack you. But, did you know that they can break away from their chain? Neither did I until about a week ago. If you watch the same exact chain chomp for 150 game seconds, he will break away from his chain to make one final desperate attack at you. After 140 game seconds, his chain will start flashing as sort of a "Danger! You better get away!" type thing.

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< > Different Gratitude Messages

If you are wearing either a frog, tanooki, or hammer suit upon completion of an airship (castle) level, you will receive a different message of gratitude from the king. What are the messages, you ask? Well...here you go...

Frog. : Oh, me. Oh my! You've been transformed! Shall I change you back with this wand?
Hammer. : Hey, you! Can I borrow your clothes? No dice? What a drag!
Tanooki : Thank you, kind raccoon. Please, tell me your name.

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< > Easier Bowser

As you probably already know, Bowser is the evil koopa king that you fight at the end of world 8. When you fight him normally, he will shoot fire from his mouth, but there is a secret way to fight him without the fire. To do it, you must equip a P-Wing prior to entering Bowser's malicious castle. When you are playing in Bowser's castle, get to the very end part where you see the fire blowing at you, but you haven't actually seen Bowser yet. If you follow this room all the way to the right, there is a single door. Don't enter the door; if you do you will fight the hard version of Bowser. Instead, use your P-Wing to fly over the wall. When you do this, you will fight a much easier version of the evil koopa king, where he does not shoot fire.

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< > P-Wing Surprise

If you beat the game, wait for the credits to roll, and when the curtain descends, it will say "The End." Press start, and start a brand new game. In your brand new game, you will start out with an inventory filled with P-Wings! That's right, you will have a full inventory packed with P-Wings! That means 28 wings in all! You need to be really bad to get a game over now.

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< > The Power of Fire

This is something that most people don't know about: You can kill boom-boom (fortress boss) by shooting him five times with firepower! You can also defeat castle bosses with 10 shots of fire! Did you know that?

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< > White Mushroom Houses

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A white mushroom house is a secret that very, very few people know about that can only be found once in a world. A white mushroom house is practically the same as an ordinary mushroom house, except it gives away spectacular prizes, such as a P-Wing or an Anchor! To get to a white mushroom house, you will need to collect a certain amount of coins for a certain world. For example, for world one's mushroom house, you will need to collect 44 coins in world 1-4, and your prize will be a P-Wing. Got it?

- World 1-4 : 44 Coins. : (P-Wing)
- World 2-2 : 30 Coins. : (Anchor)
- World 3-8 : 44 Coins. : (P-Wing)
- World 4-2 : 22 Coins. : (Anchor)
- World 5-5 : 28 Coins. : (P-Wing)
- World 6-7 : 78 Coins. : (Anchor)
- World 7-2 : 46 Coins. : (P-Wing)

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< > World 8 in 4 Levels

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It is possible to get to world 8 by only completing 4 levels. To do it, get the first warp whistle from 1-3, and the second from 1-Fortress. Then, use one of the whistles, and you'll be taken to the warp world. Before you choose what level you want to go in (while still in the warp world), use the second whistle. This will take you directly to world 8.

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\ \ 405 / / GLITCHES / /
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Source: <http://www.classicgaming.com/tmk>

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< > Bowser Glitch

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This glitch occurs while you are fighting Bowser, the final boss of the game. The lower half of Bowser cannot harm mario. That means that if you are small mario, you can walk straight through Bowser. Also, you will be vulnerable to Bowser's stomp attacks, just as long as you stay grounded.

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< > Buster Beetle Magic

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This glitch can be done in any area with a buster beetle (the beetle that picks up ice blocks and throws them at you) and ice blocks. To do it, pick up an ice block at the same exact time that the buster beetle picks up the same ice block. If done correctly, you and the buzzy beetle will pick up the same ice block at the same time, resulting in two ice blocks being made out of one!

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< > Bye Bye Boom-Boom

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In case you didn't already know, Boom-Boom is the name of the boss of the fortress levels. Anyway, there is a way to make him fly off the screen, but the bad part is that he will not come back onto the screen to receive the remaining bonks on the head, so you will have to wait for time to

expire before fighting him again. ANYWAY, to do the glitch, go to the second fortress of world 5 (this probably works in other fortresses, but that is the only one that I tested it in.). You can start the level without a tail, but by the time you fight him, you must have a tail. Anyway, to do it, hit Boom-Boom ONCE on the head. When Boom-Boom gets back off the ground, he will start to fly. This is where you will have to fly as well. So, get a running start and fly up as high as you can. After awhile, Boom-Boom will make a lunge toward you. If you accidentally hit him on the head twice, then it is ruined. So, you will have to completely dodge his attack. If you dodge his attack, he should fly off the edge of the screen. He will not come back either. Unless you reset the game, you will have to wait there for time to expire.

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< > Gray Hammer Mario Glitch

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This odd glitch occurs in world 7-8. Enter the level as Tanooki Mario. There is a secret area in this level that has a huge question mark block that contains a hammer mario suit. Get to that area. Now, hit the huge question mark block and a hammer suit will emerge. Now, press Down + B to turn into a statue right before the hammer suit hits you. If the hammer suit hits you while you are in your statue state, you will turn into grey statue hammer mario! A mixture between hammer mario and tanooki mario! This is very cool, but unfortunatently, as long as you stay grey statue hammer mario, you will not be able to enter pipes, which means that you cannot finish the level.

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< > Ice Block Glitch

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This one can happen in two places throughout the game; 3-9 & 7-5. Before you do this, I want you to know that if you execute this, then you will become "stuck" in the game, and you will not be able to get out, even if you wait for the time to run out; the only way to escape from this is to turn the power off. So, if you still want to do this, then listen up: You must be super mario to do this (you cannot be small). Find the area of each level where there is a pipe with ice blocks to the right side of the pipe. Kick away the ice blocks so that there are no more ice blocks on the right edge of the pipe, no ice blocks above the pipe, and no ice blocks on the top right diagonal edge. Since you probably got confused by that, I took the liberty of creating an ascii map to show you what I mean. It's extremely crappy, but it will get the idea across.

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I          | KEY: |
U          | P = Pipe |
PPPU      | U = Where an ice block used to be |
PPPU      | I = Where you should keep an ice block|
PPPU      | '-----' |

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Now that you have the ice blocks positioned according to my ascii map, go to where the ice blocks used to be. Now, duck, and jump. In the air, hold left (while still holding down), and if you get lucky, you'll go down the side of the pipe! If it doesn't work the first time, keep trying, You'll get it eventually. When you come out of the pipe on the other side, you will be behind the scenery! You can scroll the screen to the left or the right, but you cannot actually see yourself. If you have fire power, you can shoot fireballs, but they will appear at a different position everytime. If you wait for time to expire, then you will not die! You

will never be able to get out of this unless you turn off your NES! A very odd glitch indeed!

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< > Behind the Water Glitch

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This one occurs in 3-9. You must start out as raccoon mario to do this. Go through the level until you find a grey platform that you can duck on to go behind the scenery. This grey platform is necessary to perform the glitch, but first, you must drop to the ground, and run to the right. Jump over a small bullet bill cannon, and you will see a wall comprised of three breakable bricks. Break these bricks with a whip of your tail, and then return back to the grey platform. Jump on top of the grey platform and hold down for about 6 seconds, and you will fall behind the scenery. Now, quickly, run to the right over a small bullet bill cannon, past the wall that you just broke, and over another small bullet bill cannon. Now you should see a green pipe. Go down the pipe, and you will appear behind the water! You will actually be invisible, but you can see the bubbles from your breath. To reappear, just swim to the top so that your head goes off the top of the screen, and you will suddenly appear again! A very odd glitch indeed!

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< > Moonwalk Glitch

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The effect of this glitch will have Mario walk through a wall. To do it, get to Bowser's castle as big mario, this will not work as tiny mario. Get to the part of the castle just after the Hot Foot (flame candle enemy). You will have to climb up the following staircase type thing with the three rotodisc enemies. Once you get to the very top, there is an invisible extra life pressed up against the wall to your right. Hit the invisible extra life brick, and grab the extra life. Now, stand on the left edge of the platform below the extra life brick, duck, and jump up so that you land on top of the extra life brick. If done correctly, you will start moonwalking inside the bricks to the right!

This same glitch can also be done at another point in the same stage, but you must have a P-Wing. Fly to the area where you first start seeing Bowser's flames, but you don't actually see Bowser himself. Now continue through the room, but stop at the area right before the door. Now walk to the left until you cannot walk any farther without falling into the lava pit. Now duck and jump. You will start flying in the ducking form. Now fly all the way up and stop on top of the koopa statue. When you let go of duck, you will start moonwalking through the bricks to the right.

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< > Shortcut to Boom-Boom

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In world 3-Fortress, there are many doors that you can enter. Enter the third one that you come across, and quickly, start rapidly tapping A. If you tap A at the right time, you will go back in the door, and be warped straight to Boom-Boom (the fortress boss) in record time!

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< > Starless Invicibility Glitch

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In world 5-7, get to the pipe that is being guarded by the fire piranha plant. Go down the pipe, it will lead you to an underground area. In the underground area, find a platform that is grey with some bricks to the right of it. Hold down on the grey platform for about 6 seconds and you

will fall behind the scenery. Now, before you return back into the foreground, run to the right and jump up the pipe. On the other side of the pipe, you will have permanent invincibility from all enemies. You will keep your invincibility until you either finish the level or go into a pipe.

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< > Suicide Glitch

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In world 5-Fortress, there will be a vertical pipe that you need to go in to finish the level. Don't go in this pipe. Instead, look to the right of the pipe; there is not much to the right, except about half a block worth of empty space. Now walk to the right until you cannot go any farther due to the end of the screen. Now jump up and you will become lodged in the pipe! Keep jumping. If you jump over the top of the screen, you will lose your life. You may have to duck if you are big.

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< > Tanooki Pipe Magic

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As tanooki Mario, navigate your way to a pipe that you can go down. Press B and down at the same time. If your timing is perfect, then you will be sent down the pipe colored grey, but not a statue. Also, when you come out on the other side of the pipe, you will turn into a statue.

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< > World 5-7 Fireflower Glitch

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In world 5-7, you must be big; you cannot be small. Continue through the level until you get to the area where the first powerup is located. Hit the first powerup and a fireflower will emerge. DON'T get the powerup right away. Instead, jump to the right side of the powerup and you will see three question mark blocks. Hit the leftmost question mark block, and for some reason (I have no idea why) the fire flower will start flashing different colors! If you get the fireflower, nothing different happens. Odd, eh?

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\/ 501 / / WORLD 01 - GRASS LAND / /
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< > World 1-1

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Run to the right and jump over the goomba. Hit the four question mark blocks. The rightmost of the four question mark blocks contains a mushroom, so be sure to grab that one. Now head to the right, and jump over the green pipe with the Venus Fly Trap inside it, and hit the single question mark block that follows. Continue to the right until you come across a red koopa paratroopa. Jump on it, and then kick it to the right. The shell will slide to the right and hit a grounded question mark block and a powerup will appear; grab the powerup while you still have the opportunity. Now walk to the right and kill the two little goombas by jumping on their heads, and then do the same to the para-goomba that follows. This, is the first time in the game where you will have two options that you can go by.

Option 1

Keep going to the right and jump over the pit. Avoid the three bouncing koopa paratroopas on the platform above. Continue to the right and you will come across a wandering koopa paratroopa. Either kill him or leave him be, the choice is yours. There is a question mark block to your right that contains a powerup, which is a good way to make up for lost health. Now jump over the two pits that follow to the right.

Option 2

This path is only if you are currently raccoon mario (with the tail). If you are not raccoon mario, then take path 1. Make sure you have killed the two little goombas, and the para-goomba. Run all the way back to the grounded question mark block where you got your raccoon feather. Now, run as fast as you can to the right. Keep running, and right before the pit, make a jump. You will start to fly. Keep tapping A in the air, or you will fall. There is a pink-colored platform in the sky that you should land on. Get the three coins above the pink platform. There is a brick elevated above a platform comprised of four clouds. The brick contains a 1-up mushroom, so be sure to grab it. Now jump to the right onto another, larger platform comprised of only clouds. Get the coins on it, and jump off of the right side of the cloud platform.

Rejoined

Jump over two pipes to the right side of you that both contain pirahna plants. Keep heading right over a bunch of bricks. There will be a koopa troopa walking on a single brick. Kick him into his shell, and then kick his shell to the left so that it breaks a bunch of the bricks. The shells destruction will have created an over hanging brick. Hit the over hanging brick to reveal a P-Switch. Stomp on the P-Switch to turn the remaining bricks into coins. Try to get all the coins before your P-Switch power fades away, and the coins turn back into bricks. Now walk to the right until you see a small, single brick length hole with a pipe-platform to the right of it. Now, if you are currently raccoon mario, you can choose to fly up to the top of this pipe, and go in it. To get some extra coins, but you don't have to. Now run to your right, and touch the card roulette to finish world 1-1.

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> World 1-2

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Run up the hill and jump over the horizontal pipe. Avoid the little goombas, and continue until you come to a question mark block, which contains a powerup. Get the powerup, then jump on top of the question mark block, and over the T shaped pipe formation. Avoid the goombas that originate from the right side of the T shaped pipe formation. Continue to the right and jump over a struggling para-goomba, and up a hill. Jump over the pipe, and descend down from the hill. Don't get any of those coins that you see in front of you, not yet at least. Continue to the right, and you should see a pipe elevated in the air with two blocks underneath of it. The left most block is a P-Switch, to get it as big mario, you will need to make a running slide (run, and duck at last second). That will make the coins to the left turn into bricks. Jump on the newly created bricks one by one until you are on top of the pipe. Now, press down on the pipe to enter it. Once inside the pipe, drop down to the very bottom and grab the 20 coins sitting there, then enter the exit pipe to the left.

Once back outside, run and hit the P-Switch again. Jump back up to the top of the pipe, but don't go in the pipe. Instead, stand on the right half of the pipe, and jump straight up to reveal a hidden 1-up mushroom!

Now, finally, get those coins to the left of the P-Switch. Once you grab those coins, head in the rightward direction, and climb the steep hill. Once on the other side, you will see two note boxes, and a para-goomba. Bounce on the rightmost note box to reveal a hidden powerup! Now look to the right and you will see a hill. If you press down on the top of the hill, you will slide down it, killing the two little goombas that are currently climbing up it in your direction. Now jump over a pipe with a venus fly trap inside and look to the right; you will see three more note boxes. If you hit the rightmost note box, you will reveal a hidden starman! Grab the starman and you will get invincibility!

Now continue to the right over two more pipes until you see a single question mark block. Hit the question mark block, and you will get a single bloody coin. Now jump over a horizontal pipe, and avoid all the little goombas that it will spit out to the right. Keep going in the rightward direction, and a para-goomba will appear. Avoid the flying para-goomba, and keep going right. Now touch the roulette card to finally finish the level.

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< > World 1-3
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Jump ontop of the green koopa troopa to knock him off of his shell. Now pick up his shell by pressing B and take it with you. Use the shell to kill the Boomerang Brother just ahead. Now you will find a rather odd looking brick formation with two visible note boxes, two question mark blocks, and a green koopa troopa walking back an forth ontop. Kick the green koopa troopa out of his shell, and kick him to the left to break several bricks on the brick formation. The brick formation should have six blocks on the left, and ten blocks on the right. Now jump into the backwards C, and hit the second brick in to reveal a hidden coin box! There is also another hidden item here, also located in the backwards C; the hidden item is a powerup and it is in leftmost brick of the bottom row. Now, press yourself up against the rightside of the left platform, and jump up to reveal a hidden peach-colored note box! This, my friend, is where your path splits into two different options.

Option 1

Jump ontop of the peach-colored note box and press A just as you bounce on it to bounce up into the clouds! The clouds are like a secret bonus room; there are no enemies and life threatening situations, just coins. In fact, there are 35 coins on the ground. However, you will encounter more coins if you fly up in the air exactly half way through the area (of course, you must be raccoon mario to fly). To tell when you are exactly halfway through the level, look at the clouds in the back ground. When the clouds start to cover the screen so much that you can not any longer see the dark blue sky, that is when you have reached the center of the stage. In the sky, there are a total of 24 more coins as well as a block that contains an extra life. When the screen scrolls all the way to the right, enter the pipe to be re-released back into world 1-3.

Option 2

Ignore the peach-colored note box, and just continue to the right. Jump over a green koopa troopa, or kill him if you choose to. Jump over a pillar comprised of four blocks, and kill the little goomba on the other side. Now jump over another pillar, this one comprised of three blocks instead of three. If you touch the top block of the three block pillar, a powerup will emerge. Now kill the jumping para-goomba, and collect the three coins there. Jump over another pillar and kill another para-goomba, and collect three more coins. Now jump over the last pillar in the set and a tiny pit. There is another boomerang brother here that you must kill, but this time you do not have the convenience of bashing it with a shell; this time you must do the work yourself! So, go up to him and (carefully) bash him on the head. Now go to the right and jump over a tiny hole, and two little goombas will meet you, kill them both. There is a greyish/white platform above you with a red koopa troopa on it, you can use this pillar to get a warp whistle (see section 402 if you are interested). Moving on, there are three coins on a blue platform, you can get them if you opt to. Continue to the right and jump over the green koopa troopa. This is where the paths meet up again.

Rejoined

You will now find yourself being attacked with a flying para-goomba that is releasing tiny baby goomba clingers. Simply ignore it, and go to the right. Touch the card roulette to finish the level.

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< > World 1-4
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This level is a sidescrolling level, if you go to the leftside of the screen, the screen will "push" you. If you get pushed into something, such as a block, or a pipe, then you will lose a life.

Jump off of your green grassy platform and onto a platform comprised of four blocks. Now jump onto the moving platform and then onto another brick platform; be sure to get the three coins above it. Now there are three more moving platforms, use them to get onto the lower platform there. If you look above you, you will see four bricks, the third brick to the left contains an extra life (to make it go to the right side, hit that brick on the left half).

Now look to the right and you will see another moving platform. Use the moving platform to safely get on a L shaped brick formation. Now grab the three coins around the area, and then jump onto another L shaped brick formation, and get the three coins above it. Now jump to the right onto one of three different brick formations. Stand leftmost brick of the lowermost brick formation and jump up to reveal a powerup. Now, stand on the rightmost brick of the lowest brick formation and jump up to reveal a hidden coin box! Now go up and you will see a red koopa troopa. Bash him into his shell, and then pick his shell up and carry it. Carry the shell to the next high platform and kick it at the brick that is sticking up to reveal a hidden 1-up mushroom! Now continue to the right until you see a vertical formation of 8 coins. Use the moving platform to get all 8 coins. Now continue to the right and use three more moving platforms to jump onto a platform made of three bricks -- you should see a red koopa paratroopa flying to the right of you along with a pipe on the right side of him. Jump over the koopa paratroopa, and enter the pipe.

On the other side of the pipe, there will be a boomerang brother that I recommend that you just ignore. Now walk to the right and touch the card roulette to finish the level.

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< > World 1-Fortress #1
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Before I begin explaining this level strategy, there is a secret area in this fortress that will allow you to get a warp whistle. If you are interested, see section 402.

Run to the right, jump up the mini staircase, and stop when you get to a lava pit. Each lava pit has a podoboos jumping out of it. Safely, wait for the podoboos to settle before jumping over a pit. When you jump over three pits, you will arrive at a platform with a question mark block. Hit the question mark block to reveal a powerup; a fire flower if you are currently big. Now jump over another lava pit to your right and go down a small staircase. Dodge the rotodisc, go up another staircase, and dodge another rotodisc. Jump over two more lava pits, avoid another rotodisc, and jump over another lava pit. You should see a question mark block along with a dry bones enemy (koopas troopa skeleton). Now hit the question mark block, grab the powerup that will emerge, and enter the door on the right

Now you will be in a room with a spiked ceiling that will drop on you. Quickly, before the ceiling drops all the way, go to the right where you will not get hurt when the ceiling drops all the way (to find out where that is, look up at the ceiling. It's the spot where the ceiling caves in). Now, wait for the ceiling to go back up. When the ceiling is in the process of rising, jump over the two pits to your right and press yourself up against the rightmost wall. Wait for the ceiling to descend all the way again. Now wait for the ceiling to rise, and then enter the door that will appear.

Inside the door, you will find yourself in a long hallway with gloomy windows. Follow the hall all the way to the right and you will find boom-boom (the fortress boss)! Kill Boom-boom by jumping on his head three times, but watch out, because he gets more and more difficult after each time you hit him! Once you have killed Boom-boom, he will drop a question mark ball. Touch the question mark ball to finish this fortress.

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< > World 1-5
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As soon as you start the level, immediately hold down, and you will slide down the hill and knock the four buzzy beatles off of the stage! You will land in a pile of water. Go to the right and climb up the short hill. Dodge the pirahna plant coming out of the pipe from above. Jump ontop of the buzzy beetle there, and kick him to the right at the right time to knock out a second pirahna plant. This, is where your path splits into 2 different options.

Option 1

Drop ontop of the pipe, and drop to the ground. Go to the right until you come some more water, and grab the five coins there. Keep to the right and pass two tiny water pits, and fall into the water pit that has the question mark block in it. Go into the water, and hit the question mark block to reveal a powerup. Now climb up the hill and jump into the daylight area.

Option 2

Take the top path that leads toward the surface. Follow this path, and when the patch leads straight up (when you can see the daylight), look in the background at the white spots. You should see a bunch of dots that are pinkish. Jump up so that your head goes through the pinkish dots, and you will reveal a hidden peach-colored note box. This is where Option 2 splits into two sub-options.

Sub-Option 1

Jump ontop of the peach-colored coin box, and press A just as you bounce and you will be sent to a coin heaven! A coin heaven is like a secret bonus room; there are no enemies or life threatening situations, just pure coins. In fact, there are 35 coins on the ground. However, you will encounter more coins if you fly up in the air exactly half way through the area (of course, you must be raccoon mario to fly). To tell when you are exactly halfway through the level, look at the clouds in the back ground. When the clouds start to cover the screen so much that you can not any longer see the dark blue sky, that is when you have reached the center of the stage. In the sky, there are a total of 24 more coins as well as a block that contains an extra life. When the screen scrolls all the way to the right, enter the pipe to be re-released back into world 1-5.

Sub-Option 2

Ignore the peach-colored note box, and jump into the daylight area. Go to the right and kill the two green koopa troopas walking toward you. Now go to the right and kill another green koopa troopa.

This is the spot where Sub-Option 1 & Sub-Option 2 meet up again. This is also where Option 1 & Option 2 meet. So, whichever wacky path you take, you should be here.

Phew, finally you have freed yourself of all those wacky path's. Anyway, Go to the right and climb up the mountain. Go down the mountain and avoid the next green koopa troopa. Go down the hole to the right so that you are back underground. Avoid the venus fly trap. Keep going to the right and avoid the second pirahna plant. Now keep going right until you cannot go right any farther, and then jump up the pipe. Now walk to the right and touch the card roulette to finish the level.

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< > World 1-6
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Jump to the right from platform to platform until you come to a platform occupied by a red koopa troopa. Knock the red koopa troopa off, and grab his three coins. Now jump to the platform to the lower right, and knock the red koopa troopa off of that platform. Now, hit the question mark block, which contains a powerup. Now jump ontop of the used question mark block, and then ontop of the high platform to your right. Now jump onto a rail lift, bounce ontop of two note boxes, and then finally land on a single platform with a hill on it. Jump to the right and overtop of a red koopa paratroopa so that you land on a platform with a green koopa troopa.

Jump ontop of the green koopa troopa and kick his shell. His shell will take out two bricks, and then fall off the screen. There is a hidden coin

inside the leftmost brick, and a hidden coin box inside the rightmost brick; get them if you choose. There is also a 1-up mushroom that you can get by hitting the middle-right brick above you. Once you are done in this little area, go right past the platforms until you come to a hole in the platform. Drop down the hole and land on the single brick, then jump onto the rail lift. As soon as you jump on the rail lift, it will start moving to the right. Grab the three coins that it passes, and avoid the red koopa paratroopa. When the line of the rail lift ends, quickly jump to the platform provided to the right. Now stand on the right side of the platform, and wait for a lift to glide your way, then jump on it and ride it to the right. Now jump on another rail lift. As soon as you jump on it, it will start moving. Look to the right, and jump over the red koopa paratroopa, and land on the platform. Now run to the right and touch the card roulette to finish the level.

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< > World 1-Castle

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"Oh, it's terrible! The king has been transformed! Please find the magic wand so we can change him back." It's time to go aboard the airship to revoke the wand from Larry Koopa!

When you gain control of your character, (carefully) head right over the two ball cannons, over the bullet bill cannon, and then over another ball cannon. Now, watchout, because you will now be attacked from above as well as below. Navigate past two more ball cannons that are located on the ceiling, and a single bullet bill cannon on the ground. Now you will come across a question mark block. Hit the question mark block to reveal a powerup. Get the powerup if you choose. Now watch out for the rotating ball launcher that shoots two cannonballs at a time. Jump over a wooden pillar and then navigate yourself past another ball cannon, a bullet bill cannon, and then another ball cannon. Now walk up the steps and go down the white pipe. You will land in a single room with Larry Koopa.

Larry Koopa isn't really that hard of a boss to fight, but he might seem hard for a beginner. The only actual power that he has is to hit you with the magic power of the wand, or if he touches you, then you get hurt also. His room isn't completely flat, but there is a bit of a raised platform in the left quarter of the room. All you have to do to kill him is bash him on the head three times, and he'll be out. You can also blast him with 10 fireballs, but I find that method to be incredibly harder than the old fashioned "stomp on the head" method. However you do it, just get the wand from Larry Koopa and bring it back to the king.

"Oh, thank heavens! I'm back to my old self again. Thank you so much. Here is a letter from the princess."

The letter from the princess contains information about the "Boo" Diddy ghost enemy. She also gives you a P-Wing, which will come in handy later on in the game.

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 \ \ 502 / / WORLD 01 - DESERT LAND / /
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< > World 2-1

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Run to the right, and jump on the huge brick formation. In this huge brick formation, there are three pile-driver goombas, and a single question mark block. Avoid the pile-driver goombas, and hit the question mark block to reveal a powerup! Get the powerup, and go to the right past the huge brick formation. Now jump over three consecutive pillars that have the pile-driver goombas ontop. Now hit the two question mark blocks there, the left question mark block contains a coin, and the right question mark block has a star. Now go to the right past a pile-driver goomba, past a fire snake, and use the note boxes to bounce your way to the top platform. Kill the goomba, and go to the right edge of the platform. Drop down to the ground and look up, and you should see two tiny blocks. Now jump in between the two tiny blocks to reveal a hidden note box. Bounce on the note box, and then touch the side of the left block to reveal a hidden powerup! Get the powerup, and bounce back up to the top of the platform to your right. This is where your path splits in two.

Option 1

Path number one is for only those of you that are raccoon mario (with the tail), because you need to be able to fly. Stand on the right edge of the platform and get a running charge to the left. When you have enough speed, fly in the air and break bricks to gain access to a hidden pipe! Go in the pipe and hit the P-Switch. Get the 16 coins that will appear. Go down the pipe to the right, and you will be deposited back into 2-1.

Option 2

Go to the left and break the brick above. Go inside the platform area, get the four coins, and then hit the brick in the middle. Now exit this boxed area via the way you got in. Use the note box to get ontop of the high platform to your right.

Rejoined

Run to the right on the platform that you are now on until you fall off. If you choose to, you can go inside the other boxed platform and gather a bunch of coins, but you don't have to. Go to the right until you come to a pipe with a pirahna plant in it. Jump over this pipe, and kill the pile-driver goomba. Now, go down the second pipe. In the pipe, hit the P-Switch, and quickly exit via the pipe to the left. Now all the bricks have turned into coins! Get the coins, and kill the pile-driver goomba. Now go to the right and touch the card roulette to finish the level.

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< > World 2-2

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Head right over the hill and avoid the little goomba walking your way. Jump over the quicksand pit with the venus fly trap in it. On the other side, you will see a brick sitting on the ground. Touch the side of the brick to reveal a hidden powerup! Get the powerup, jump over the red pipe, and jump over a second quicksand pit with the venus fly trap in it. Now climb up the hill, and you will notice a wooden platform to the right of two blocks ontop of each other. Touch the wooden platform, and it will start to glide to the right.

Stay on the wooden platform. Jump over the green koopa paratroopa, and collect the three coins. Now you will come to two different bricks. The left brick contains a coin, and the right brick contains a P-Switch. Be sure to hit the brick with the P-Switch, jump off of your wooden moving platform, and hit the P-Switch. Quickly, jump back onto the moving wooden platform. When riding on the wooden platform, you should see two sets of bricks (that were normally coins, but changed via the P-Switch.). Just to the left of the right set of bricks is an invisible 1-up mushroom; be sure to get it before you leave.

Stay on the moving wooden platform and collect all the coins that are normally bricks until the P-Switch timer runs out, and you cannot get any more. Follow the moving wooden platform past two more green koopa paratroopas, and then past a vertical quad-brick structure. Now, hop off the moving wooden platform, and onto solid ground. Hop in the red vertical pipe and then go to the right and touch the card roulette to finish the level.

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< > World 2-Fortress #1
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Go to the right down the tiny staircase, and jump over the three dry bones enemies. Continue to the right past a thwomp and two more dry bones enemies. Navigate past another twomp, and you will come in contact with a Boo Diddly. A Boo Diddly will not attack you if you look at it, because he is way too shy to attack when you are watching him. So, try to watch him at all times. Jump over another dry bones, and up a vertical green pipe.

Head right and jump onto a two block length platform just before the spikes. Jump across the spikes and land just before an awaiting thwomp. Go past the thwomp, and jump across the second spike pit. There is a lone brick here that contains a powerup, but I only recommend you get it if you are small. Yes, you can get it if you are big by sliding, but sometimes you'll accidentily slide too far and land in the spikes. Anyway, get the powerup if you choose to, and be careful of the boo diddly. Now, run as fast as you can to the right and DO NOT stop under any circumstance. You will charge by four goombas and collide into a wall. Now, go in the door that is pressed up against the wall.

You will arrive in a room with sets of spikes that are going up and down. You will need to go past the spikes when they are up while avoiding the boo diddlys. Run under the first set of spikes when it is up, and then the second. Now, your path will split into two mini paths.

Option 1

Wait for the spikes to rise, then quickly run under them before they fall on you. Now get past the second set of spikes the same way you got past the previous three. Now wait for the spikes to rise again and enter the door.

Option 2

Look at the top of the spikes: you should see a few areas where the spikes are covered by blocks. While taking close notice of the boo diddlys, wait for the spikes to lower, and jump ontop of the blocks that are covering the spikes. Carefully, jump from brick to brick until you pass two sets of spikes. Jump down to the ground, wait for the spikes to

rise, and enter the door.

Rejoined

Go to the right, and you will be stuck in a room with Boom-Boom! Kill Boom-Boom by jumping on his head three times, but watch out, because he gets more and more difficult after each time you hit him! Once you have killed Boom-Boom, he will drop a question mark ball. Touch the question mark ball to finish this fortress.

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< > World 2-3

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There are two question mark blocks sitting ontop of the first piramid, but you have to break the bricks below them first. To break the bricks below, you must be big and hit them from underneath, but if you are small, you can knock the red koopa troopa into his shell, and throw his shell at the bricks. Now, get the two question mark blocks, the right block contains a powerup, so be sure to get that one. Now go to the right and jump over the pit so that you are at a second piramid. There are two firesnakes, so do your best to avoid them. The two question mark blocks at the top contain a coin, and a star (the right question mark block is a star). To get them, do the same thing that you did for the previous piramid. Now go to the right and jump over another pit; you will arrive at a third piramid that has a single firesnake and two koopa troopas on it. As in the previous two piramids, there are also two question mark blocks at the top. The left question mark block contains a powerup while the right block contains a bloody coin; get them the same way you got them for the previous two piramids.

Jump over the pit to your right and you will arrive at another piramid. This piramid, however, is different from the rest. This one is made out of bustable bricks. Avoid the koopa troopa that will walk down the piramid, and climb to the top. Be aware that the top brick is a fake pile-driver goomba. Now use the wooden bricks to jump across to a second piramid made completely of bricks; be sure to avoid the two pile-driver goombas that will make an attack. Climb the top of the second piramid.

There is a secret hidden note box that you can hit. To get it, stand two bricks away from the top of the piramid (on the left) and jump up. Jump ontop of your newly found note box and bounce on the right side to reveal another note box! Now bounce on the second note box, and bounce up to a platform made of 7 bricks and collect the 11 coins. Now jump back ontop of the first note box, and bounce to the left side to reveal a hidden coin. There are two more hidden coins above this one and to the left that you will need to hit. Now jump ontop of the highest used coin brick, and jump to the left ontop of a platform. Jump up to reveal a hidden P-Switch. Hit the P-Switch, and quickly drop down to the two all brick piramids, which are now completely coins. Collect as many coins as you can within the time limit. One of the coins right half you will not be able to get, so hit it from underneath, and you will reveal a hidden 1-up mushroom.

Now go to the right past three platforms (two of which have pile-driver goombas ontop) and climb up a messed up piramid that has several missing bricks. Now drop down ontop of one of the green koopa troopas, and kick him. Quickly, before he can ricochet back at you, jump back up to the platform above to be safe from the ricocheting shell. Wait for the ricocheting shell to work its way down to the left side of the pipe,

and jump down, and go in the pipe. Now, walk to the right and touch the card roulette to finish the level.

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< > World 2-Angry Sun

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Notice the angry looking sun in the top left of the level? Although he does not attack at the beginning of the level, he may change his mind half way through... (hint)

Go to the right and jump over the quicksand pit, and advance to the right even farther. While taking close notice of the venus fly trap, jump over the second quicksand pit and avoid the flying red koopa paratroopa. Go to the right some more and jump over a third quicksand pit with two different venus fly traps in it. Jump over the green koopa troopa and continue to the right. Run to the right at full speed, and jump just before you come to a whirlpool and you will fly right over the whirlpool. If you get stuck in the whirlpool, just go back and try again.

You will fly over the whirlpool and get a boost into the air. When you land, the sun in the top left corner will become angry! The sun will start spinning around, and then he will make an attack at you! He will repeat this attack until you finish the level.

Fly past three sets of bricks and you will come to a green koopa paratroopa. Avoid the koopa paratroopa, and then pass two more sets of bricks and then jump over another koopa paratroopa. Jump to the right over a tiny quicksand pit, and then walk to the right until you come to another larger quicksand pit. Jump over the second, larger quicksand pit, and proceed to the right. Jump up and touch the card roulette to rid yourself from the horrid angry sun.

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< > World 2-4

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Right at the beginning of the level, there are two paths that you can take. However, option 2 only exists for those of you that are currently raccoon mario (with the flying abilities).

Option 1

Go to the right, jump over the para-goomba, and hit the question mark block for a measley coin. Jump over the pit and knock the red koopa troopa off the edge. Now jump on the second pillar to the right and knock the second red koopa paratroopa to the left, and hopefully the shell will hit the question mark block to reveal a powerup, but it does not hit everytime. Go to the right and knock a red koopa troopa into his shell. Carry the shell to the right and throw it at the grounded question mark block to reveal a powerup. Get the powerup, and kill the boomerang brother, and then go back and gather the five coins in the air. Proceed to the right past a green koopa paratroopa, and then a red koopa troopa. Jump over the pit area while collecting the four coins. Now you will be faced with...another boomerang brother!?!?! Yes, you will have to kill another boomerang brother. Kill the boomerang brother, go to the right, and jump over the pit. Now hit the question mark block to reveal the third powerup of the level. Jump over the pipe and kill the third boomerang brother of the level. Continue to the right, and get the 3 sets of 4 coins.

Option 2

This path only pertains to those of you that are raccoon mario, because you must be able to fly. Go to the right and kill the para-goomba. Now run at full speed to the left and start flying. Look to the top left of the screen and you will see some bricks that you will be able to break. Fly up and bash the bricks to reveal a second, more hidden path.

Go to the right, getting the coins that are in the area. Jump into the water, and avoid the single cheep-cheep. Hit the third brick to the left on the rightmost set of bricks for a P-Switch. Jump out of the water and hit the P-Switch. This will turn all of the bricks above the water into coins; get as many of the new coins as you can before your P-Switch time runs out. Now leave the water area and get the 9 pairs of coins (18 coins in all). Now go to the right and jump on top of a platform that has 5 more pairs of coins on it, and get the 10 coins. Go underneath the platform that you are now on and hit every single brick from underneath to reveal a coin for every platform. Proceed to the right past two flying red koopa paratroopas. Continue until you arrive at an area with scattered coins with bricks above. Try not to collect many of the coins at this point. The last brick in the middle row of bricks is a P-Switch. Hit the P-Switch, and quickly get all the newly created coins. When your P-Switch time expires, collect the remaining coins. Now go to the right, and bounce on the note boxes. If you bounce on the rightmost note box, you will reveal a powerup. Once you have gotten the powerup (if you have not already), purposely drop down to the ground. This is where your options meet up.

Rejoined

Advance to the right and go into the dark area. There will be a boomerang brother just before the card roulette, so watch out for him. Finally, touch the card roulette to finish the level.

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< > World 2-5
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To get past the first chain chomp to your right, you will need to jump on top of the two brick pillar and make a lunge over his head. If you are brave enough to make an attempt at the two question mark blocks, then you should know that the right question mark block is a powerup, and the left question mark block is a measley coin. Now head to the right and you will come across another chain chomp! Use the above platforms to safely bypass this foe. Continue toward the right and you will come across a red koopa troopa. Knock the red koopa troopa into his shell, and then kick his shell to the left to break a single brick. Drop down the hole that was created by the broken brick, and touch the side of the grounded wooden brick to reveal a hidden powerup! Now get the powerup.

Proceed to the right over a pit, and then start climbing the platforms. There is a chain chomp below the platforms, so stay away from him. A little goomba will be walking down the platforms, so stomp on him if you choose to. Continue climbing the platform until you get to the top, then follow the platform to the right. Jump over (or stomp) a little goomba. Continue to the right and jump over a small spot of water, and you will find yourself confronted by two red koopa troopas. Jump on one of them and kick him to the right so that he hits a block for a coin, then just avoid the other one. Now continue to the right and you will see five breakable

bricks below you. The lower left breakable brick contains a tree of beans. To get the tree of beans, go to the right and hit the red koopa troopa in to his shell, and then knock him to the left. The shell will break every brick, including the one that will make the tree of beans appear. Now, this is where you have two paths that you can go by, but in the long run, there's still time to change the road you're on.

Option 1

Climb the tree of beans to the sky, and deposit yourself to the left on to a platform comprised of 6 clouds. Get the four coins on the clouds and jump to the left onto another cloud platform, and then get the coins there. Repeat this process until you come to a pipe, and go down the pipe. Inside the pipe, try not to get the 8 coins just yet. Stand on the lowermost brick and jump up to reveal a P-Switch. Break a minimal amount of bricks, and then grab the P-Switch. Now get all the coins that appear until the P-Switch time runs out, then get the remaining coins on the bottom. Also, before you leave the room, there is a powerup that you should get. The lower right brick is actually a powerup. Get the powerup, and leave the room. You will be deposited into a cluster of platforms high in the air with four question mark blocks that you can hit. The three leftmost question mark blocks are measley coins, while the right question mark block is another powerup. Grab the powerup, and drop from the cluster of platforms, so that you land safely on the ground.

Option 2

Be boring and ignore the tree of beans. Simply Go to the right, and you will come across a red koopa troopa. Kick the red koopa troopa into his shell and kick him to the right so that he knocks out a second koopa troopa. Now go to the right and avoid the ricocheting shell, and jump over a grounded wooden block.

Rejoined

Now go to the right into the dark area where the shuffling card usually is. The shuffling card is still in its normal position, however, there will be a chain chomp positioned right in front of the card roulette. Avoid the chain chomp, and touch the card roulette to finish the level.

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< > World 2-Piramid
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Upon starting this level, you will be in an outside area with some stone platforms to your right. One of the platforms looks a little different than all the others, you can walk through this platform. Walk through it and enter the door to the pyramid.

Climb up the staircase and jump over the buzzy beatle that is currently going down it. At the top of the steps, there will be a buzzy beatle and a question mark block trapped in between two pillars of bricks. The question mark block contains a powerup. To get the powerup, you will have to knock the buzzy beatle into his shell, and pick his shell up and throw it out of the area. Then, you can safely get the powerup.

Now go to the right and go halfway down the slope, then jump into the middle tunnel. You will come to a wall of breakable bricks. You can whip

them with your tail if you are raccoon mario, but if you are not raccoon mario, you will have to use the buzzy beatles shells. However you do it, break the wall, and move on.

You will come to a pipe with a pirahna plant in it. Jump ontop of the pipe, and (from there) jump to the platform to the above-left. Follow this tunnel to the left, and when it ends, jump to the above-right past the buzzy beetle. There is another wall here made of breakable bricks, get past it the same way you did the previous wall. This is where you paths split, but I recommend you take option 1.

Option 1

You should see an upside down pipe surrounded by wooden bricks. Look three block spaces to the right of the wooden bricks, and you should see an area in the background with white spots instead of brown. Jump up to those white spots and you will reveal a hidden coin! Jump ontop of the hidden coin block, over the wooden bricks to the right, and into the pipe. The pipe will lead you back to an outdoors area. In the outdoor area, you will see two rows of coins, two rows of bricks, and a single brick on the ground. Hit the brick on the ground to reveal a P-Switch. Now hit the P-Switch, and collect all the coins. When the P-Switch time runs out, get the remaining amount of coins, and then leave via the pipe to the right.

Option 2

Go to the right and slide down the hill to kill two buzzy beatles. At the base of the hill, there is a hole; make sure you jump over it.

Rejoined

Climb up the hill to your right. You will see a buzzy beetle walking on the wall. This buzzy beetle will drop down at you when he gets close, so be ready for his attack. Proceed to the right over a normal buzzy beetle, and then past one of those ceiling crawling buzzy beetles. Now there is another wall comprised of all breakable bricks. Get past this one the same way you did the previous two. Jump over the pipe with the pirahna plant in it, go to the right, and go up the upside down pipe pressed up against the wall. The pipe will lead you outside again. Jump over the boomerang brother, and touch the card roulette to finish the level.

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< > World 2-Castle
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"Oh, it's terrible! The king has been transformed! Please find the magic wand so we can change him back." It's time to go aboard the airship to revoke the wand from Morton Koopa Jr.!

When you finally gain control of your character, go to the right over a tiny bullet bill cannon. Jump onto another, taller bullet bill cannon, and then (from there) jump to the high platform to your right. There is a ball cannon built into the ground here, so avoid it. Continue to the right past four more bullet bill cannons, and then you will arrive at a ledge. Jump to the high ledge, and then you will see a question mark block. Hit the ? Block for a powerup. Continue to the right until you come to a set of wooden boxes. There are three bullet bill cannons to the left of the boxes, so avoid them. Fall to the bottom of the boxes

and walk to the right to a new set of boxes. Jump to the top of the second set of boxes, and proceed to the right. Proceed with caution past the three sets of rocky wrenches that will appear from under the ship, and pass the two bullet bill cannons. The screen will stop scrolling as soon as you come to a white pipe sticking out of the ship. Enter this white pipe, and you will find yourself in a single room with Morton Koopa Jr.

Morton Koopa Jr. is a simple boss. The only actual power that he has is to hit you with the magic power of the wand, or if he touches you, then you get hurt also. The terrain of his room is completely uneven, which gives him a slight advantage. His enormous body weight makes him less vulnerable than Larry Koopa (world 1 boss). To kill Morton Koopa Jr., all you have to do to kill him is bash him on the head three times, and he will shrivel up into a ball and fly toward the top of the screen. Then the magic wand will come down for you to give to the king. You can also defeat him by shooting him with 10 fireballs, but I find that method to be immensely harder. However you do it, just get the wand from this koopa sibling and bring it back to the king of world 2.

"Oh, thank heavens! I'm back to my old self again. Thank you so much. Here is a letter from the princess."

The letter from the princess contains information about Kuribo's shoe, but more importantly, you will get a Jugem's Cloud item, which is (in my opinion) the best item in the game.

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< > World 3-1
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Welcome to the first underwater level of the game. First of all, look to the bottom left and you will see sort of a gap in the ground. Fall down the gap to find a hidden question mark block, which contains a powerup. Get the powerup, and swim back to the top; back to where you started.

Go to the right past the pipe blowing bubbles, and keep an eye out for the blooper. Pass a second pipe blowing bubbles, and swim as far to the right as you can so that you are pressed up against the side of a pipe. Start swimming deeper and deeper into the sea. Watch out for the blooper, and swim over a pipe. Swim over a lava lotus, and grab the 8 coins if you decide to be daring. Swim to the right over another pipe and you will come to another lava lotus surrounded with six coins and two question mark blocks. The left question mark block contains a powerup, but it is very hard to get without accidentally getting hit by one of the Lava Lotus's petals. Get the powerup if you choose to be a daring lad, and then swim back to the sea surface. Now press yourself against the wall to the left and swim as close to the surface as you can. Now jump up so that you soar off of the top of the screen, and hold left. If done correctly, you should be ontop of the platform! Go to the left there will be a little secret room with a question mark block. Go into the secret room and hit the question mark block for a powerup. Jump back

to the top of the ceiling and run back to the right. Start swimming to the right until you come to a yellow platform. This is where you have two options.

Option 1

Avoid the blooper-nanny and swim to the right past a yellow platform. Avoid another ordinary blooper, and go up the pipe.

Option 2

There is a small hole below you. Go down the hole to discover a secret area. There is a whole bunch of note boxes here, but none of them contain anything special, I already tried. Swim past the lava lotus and past the remaining note boxes, and you will see a single block that has 20 coins surrounding it. Grab the 20 coins and hit the brick to reveal a 1-up mushroom. Get the 1-up mushroom. Now swim above the blue pipe to the right, and the bubbles will push you up. Avoid the blooper, and go up the pipe.

Rejoined

Run to the blackness in the right and touch the card roulette to finish the level.

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< > World 3-2
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This level is relatively easy, but if you fall into the water and your wooden platform gets away from you, it will become immensely harder, so don't let the wooden platform get too far away if you fall in.

Head to the right and use the two rail lifts to gain access to the following ledge. There is a powerup in the question mark block sitting near the donut lifts. It contains a powerup, get it. Now look to the right and you will see a wooden rail lift connected to a wire. Jump on it and it will immediately start moving to the right.

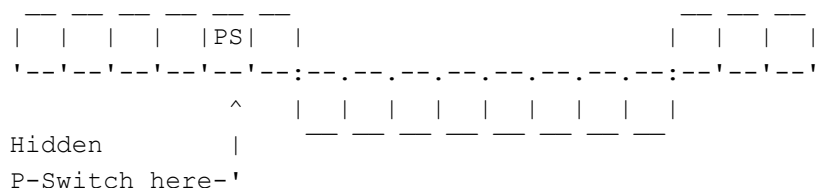
If you choose, you can jump onto the L shaped wooden block structure and touch the middle left block for a hidden star. If you choose to get the star, quickly jump back on the rail lift. Grab the three coins there. Hit the question mark block for a single coin, then grab the six other loose coins in the area. Go past the red koopa paratroopa, and hit the question mark block for a single coin (or a power star if you got the first star). Watch out for the jumping fish. Get the three coins that you will pass. When the rail lift ends, jump onto the pair of donut lifts. If you choose, you can get the question mark block, which will contain a coin, or a star if you got the previous two stars. Now jump onto the next rail lift and get the three coins. Watch out for the jumping fish, and jump over the red koopa paratroopa. When you come across six horizontal bricks, the third to the left is a P-Switch. Hit the P-Switch from underneath, and when the rail lift ends, jump back and hit it. Get the coins that will appear and jump to the left past the pipe. Hit the lower question mark block for a powerup, and the higher brick for a coin. Now jump into the pipe.

Avoid the jumping cheep cheep fish, and proceed to the right into the darkness. Touch the shuffling card roulette to finish the level.

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< > World 3-3

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This entire level consists of a constantly moving platform with a boss
bass constantly trying to eat you whole! Stay clear of the water!

Jump over the first big gap, and then jump over the three little gaps. Get
the three coins above the three little gaps, and then go to the right and
jump over the huge gap. Proceed past the note box and jump ontop of the
koopas troopa. Pick up his shell and carry it to the right where the bricks
lower by one level, and throw it to the right. Now jump down and hit the
brick next to the one you broke for a P-Switch. Use the diagram to farther
understand what I mean.



Hit the P-Switch, then go back and hit the note box to reveal a powerup.
Now continue to the right, and jump over two huge pits, and then a tiny
single block pit. Use the rotating platform to jump across the huge pit.

You will now be at an area where there are two ice bricks to the right,
a brick in the air, and a brick to the left. Hit the brick in the air for
a powerup, and then take an ice brick and throw it at the brick to the
left for a P-Switch. Jump on the P-Switch and then quickly run to the
right over two tiny pits and a red koopas troopa. Now, use the many brick
platforms to run to the right. Continue running to the right until you
pass a platform shaped like an L. Jump on the top of the L, and jump on
to the brick platform. Now jump onto the top of the rotating platform,
and quickly make a big leap to the right ontop of a skinnier L shaped
platform with a pipe on it. Now, you have two choices.

Your first choice is to play it safe and go into the pipe, and that is
what I recommend to you if you aren't very good. If you decide to go in
the pipe, skip down to the next paragraph. If you decide to be daring,
there is a way to get an extra life. Make a running jump to the right,
and you will land in the water. Jump out of the water in the rightward
direction, and by this time you should see a single block; jump onto
that. Now jump to the right onto the platform, and hit the single brick
and out will emerge a 1-up mushroom! Grab the 1-up mushroom, and go back
to the left and go into the pipe.

Jump over the water to the right and go into the darkness. Touch the card
roulette fo finish the level.

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< > World 3-Fortress #1

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This one is simple. This fortress consists only of several doorways, you
just need to know the right ones to enter.

Firstly, I will tell you how to get a bunch of coins. Head to the right
over two rotodiscs and a dry bones. Go up the stairs and past the thwomp.

Now you will be in a huge hallway with multiple doorways and enemies. You will need to follow this hallway to the very end. You will pass seven dry bones enemies, two thwomps, two boo diddies, and eight doorways. Finally, when you come to the doorway at the end, enter it. You will see a bunch of coins in a U shaped block structure. Jump through the three holes and you will get three coins. To get the coins inside the U, stand where the doorway is and jump up to reveal a hidden coin. Jump ontop of the hidden coin, and then jump to the right to reveal another hidden coin. Now get the 14 coins inside the U and leave the room.

Secondly, I will tell you how to get an extra life. If you don't want the extra life, then just skip down to the next paragraph. Go into the fifth door of the hallway (or 4 doorways to the left if you followed the previous paragraph). You will arrive on a small platform with water below you and a brick to the right. Carefully, walk under the brick, and hit the brick on the LEFT side. A 1-up mushroom will come out and go to the right. Get the 1-up mushroom, and enter the door.

Thirdly, and most importantly, I will tell you how to finish this fortress. Go into the sixth doorway (or 1 doorway to the right if you followed the previous paragraph). You will arrive on a small platform with water below. Look to the upper left of where you are now and you will see another door. Jump up to it, and enter it. You will arrive in a short room with a checker board floor. Follow the room to the right and you will find Boom-Boom. Defeat Boom Boom the way you normally do; stomp on his head three times. Remember that he gets harder and harder after each stomp. Once he is done, get the ? ball to finish the level.

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< > World 3-4
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Go to the right past the two little goombas and past the pirahna plant. Jump over the water pit, and past the pipe with the venus fly trap inside. The question mark brick contains a powerup. If you choose to get it, carefully avoid the fire shots from the venus fly trap. Get the powerup, and jump ontop of the question mark brick, and over the hill. Slide down the hill and knock out the three goombas. You will land in a water area that has a cheep cheep swimming in it. To get over the huge hill to your right, you will need to reveal two hidden coin bricks. To reveal the first hidden coin brick, press yourself up against the hill, and jump out of the water, this will reveal the first hidden coin brick. Now jump ontop of the first hidden coin brick, stand on the left edge of it, and jump up to reveal a second hidden coin brick. Jump ontop of the second coin brick, and make your way over the hill.

Slide down the right side of the hill and you will knock out three green koopas. Hit the three question mark boxes that you will pass and you will come to a para-goomba that will release micro-goombas. Do your best to kill this annoying para-goomba. Now go to the right and kill a second para-goomba that can't fly. Look up and you will see a vertical pipe. You should see two more bricks below the pipe. Hit the rightmost brick to reveal a hidden P-Switch. Hit the P-Switch for a brief moment of coins. Get as many of the coins as you can until the P-Switch time runs out. Now proceed to the right and hit the question mark for a powerup. Continue to the right and hit the pair of question mark blocks for two additional coins.

Go to the right until you get to a row of six bricks. A lakitu will

appear and start throwing eggs at you. Jump under the set of six bricks, and hit every brick, particularly the second brick to the left for a 1-up mushroom. Jump over the huge gap to your right and then the three tiny gaps that follow. Hit the two question mark blocks for a coin and another powerup, and then proceed down the hill to your right and touch the card roulette for a level's end!

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< > World 3-5

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If you have one, a frog suit would help greatly in this level. Jump off the pipe that you start on into the water and swim to the sea floor. While keeping an eye out for the cheep cheep fish, gather the three coins in between the white coral rings. Swim to the right past a grey platform and you will come to a Big Bertha. Do your best to ignore Big Bertha. Now hit the three question mark blocks for a powerup and two coins, and then hit the three other blocks for three more coins. Now swim above the pipe and the air bubbles will blow you up. Now (if it was a fireflower), get the powerup that you hit from the question mark block. Ignore the Jelectro jellyfish and the blooper, and swim to the right on the sea floor. Get the six coins and avoid the cheep cheep. Swim past a grey platform that has white coral rings on it, and get the four coins as the pipe's air bubbles pushes you down. Continue to follow the sea floor to the right, and get the seven horizontal coins. Now swim ovetop of the pipe and let the air bubbles push you up. Avoid the cheep cheep, swim past the Jelectro's, and hit the three horizontal question mark blocks for a powerup and two additional coins. Ignore the cheep cheep and continue toward the right. You should now see a vertical pipe shooting bubbles out. There is an invisible 1-up mushroom here, but it is hard to get due to the bubbles pushing you down. Check my diagram to see where it is.

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|      | <---That's the pipe.  
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o|_| <---Invisible 1-up mushroom here.  
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After getting the 1-up, continue past the vertical pipe, and you will come to a small maze of Jelectro jellyfish. The best way to get by them is to ignore the three coins that are there, and swim underneath them. A grey platform will block you from doing this, but if you swim over the grey platform, there is just enough room to sneak underneath them. You will come to a Blooper-Nanny, which you should completely avoid. Continue to swim along the sea floor, get the three coins, and avoid the Big Bertha. Now swim up and look for a pipe; enter it.

You will be deposited above ground, but you will land on the sea that you were just swimming in. Swim to the right past the water area; use the platform lift if you need to. Enter the darkness and touch the card roulette to end 3-5.

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< > World 3-6

Move right and jump onto the pair of donut lifts (falling bricks). Jump onto a set of four donut lifts and hit the question mark above for a powerup. Jump to the right so that you land on the wooden platform. When the rotating platform is in its flat state, jump to the right and land on the rotating platform. Quickly jump to the right onto the two donut lifts and then onto the platform to the upper-right.

Jump ontop of the red koopa troopa and kick his shell to the right; if it bounces off the wall at the right time, it will hit a coin box for extra coins. Ignore the three coins below you, because they could result in getting smushed against the wall and losing a life. Jump across the tiny hole in the ground. Pick up the ice brick that is resting on a single donut lift, and (with the ice brick in your hands) stand on the donut lift until it drops to get to the lower platform. Now, throw the ice brick at the grounded brick for either a power mushroom or a raccoon leaf. And, of course, grab the powerup. Now stand ontop of the brick that just released the powerup and jump straight up; you will break the brick. Now jump again and land on the high platform. Jump over the red koopa paratroopa and across the pit so that you land on a tiny platform with a grounded brick. If you have a raccoon tail, whip the brick for a coin. Now jump to the right across another pit. Jump on the red koopa troopa and kick him at the brick to the right for a coin. Now jump across the pit to your right and land on the two donut lifts. Now, there is an extra life that you can get.

The extra life is in the single brick ledged in between two wooden platforms. Before you hit this, grab one of the ice bricks. Throw the ice brick at the brick to the right, and you will reveal a P-Switch. Now, hit the P-Switch and (quickly) hit the left side of the 1-up brick. The 1-up mushroom will sail to the right and will go right through the coins. Grab the 1-up mushroom before it falls off the screen, and get as many coins as you can before your P-Switch time expires.

Proceed to the right onto the three donut lifts and collect the three coins above. When the time is right, jump over the koopa paratroopa, and onto the rotating platform. Quickly jump off the rotating platform and onto the green pipe. Go into the green pipe.

You will be deposited onto a wooden platform. Go to the right past another wooden platform and a green koopa paratroopa. Run into the darkness and touch the card roulette to finish the level.

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< > World 3-7

Immediately jump up and hit the question mark block for a coin. Now fall off the pillar, and touch the top brick of the pillar for a powerup. Run to the right and you will see three grassy platforms above up, but just ignore them. Proceed to the right and jump over the tiny pit. Two spikes will fall from two more grassy platforms; do your best to ignore them. Just ahead you will find a wooden block with 15 bricks above it. The second brick to the left of the top row is a 1-up mushroom, but you must be super mario (big) to get it. Just ahead to the right there is two more grassy platforms with two more spikes on it. Just run past them, and jump

over the medium sized pit. You will land on a platform with two wooden bricks, a spike, and a green paratroopa. Kill the enemies if you will, and then jump to the right across the pit. You will come to a platform with a pipe. Ignore the pipe, because it doesn't do anything special, and jump across the pit to your right. You will come to an area with several more spikes, a koopa troopa, and some more platforms. Jump on the koopa troopa and kick his shell. It will kill all the spikes on the ground, and then ricochet off the wooden bricks. When the koopa troopa shell hits the wooden brick to the left, it will reveal a powerup. Get the powerup. You should also see two sets of brick formations that look like weird shaped U's. The upper left brick of the higher U contains a tree of beans. Hit that brick, and then climb the vine. At the top of the vine, there are several cloud platforms, all with multiple coins on them. Get all the coins, then jump onto the longest cloud platform and hit the only brick there for a P-Switch. The P-Switch was added to this level for those of you that did not get the extra life earlier on in this level due to you being too small to hit the bricks. If that applies to you, then hit the P-Switch, fall off the cloud platform, and get the 1-up mushroom. However, if you did get the 1-up earlier on in this level, then ignore the P-Switch.

Go back to the area where you hit the block and got the tree of beans. You now have two paths that you may take. (Option 1 is highly recommended)

Option 1

This path is a super secret that not many people know about. To do it, climb the tree of beans (vine) to the very top. Stand on the brick that the tree of beans ends at, and jump to the right. You will (hopefully) land on a secret cloud platform. If you didn't land on the secret cloud platform the first time, try again until you get it. Once you are ontop of the cloud platform, stand in the exact center, and jump up. You will reveal a hidden note box! Now jump on the note box and press A as you bounce, and you will be sent to a coin heaven! There are 56 total coins in the coin heaven. Get as many coins as you can, and when the coin heaven ends, open the treasure chest for a super secret Jugem's cloud! This will end the level.

Option 2

Jump to the right over the pit and ignore the venus fly trap. Run past another spike, and then over another pipe with a venus fly trap inside. Look to the right and you will see a formation of blue blocks with some wooden bricks and some spikes. Kill every spike you come across by jumping on its head. If you touch the second wooden block, you will reveal a hidden powerup. Jump over the green koopa paratroopa. Proceed to the right and fall off the blue block formation. Now run to the right into the darkness. Touch the card roulette to finish the level, but beware for the spike that is hiding out right infront of the card.

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< > World 3-Fortress #2
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Holy Crap! This fortress is short!

Anyway, jump into the water, and go down the pipe. Swim to the right past the rotating rotodisc and a cheep cheep. Hit the question mark block for

a powerup. Continue past another cheep cheep and another rotodisc. Swim past a third cheep cheep, and enter the pipe.

Go to the right of the pipe and you will find two sets of white stretches. It's okay to touch the white part of the stretches, but stay away from the boo heads. To get past the first set of stretches, swim underneath. Continue until you come across another stretch. To get past this stretch, swim above it. Continue until you come across another pair of stretches. To get past these stretches, swim in between them. Continue until you get to a pipe, and go in it.

You will arrive in a dark hallway with three windows. Follow the hallway to the very end and you will find Boom-Boom. Kill Boom-Boom the way you normally do; by stomping him three times on the head, or by shooting him with 5 fireballs. Once he is dead, pick up the question mark ball that he will drop to finish the level.

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< > World 3-8
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This level is extremely similar to 3-3. A Boss Bass fish will roam the screen at all times constantly trying to eat you! Also, the entire level will move up and down, just like in 3-3.

Jump onto the platform to the upper right. Stay on that platform, wait for the water level to rise again, and then go to the right until you come across a green koopa troopa. Jump on the green koopa troopa, and kick his shell so that it hits the left brick, which will reveal a tree of beans. Climb the tree of beans, and hit the note box for a powerup. Only get the powerup if you feel safe when you get it; don't risk your life for it. Stay on the tree of beans and wait for the water level to lower, and jump across a pit to the right. Jump across another pit so that you land on a platform with two ice bricks and an ordinary brick. Pick up the two ice bricks and throw them at the Boss Bass. Now, hit the ordinary brick as many times as you can for multiple coins. Stand there and wait for the water level to lower again, and jump across pits until you come to a single brick with three coins above it. Get the three coins. If you are raccoon mario, whip the brick for an extra life. Jump across the pit to your right, jump on a green koopa troopa, and kick his shell so that it hits the brick to the right to reveal a tree of beans. Quickly climb the tree of beans, and stay at the top until the water level lowers again. Now drop from the tree of beans to the right until you come to an area with two grounded bricks with three coins above. Get the three coins. If you are raccoon mario, whip the two coins for two additional coins. Jump across the pit to your right and hit the brick for yet another tree of beans. Climb the tree of beans to the top and wait there for water level to lower. Proceed to the right and jump over two more pits and you should see a lift floating in the water. You now have two options that you can go by.

Option 1

Play it safe! Ignore the floating lift, and jump ontop of the high platform. Proceed to the right and jump over a set of three bricks.

Option 2

Take a risk! Jump onto the floating lift, and then onto the middle

platform. Proceed to the right, getting the loose coins as necessary. When you get to the P-Switch, hit it and quickly exit the middle platform via the bricks that just turned into coins. Jump to the platform directly above where the P-Switch was, and get the three coins. Oh, wait, you can't get the top coin! Just hit it from underneath for a 1-up mushroom.

Rejoined

Continue toward the right, and enter the horizontal pipe. Use the bridge to run across the water, and enter into the darkness. Finally, touch the card roulette for a level's end!

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< > World 3-9

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Head to the right and jump over a green koopa paratroopa, and then over a pillar comprised of three bricks. Watch out for the creeping piranha plant, and run under the pipe. You will now be at an area with a bullet bill cannon on the ground, a para-goomba in the air, and a large row of bricks. If you hit the sixth brick to the left, you will get a powerup. Grab the powerup, and continue to the right. Jump over the bullet bill cannon and ignore the para-goomba, and run to the right until you get to a few bob-ombs. Simply jump over the bob-ombs. Continue to the right until you see a grounded bullet bill cannon. Look above the grounded bullet bill cannon, and you should see a platform and four question mark blocks there. Jump onto the platform and hit the four question mark blocks for four measley coins. Jump over another bob-omb, and over the question mark block platform. Proceed to the right over a few more bob-ombs until you come to an area with eight ice blocks and three note boxes. Throw away some of the ice blocks, and hit the middle note box for a powerup. Continue to the right and collect the three coins. Throw away the ice blocks and kill the koopa troopa. Hit the ordinary block above you for a 1-up mushroom. Throw out some of the ice bricks to the right, and get the three coins. Ignore the two koopa paratroopas, and you should see a pipe surrounded in ice bricks. Throw away the ice bricks, and go down the pipe.

Now swim to the sea floor, and go to the right. Swim past the cheep-cheep, and past another cheep-cheep. Now swim into the pipe.

You will be deposited back into dry land. Run to the right into the dark area and touch the card roulette to finish the level.

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< > World 3-Castle

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Once you have beaten 3-9, enter the pipe and you will be transported to a small area with a castle. Enter the castle.

"Oh, it's terrible! The king has been transformed! Please find the magic wand so we can change him back." It's time to go aboard the airship to revoke the wand from Wendy O. Koopa!

When you gain control of your character, run to the right, and BEFORE the platform lowers, jump over the pillar. If you try to jump over the pillar

from the lower platform, you will get squished and die. Anyway, continue to the right over the three sets of rocky wrenches, and over the bullet bill cannon. Jump over the wall that stands in your way, and you will see three cannons stuck in the side of the ship. Jump onto the platform directly above the three cannons, and then below the cannons. Go to the right past the cannons, and jump up over the wall that will get in your way. If you look to the left, there is a question mark block that you may get if you choose to; it contains a powerup. Now go to the right and jump over a bullet bill cannon. Continue to the right and you will pass four more ball cannons; two on the ceiling, and two on the ground. Do your best to safely get past this attack of ball cannons. Now you will come to a nutt that is on a screw, which is where you will have two options; choose wisely.

Option 1

Jump onto the nutt and repeatedly jump up and down. The nutt will slowly work its way down the screw until it comes to the end. It wont make it all the way to the end though because of the moving screen, but when you get as far as you can get, jump to the right and fall to a landing.

Option 2

Ignore the nutt and jump to the lower platform. There are two flame cannons here, ignore them both. Now jump to the platform above.

Rejoined

Go to the right and fall down the lower platform. There will be three sets of rocky wrenches above; ignore them. Go past a flame cannon, and jump to the platform above. Now follow the screen to the right and go into the white pipe.

Now, you will be in a flat room with the boss of world 3! Wendy O. Koopa is who you will have to fight! Wendy O. is quite an obstical, even for the better smb3 veterans. when you start, she will come down and fire a red/white ring that will bounce off the walls in every direction. Stay away from this ring at all times! Once you manage to hit her once, she will fire yet another ring. That's double the trouble! This is where an average mario gamer usually starts to struggle. When you hit her a second time, she will not only fire a third ring, but she will also start jumping like a crazy person on sterriods! As if the three rings were not hard enough! Once you finally hit her the third and final time, she will shrivel up, and fly toward the sky. Then, collect the magic wand, and bring it back to the king.

"Oh, thank heavens! I'm back to my old self again. Thank you so much. Here is a letter from the princess."

The letter from the princess contains information about ice blocks, which are blocks that you have already witnessed in world 3. But more importantly, you will get a Music Box, which (with its delicate tune) will put all hammer brothers/pirahna plants to sleep for 1-3 turns.

Well, it's onto world 4.

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(take the right pipe to get to 4-1)

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< > World 4-1
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Right from the start of this level, you will realize that everything in this entire level has been magnified by four, hence the name 'giant land.' But don't worry, because none of the enemies are any harder, just bigger.

Anyway, jump over the two pipes, the second of which contains a pirahna plant. Jump on the giant goomba and hit the giant question mark block for a coin. Now jump on the red koopa troopa and kick his shell to the right. Now, (if the shell did not already do this) hit the question mark block from below for a powerup! Now, you will have two paths that you may take. I recommend Option 1.

Option 1

This path is only available to those of you that currently are raccoon mario, because you need to be able to fly.

Go back to the left in the area where you hit the first giant question mark block, which should now just be an empty block. They didn't give you much room, but they gave you just enough to fly. To fly, hold B and run back and forth until your P-Meter fills all the way up. When your P-Meter fills all the way up, fly up, up, and away! You will see sort of a pool type area high in the sky! Fly into the top of the pool via the left rim. If you don't do this on your first try, then try, try again. Now that you are in the water, you should see a small pipe; go in it. Avoid the two Big Bertha's, and hit the blocks. There is a 1-up in each row of bricks, and the rest of the bricks are coins. Try to hit all the coins, then swim to the right. Swim past a grounded block (which you cannot break) and go into the pipe.

You will be deposited back into the pool in the sky. Swim to the right and jump out of the pool. Drop directly down and you will land in an area with four bricks to the left.

Option 2

Go to the right and jump over the pit; get the three coins if you choose to. Ignore the koopa paratroopa that will start hopping your way. Get past the waterfall type thing in between the pipes, and jump over a three block pillar. You should see two giant bricks above you, and an ordinary sized brick below. Hit the ordinary sized brick for a coin, then jump ontop of it and hit the question mark block for a powerup. Ignore the giant koopa paratroopa.

Rejoined

Continue to the right by jumping in between four giant bricks. Jump ontop of the giant pipe, and onto the cloud platform. Continue to the right and jump onto a platform made of two clouds with a red koopa troopa on it. Jump on the red koopa troopa and kick his shell to the right so that it knocks out another red koopa troopa. Jump over another pit and get the

three coins. Then jump over another pit and land on the koopa troopa. Kick the troopa shell off the pit. Of course, you cannot hit the giant question mark block, but just in case you are curious, it contains a coin. Anyway, jump to the right and land on a giant pipe. Look to the right and you will see another pipe with a venus fly trap inside. Wait for the venus fly trap to lower into his pipe, then jump across the pit and land on that pipe. Drop from the pipe to the right so that you land on the ground. Jump over the giant koopa troopa and enter the pipe.

Run to the right into the darkness and touch the card roulette to finish the level.

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< > World 4-2
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Start by jumping to the right onto the green giant pipe. Now jump to the right over four more pits until you land on a giant pipe with three ice blocks on it. Grab one of the ice blocks and throw it to the right and it will hit a giant question mark block and reveal a powerup. Continue to the right over a pipe with a venus fly trap inside. Continue to the right and jump over a pit and land on a pipe. With a venus fly trap inside. Jump across the next pit and hit the P-Switch. Grab as many coins as you can within the P-Switch time limit. Now hit the question mark block for a power star, which will come in very handy. Jump over the pipe with the pirahna inside. You should now get a massive air attack from raging cheep-cheeps. Do your best to avoid the air attack; it isn't easy. Continue to the right past two more giant pipes, and you will come to a wall made of three giant used bricks. Jump on top of the used bricks, and the massive air attack should stop. Go to the right and jump over the pit. Now enter the horizontal pipe.

Go to the right into the darkness and touch the card roulette to finish the level.

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< > World 4-3
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Run to the right and you will come into an encounter with a giant sledge brother! Don't stand on solid ground while the sledge brother lands from one of his jumps, or you will be temporarily stunned. Kill the sledge brother by jumping on his head and then jump over the two block pillar. You will encounter another sledge brother; kill it as well. Now, enter one of the two pipes. It doesn't matter which one, they both lead to the same spot.

You should now be in a cave. Go to the right past the three buzzy beatles, one of which is on the ceiling. When you get to the pit, make a running jump and land on a tiny platform with another buzzy beetle and four question mark blocks. Hit all four question mark blocks for four measley coins. Now get a running start, and jump over the pit to the right. When you land, continue to the right past a buzzy beetle walking on the ceiling. When you get to the pit, jump across and hit the single question mark block for a powerup. Get the powerup, and jump across the pit to the right. Now you will see a spiny on the ceiling. Jump over the spiny, and then go past a buzzy beetle. Continue to the right until you come to a pit, jump over the pit and the red koopa paratroopa. On the other side, walk up the hill, and you will see another spiny walking on the ceiling.

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Now that you know where the two hidden coin blocks are, hit the lower coin block, and then jump on it and hit the higher coin block. Now jump on the higher coin block and jump to the top of the platform. Continue to the right and go up the pipe.

Option 2

Ignore all the pipes and walk to the right. Walk to the right until you hit the side of the wall, which will trigger the thwomp above you to shift to the right. When the thwomp comes back to reset for another attack, wait for him to move to the left of your position, and jump up to the same spot where he is. Now, QUICKLY, before he can fully reset, run to the right and squeeze through the tiny gap (you will need to make a running slide if you are big). Now continue to the right past another hot foot and a vertical thwomp. Get a running start and jump above the platform; you will need to be running (holding B) or you will not jump high enough. Hit the question mark block for a powerup that you are probably pretty desperate for now. You should see another vertical thwomp below you. To get past him, stand on the right edge which will trigger him to charge to the right. When he retreats to attack again, wait for him to go to the left side of you and QUICKLY run to the right and jump ontop of the white pipe.

Rejoined

Fall to the right side of the pipe and run through the hallway to the right past five gloomy windows. You will come to a Boom-Boom. To kill him, do as you would normally do and hit him on the head three times or shoot him with five fireballs. Once he is dead, collect the question mark ball to finish the fortress.

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< > World 4-4

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This is a mostly underwater stage, so if you have a frog suit, it would be very good to use.

Start the level and one of the first things that you will realize is that there is a Lakitu in the sky throwing eggs into the sea. The eggs will remain eggs until they hit solid ground, then they will turn into spinys. Anyway, swim to the bottom left and you should see a small pipe blowing bubbles. This is where your paths split up. Choose your options wisely.

Option 1

If, and only if you are frog Mario, you can swim into the bubbles and be unaffected. So, swim to the bottom of the pipe and go to the right into another pipe that's not shooting bubbles. You will come out into another underwater room. Swim to the right above the platform and hit the single brick for a P-Switch. Hit the P-Switch, which will trigger a whole bunch of blue coins to appear above you. Try to get as many of

the blue coins as you can within the P-Switch time limit. Now go to the right, and get the nine coins. Now hit the brick below you for another P-Switch, which will turn all the bricks above to coins. Get as many coins as you can and swim to the right and go up the pipe.

Option 2

Ignore the pipe that is blowing bubbles, and swim to the right past a giant set of seaweed and you will come to a wall of giant bricks.

Follow the giant bricks to the top, and hit the question mark block for a powerup. Get the powerup if you choose to, and go to the right side of the giant bricks and swim down until you are able to move to the right. Move to the right over the giant set of seaweed and sit on the pipe.

Rejoined

Swim to the right on the seafloor past two giant blocks until you come to a set of three giant blocks with some seaweed on it. Continue to the right past a vertical set of three giant blocks, another giant block, and then over a pipe spurting bubbles. Swim past three more giant blocks and a small set of giant seaweed. Swim to the right past 10 more bricks and you will come to a staircase comprised of more giant bricks. Get to the top of this staircase and go into the pipe.

Go to the right into the dark area and touch the card roulette to finish the level.

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< > World 4-5
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Go to the right and jump over the tiny pit. Climb the pyramid of giant used blocks, but beware of the green koopa paratroopa and the green koopa troopa. Get to the right side of the pyramid and you'll see a question mark block. To get the question mark block, jump on the giant koopa paratroopa twice and kick his shell at it. It will reveal a powerup; grab it. Jump over the pit and the giant pipe, and past the bullet bill cannon. The three question mark blocks contains two coins and a powerup. The middle block is the powerup, but I do not recommend getting it, because of the risk you will take from the two bullet bill cannons, but you can go for it if you really want to. Now go to the right and you will see another set of question mark blocks, but they only contain coins. Go to the right over the pit and land on a platform with a grounded bullet bill cannon. Jump to the right across another pit and land on the giant pipe. Now jump over two more pits, and you should see two bullet bill cannons; stand ontop of the second one, there should be a block directly above your head high in the air.

Option 1

This one is recommended. Wait for the bullet bill cannon on the right side of you to shoot a bullet bill. As the bullet bill passes you, jump ontop of it and bounce up and hit the brick. This will make a tree of beans (vine) appear out of the brick, but you will not be able to see that. Now wait for the bullet bill cannon to shoot another bullet bill. At it passes you, bounce ontop of it and spring yourself high above the brick above you so that you land ontop of the pipe. Climb the vine and enter the pipe. Inside the pipe, hit the giant question mark block for

a tanooki suit, which will allow you to turn into a tanooki. Hit the P-Switch, get the four coins, and exit via the pipe. When you come out the pipe you will land on a giant cloud. Jump off the cloud to the right and get as many coins as you can until the P-Switch time runs out. Run past two bullet bill cannons until you come to a pipe.

Option 2

Jump over the giant bullet bill cannon and over the giant pipe. Jump over the pipe and run past two more bullet bill cannons until you come to a pit.

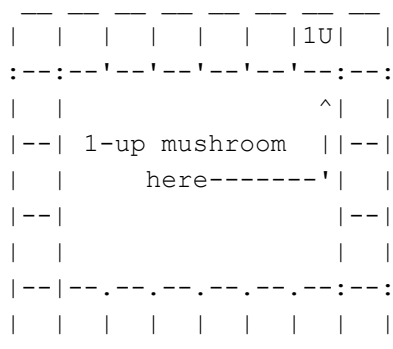
Rejoined

Jump over the pit and the giant pipe. Get a good jump over the tall bullet bill cannon and into the horizontal pipe.

Now go to the right into the dark area and touch the card roulette to finish the level.

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< > World 4-6
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Run to the right past a giant green koopa paratroopa, and you will see a square of bricks with a giant koopa troopa inside. There is an extra life inside one of the bricks in the top row. Consult my diagram for the 1-up brick.



If you choose to get the 1-up mushroom, you must be super mario; you can not be small. Bash one of the bricks from below, and watch out for the giant green koopa troopa. Then, walk to the right and hit the 1-up brick. Quickly exit the brick formation and grab the 1-up. If you are too slow, it could possibly fall off the edge to the right.

Jump across the pit and grab the four coins during your jump. Jump over the pipe, and then over the giant koopa paratroopa. Below you, there is a doorway that you can go in. If you go in the doorway, you will play through the same exact level except everything is normal sized. I have written a walkthrough for both the giant, and the normal sized parts of the level.

Normal Sized Path

Go to the right past the two normal sized goombas, and over the pit. Continue past the pipe and you should see a question mark block. Hit the question mark block for a single coin, then continue to the right past a koopa paratroopa. Continue to the right, and you should see an odd shaped formation of bricks and blocks with a green koopa troopa

below. If you would like a star, go to the left side of the formation, and touch the second block to the ground. A star will emerge. To get the star, quickly get to the right side of the formation and get it. Go past the goomba and over the pipe. Jump on the koopa troopa and kick his shell over the left pipe. Now, go to the right and you will see another pipe, but DON'T go over it. Instead jump up and you will reveal a hidden coin. There is another hidden coin to the left of that, and a hidden 1-up mushroom to the right of that. Hit all three hidden coins, and grab the 1-up mushroom before it gets too far away from you. Now jump on top of the used blocks, over the pipe, and over the pit. You should see two red koopa troopas and a door. Ignore the two red koopa troopas. The door leads back into the giant area. If you decide to go in the door, skim down to the second paragraph of the "Big Sized Path."

Continue to the right over the green koopa troopa and jump on top of the pipe. Jump over the pit and land on the five brick platform. Jump over the red koopa troopa, and onto another five brick platform. Jump over the green koopa troopa, and to the right onto a six brick platform. Jump over a green koopa paratroopa, and drop onto a three brick platform. Now drop back onto land, and go to the right over a green koopa paratroopa. Now go into the darkness and touch the card roulette to finish the level.

Big Sized Path

Go to the right past the two giant goombas, and over the pit. Continue past the pipe and you should see a question mark block. Hit the question mark block for a powerup, then continue to the right past a giant green koopa paratroopa. Continue to the right, and you should see an odd shaped formation of bricks and blocks with a giant green koopa troopa below. Jump on top of the formation, and jump on top of the giant goomba to kill it. There is a multi-coin brick in the third to the left brick below you. To get it, you will have to carefully avoid the giant koopa troopa, and then hit the multi-coin brick until it no longer gives out coins. Now go back out of the caved area, and back on top of the formation. If you would like a star, go to the left side of the formation, and touch the second block to the ground. A star will emerge. To get the star, quickly get to the right side of the formation and get it. Be sure to get the three coins above you, too. Go to the right past the giant goomba and over the pipe. Jump on the giant koopa troopa and kick his shell over the left pipe. Now, go to the right and you will see another pipe, but DON'T go over it. Instead jump up and you will reveal a hidden coin. There are two more hidden coins to the left of that. Hit all three hidden coins. Now jump on top of the used blocks, over the pipe, and over the pit. You should see two red giant koopa troopas and a door. Ignore the two red giant koopa troopas. The door leads into the normal sized area. If you decide to venture into the normal sized area, then skim giant area. If you decide to go in the door, skim up to the second paragraph of the "Normal Sized Path."

Continue to the right over the giant green koopa troopa and jump on top of the pipe. Jump over the pit and land on the five brick platform. Jump over the giant red koopa troopa, and onto another five brick platform. Jump over the giant green koopa troopa, and to the right onto a six brick platform. Jump over a giant green koopa paratroopa, and drop onto a three brick platform. Now drop back onto land, and go to the right past a giant green koopa paratroopa. Now go into the darkness and touch the card roulette to finish the level.

Go to the right up the staircase. Jump to the right over the lava pit and onto the four donut lift platform. Jump to the right over two more lava pits and you will come to a question mark block that is guarded by a dry bones. Hit the question mark block for a powerup and get it if you choose to. Jump to the right over two more lava pits and you will come to a donut lift platform with another dry bones on it. If there is anywhere in this level where you will die, it is right here. Jump on the dry bones to temporarily knock him out. Now, you will need to get a running jump to successfully land on the next donut lift platform. So, get a running start and jump onto the next donut lift platform. Now jump across another lava pit, and (finally) you will land on solid ground.

Jump over the dry bones, then down the tiny staircast. Jump over two more dry bones, and hit the brick for a P-Switch. Hit the P-Switch, and a set of seven blue coins will appear to the left in the shape of kind of a rectangle type thing. What the coins are really doing is reveal the location of a hidden doorway. This also splits your paths in two. Option 1 is much longer, but is highly, highly, highly, highly recommended.

Option 1

Go into the hidden doorway. Just to let you all know, this is one of those rooms where you can go through the right side of the screen to get to the left side kind of like that spot in Pac-Man. Anyway, jump on top of the upwards directional platform. Follow that platform upwards and jump off to the right onto a platform of wooden bricks. Now jump on top of the multi directional platform. Let it rise to the top and then jump on it once to shift its direction to right. Jump off the current "elevator" platform that you are on right now, and onto another upwards directional platform, and use it to get on top of the pipes above. Ignore the pirahna plant (kill him if you have a tail). If you want a powerup, jump in the rightmost pipe leading up, and hit the question mark block, then go back into the pipe back to the spot with the pirahna plant. Now go in the leftmost platform leading up, it will lead you around and eject you on top of a pipe. Ignore the pipe that you are standing on, and go up the pipe to the right.

Now go to the left far enough so that you go off the screen so that you arrive on the right side of the screen. Jump onto the exclamation point directional platform. Immediately jump once to change the platforms direction to the left. When the area above your head is the at the location where the pipes AREN'T, jump again to make the platform go up again. Jump again to shift the platform to the right, and then jump yet again when the area above your isn't covered by a bunch of wooden bricks to make your platform go up again. Finally, you can jump off when the "elevator" platform is above the wooden bricks, then go into the pipe.

You will drop into a small room with 9 coins. Get all of the nine coins, then jump on top of the pipe. To get an extra life, stand on the left side of the pipe and jump to reveal a hidden coin. Now stand on the left side of the hidden coin that you just revealed and jump up again for another hidden coin. Now stand on the left side of the second brick that you just revealed and jump up, and you will reveal a 1-up mushroom. Now drop down and get the 1-up mushroom, then go into the pipe.

Now, you will see a giant question mark block. If you hit it, you will

get something WELL worth the harder path: Three 1-up mushrooms will pop out! Get the three 1-up mushrooms. Now look to the very top-left and you will see a brick on the ceiling. If you have flying abilities (a tail), get a running start, and fly up to the block on the ceiling, and break the bricks there, and you will reveal another hidden area. There are 3 rows of 10 coins; 30 coins in all. Get all the coins here, then drop back below, and enter the rightmost pipe.

Option 2

Ignore the hidden doorway, and jump ontop of the brick that had the P-Switch on it. Now jump to the upper-right platform and go to the right until you see a red pipe.

Rejoined

Go to the right past a dry bones, and past a rotodisc. Continue to the right and drop down the platform when you come to the end. Now go to the right for confrontation with Boom-Boom.

By now, you already know how Boom-Boom acts. When you bash him on the head once, he will jump like crazy, and after two hits on the head, he will run like crazy. Hit him on the head three times to kill him, or shoot him five times with fireballs. When he is finally dead, grab the question mark ball to finish the level.

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< > World 4-Castle
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When you beat 4-Second Fortress, a bridge will appear which will enable you to get to the castle. Cross the newly created bridge, and enter the castle.

"Oh, it's terrible! The king has been transformed! Please find the magic wand so we can change him back." It's time to go aboard the airship to revoke the wand from Iggy Koopa!

When you gain control of your character, follow the screen to the right, and jump on the flame cannon. When the screen scrolls enough so that you see a second flame cannon, jump from your current position onto the second flame cannon, and try to get the three coins during your jump. Now, you have two paths to choose from. I recommend to take the top path (option 1), because eventually you'll be rewarded with a powerup.

Option 1

Take the upwards path; the path that leads AWAY from the 8 coins. You will come to a nutt attached to a screw. Jump on the nutt repeatedly and it will start shifting to the right. Continue jumping on the nutt until it shifts all the way to the right. When it shifts all the way to the right, jump off the nutt onto the platform to the right. Continue to the right on the wooden platform and a set of rocky wrenches will appear from the ground! Ignore the rocky wrenches, and you will see a question mark block. Hit the question mark block for a powerup. Get the powerup and continue on the wooden platform until

it ends. Now drop down to the lowest platform.

Option 2

Take the lower route, the route that begins with the 8 coins. Grab the 8 coins, and continue to the right. Carefully (very carefully), jump over the three flame cannons. This can be very hard to do, which is why you must be careful! When the screen scrolls far enough, jump over the tiny pit, and ontop of the tiny flame cannon pointing right. When the flame isn't present, run to the right past the reach of the flame; you should be directly below another flame cannon. Quickly, duck and wait for the flame cannon above you to ignite. Wait for the flame to stop, then get up and continue to the right. Finally, jump over the next cannon that is shooting left.

Rejoined

Jump up to the right ontop of the L shaped wooden platform. Jump ontop of the flame cannon above you. When the screen scrolls far enough, go to the right past the flame, and stand on the edge of the wooden platform. Get a running start, and jump across the huge gap and land on a wooden platform that has a flame cannon on the bottom of it. Drop down on the right side of it, and quickly jump onto the flame cannon. Drop down to the right so that you land on the wooden ground, and jump across the tiny pit to the right. Jump over the flame cannon that is shooting up, and jump ontop of the single step. Jump up above another flame cannon, and then past two more. Continue to the right, and you will see a white pipe. But, before you go in the white pipe, let the screen scroll all the way to the right and you will see another question mark block. Hit the question mark block for a powerup. Grab the powerup if you choose, and go down the pipe.

You will now find yourself in a single room with an odd looking boss with an oversized purple head. This odd looking boss is named Iggy Koopa. Iggy Koopa is actually a very simple boss. I think he is about as easy as the bosses of world 1 and 2. Anyway, the only actual attacks he has is to shoot magic from the wand. When you jump on his head once, he will not get any harder, but when you jump on his head twice, he will start jumping like crazy, which can be quite hard. If you get hurt any time while fighting him, it will probably be now. When you hit him on the head three times, he will shrivel up and shoot toward the sky, then he will release the magic wand. Also, as for any other boss, you can shoot him 10 times with fire balls to make him perish, but that method is much harder. However you do it, get the wand and bring it back to the king.

"Oh, thank heavens! I'm back to my old self again. Thank you so much. Here is a letter from the princess."

I don't know what the letter from the princess warns you of, but it sounds pretty important. But anyway, the point of the letter is for an excuse to give you an extra item. And the item that you will receive in this letter is...a P-Wing; one of the best items to have in the game!

Well, it's onto world 5.

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\ \ 505 / / WORLD 05 - SKY LAND / /
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< > World 5-1
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You know the P-Wing that you just got from the princess? If you want either four 1-ups or a music box, use it.

Right from the start, there will be two paths that you can take. The first option is only for those of you that have P-Wings.

Option 1

Immediately fly up high into the sky. During your fly, float slightly to the right. You should soon come across a vertical pipe high in the sky. Fly into the vertical pipe.

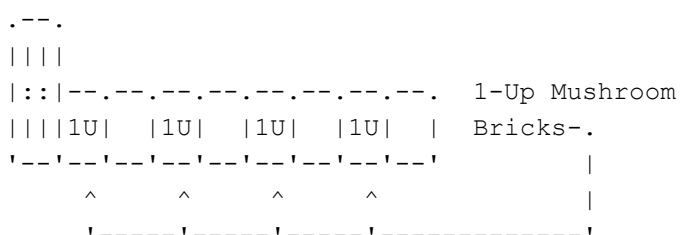
You will now find yourself in a room with a bunch of blue bricks that form walls. Go to the right and drop down three platforms. Now you will have to make a decision. Your decision: Either get a Music Box, or get four 1-ups. Also, as soon as you touch the music box, the level will end. If you decide to go for the Music Box, read the next paragraph. But if

you go for the four 1-ups, skip past the next paragraph.

To get the music box, go to the left, but do not jump up any platforms. You must have a P-Wing, too. DUCK, and then start flying. You will start flying in a ducking position. Fly up in between the narrow platform, and when you can't fly any higher, fly to the right. Now free yourself of the ducking position. If done correctly, you should now start "moonwalking"

to the right. Moonwalk all the way to the right, and eventually the area will widen and you will come across a small chest. Open the chest and a Music Box will emerge. Also, getting the Music Box will trigger the level to end.

To get the four 1-ups, go toward the right, and go into the pipe. Go to the right, and you will see an odd formation comprised of two wooden blocks, and eight bricks. Four of the bricks are 1-ups, and the other four are regular bricks. Please, consult my diagram. (1U = 1-Up Brick)



Hit the four normal bricks. Now, one by one, hit the 1-up bricks and collect the mushrooms. Get all four of the 1-ups. Now, once you have gotten all of the 1-ups, use your P-Wing and fly to the right until you see a bunch of breakable bricks lined up ontop of each other. Break all of the bricks, and fly up back into the main region of 5-1.

Option 2

Go to the right and jump over the Buster Beatle. Jump over the pile of bricks, and touch the wooden block for a powerup. Continue to the right and you will come across a Chain Chomp. Jump over the Chain Chomp on top of a platform made of blue bricks, and then you'll see a second Chain Chomp. If you choose, you can go to the right side of the Chain Chomp, and hit a question mark block for a powerup. I don't recommend trying to get the powerup, because it is very dangerous to get. Anyway, jump above the second Chain Chomp, and land on the blue block platform. Continue to the right, past another Chain Chomp, and hit the question mark block for a measley coin. Go to the right past two Nipper Plants, a Buster Beatle, and then past another Nipper. Jump past another Chain Chomp, and you will now see a set of six question mark blocks. All of them contain coins except the third to the right, which is a starman. Grab the starman, and run to the right past another Chain Chomp.

Rejoined

FINALLY! The paths rejoin! Anyway, fall down the "giant steps" until you hit solid ground. Jump over three more Nippers, a Para-Goomba, and a three brick pillar. Now run to the right into the darkness where the card roulette is. There is another Nipper right in front of the card roulette, so watch out for him. Finally, touch the card roulette to end the level.

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< > World 5-2
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Run to the right up the hill, and go in the pipe. When you enter the pipe, DON'T touch the D-Pad once in any direction. You will land on a white note box. Now, you have two options.

Option 1

Jump onto the single brick to the right, and then climb your way back up. When you get high enough, you will see a U shaped brick formation with two green koopa troopas. Ignore the koopa troopas, and go into the pipe.

When you come out of the pipe, climb up the steep hill to the right, and slide down the hill, knocking out a few goombas in the process. Continue to the right and slide down another hill, killing two more goombas in the process. You should come across a single pipe. Go down it.

You will emerge in a room with a giant question mark block surrounded by bricks. You should also notice a single brick sticking out of the other bricks at the bottom left. Hit the bottom left brick, a powerup will appear. Get the powerup. Now bash some of the bricks from below that are surrounding the giant question mark block. Now go into the square of bricks, and hit the giant question mark block. Three 1-ups will emerge! Get the 1-ups, and go down the pipe located at the bottom right.

If you look to the right, you'll see four question mark blocks. Hit the three in the air for three coins, and ignore the lower block; it only holds a coin and is more trouble than it is worth. Get past the koopa paratroopa and go into the pipe.

Option 2

Look to the lower right and you will see another white note box. Jump onto that, and a powerup (super mushroom/raccoon leaf) will appear. If it is a raccoon leaf, you can get it right away, but if it is a super mushroom, then you'll have to follow it down the huge pit below. Anyway, fall down below, far below. Collect the scattered coins as you drop. Eventually, you will land in a water pit. Swim below the water, and you will see three pipes. Go in the middle pipe.

You will emerge in a room via falling out of a waterfall. Go to the right past the Buster Beatle whom will throw an ice block at you, past two pirahna plants, and down a hill. Watch out for another Buster Beatle whom will throw an ice block at you, and go past three pirahna plants. Hit all three question mark blocks for three coins. Go past another Buster

Beatle,

and you will come to an odd formation of bricks and ice blocks with two more Buster Beatles on it. Completely avoid everything in this formation; there aren't any hidden treasures that you can receive. Go to the right past two more Buster Beatles, and two more pipes that have pirahnas in them. You will come to a single pipe, go in it.

Rejoined

Now walk to the right into the dark area, and touch the card roulette to finish the level.

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< > World 5-3
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Go to the right and down the pipe. This next area is rather unique: Instead of going to the right as you normally would, you will have to go to the left. Anyway, go to the left and jump over the pipe. Do your best to avoid the spiny walking along the ground. Hit the question mark block for a powerup. Continue to the left over another pipe and you'll come to a goomba jumping around in a shoe. Wait for the goomba to jump on top of some breakable bricks, then bash him from underneath and jump in his shoe! Now continue to the left over a pipe and past three spinys. Jump over another pipe and you'll see eight bricks. Every other one of these bricks is a coin, so hit them. Continue to the left over another pipe a bob-omb, three spinys, and another pipe. You will now see a bunch of black Nipper plants with some bricks above them. If you are currently in a Kuribo's Shoe, then you can safely walk on the Nipper plants. If you are using a shoe, walk on the black Nippers, and get the coins, then jump up and hit the second block to the left for an extra life. Get the extra life, and continue to the left past three more pipes with pirahnas in them. When you get as far left as you can, you will see a pipe; go down it.

Jump onto the brick formation and collect the three coins. There is a

Goomba below you in a Kuribo's shoe. Leave this guy alone unless you want his shoe. To get his shoe, pick up the ice bricks, and lure the goomba ontop of the brick formation, then go under the brick formation and bash the goomba from below, then collect his shoe. Anyway, go to the right past a pipe and then two Nippers. Get the three coins, then continue to the right past another Nipper and past three spinys. Proceed to the right over another pipe, and past five more Nippers. Jump over another pipe, and you'll see three question mark blocks. Hit the middle question mark block for a powerup. Jump over the pipe to your right, and continue to the right past a large amount of Nippers, and two more pipes. Jump over the tiny pit, and ignore the spiny. Leap high in the air to get the three coins, and then go into the horizontal pipe to the right.

Go to the right into the dark area and touch the shuffling card to end the level.

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<  > World 5-Fortress #1
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If you have a P-Wing, you can use it if you would like to unleash a secret for three 1-up mushrooms.

Go to the right and descend from the staircase, but stay on the last step. When the podoboo isn't in the air and the rotodisc is at a safe position, jump across the lava pit. Proceed to the right past a thwomp. You now have two options.

Option 1

If you have a P-Wing, look up, and bash the two middle blocks. Fly up, and you'll see a question mark block. Completely ignore this question mark block. Fly up and to the right and go down the pipe. You will find yourself in a room with a bunch of coins the form an arrow pointing up. There are three hidden coins in this room, to know where they are, please consult my ascii diagram.

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     CCC  .----- .
C C C   | KEY:   |
      C   | 1 = 1-Up |
      C   | C = Coin |
      C   '-----'
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Get the coins, and then get the three 1-ups. Now go into the pipe located at the bottom right of the screen.

Option 2

Break ONLY ONE of the middle bricks above you. Jump up through the new area you just made and hit the question mark block for a powerup. Now fall back down to the ground. Proceed to the right up the steps past two rotodiscs, and stop when you come to a thwomp. Hit the brick on the left side of the thwomp to reveal a powerup. Get past the thwomp, then

hit the question mark block on the right side of him for a coin. Proceed to the right past the two synchronized rotodiscs, and go down the staircase.

Rejoined

Watch out for the Boo Diddly that will attack when you turn away from it. Jump through the open area to the right past the rotodisc and the thwomp (I find this very hard to do.). Now continue to the right past a group consisting of a thwomp and a rotodisc. Jump to the right over the lava pit. This next part is very hard: Jump close enough to the thwomp to lure him down, and then quickly sway back onto the platform that you jumped from. Then, as the Thwomp retreats back up to strike again, jump to the right over the pit, past the Thwomp, and past the second Pit. Proceed to the right up the staircase, and enter the door. Proceed to the right past four windows, and you will meet up with Boom-Boom. And, to kill Boom-Boom, just bash him on the head three times, or shoot him with 5 fireballs. Then he will perish and release a question mark ball. Grab the question mark ball to finish the level.

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< > World 5-Spiral Palace

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Head to the right and jump ontop of the platform. Continue to the right past 3 rotodiscs, and you shall come to a single question mark block. The question mark block contains a powerup. Get the powerup if you choose to, and continue to the right past another rotodisc. Continue up the pipe at the rightmost region of this room.

Head to the left and you should see a Thwomp. Get past the Thwomp by luring him to attack, then when he retreats to attack again, run underneath him. Get past him. Then, continue to the left until you come to another Thwomp. Get past the Thwomp the same way you did the first, then go into the pipe located at the leftmost region of this room.

You will now find yourself ontop of the spiral palace on a large tower made of bricks. Jump to the right onto another tower made of bricks, and try to get the coins during your jump. The rightmost bricks on the tower that you are on now is a fake Para-goomba, so jump on him once to kill him. Also, if you have a tail, whip the middle brick to reveal a hidden 1-up. Anyway, continue to the right over the pit so that you land on a third tower. Once again, the rightmost brick on this tower is a fake para-goomba, so jump on him once to kill him. Go all the way to the right and you will see a pipe, but don't go in the pipe right away if you have a tail. If you have a tail, whip the bricks along the wall to reveal three secret coin boxes for multiple coins. So if you have a tail, get as many coins as you can from these bricks, then go in the pipe.

Look to the right and you'll see a Thwomp. Get close enough to him to lure him to drop, then as he retreats for another attack, run underneath him and jump across the spike pit. Watch out for the rotodisc, and then jump over another spike pit. Climb up the small staircase, and go into the pipe above you. Once in the new room, go to the left up the platforms, and into the other pipe.

Look at the four single blocks below the blue pipe that you just came out of. If you have a tail, you can whip these four blocks for a coin a piece. Continue to the right and jump onto the cloud platform. Jump on top of the koopa troopa, and kick his shell off the pit. Hit the three question mark blocks for three coins, then hit the brick to reveal a tree of beans! Before you climb the tree of beans, get the four coins located above the base of the tree of beans. Finally, climb the tree of beans to the top. Jump off to the right and land on a cloud platform. Jump off the right edge of the cloud, and land on the cloud above. Finally, go into the blue pipe to finish the level.

When you finish the level, you will arrive in a completely different area located high in the sky. If you look to the top left of the screen, you'll see the first half of world 5; the half that you just completed.

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< > World 5-4
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If you have a raccoon feather, I highly recommend using it prior to the start of this level.

You will start off on a cloud propilla. Run past the spinning structure, and hit the question mark block for a powerup. Now, you have two options that you can take.

Option 1

This is the easier path, but you must have a tail. Anyway, stand as far left as you can, get a running start to the right, and jump just before the cloud platform ends. If done correctly, you should start flying. Fly high in the sky until you come across a cloud platform. Get the four sets of two coins (8 in all) on this cloud platform, and then jump to the right onto another cloud platform. Get the 8 total coins on this platform, and then go back to the left at the beginning of the platform. Start running (hold B) to the right; when the cloud platform ends, jump across the pit onto the next cloud platform, and start flying in the air. FLY AS FAR RIGHT AS YOU CAN GO. You will be so high that you will be off the top of the screen, most of the time. When you stop flying, tap A in mid air to glide down to the ground. If done correctly, you will land on a green pipe at the very end of the level.

Option 2

Jump off the right of the cloud platform, over a spinning propilla, and onto another, shorter cloud platform. Go to the right side of the cloud platform and jump over another spinning propilla onto yet another cloud platform. Now stand on the right edge of this tiny cloud platform and you should see a propilla staying completely still. Jump onto the still propilla, and it will slowly move depending on what side of it you are on. Now look to the right and you will see a propilla that spins, then stops, then spins, and so on. Jump onto the alternating propilla, but time your jump so that you land when it is in it's still state. Quickly, before the propilla spins again, jump to the right onto another still propilla, then onto the cloud platform to the right. Stand on the right edge of the cloud platform, and jump to the right over the spinning propilla. You will now be

either standing on a platform with a waterfall to your right, or you will be in the waterfall if you didn't jump smoothly. If you fall in the waterfall, start tapping A rapidly to get out. Anyway, jump past the waterfall, and you will find another waterfall. Stand on the right side of the second waterfall and you should see a still propilla. Jump to the right onto the still propilla, and then over a red paratroopa, and onto an alternating propilla. Now jump to the right onto a still propilla, and then another alternating one, then onto the cloud platform. Be sure to avoid the green koopa paratroopa that will be bouncing your way.

Rejoined

Go in the green pipe. On the other side of the pipe, you will come in contact with a Lakitu that throws spinys. Do your best to avoid the Lakitu and all his spinys, then run to the right and touch the card roulette to finish the level.

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< > World 5-5

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I find this level to be quite a challenge. The first thing that you will notice is that the ground is made up almost completely of donut lifts, which means that you cannot stay inactive on the ground for any more than a few seconds.

Go to the right over a wooden brick and stop right in front of the second wooden brick. Continue past a Para-Goomba, and two green Paratroopas. Continue to the right until you see three wooden bricks piled on top of each other, and touch the top brick to reveal a hidden powerup. Jump over the pile of three wooden bricks, and past ONE pipe. Now, you have two options.

Option 1

If you have a tail, then whip the two blocks that are covering the second pipe, then go into the pipe. You will be deposited from the top of a closed room. When you drop, stay in the middle to get the 10 coins. When you drop, hit the giant question mark block, and a Tanooki suit will emerge. Grab the raccoon suit, and go in the pipe at the right side of the screen.

Option 2

Continue past the second pipe. Continue to the right and drop down when the platform drops. Ignore the koopa paratroopa that is bouncing back and forth. You should now see four question mark blocks. The leftmost block contains a powerup, while the other three contain coins. Proceed to the right over a pipe with a Venus fly trap inside, and stop when you come to a section where the donut lifts are raised with coins above and beneath them. Completely avoid the coins underneath the donut lifts, and run across the donut lifts getting the 7 coins above. Continue to the right past a Para-Goomba, and you'll see a Fire-Chomp. Jump on top of the Fire-Chomp to kill him, then jump across the pit to the right onto the pipe. Finally, jump across the second pit.

Rejoined

Go to the right and you will see an odd looking structure comprised of wooden blocks, and breakable bricks. This structure is useless unless you are able to break bricks. If you are big, then break the two bricks from underneath, then jump into the main part of the structure. Hit the left brick for a coin, and the right brick for a raccoon leaf. Then, break the middle brick, and jump on top of the structure. Now, while keeping an eye on the venus fly trap above, look underneath and you'll see a wooden block. Touch the wooden block from either side and a hidden powerup will emerge! Get the powerup, and run to the right past the green paratroopa. Continue past another paragoomba, and keep going until the donut lifts end, and you come to normal ground again. Now run to the right into the darkness and touch the card roulette to finish the level.

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< > World 5-6
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If you have a raccoon leaf in your inventory, USE IT prior to entering the level. This is a side scrolling level where you have to jump on sets of Para-Beetles. At some points, you will have to jump on the Para-Beetles' heads to get across some large pits.

Go to the right and hop on top of the stacked wooden blocks. Jump across the pit. At this time, a bunch of Para-Beetles will now be coming toward you. You can jump on the Para-Beetles' heads, they will drop down, and then start rising. Anyway, continue to the right and jump over the pit. Now continue to the right until you come to the edge. The pit to your right is too long to jump across, so instead you will have to jump on the Para-Beetles' heads.

Once you get across the huge pit, you will land on a small cloud platform with another huge pit to your right. Once again, jump on the Para-Beetles' heads to get across the pit. On the other side of the pit, hit the question mark block for a powerup. Get the powerup, then jump to the right over the red paratroopa over the pit and land on the other side. Jump onto the note box and bounce onto the set of two wooden blocks. Now continue to the right over another note box, and past another set of two wooden blocks. You should now be on a set of breakable bricks with three bricks positioned to the bottom right. There is a P-Switch located in the top row. To see where it is, consult my diagram.

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Stand on the brick underneath and hit the P-Switch. Quickly jump up and hit the P-Switch. Now continue to the right and jump on a platform guarded by a Fire Chomp. Jump on the head of the Fire Chomp to kill him. Now jump to the right past three more platforms. Jump over only one more pit onto

a platform made of wooden bricks with some breakable bricks above you and a pipe to the right. There isn't anything in the breakable bricks, so just enter the pipe.

On the other side of the pipe, you will encounter a lakitu throwing spinys down for an attack. Simply avoid the lakitu and all the spinys, run to the right, and jump into the card roulette to complete the level.

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< > World 5-7
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Head to the right and jump over the green koopa troopa. Continue to the right and jump over the two pillars. You will now be at an area with grounded bricks every other space and question mark blocks above. Hit all three question mark blocks for three coins. Then continue to the right and you'll see another pillar with one of the blocks being a wooden block. Firstly, beware of the top brick, because it is a fake Pile-Driver Goomba. Simply jump on the top of him for his death. Secondly, touch the side of the wooden brick to end to make a powerup emerge. Get the powerup if you choose to, and go to the right. Hit the three question mark blocks there for three more coins. Proceed to the right and jump onto a brick platform and kill the three Pile-Driver-Goombas located ontop. Now go right and drop down into the area with the pipe. Avoid the venus fly trap located inside the pipe, and jump to the left side of the pipe. Hit the question mark block for a coin, and then hit the block located to the left of the question mark block that you just destroyed and a 1-up mushroom will emerge! Get the 1-up, then go to the right side of the pipe and hit the two question mark blocks for two more coins. Now jump onto the green pipe, and back ontop of the platform above. Proceed to the right past the two Pile-Driver Goombas. Drop down to the right side of the brick structure. Hit the brick that is sticking out the side for a coin. Proceed to the right over a small pit.

By now, you will notice a lakitu above throwing spinys down below. Jump onto the green pipe and hit the block above for a coin. Continue to the right over a small pit. Continue past two bullet bill cannons and two more Pile-Driver-Goombas. Continue to run to the right and you'll come to a green horizontal pipe. Go in it.

You probably thought you'd get rid of the lakitu by going in the pipe, right? Wrong! Unfortunately, he is still there. Once again, avoid him and just continue to the right and touch the card roulette to finish the level.

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< > World 5-Fortress #2
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CAREFULLY, VERY CAREFULLY jump across the pit to the right and land on the single brick, then jump onto the pipe and go in it.

You will now find yourself in a room with multiple platforms to jump on and a massive lava pit underneath waiting for you incase you fall. There is also several podoboos hopping in and out of the lava, so avoid them. Jump across four lava pits and you will find yourself on a long platform with 6 question mark blocks. Hit the 5 leftmost question mark blocks for 5 coins, then hit the rightmost block for a starman. Get the starman,

then continue to the right. Continue over four more pits and you will see a Boo Diddly that only attacks you when you look away. Carefully jump past the Boo Diddly over the pit. Jump to the right over three more pits and you'll come across two question mark blocks. Hit the left block for a powerup, and the right block for a coin. Continue to the right and jump over another pit. You will now be on a very long platform that holds a Boo Diddly, a Dry Bones, and several podoboos. Walk along this platform to the very right until you come to another pipe, then go into the pipe.

Jump to the right across the lava pit, and follow the long hallway to the very end and you'll come in contact with Boom-Boom. Boom-Boom is easy, just bash him on the head three times or shoot him with five fireballs to kill him. Once he is dead, touch the question mark ball to finish the level.

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< > World 5-8
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Go to the right and jump over the pit onto the highest cloud platform. You should now notice four question mark blocks above you. The second brick to the right is a powerup, so be sure to get at least that one. Continue to the right over two more pits and you should notice a Lakitu whom will throw spinys down at you. It can be hard at times, but do your best to avoid the Lakitu and all his spinys. Continue to the right over another five pits and you'll find yourself on a cloud platform along with a red koopa troopa. Kick the troopa off the edge, and continue past two more pits, and you'll find yourself with another red troopa. Kick the koopa troopa off the edge. The question mark block above you holds a powerup. To get to the powerup, go back and jump on the above platform, then jump back to the right and hit the question mark block.

Continue to the right over one more platform (just right of the question mark block), and you'll see a red koopa paratroopa flying up and down. Ignore this guy. Continue to the right and jump on the upper right cloud platform, then onto the top cloud platform. Continue past another red koopa paratroopa. Proceed to the right and go in the green pipe.

The Lakitu is still with you on the other side of the pipe. Ignore him. Continue to the right and touch the card roulette to finish the level.

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< > World 5-9
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This level can be very hard if you aren't very good at controlling your character. It is definitely one of the harder levels of the game, but it is extremely short, so it'll go by fast.

This is a scrolling level that scrolls in the northeast direction. Anyway, jump across the pit to the right while ignoring the red paratroopa. You should see a wooden platform that is floating up and down, jump onto it. Now, as the screen scrolls, more and more wooden platforms will appear. Jump onto the platforms to the right until you jump onto your 9th wooden platform (a Fire-Chomp should appear.) The Fire-Chomp will shoot balls of fire at you, but you can kill him by jumping on his head. Kill the Fire-Chomp, then continue to the right onto four more wooden platforms, and another Fire-Chomp will appear. Kill the second

Fire-Chomp by bashing him on the head. Continue to the right onto three more wooden platforms, and then jump onto a cloud platform with a green pipe above. At this time the screen will stop scrolling. Jump into the green pipe.

A Lakitu will appear on the other side of the pipe. Ignore him. Proceed to the right and touch the card roulette to finish the level.

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< > World 5-Castle
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"Oh, it's terrible! The king has been transformed! Please find the magic wand so we can change him back." It's time to go aboard the airship to revoke the wand from Roy Koopa!

When you gain control of your character, go to the right past a ball cannon and a fire cannon. Continue to the right and you'll come across a question mark block with two ball cannons built into the ground beneath you. Ignore the ball cannons and hit the question mark block for a power up. Jump to the right onto the higher platform and over a tall bullet-bill cannon. Now you will come to a steel baricade with two ball cannons built into the side. However deadly it may look, it isn't. Just run past it. Continue to the right past another ball cannon built into the ground, and you'll see a rotating ball launcher that blasts two balls at a time. Continue past another ball cannon and a bullet bill cannon, and you'll come to another steel baricade. However, this steel baricade is much more dangerous, because it has four cannons sticking out the side, and four cannons built into the ground. This is very tricky to get by. Do your best to safely get by, and don't worry if you get hurt here. Once you clear the second steel baricade, jump over a bullet bill cannon, and go up the stairs. Roy Koopa awaits you inside the white pipe. So go in and prepare for a good battle.

Roy is a very hard boss. The hardest thing about him is that when he jumps, drops from one of the platforms, or bounces inside his shell, he will cause the ground to shake, which will cause you to be temporarily stunned. To avoid being stunned, just make sure you are in the air at the time of impact. Another hard thing about him is that after you hit his head, he will go into his shell, but then he will only go in the air a very short distance, and you'll get stunned when his shell lands, which is something that will take a bit of getting used to. As always, he can shoot some magic power out of his wand which can be fatal to you. It will probably take you a few lives to defeat Roy, but don't get discouraged. When you hit him on the head three times or shoot him with 10 fireballs, he will blast toward the top of the level and release the wand. Pick up the wand and bring it back to the king.

"Oh, thank heavens! I'm back to my old self again. Thank you so much. Here is a letter from the princess."

The letter from the Princess warns you of multiple creatures that will be found in world 6 (ice land). They will be found frozen in ice, but they'll come to life when warmed. But more importantly, the letter contains a Jugem's Cloud, which in my opinion is the greatest item of the game. It will allow you to skip over any level you choose.

Well, onto the giant ice world.

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< > World 6-1  
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Holy Crap! This level is a short one. But it is good for you to get used to the icy slippery floor that is included in most of the world 6 levels.

Head to the right and jump ontop of the ice platform. Jump over the single block pit, and then hit the question mark block for a powerup. Continue to the right over the pipe with the piranha in it, and get the three coins. Continue to the right and you will see a Ptooie walking on the ground. Carefully jump over the Ptooie, and then over the pipe that follows. Hit the question mark block for a coin, then jump over the single block pit and get the three coins. Continue to the right again, over the single block pit and then over the big pipe with the venus fly trap in it. Continue to the right, over two Ptooies (it's hard) and hit the question mark block for a coin. Jump over the pit and jump onto the ice platform and hit the question mark block for a super mushroom/raccoon leaf. Proceed to the right and get the three coins, then jump past the Ptooie walking on the ground. Get the three coins, then jump past the Para-Goomba, and the other Ptooie. Continue to the right and you'll see a pipe with a Ptooie in it. Get a running start, and jump over this "piped" Ptooie and the pit that follows. Now run to the right in the dark area and touch the card roulette to finish the level.

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< > World 6-2  
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Another side scrolling level. Start by jumping across the pit to land on the wooden bricks. Fall down onto the moving cloud platform, jump onto the cloud platform above, and then onto the ice platform to the right. Get the three coins, then jump onto another moving cloud platform, then jump to the right onto the ice platform with the ice block and the question mark block. Pick up the ice block and throw it at the question mark block for a well deserved powerup. Now jump to the right across the gap and onto a platform with a long vertical line of bricks. If you are raccoon Mario, you can bust through the bricks with your tail, but if you don't have a tail, you must use the two moving cloud platforms to jump over the line of bricks. Jump onto the ice platform and kick the red troopa off the edge, then get the three coins there. Continue to the right over two three brick pillars. Jump across the pit and try to get the three coins during your jump. Jump onto the next moving cloud platform, and the screen will start to rise! Jump on three more moving

cloud platforms above you, and then the screen will stop scrolling. Proceed to the right over two more gaps, and you'll see a three brick pillar with the bottom two bricks being ice bricks. Pull away the two ice bricks and then hit the brick repeatedly for multiple coins. Jump across another pit to the right and knock the koopa troopa off the edge. Jump onto the two moving cloud platforms to the right, and the screen will start to scroll back down to its original position! Drop onto an ice platform, and then drop even farther onto a platform made of four wooden blocks. There is an extra life located in the brick enclosed in the cage of wooden blocks, to get to it, jump on the moving cloud platforms to the right, and then inside the caged area, then hit the brick; your head should be off the screen when you do this. Proceed to the right and jump over a pit so that you land on a wooden block platform. Jump over another pit onto another wooden block platform, then onto a moving cloud. From there, jump to the right onto the green pipe, then go into the green pipe.

Run to the right past the two ice plateaus and touch the card roulette to finish the level.

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< > World 6-3
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Jump over the gap to the right and bounce on the two note boxes until you see a moving platform underneath. When you can, jump onto the moving platform, and let it take you past the vertical ice blocks; you will need to duck if you are big. From there, jump to the ice block platform above you and kick the red troopa into his shell. For a powerup, pick up his shell, jump across the pit, and throw the shell at the grounded question mark block. A powerup will emerge, get it. Look to the right and you'll see several platforms that create tiny holes for every other block. You will also see some coins above. Don't get the coins, they are trouble. Instead, just run over the platforms; if you are holding B, you will skim over all the tiny holes. When you get to the end, jump on the red troopa and bash him off the edge. Now jump over the pit and land on the L shaped ice block structure with the red troopa in it. There is a secret here where you can get a bunch of coins and a tanooki suit. If you'd rather not get the secret, then skip the next paragraph.

Jump ontop of the red troopa and pick up his shell. Look to the right and you'll see a brick by its self. Throw the shell at the lone brick. If you hit it, the shell will bounce back at you and possible hit you, so be prepared for backfire. Also, a giant tree of beans will emerge from the tiny brick! Climb the tree of beans to the very top. At the top, bounce on the note box onto the single wooden platform, then jump ontop of the pipe. Finally, go in the pipe. Inside the pipe, you'll see a giant question mark block, hit it for a Tanooki suit. Get the tanooki suit. Before leaving the room, look to the top left of the screen and you'll see the bottom portion of a breakable brick. Get a running start, then fly up to the breakable brick and bash it, and all the other breakable bricks that follow. What will result is a secret room with 3 rows of 10 coins. Get the 30 total coins, then drop back down and go into the rightmost pipe. You will find yourself back in the pipe that you started from. Now drop back down inside the L shaped ice formation that you started from.

Jump to the right over three pits and you should be on a platform made of

four ice blocks. Jump over the big gap to the right and land on the two ice block platform, then across another pit onto a three ice block platform. Hit the single brick that you see above you repeatedly for multiple coins. Drop onto a single ice block, and then onto a two ice block platform. Wait for the moving platform to come to you, then board it. When it crosses the vertical four ice block structure, jump over it and land back on the moving platform on the other side, then jump to the right onto the backwards 'L' shaped platform. Jump on top of the backwards 'L' shaped platform, then get the three coins above you. Board the moving platform that will move below you. If you want an extra life, then hit the single brick and a 1-up mushroom will emerge! Anyway, stay on the moving platform and let it take you to the right side of the six ice block vertical structure; you'll have to duck if you are big. Look to the left and you will see two red flying paratroopas. The pit to your right is too big for you to normally jump, so you have two options of getting across: (1) if you have a tail, make a jump and glide across, and (2) if you don't have a tail, jump on the second koopa paratroopa and use his head to spring up high into the air. When you get across the pit, run to the right into the darkness and touch the card roulette to finish the level.

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< > World 6-Fortress #1
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Drop down the open area to the right. Jump on the two blocks on the rail line and try to get the four coins during your jump. Upon impact, the blue rail platform will start moving across the rail. Get the four coins as you go up the rail, and then you'll come to a question mark block. Hit the question mark block for a powerup. It's dangerous to attempt at the powerup, so only get it if you are feeling bold and daring. To get the powerup, quickly jump onto the block, get the powerup, and jump back onto the rail platform. Let the rail platform take you above a large pile of spikes, and then up a platform. You will see a candle to the right, it will attack you if you look away from it, so be sure to look right. Stay on the rail platform as it lowers past three rotodiscs. When you see an opening to the right, go onto the opening and into the doorway.

Run to the right past the two rotodiscs. I recommend going back into the rotodisc circle to get the powerup, because it contains a powerup. C Continue to the right, and you'll have two different options.

Option 1

You can only access this path if you have a tail. So, if you don't have a tail, take Path 2. Continue to the right until you come to a brick on the ground. Look up, and you'll see that part of the ceiling is missing! So, get a running start and fly up through the ceiling. Fly high enough and you'll find a secret area. Go to the right and whip the single brick to reveal a 1-up. Get the 1-up and drop down the pit to the right while avoiding the two rotodiscs.

Option 2

Continue to the right over the grounded block and you'll see a set of three question mark blocks. The two rightmost question mark blocks are lame coins, but the left question mark block is a star, so be sure to get at least that one. Look to the right and you'll see another rotodisc guarding a set of two question mark blocks, but they both contain

coins. Now go to the right under the tiny area; you will have to slide if you are big.

Rejoined

Go to the right up the tiny staircase, and jump onto the small platform raised above the spikes. Avoid the rotodisc, and hit the question mark block for another powerup. Continue to the right over the spike pit and go in the doorway.

Go through the hallway until it ends. You will be confronted by Boom-Boom. Boom-Boom is easy, as usual. He hasn't learned any new tricks. Just the same old fly after one stomp on the head, and become speedy after two stomps. Stomp on his head three times or shoot him with five fireballs to defeat him. Once defeated, grab the question mark ball to end the fortress.

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< > World 6-4
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Ignore the three coins resting above the donut lifts. Jump over the pit to the right, and then onto the white snow plateau. Jump to the right onto a spinning propilla when it is at its horizontal state, and then quickly to the right onto a giant ice block. If you want the three coins to the lower right, jump ontop of the propilla when it is at it's flat state, get the coins, and quickly jump back up. Jump to the right past a wooden block until you come to two goombas walking along the ice bricks. Completely ignore these two goombas, and they will walk themselves off a pit. Look below, and you will see a breakable brick located above an ice block. The brick contains a 1-up, but I do not recommend attempting for it; you will more than likely die trying to. But, if you choose to be daring, go for it.

Continue to the right past a set of three giant bricks, and you'll see a wooden rail platform. Jump OVER the giant rail platform onto the giant ice block and get the two coins. Then, jump onto the wooden rail platform and it will start moving. Quickly, jump onto the giant ice block to the right, wait for the wooden rail platform to move to the right side of the ice block that you are on, and jump back on it. Stay on the rail platform and let it take you in a circular motion beneath a question mark block. Hit the question mark block for a powerup, then jump off the wooden rail platform to the right and land on another wooden platform moving back and forth. When the moving platform that you are on is at the rightmost point, jump to the right onto the two wooden bricks. Jump to the right over another pit onto another moving rail platform, and then onto another. Wait for the rail platform that you are standing on to reach its highest point, then onto another giant ice platform. Jump over the pit to the right and land on the P-Switch. The bricks below you will turn to coins, but the wooden block at the bottom will not, so land on the wooden block below. Jump onto the giant ice platform to the right. Proceed to the right past two spinning propillas, getting all the coins as necessary. Jump across the pit and get the two coins during you jump. You will now be confronted with a Fire-Chomp. Jump on the Fire-Chomp's head to kill him. Continue to the right past three more propillas. Now jump through the remaining propilla, and you'll land on solid ground. Continue to the right into the darkness and touch the card roulette to finish the level.

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< > World 6-5

This level isn't necessary, but you must do either this or 6-6. This level is basically like a big maze, and I recommend completing 6-6 instead. If you do decide to do this level, a P-Wing will help greatly.

Anyway, jump over the three giant ice blocks and go into the green horizontal pipe. You will now be in a cave. Run to the right past the few Buster Beetles and you'll see a green horizontal pipe. Go in it. If you are not already raccoon mario, hit the question mark block for a powerup. If this powerup still did not make you raccoon mario, go into one of the pipes (doesn't matter which one) and quickly re-enter, then hit the powerup again to become raccoon mario. Once you are raccoon mario, go into the green horizontal pipe on the left side of the room.

Continue to the left overtop of a venus fly trap and up the hill, then down the staircase. This is where the hard part comes in; if you get hurt even once and lose your raccoon tail, go back into the pipe that you came from and get the powerup again until you have another raccoon tail again.

Anyway, the hard part: Jump over the set of four vertical bricks and you will come to a Buster Beetle that will throw ice bricks at you, and a green koopa troopa. You absolutely need the koopa paratroopa to finish the level, so DO NOT LET HIM DIE (If he dies, go back into the pipe and back out again and repeat this.). Kill the Buster-Beetle. Then, jump ontop of the koopa troopa ONCE to knock him into his shell. This is the really hard part: Quickly, pick up the shell (hold B) and run until your P-Meter fills up. Now, with the shell in your hands, fly up through the open part of the ceiling TO THE LEFT of where the four vertical bricks were. You will see a couple bricks and two white Nipper plants. Throw the shell at the Nippers; the shell will knock out the two Nippers, and knock a hole into the wall, which will allow you to access the vertical green pipe to the right. Finally, go into the green pipe.

On the other side of the green pipe, run to the right into the dark area, and touch the card roulette to finish the level.

Yeah, I told you it was hard. At least now you unlocked the mushroom house, which will get you a hammer suit.

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< > World 6-6

Jump over the ice blocks and go into the pipe. Inside the pipe, go to the left, and you'll see what appears to be two different paths; one above and one below. However, the top path leads to a powerup, and then a dead end. If you would like to skip getting the powerup, then ignore the next paragraph.

Jump to the above path. Get the three coins and kill the spike. Go up the hill and get the two coins, then jump over a water pit and get the three more coins. A cheep-cheep will arise from the water pit to the right, so ignore him. Jump to the right overtop of two more tiny water pits, then

get the three more coins sitting there. Continue past another water pit, and drop down the platform that contains a question mark block. First, kill the spike occupying the area, then hit the question mark block for a powerup. Get the powerup, then go back to the area where the lower path is.

Now take the lower path. You should see four wooden blocks above you. Touch either side of the second lowest brick, and a starman will emerge. Get the starman. To the right, there will be a cheep-cheep jumping back and forth from two tiny water pits. Ignore the cheep-cheep, and continue to the right over another tiny water pit. Run past the pipe with the piranha in it, and continue past another tiny water pit. Ignore or kill the spike ahead, your choice. Jump up onto the above platform, and go down the hill past a pipe with a venus fly trap inside. Continue up the hill to the right and past another pipe with a venus fly trap inside. Advance into the water. Swim to the right into an area with a bunch of swimming cheep-cheeps. Dodge all the cheep-cheeps. If you would like an extra life, swim up and you'll find a platform above the water that looks like it contains nothing. There is a hidden block here, you can tell where it is by spotting a different colored background. Hit it, and an extra life will emerge, get the extra life, then swim back into the water. Swim to the right until you find two question mark blocks ingulged between multiple wooden blocks. Hit the left question mark block for a lame-ol' coin, and the right block for a powerup. Get the powerup, then jump ontop of the surface that held the question mark blocks.

Drop to the right into the water. Continue past a bunch of cheep-cheeps until you come across a few pipes with pirahnas in them. While avoiding those nasty pirahnas, swim past the four pipes. Continue past another cheep-cheep, and (finally) climb yourself out of the water area.

Drop down the platform to the right, and kill the three troublesome spike enemies. Continue past a pipe with a venus fly trap inside. Work your self up the hill to the right, but watch out for the three tiny water pits, because a wandering cheep-cheep will jump in and out of them. When you clear the hill, kill another spike and go in the pipe.

Continue to the right past another spike, and touch the card roulette to terminate this annoying level.

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< > World 6-7
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NOTE: If you want, you can skip this level by breaking the rock with a hammer. Personally, I would save the hammer for later, but the option is always there.

A SIDE SCROLLER LEVEL! Start by jumping off the pit to the right onto the three donut lifts. Continue over another pit onto three more donut lifts, and ignore the three coins below. Hit the question mark block for a powerup, and get the powerup. Jump onto the platform that the question mark block is part of, and let the screen scroll all the way to the right. At this point, the screen will start scrolling down!

Stand on the single donut lift and wait for it to fall. As it falls, jump off onto the set of four donut lifts. Ignore the Fire-Chomp that will flutter above you. Drop to the right onto a platform comprised of

four ice blocks. Stand there, and the Fire-Chomp should approach you. As he approaches you, bash him on the head. Jump over the pit to the right, ignore the donut lift with the three coins below, and land on another set of ice blocks. Get the three coins above. Continue to the right over two more pits. Unless you want a single coin, ignore the question mark block. Jump past a few more pits until you see a brick resting above three donut lifts. The brick only contains a coin, so personally, I don't think it is worth the risk in getting it. Continue past a few more pits until you see a question mark block being hugged by two bricks. HIT this question mark block to reveal a powerup. Get the powerup, then jump to the right over two pits onto two donut lifts. For an extra life, stand on the rightmost donut lift and jump straight up. You may not notice it, but you will hit a question mark block located off the top of the screen. Get the 1-up. Now stand on one of the two donut lifts, and let it drop. As it drops, jump off of it and land on the platforms to the right. At this time, the screen will scroll back up!

As the screen scrolls up, you will have to jump onto multiple donut lift platforms to stay on the screen. Don't waste time trying to get coins, because it is too risky. Instead, just jump to the top onto a grassy platform. Get the four coins, and kill the Fire-Chomp. Use the two stray donut lifts to get across the pit to the right. Once across, the screen will stop scrolling. You will be standing on ice blocks with a pipe beneath you. To get to the pipe, you will have to stand on the donut lift just to the right of you, and wait for it to fall. As it falls, jump off of it, and onto the two note boxes. Use the note boxes to bounce ontop of the pipe. Finally, go into the pipe.

You will be deposited into another completely different portion of the level. You will land on a set of frozen coins that have surrounded a green paratroopa. If you have fire power, you can unfreeze the coins, and then get them, but watch out for the green paratroopa. Finally, go to the right into the darkness and touch the card roulette to finish the level.

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< > World 6-Fortress #2
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Go to the right and jump ontop of the ice blocks. Ignore the Boo Diddly. To the right is a sideways Thwomp. To get past the Thwomp, lure him to an attack. As he resets himself, jump below the hole in the platform that he is on.

Go to the right and hit the odd colored question mark from below for a powerup. Get the powerup, then jump past the Thwomp above you. Continue to the right, and drop past another Thwomp. Continue to the right past yet another Thwomp, you will have to make a sliding duck if you are big. Drop down onto the lower platform, and jump over the pit. Go inside the path of the two rotodiscs, and hit the odd colored question mark block for a powerup. Get the powerup, then continue past the two rotodiscs. Jump onto the platform above and go past the Thwomp. Also, be sure to keep an eye out for the Boo Diddly. Continue past two more rotodiscs, and over a tiny pit. Another Thwomp awaits, drop below him and continue toward the right over another Thwomp. Jump onto the giant ice blocks above and go into the doorway.

Go to the right, and you'll be confronted by Boom-Boom. This Boom-Boom

is much harder than all the others. Perhaps that is because of the icy floor, or just the odd formation of the bricks, I don't know. But, he is much more of a challenge, so do not underestimate him. Hit him three times or shoot him with five fireballs to kill him. Once he is dead, pick up the question mark ball that he will drop to end the level.

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< > World 6-8

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Pick up one of the five ice blocks, and carry it up the green grassy hill. Throw it at the grounded question mark block to reveal a powerup. Get the powerup and jump to the right over the pipe with the Ptooie Pirahna in it, and land on the grass platform. Continue to the right past a green koopa troopa, and over five white Nippers. Continue past three spike enemies. Slide down the hill, and you should knock out a Buster-Beetle. You will now see a single question mark block surrounded by eight ice blocks. Pick up the ice blocks and throw one at the question mark block to reveal a powerup. Continue to the right until you come to an H shaped ice block formation. There is an extra life mushroom hidden here, to see where it is, look at my ascii diagram.

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To get the 1-up mushroom, you will have to throw away some of the ice blocks. Stand where the X is, and jump up, and you will hit your head on something. A 1-up mushroom will emerge out of the sky! Get it.

Continue to the right up the hill, and advance past the three Nippers. Slide down the hill to the right and jump over the pit at the base of the hill. You should now see two normal bricks. The upper left brick is a P-Switch, which can be used with a lot of coins high in the air. Continue to the right into the darkness and touch the card roulette to finish the level.

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If you have a P-Wing, then you can use it to fly over the ice blocks to right of the entrance pipe. It will lead to an extra life and the end of the level. If you are not using a P-Wing to fly over the level, then simply go into the green entrance pipe.

You will fall into a pool of water. Swim past a Cheep-Cheep, and past a Blooper "Nanny." You now have two options.

Option 1

Look up at the ceiling, and you will see a tiny spot where the ceiling expands. Go into this area. Jump over the pit comprised of four Black Nippers. While keeping an eye out for the pirahna above, jump over the hole in the ground, and then over six more Black Nippers. Hit the note box for a powerup. Now, you will see two tiny pits with Nippers in them and a pipe with a pirahna above -- run, and you will glide right over the pits; be sure to time your run when the pirahna is in his pipe. Drop down the pit to the right back into the water.

Option 2

Ignore the hole in the ceiling. Swim past a pipe that is shooting air bubbles to you. You will come to a huge Big Bertha fish. Ignore the Big Bertha, and swim overtop of the pipe to the right, and the air bubbles will automatically push you up. (NOTE: If you have a frog suit, you can swim through the bubbles into the below area and get a bunch of coins and three 1-ups!). Swim through the narrow area to the right until the narrow area ends.

Rejoined

Swim past another cheep-cheep and ignore the Blooper "Nanny." You will now have ANOTHER two options that you can take.

Option 1

Look up and you'll see a wooden block sitting next to the ceiling. Jump onto it, and then onto the platform above. Jump over the four Nippers, and you will see a breakable brick above next to a green pipe. Hit the breakable brick, and a P-Switch will appear! To get to the P-Switch, there is an invisible coin block that you'll need to hit which is located two blocks down and two the left of the P-Switch. Hit the hidden coin, then jump on it and hit the P-Switch. Quickly go back down, and a coin will replace every Black Nipper! Get as many of the coins that you can before the P-Switch time runs out. Continue to the right over eight more Nippers (or where 8 Nippers used to be) until you come to a white note box. Hit the note box for a powerup. Get the powerup, and jump over two more Nippers, or where they used to be. Continue over a pipe with a pirahna in it. Jump over a tiny pit and land on a pipe with a venus fly trap inside. Jump up into the pipe above you.

Option 2

Ignore the wooden block above. Swim to the right past five green pipes. Avoid the cheep-cheep and swim over the pipe blowing bubbles.

Swim past a hole in the ground, and you'll come to another hole in the ground with a pipe blowing bubbles into the hole. This part can be tricky: you will have to swim through the bubbles that the pipe is shooting out, but you must do it quick or the bubbles will push you into the pit. Now avoid the Big Bertha fish. Swim to the right, up the hill, and out of the water. Use the slope to jump onto of the high surface to the left. While avoiding the venus fly trap, jump onto of the green pipe. Jump up into the pipe above you.

Rejoined

Head to the right over a giant ice block and into the darkness area. Touch the shuffling card roulette to finish the level.

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< > World 6-10
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Head to the right over the pit. Jump onto of the second ice platform with the red troopa on it. Ignore the red troopa, and walk off the right side of the ice platform you are on. Jump over another pit and past two green pipes. Hit the question mark block to reveal a powerup. Get the powerup, and be sure to avoid the two red troopas that guard it. Now drop down the right side of the brick platform that you are now on. Just to the right side of the pit, you will see two breakable bricks piled onto of two ice blocks. Throw away the right ice block, then hit the brick from underneath to reveal a tree of beans! Climb the tree of beans to the very top, and get off on the left side. You will now see three bricks above you. Hit the leftmost one for a P-Switch. Jump onto of the P-Switch, and quickly jump into the pile of coins to the right side of the tree of beans; this will get you a good amount of coins. At the bottom, throw away the six ice blocks (or have the buster beetle do it for you). Continue past the Buster Beetle, and you'll come to three question mark blocks. The rightmost ? block is a powerup, while the other two ? blocks are coins.

Continue to the right, and you'll come to three frozen coins huddled above three frozen Nippers. If you have firepower, shoot the coins to unfreeze them, and then get them, but DO NOT shoot the Black Nippers. Continue over a pipe, and past a para-Goomba. Now there are 9 frozen coins that you can get if you have fire power. Continue, and you'll see four more frozen Munchers covering a pipe, don't unthaw them. Jump across the huge gap to the right with the red paratroopa in it, and you'll come to a huge platform comprised of frozen coins and frozen munchers. Continue past 15 ice blocks and four Buster-Beetles. Now, if you have firepower, go back and unthaw the coins for several additional coins. Once you have collected enough coins to suit your needs, go to the right and jump over a the huge gap. You will land on a slippery giant ice block. From there, jump onto a rotating propilla, and then land on another slippery giant ice block with a red troopa on it. Ignore the red troopa, and jump over two more pits to the right. Continue to the right into the darkness and touch the spinning card roulette to finish the level.

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< > World 6-Fortress #3
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Don't jump up at the ceiling, or you will be doomed by the spikes. Run right until you come to a pillar in the way. Dodge the two rotodiscs, and jump ontop of the pillar that got in your way. Jump over the pit and onto the conveyor belt. From there, jump to the right onto another platform that is guarded by rotodiscs. Jump over another pit and land on another conveyor belt. Beware of the two Boo Diddlys that are around there. Finally, jump over another pit and land either on, or next to a white "Stretch" Boo.

There is a question mark block above the right side of the stretch boo, which contains a powerup. If you decide to be daring, go for the powerup, it will contain either a super mushroom or a raccoon leaf. Continue past the question mark block area, and past another stretch. Keep an eye out for the Boo Diddly, and then continue past another stretch. Jump past a pillar that is guarded by a rotodisc, and then onto a long conveyor belt. To the right is a Thwomp. Because of the conveyor belt you are on, this Thwomp is very hard to safely get by. You will have to lure him down, then wait for him to reset back for another attack, that is the time to run by him. When you get by him, jump over another spike pit and land on another conveyor belt. Run past a rotodisc, and then drop down off of the conveyorbelt onto solid ground. Continue past two more stretches, and two more rotodiscs. Jump over another spike pit, and then go into the doorway at the end of the room.

As soon as you go in the doorway, don't press anything. You will drop from high in the air, and land on solid ground. The first thing you will notice is three Boo Diddlys that will come after you when you look away. The second thing you will notice is the fact that the background of the room will start to lower. There is a doorway in the background that you will need to go in, but unfortunately you cannot go into it until the background slopes all the way down. So, you will have to avoid the three Boo Diddlys until the background falls all the way down, at that point, go in the doorway at the right side of the screen.

Go to the right, and you'll be confronted with Boom-Boom. Unlike other fights with Boom-Boom, he will have five blocks scattered in his room that you can stand on. To kill him, just jump on him three times or blast him with five fireballs. When he is dead, pick up the question mark ball that he'll leave behind to finish the level.

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< > World 6-Castle
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"Oh, it's terrible! The king has been transformed! Please find the magic wand so we can change him back." It's time to go aboard the airship to revoke the wand from Lemmy Koopa so that you can rescue the king from that awesome seel!

When you gain control of your character, go to the right and you'll find a nutt connected to a screw. Jump on the nutt several times to make it shift to the right. When the time is right, jump off of the nutt and onto the ship to the right. Proceed up two giant steps, then continue past two more nutts on screws. When you safely get to the other side, advance past two flames, then over a tiny pit. Then, continue past three more flames. Jump up a few steps past another flame, then the screen will start scrolling up as opposed to right. Hit the two question mark blocks for a powerup and a coin. Then jump ontop of the two question mark

blocks, and the screen will start to scroll to the right again. Jump to the platform to the right, and then continue to the right. Jump onto the platform with the flame cannon, and then over the tall pillar to the right. Finally, prepare yourself with a hard battle with Lemmy Koopa. Go into the small white pipe when you are ready.

Lemmy Koopa is a pretty hard boss. The first thing you'll notice about him is that he will fight you on a green ball. As soon as you start fighting him, he'll throw another green ball up in the air, which will bounce up and down throughout the entire fight. If the green ball hits you from above, then you'll get hurt, but you can jump on top of the green balls without getting hurt. Lemmy Koopa can only throw a total of three balls into play at one time. Lemmy Koopa will charge at you, and then stop. When he stops, he will throw another ball out, unless of course there are already three balls in play. Lemmy is hard, but not too hard. Hit him three times on the head or shoot him with 10 fireballs, and he'll shoot up toward the sky and release the magic wand. Get the magic wand and bring it back to the king.

"Oh, thank heavens! I'm back to my old self again. Thank you so much. Here is a letter from the princess."

The letter from the Princess is basically a hint of how to get the warp whistle from world 1-3. I don't know why she gives you this hint when you are in world 7, but she does. More importantly, she has enclosed a P-Wing, which is one of the best items in the game.

Onto the pipe maze!

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< > World 7-1
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Head to the right over the three pipes, and go into the doorway.

The first thing you should know about the new room that you are in, is the fact that the ends are connected. That means that if you go off the left side of the screen, you'll appear on the right side, and vice versa!

Anyway, jump onto horizontal pipe resting on the ground, and jump onto the horizontal pipe to the right with the red troopa on it. Kick the red troopa off, and hit the three ? blocks for three coins. Jump onto the horizontal pipe to the upper right. You'll see two pipes above you, go up one of them, it doesn't matter which one.

Go to the left, to the area with two pirahnas coming out of pipes across each other, then go up the pipe located on the leftside of the screen.

Hit the three question mark blocks above you for three coins, then drop down to the lower platform to the left, and knock the red troopa off the edge. You will see two pipes above you, go up the LEFT pipe. If you go

up the right pipe, it will reverse, and you'll be sent back down.

Now, jump ontop of the pipe to the upper-right. You will see a red troopa walking inbetween two grounded question mark blocks. Jump on the troopa and kick his shell inbetween the two question mark blocks to reveal a coin and a powerup. Get the powerup, then hit the question mark block above you for a single coin. Now use the note box to the left to bounce ontop of the small horizontal pipe. Hit the two bricks there for two coins, then jump ontop of the two used blocks that you just hit. From there, jump ontop of the skinny pipe to the right. Jump onto the wooden block, and then up through the tiny hole above you. Ignore the red troopa walking back and forth. Now ignore the pirahna plant, and jump ontop of the pipe to the right side of the hole that you jumped through. Continue jumping on the pipes until you come to two white note boxes. Use the note boxes to bounce ontop of the pipe to the upper right. Then, jump onto the note box to the right, and use it to bounce ontop of some wooden bricks. Jump ontop of the top set of wooden bricks, and then go into the pipe above you.

This next part is pretty hard to handle. Look to the right, and you'll see 2 green koopa troopas walking toward you. To get past them, stand underneath the gap, and wait for the troopas to come right next to you. Jump up through the hole, and land on the koopa troopa. When you land on the koopa troopa, you will bounce up into the hole again. When you come back down from the hole, you'll land on the shell, and you'll kick it back and forth. This is the hard part: you'll have to run to the left while avoiding the shell, and then jump into the safe platform. Jump ontop of the formation, and you should see six coins and a red paratroopa. Get the six coins. You can also get a 1-up by jumping ontop of the paratroopa's head, and using it to spring high into the air. If you do that correctly, you'll hit an invisible block, and a 1-up mushroom will appear. Get the 1-up. Now, go into the pipe at the right.

Jump over the two vertical pipes, and go into the darkness. Touch the card roulette to end the level.

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< > World 7-2

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Head to the right over a White-Nipper and a pipe with 2 ice blocks on it. You will come to a structure made of two question mark blocks with two ice blocks below them. The leftmost ? block is a powerup, while the rightmost ? block is a coin. Continue to the right over another pipe with a White Nipper on it. Continue over three more pipes. Use the three pipes to get onto a platform to your upper-right. Jump over a gap with a pipe at the bottom, and over a white Nipper. Jump over 6 more red pipes, and you'll come to a green paratroopa. Ignore the green paratroopa. Jump up, and you will reveal a hidden note box. The note boxes stretch throughout the entire area you are in, so hit all of them. If you want a powerup, go down the rightmost pipe, and then go back up the pipe back to the area with all the note boxes. Now, go in the pipe on the left.

Swim to the left for about three seconds, and you'll see another pipe above a pipe; go in it.

Go to the right over 4 red pipes, and you'll land ontop of the row of note

boxes that you made. There is an invisible 1-up that you can get by bouncing up on the 6th note box to the right. Get the 1-up, and continue to the right past the note boxes. Continue past a whole bunch of pipes (21 to be exact), you will have to pass four venus fly traps, a white Nipper, and a pirahna. Go down the 21st pipe, you'll know the right pipe, because the 21st pipe goes in front of the ground, while the others go behind the ground. Go into the 21st pipe.

Inside the pipe, you'll be in a small room with another pipe at the bottom. Go into the pipe at the bottom.

Go to the right into the darkness and touch the card roulette to finish the level.

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< > World 7-3
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Hit the question mark block to the right for a starman. Quickly, go to the right down a hill past the four green troopas, and you'll come across four more question mark blocks. Hit the lower-left ? block; if you still have your star power, then you'll get a star, if you don't have star power, then you'll get a coin. Get the star/coin, then hit the other three question mark blocks for three more coins. Quickly, jump on top of the top set of question mark blocks, over the pit, and onto the high grassy platform. Quickly slide down the hill past 2 green koopas, and 2 green paratroopas. Hit the lower-left question mark block; if you still have star power, then you'll get a star, if you don't have star power, then you'll get a coin. Get the star/coin, then hit the other three question mark blocks for three more coins. Jump on top of the top set of ? blocks, over the pit, and onto the high grassy platform. Continue to the right down the hill, over a spiny, over a tiny pit, over two more spinys, and over two more pits. You should now come in contact with a lakitu above you, whom will drop spiny eggs down at you. You should also notice a brick below a ? block. Hit the brick for a coin/star, then hit the ? block for a powerup. Get the powerup, then proceed to the right over a tiny pit. Hit the brick for a P-Switch, then bust the P-Switch, and get the 8 coins that will appear. Continue to the right over another pit, and jump up on top of the high grassy platform. Continue down the hill over the tiny pit, and hit the brick above you for either a coin or a starman. Jump over the small horizontal pipe, and hit the brick there for another coin/starman. Continue to the right up the hill, and over the tiny pit. Start to go down the hill again, and jump over four more pits. Continue past two bouncing paratroopas. Go into the darkness and touch the card roulette to finish the level.

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< > World 7-4
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Start by going to the right, and entering one of the pipes. It doesn't matter which pipe you enter, because they both lead to the same spot.

You will be deposited in a side-scrolling area under the sea. Swim to

the right and get the 5 coins, and some Spiny-Cheeps fishes will start swimming your way. Ignore all the Spiny-Cheeps, and swim over the Lava Lotus. Hit the question mark block to reveal a powerup, then get the powerup. Continue to the right and get the 5 horizontal coins. Continue past a BIG Bertha fish, and a Blooper Nanny. The screen will now start to scroll up. The continuance of the Spiny-Cheeps will stop as well.

Let the screen continue it's self to the top, and it will start to the right again. The screen will scroll right into a maze of Jelectro Jellyfishes! This part can be quite hard, especially for those of you with bad control. There isn't any real strategy how to get past the Jelectro maze, just try your best to get through without thouching any of them. The maze will widen toward the end, but you will also come in contact with a BIG Bertha fish. Ignore the Big Bertha by swimming above her; there is enough clearance above her. When the maze ends, continue past two more Blooper-Nannys, which could be hard if you don't have firepower. You wont notice this, but the screen will be gliding slowly back down to the ground where it stated. When you see the ground again, the Spiny-Cheeps will start up again. Swim over a vertical set of 5 coral rings, and hit the question mark block for a powerup. Get the four coins, then swim past the Lava Lotus (giant flower). Get the 4 coins you will come across, and ignore/kill the BIG Bertha fish. Swim through the set of white coral rings. Get the four coins above the Lava Lotus flower. Finally, go into the blue horizontal pipe.

Now that you are on dry land again, go straight to the right, and make a leap at the shuffling card roulette to end this most-moist level.

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< > World 7-5
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Hmmm...three pipes...but which one should you go in? Pick one, it does not matter, because they all lead to the same spot.

Proceed to the right over the two green Para-Troopas, and go into the other pipe on the right side of the room.

Drop off the pipe that you are now ontop of to the right, and walk across the tiny room underneath two brick platforms with red troopas. When you reach another green pipe on the right side, go into it.

Go to the right, and completely ignore the three bob-ombs. Continue past two bricks which you may have to duck to get by. You should now come to a wall made of 3 ice blocks. Ignore the 3 ice blocks, for now. Instead, look to the left, and you'll see a hole above you that leads to a few pipes. Jump through the hole, and you'll hit an invisible coin box! Hit the other coin box, then continue to the right. Remove the bottom two ice blocks, and throw one of them at the two green troopas to the right. Now there will be another hole in the ceiling that leads to the pipes, but you'll get coins again. So, hit the two invisible coins. Continue to the right, and you'll come to a green vertical pipe, but don't go in it. There are several things you can do now. If you want a powerup, then follow the next paragraph. However, if you don't want the powerup, skip the next paragraph.

To get the powerup, go up the long green pipe. Hit the question mark block to reveal a powerup. Get the powerup, then go back down the long

green pipe.

Jump up ontop of the platform above you to the area that leads to the five ? blocks. Hit the five ? blocks for five coins. Proceed to the left, and you'll see the bottoms of three green vertical pipes. If you want a 1-up then follow the next paragraph, however, if you don't want a 1-up then skip the next paragraph.

Go in the rightmost of the three pipes. Jump up through the single hole, and a hidden box will appear and it will release a 1-up mushroom. However, the 1-up mushroom is above you, and you can't get there. To get the 1-up, quickly go back down the pipe below you, and go back up the middle pipe. When you get to the top area again, jump up through the hole, and grab the 1-up before it goes too far off the screen. If you didn't do this fast enough, then the 1-up will have gotten away. Now, go back down to the area where you see the bottom end of the three green pipes again.

If you want a powerup, then follow this paragraph, but if you don't, then skip it. To get a powerup, go back up the middle pipe, jump through the hole above you, and then start toward the left. Jump over a single hole, and continue to the left until you can't go any farther due to a wall. Now drop down the hole, and go down the pipe. At the bottom of the pipe, hit the ? block to reveal a powerup. Get the powerup, then jump off the platform you are on via the open hole to the left. Now, continue to the right until you get to the open area with the pipe. Jump through the open area, and go back to the area where you see the bottom of the three pipes.

To progress the level, go up the middle pipe. Jump up through the hole above you, and go to the right. Continue to the right until you see a brick to the upper-right of a pipe. Drop down the hole, and go in the pipe.

Get the three coins, then go to the right and ignore the three green para-troopas. Hit the two question mark blocks for two coins, then jump ontop of those two question mark blocks, and go in the pipe.

This is the part that is very hard to explain, so stay with me. Drop to the right side up the pipe, and jump up, and reveal the three hidden blocks there. Continue to the right until you see a pipe, but don't go into the pipe just yet. Instead, jump up above the platform above you, and go left a little bit. You will see an area above you where you can jump up, so jump up, and an invisible coin will block your way. Jump up and reveal all four of the invisible coins there. Now run to the left side of the pipe that you took to get to this room, and jump ontop of the highest platform. Continue to the right until the platform drops and you come to a pipe. Before you go in the pipe, there is an invisible 1-up mushroom to the upper-right of this pipe. Get the 1-up, then go into the pipe.

You should now be on small platform made of two bricks. Drop to the right side, jump up, and hit all the invisible coins above you. Hit them so that you make a platform all the way across. Now go in the pipe to the left.

Throw away enough of the ice blocks to make a path across. Get past the green koopa-troopa, and continue to the left until you pass two more pipes. Now jump above the highest platform above you, and start going toward the right. Drop down the platform, and go down the pipe.

Go to the right above the platform of used blocks that you created.

Drop off the platform, and go into the pipe. You will be deposited above ground. Go to the right into the darkness and touch the card roulette to end this level!

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< > World 7-Pirahna #1
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Go to the right, and you'll come to a green pipe with a venus fly trap inside. You can't jump over the pipe by standing normally, so you will have to get a running start, and then jump (time your jump so you don't hit the venus fly trap). To the right, there is another pipe that has the same exact height as the previous one. Get a running start, and land ontop of the pipe, but don't drop to the right or you'll fall into a pit. There will now be a pit to your right. Jump over the pit, but time your jump so you don't hit the Munchers. (NOTE: The munchers continue to alternate while the game is paused. So, if you are about to jump into a muncher, pause the game while you are in the air, and wait for them to go back into their pipe. This strategy has saved me many times.). Continue past 8 sets of Munchers and a piranha. When you clear the Munchers, there will be a small pit, but there will be a pipe with a venus fly trap hanging out above the pit. Wait for the venus fly trap to go back inside his pipe, then jump across the pit. You will now see two pipes to the right, both of which have pirahnas in them. Carefully, ignore the pirahnas, and jump over the two pipes. You will now come to a small pipe with two larger pipes to the right of it. Ignore the two larger pipes, and go into the smaller pipe.

You will now drop into a tiny room with a treasure chest in it. Open the treasure chest, and you will get a P-Wing! This will also finish the level.

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< > World 7-FORTRESS #1
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If you have a raccoon leaf, use it before you start the level. That will save you much time.

OK! This is one of the hardest levels of the game, and you may be looking at my guide just for this single level. Before I begin explaining how to beat this level, you must know that you will NEED to be able to fly. I highly recommend using either a raccoon leaf, tanooki suit, or a P-Wing prior to entering the level. If you do not have one of those items, relax; there is a tanooki suit within the level. If you have used one of those 3 items, then skip the paragraph below. If you need to know how to get the tanooki suit, then follow the paragraph below.

TO GET THE TANOOKI SUIT, you must be able to break bricks, so therefore, you must be big. If you are not big, then you can get a powerup by doing this: [to get the powerup, go right down the brick staircase, go a little farther, and up another brick staircase. Go in the doorway, then go to right into another staircase. To the right, jump over the lava pit, and land on the platform with the ? blocks above. Jump ontop of the ? blocks, then jump to the left into the caged area with the single ? block. Hit the single ? block for the powerup. Get the powerup, then reverse your steps so that you end up where you begun.] YOU SHOULD NOW BE BIG, AND ABLE TO

BREAK BRICKS. You should now be in a room made of bricks. In the middle of the room, you'll see a 5x3 brick formation with two blocks to the left of it. In the 5x3 brick area, there is a hidden P-Switch in the fourth brick of the top row. So, stand underneath the fourth row, and jump up three times to reveal the P-Switch. Jump up so that you are standing next to the P-Switch. As soon as you hit the P-Switch, all the bricks that make up the walls, ground, and ceiling will turn into coins; in fact, everything will turn into coins except for the two blocks to the left, and the block that contained the P-Switch. Now, hit the P-Switch, but DON'T DROP DOWN FOR THE COINS! Instead, jump to the right onto the set of two blocks, and go into the door that will appear due to the P-Switch. Now, go to the right and go into the VERTICAL PIPE sticking out of the ground. You'll drop down and get 11 coins. Hit the giant P-Switch, and grab the tanooki suit. Now go into the pipe at the right, and then go into the horizontal pipe. Drop to the bottom right of this next room, and go in the doorway. Now go to the right, and go into the first doorway that you'll come across.

NOW THAT YOU HAVE ABILITIES TO FLY, go to the right and go in the doorway at the right side of the screen (this will seem redundant if you followed the second paragraph). In the new room, go to the left past a white stretch. Little do you know, there is a white pipe hanging down from the ceiling of this room. To get to the white pipe, get a running start and fly up in the air, then go into the pipe by pressing up.

Go to the right, and (finally) you will be faced with Boom-Boom. Defeat Boom-Boom by bashing him on the head three times. When he is defeated, he will drop a question mark ball. Touch the question mark ball to finish the level.

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< > World 7-6
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Go to the right over the horizontal pipe and go into the doorway.

Go through the left side of the screen to revert yourself to the right. Now go up the staircase, and jump over the two koopa troopas. Get the 6 coins as you go up. When you arrive at the top of the staircase, go through the left side of the screen to revert to the right again. Jump onto the platform made of the two donut lifts and the white note box. Stand on the two donut lifts to make them fall to the ground, then jump on top of the note box. Bounce to the upper-right onto the ! platform. Jump on it once to make it shift to the left. Use the ! platform to jump on top of the two donut lifts above you. From the donut lifts, jump on top of the horizontal pipe, then hit the question mark block for a coin. Jump on top of the empty block that used to contain the coin, and jump onto the "up" platform, and it will start going up. Stay on the left side of the "up" platform and let it rise above a ? block with spikes on top, then go to the right side and let it rise above another ? block with spikes on top. Now start to look to the left, you should see a "left" platform. Jump off of the "up" platform and onto the "left" platform. As the platform goes left, jump on top of the pipe when the pirahna isn't there. Wait for the "left" platform to go through the pipe, then drop back onto the "left" platform. Stay on the platform, and it will revert you to the right side of the screen; you may need to duck to get through. On the right side, jump into the pipe above you.

Jump on top of the "left" platform, and let it take you below the 6 quest-

ion mark blocks. The third ? block to the left is a powerup, so be sure to get at least that one. Now drop down on top of the ! platform. Jump on it three times to get around the six question mark blocks, and a fourth time to advance up through the part of the ceiling without the spikes. When you get through the ceiling, jump onto the "left" platform, and then onto the "up" platform. Ignore all the ? blocks, because they all contain ordinary coins. Now jump off the "up" platform and onto the "right" platform. Let the "right" platform take you to the right side of the screen, but before you revert to the left side of the screen, jump on top of the platform above the three ? blocks. Jump on top of the single question mark block, and onto the ! platform. Jump on top of the ! platform twice to get around the horizontal pipes. If you would like to get an invisible 1-up, jump on top of the wooden platform on the LEFT side of the screen and jump up. Quickly, jump back onto the ! platform, and let it take you right to the vertical pipe hanging from the ceiling. Finally, go into this pipe.

Now go to the right and drop down the two pipe platforms. In the dark area, touch the shuffling card roulette to end this level.

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< > World 7-7
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Hmm...this level is quite a challenge. Unless you consider yourself a good SMB3 gamer, then take World 7-8 instead.

Start the level by going into the pipe at the right. In the new area, go to the right over two pipes with piranhas in them. Hit the question mark block and a starman will emerge. Get the starman, and QUICKLY run to the right on top of a looong horizontal line of Black Munchers. The first ? block you will come across is another starman, so hit it from underneath and grab it. Continue down the long line of Black Munchers until you come to another question mark block. This too holds a starman. Hit this third question mark block, and grab the starman. Continue to run to the right through a set of pipes, and then another set of pipes almost immediately after the first one. Continue running a bit to the right, and then pass a third set of pipes. Now you'll see three wooden blocks lines up to the left side of another question mark block. Hit the question mark block for another starman. Get the starman, and continue to the right. You'll come to a very low-hanging pipe that you will have to duck slide to get past if you are big. Once on the right side of the low-hanging pipe, continue past the loooong line of Black Munchers, and jump onto a single pipe. Now drop onto the wooden bricks on the right side of the pipe you are on, and go into the green pipe.

To the right lies a shuffling card roulette. Touch it, and end the level.

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< > World 7-8
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Head to the right, jump over the tiny pipe, and hit the four question mark blocks. To the right will be a large pipe, but you can't jump over it with a normal jump, so you will have to make a running jump over it. Once on the other side, you'll come to a small pipe with a piranha in it. Jump on-

top of this small pipe when the pirahnais vacant. To the right is a pit that you will have to jump over and land onto another pipe, while at the same time avoiding the pirahna that will peer out of the pipe above. When the time is right, jump over the pit and land on the pipe in the middle, then do the same exact thing over another pit. Hit the three question mark blocks for two coins and a starman. Grab the starman, then go to the right and jump over the huge pipe. On the other side of the pipe is a single

brick

risied above four more bricks. If you want a powerup, hit the lower-left brick. Grab the powerup, then advance to the right over three consecutive pipes with pirahnas in them. Continue past a white Nipper plant, then go below the 7 bricks that the Nipper was on. If you hit the middle brick, a 1-up will emerge! Grab the 1-up, and continue to the right. Go past a pirahna in a pipe, and a ptooiie pirahna on the ground. You will now have two different options that you can choose to take. I recommend option 1.

Option 1

Jump up ontop of the long white platform. There is an invisible note box located on the right edge of the hanging pipe. Jump up and hit the hidden note box. You will notice that this note box is not an ordinary note box; it is off-colored red. Jump ontop of this odd note box, and press A as

you

spring, and you'll be sent high into the clouds! In the clouds, grab as many of the 56 possible coins as you can as the screen slowly scrolls right. When the screen stops scrolling, go into the pipe.

Option 2

Quite a small path, eh? Anyway, jump over the single pipe to the right. Stop. (told ya it was short)

Rejoined

Look to the right and you'll see two bricks on the left side of a pipe. Hit the right brick for a multi-coin box. When the multi-coin box is done, jump onto the pipe, and (if you can) kill the walking ptooiie. Two more paths await you. I recommend option 1.

Option 1

Go down the left pipe. Jump up the platforms and you'll find a giant ? block! Hit the giant question mark block to reveal a hammer suit! These suits don't appear often, so make good use of it! Anyway, after you have grabbed the hammer suit, go back out of the pipe to the right.

Option 2

Go to the right side of the three pipes while avoiding the venus fly trap that lies inside the rightmost pipe. Jump over the white Nipper plant. There is a pretty big pipe to your right with another pipe directly above it, both of the pipes have different pirahnas in them. Get a running jump and land ontop of the pipe. Drop onto the bridges to the right. Parts of the bridge are missing, but luckily the parts that are missing are just tiny pieces small enough for you to run over. Get a running start, and run to the right. If you are running fast enough, your feet will trickle over the missing bridge pieces. When you come to the last bridge piece, jump over the gap and land on the pipe. Then, jump across the very large pit to the right and land on the green pipe.

Rejoined

To the right, jump over a green pipe with a Ptooie in it, then run past a walking Ptooie. Jump over another medium sized pipe while avoiding the venus fly trap that will arise inside it. You will now come to two rows of bricks and ? blocks with two white Nippers on it. BEWARE of the higher Nipper, because it shoots fire, which is extremely hazardous! If you can, kill the two Nippers before they can cause any damage. If you have killed the two Nippers, (or if you are feeling daring) then hit every question mark block. The brick inbetween the two higher ? blocks is a 1-up, so be sure to get that one too. Now, progress to the right and touch the card roulette to end the level.

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< > World 7-9

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"Oh, no! The maze level!" It's really not that bad, but you must know where you are going.

Start by going to the right until you pass a grounded wooden block. Hit the middle of the three note boxes to reveal a powerup. Get the powerup, then use the middle note box to spring into the hole above you. Jump up through another hole, past a para-goomba, and then up through another hole. Go to the left and throw away the two sets of ice blocks, then jump up through another hole. To the right, jump over the two goombas, and drop into the area with the wooden blocks. Use the wooden blocks to jump to the right ontop of the entire caged area. Continue to the right until the platform lowers to an area with 5 note boxes. Ignore the ice blocks on the bottom right area of the screen. Throw away the ice blocks on the bottom left area and go into your newly created walkway. Jump up through a hole, then throw the next set of ice blocks away. You'll now be in a room with three wooden blocks. Use the wooden blocks to jump up onto the platform to the upper-left and then get the 8 coins. Now drop down below the three wooden blocks and advance to the right past a hopping koopa paratroopa. Hit the 3 question marked blocks for two coins and a powerup. The powerup is supposed to only be able to get if you are currently small, but if you are big, you can get the fireflower by running and making a ducking jump. Anyway, to the right is two holes, one above, the other beneath. The only point of the beneath hole is for a secret to get 25 coins and an extra life. If you want the 25 coins and the 1-up, then follow the next paragraph. If you would rather skip the extra items, then skip the next paragraph.

Drop through the lower hole. Go to the left until a blue bar blocks your path. Now jump up through the brick above you (you should be big due to the recent powerup) and throw away the ice blocks. Drop beneath the hole to the left, then advance farther to the left. You'll notice another brick above you which leads to 3 coins. If you want the 3 coins, then break the brick and gather the 3 coins, then drop back down. To the left, go past two more para-goombas, AND DON'T GET HIT! Keep going left until a blue bar interrupts your path. If you are still big, break the brick above you. Jump up through the hole, and you'll see two rows of 11 coins. There is a single spot inbetween the two rows of coins that lacks a coin; this little spot contains a hidden 1-up mushroom! Get the 22 coins, then hit the invisible 1-up. Get the 1-up, then retrace your steps so you arrive back at the area where you started the paragraph from.

Jump up through the hole above you and throw away the ice blocks. Walk through the path that you just created. If you want 12 additional coins, break the brick above you, get the coins, and then drop back down. Throw away the ice bricks to the right, then use the wooden blocks to jump onto the platform to the upper-right. To the right, throw away the ice blocks and get the 3 coins. Throw away the ice blocks to the left, and hit the ? block to reveal a powerup. Grab the powerup, then drop below the hole in the platform. Get the 18 coins to the left, then go back to the right and throw away the ice blocks. Jump through the hole above you, and drop down next to a red pipe. Before entering the pipe, grab the 6 coins located on the right side of the pipe. Now, drop into the pipe.

To the right, touch the card roulette to end the level.

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< > World 7-Fortress #2
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To the right is a descending staircase followed by a lava pit and a huge pipe. Don't drop down the staircase. Instead, on the flat surface, get a running start and leap onto the pipe when the pirahna isn't sticking out. Jump over another lava pit and land on another, much smaller, pipe. A Boo Diddly is above you, so avoid him. Watch out for the rotodiscs that rotates, and jump over the lava pit onto a skinny pillar, then over yet another lava pit onto another pipe. You should notice two bricks to the right. Stand on the right edge of the floor and jump up to hit the left brick. If done correctly, a starman will appear. Grab the starman. Use the remaining brick to jump across the lava pit and onto the pipe. Use the pipe that you are on now to jump onto a very tall pipe to the right. Jump over the next lava pit and land on a very tiny pipe. This part is very hard: the safe thing to do is just jump onto the pipe and let the Thwomp pile-drive you, but the way to not get hurt is to jump and land on the left edge of the pipe. However you do it, get past the Thwomp and jump across another lava pit onto a high pipe. Drop onto the floor and advance ontop of another pipe. A Boo Diddly awaits, so look at him as often as you can to make him immobile. Now jump across the lava gap, and land on the set of five pipes. Avoid the two pirahnas that'll rise from the middle and leftmost pipes, then walk onto the rightmost pipe. Jump across another pit of lava. This next part is also pretty hard: you will have to wait for the right time to jump inbetween the two pipes, or the pirahnas will get you! Once past the pirahnas, jump over two more pits of lava and hit the question mark block to reveal a powerup. Grab the powerup, then jump over yet another huge lava pit. This next part isn't too hard: To get past the Thwomp, quickly jump through his "pile drive lane". If you do it fast enough, he will make an attempt at you, but he will miss. To get onto the large pipe, you will have to use the pipe that the Thwomp slams onto. Once ontop of the large pipe, a Boo Diddly will come at you, so look AT him as often as you can. Jump over another pit, and you'll see another Boo Diddly to the right. Now jump over another lava pit and land on the tile blocks. You will now have to get into the pipe below you. To do it, jump to the right side of the tile blocks, and quickly hold left to sway back onto the pipe. Now, go into the pipe.

You'll now be in an area with a checkerboard floor. Head right and you'll come to a low hanging steel wall safely guarded by two Dry Bones, and a rotodisc. Wait for the Dry Bones' to walk far enough to the left, then run under the low haning steel wall, you'll have to duckslide if you are

currently big. This next part I find VERY hard: there is another low hanging steel wall guarded by a rotodisc and a Thwomp. Press yourself against the steel wall to lure the Thwomp down for an attack. As the Thwomp takes time to reset, go underneath the steel wall. Once past the second steel wall, climb the staircase, and advance to the right. When the platform ends, drop down for a fight with good ol' Boom-Boom.

Bash Boom-Boom on the head three times or blast him with five fireballs, or smack him with one hammer to kill him. Once he is dead, grab the question mark ball that he'll leave behind.

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< > World 7-Pirahna #2
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Start by using the short horizontal pipe to jump onto the very large pipe to the right. Now, you'll see black Munchers alternating coming out of the skinny pipes to your right. The munchers continue to alternate while the game is paused, so if you are about to accidentally jump into a muncher, pause the game while you are in the air, and wait for it to go back into its pipe. Once you clear the alternating munchers, jump over a normal sized pipe with a venus fly trap inside. Continue past four pipes hanging from the sky. Now jump onto the small pipe directly to the right when the venus fly trap isn't inside. This next part is pretty difficult, but you should be fine: You'll have to use the provide note boxes to jump across the huge Muncher pit. Remember, if you are about to accidentally fall into a Muncher, just pause the game and wait for them to go back into their pipe. Anyway, spring past three note boxes, past a red koopa paratroopa, and use the remaining note box to spring yourself onto the three pipes to the right. Now, go into the middle of the three pipes.

In the new room, grab the treasure chest when you fall all the way down. You'll get a mushroom. Lucky you.

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< > World 7-Castle
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"Oh, it's terrible! The king has been transformed! Please find the magic wand so we can change him back." It's time to go aboard the airship to revoke the wand from Mr. Ludwig Von Koopa so we can change the king back from that horrifying pirahna plant!

When you gain control of your character, head to the right and you'll come to a nutt on a screw. Don't mess with the nutt, because it just spells trouble. Instead, jump onto the platform that the flame cannon is on. Wait for the screen again, and jump onto the next platform with the flame cannon, and then onto the wooden platform to the right. If you want a powerup, drop down and hit the question mark block. Grab it, and jump back up. To the right is another nutt on a screw, but once again, avoid it. Instead, jump onto the platform with the flame cannon, and then onto the wooden platform to the right. Jump over a pit and land on another wooden platform. You'll now be faced with a rocky wrench, but I recommend just avoiding him. You'll also see a large platform that seems too high to jump. There is a powerup ontop of this platform, but to get it, you will have to jump up and hit your head on a nutt to make the nutt go to the left. Quickly, jump on the nutt and above the high platform. If you made it onto the high platform, hit the powerup, if

you did not, then to underneath the low hanging wooden wall. You'll have to duckslide if you are big (if you are having trouble ducksiding, then just duck; eventually the screen will come along and push you under). Once on the other side, head up a rised platform, and avoid the rocky wrench. Ahead is another nutt on a screw, but just completely avoid it. Instead, jump over the platform. Jump across the pit and onto the small platform. Jump onto the platform above, and then across the pit onto another platform. Cross three more pits, and jump ontop of the wooden pillar. Now, use the three provided nutts to make it across the large wood pillar to the right. Climb up the platforms, and you'll see a very small silver pipe. Inside this pipe is Ludwig Von Koopa. Prepare yourself for him. Once ready, enter the pipe.

Ludwig Von Koopa is a VERY hard boss. The ground that you'll battle on is so uneven which will cause him to jump around simeltaneously. When he touches the ground, you'll get stunned for about 3 seconds, but he probably jumps every 3 seconds, which means that if you get stunned once, you are pretty much history. If I can give you one tip during your battle, it's this: DON'T GET STUNNED! Do your absolute best not to get stunned. When you hit him once on the head, he will bounce up and down inside his shell, everytime he bounces, it can potentially stun you, so just because he is inside his shell doesn't mean you are safe. His only attack other than to touch you is the magic that is shot from the wand, but that can be quite a challenge to dodge. When you hit him on the head, he doesn't get any harder, but he is already super hard to begin with. Hit him on the head three times to kill him. You can also kill him with 10 fireballs, but you have to be some kind of a SMB3 god/goddess to do that. Once he is dead, return the wand to the king.

"Oh, thank heavens! I'm back to my old self again. Thank you so much. Here is a letter from the princess."

Hmm...that letter isn't from the princess, now is it? Hmm...it seems the princess has been KIDNAPPED!?!?! What a surprise, there's no way that doesn't happen in like every other mario game. Oh, well...Let's go save her sorry butt!

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\ \ 508 / / WORLD 08 - DARK LAND / /
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< > World 8-Tanks #1
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This is a level that consists of multiple tanks coming toward you. As the tanks come toward you, you will have to jump over them and whatever they have on them.

The first tank has nothing on it, so just jump over it. Jump onto the second tank, over a horizontal cannon, and over a ball cannon. To the right lies a bob-omb cannon. Jump over the bob-omb cannon, past another horizontal cannon, and over another bob-omb cannon. Advance past another ball

cannon, another horizontal cannon, and over another ball cannon. Now, drop off of the second tank onto solid ground. The third tank is very short and consists of a horizontal cannon, a rocky wrench, and a bob-omb cannon; advance past it. The 4th and 5th cannons are identical, and consist of a horizontal cannon and a rocky wrench, jump past both of them the same way. Jump onto the next (6th) tank, and past the two horizontal cannons, the rocky wrench, and the bob-omb cannon. The 7th tank has a rocky wrench, a horizontal cannon, and (most importantly) a question mark block. If you are big, you will have to duckslide to hit the question mark block, but if you are small, just run underneath and hit it.

Advance to the right over another tank that has a horizontal cannon, a rocky wrench, and two more cannons. The cannon that follows is identical except for a missing cannon; jump over it the same way you did the previous one. Now you'll be in an area between the two tanks where bob-ombs shoot at you from each direction. Carefully, avoid all the bob-ombs and jump onto another tank. Carefully navigate past the 3 cannons and a rocky wrench that are on this cannon. Continue onto a very small pipe immediately followed by a huge tank with a HUGE cannon on it. The Huge cannon will shoot huge cannonball, so beware! When the time is right, jump onto the tank that has the HUGE cannon on it, past the rocky wrench and the three cannons that follow. Jump ontop of the next tank, and go down the short silver pipe.

In the new room, you will be faced with a single boomerang brother. Kill the boomerang brother by jumping on his head. Be careful not to make a foolish mistake, because it would be a shame to die now after you have gotten so far. When you kill the boomerang brother, grab the chest for a star.

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< > World 8-Ships
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To the right, jump over a rocky wrench, and go ontop of the wooden platform that follows. You will now notice a question mark block below you, but I highly recommend ignoring it. However, different strokes are for different folks, and you can try for it if you dare. Jump over another rocky wrench, and then a bob-omb cannon. Jump up onto the platform above, then go past another rocky wrench, jump over a huge cannon (that shoots huge cannonballs) and land inthe water.

Swim to the right, and you'll come to another ship, jump out of the water and onto it. Jump over two cannons, and a rocky wrench. Jump up onto the platform above, then over three rocky wrenches and a huge cannon. Now jump off the ship you are on now, and onto another one. Jump over a huge cannon and a rocky wrench. Drop down the platform to the right, and then advance past a bob-omb cannon followed by three cannons. Now, advance past another huge cannon, and go into the small white pipe.

Hmm...you will now be faced with Boom-Boom. He isn't any harder than any of the other times you fought him. Just bash him on the head three times, shoot him with five fireballs, or smash him with one hammer, and he will perish. Once he is dead, grab the question mark ball to end the level.

When the level is done, and you return to the map screen, go into the pipe directly above you to get to the next levels of world 8.

Jump over a set of wooden blocks that follows, then continue past four consecutive holes in the bridge. When the bridge ends, jump onto the steel blocks. As soon as you jump onto the steel blocks, the cheep-cheep ambush will end. Grab the 8 coins, then go into the pipe to the right. In the new room, grab the chest on the right side of the room. A raccoon leaf will emerge! This will also end the level.

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< > World 8-Air Ships
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If you have a P-Wing left in your inventory, I highly recommend to use it to fly over the entire level, because this is quite a hard level, especially for those of you that aren't as experienced as others. For those of you without P-Wings, I recommend using a raccoon leaf. It will help greatly.

When you start the level, quickly jump off of the platform you are on, and onto the one to the right. Ignore the rocky wrench and the flame cannon, and jump onto the next platform to your right. You'll now be on a small platform with a rocky wrench, a wood pillar, and a flame cannon, jump off of it onto the next platform. This platform is identical to the one that you came from. Jump onto the next platform, and you'll be at another platform with a rocky wrench followed by a flame cannon. Jump off of the platform you are now on, and onto another platform with a rocky wrench, wood pillar, and flame cannon. Jump to the next platform which has a rocky wrench sticking out of a wood pillar, followed by a flame cannon. Jump to the next platform, which is exactly the same as the previous one, except for the missing rocky wrench. Now, jump onto the next platform, and then quickly onto the next platform.

You should now be at a much larger platform with a wooden box. Jump ontop of the wooden box, and then jump onto the platform to the upper-right. Drop down onto the platform to the lower-right side of the screen, then jump onto the platform all the way to the right. Now, advance ontop of the platform to the upper-right, then drop down onto the platform below. Quickly jump ontop of the platform above, then onto the next platform that follows. Finally, jump across the huge gap and you'll be at a larger platform with a silver pipe. Inside the silver pipe is Boom-Boom. When you are ready, go into the silver pipe and fight him.

Boom-Boom isn't any harder than he was when you fought him in world 1. Just bash him on the head 3 times, fry him with 5 fireballs, or smash him with one hammer to kill him. Once he has perished, grab the question mark ball that he'll leave behind to end the level.

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< > World 8-1
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First things first; if you have a tail, you can use it to fly high in the sky for a P-Switch. Since there isn't much room given to take flight, you will have to jump back and forth over the pit to takeoff. The P-Switch is located almost as far to the northwest of the screen as possible. Hit the P-Switch, and quickly drop down and collect as many of the coins as possible.

Anyway, head to the right and jump over the pit. Hit the question mark block for a coin, then jump ontop of the used question mark block that you hit the coin from. When the venus fly trap goes inside the pipe, jump onto the pipe. The question mark block pressed up against the right side of the pipe is a powerup, but I don't recommend trying for it; it's too risky! To the right, jump onto the next pipe when the pirahna isn't sticking out, and then onto the next pipe when the venus fly trap isn't sticking out. Now, jump onto the pipe to your right when the pirahna is inside his pipe. Now, drop off the right side of the pipe onto the ground below. To the right, jump ontop of the green koopa paratroopa twice, then kick his shell off the edge. Now jump ontop of the row of four bricks, you will need to get a running start to obtain enough height. Hit the second block to the left for a multi-coin box. Drop down onto the ground below and hit the block that was directly below the multi-coin box for a single coin. Now, you will have two different options. I recommend option 1, if you can.

Option 1

Option 1 exists only for those of you with tails. So, if you do not have a tail, take option 2. Anyway, make sure you have eliminated the green koopa paratroopa. Press yourself up against the left side of the tiny bullet bill cannon. Now, RUN to the left as fast as you can. When you get to the pit, press A to jump and keep pressing A while in the air. If done correctly, you'll start flying. Fly up ontop of the huge pipe in the sky. Now, go in the pipe. Inside the pipe, hit the huge ? block for three 1-ups. Get the 3 1-ups, then slide down to the end of the room and go into the pipe at the bottom.

Option 2

To the right, jump onto the first bullet bill cannon you'll come across. Now, jump over the gap and land on the second set of bullet bill cannons. The ? block below is dangerous, but contains a starman. If you are feeling daring, get the starman. Now, jump over the highest set of bullet bill cannons, and land on the ground to the right of them. Head to the right, and you'll come to an inactive grounded bullet bill cannon. All the ? blocks are coins, but the block directly above you is a 1-up. Hit the block directly above you, and follow the 1-up to the opening, when it falls through the opening, get it. Now, avoid the Boo Diddly if you can; he can be tough to avoid at times. To the right, go underneath the low hanging bill cannon, you will have to duck-slide if you are big. Now hit the single brick pressed up against the wall to exert a powerup. Grab the powerup, and jump over the pit. The two ? blocks contain coins, so if you want them, use the platforms provided, but ignore the red troopa. To the right, jump over the next pit, and hit the lone ? block for a coin. Now jump ontop of the used block that you got the coin from. Jump ontop of the pipe when the venus fly trap is inside.

Rejoined

Drop off of the right side of the pipe and land on the ground. Ignore the green paratroopa. From here on out, the level is EXTREMELY hard. Jump ontop of the next bullet bill cannon you'll come across. You'll notice a huge pit to your right. To get across the pit, you can either do one of three things: (1) go back to the left, then get a running start, jump onto the bullet bill cannon, and over the pit, (2) Use the red koopa paratroopa to spring over the pit, and (3) use one of the bullet bills to spring yourself over the pit. All three methods are difficult, but I

recommend method #2. Once you clear the pit, you will find yourself in another difficult position: you will be inside two sets of bullet bill cannons that are too high to jump over. To get over the right set of bullet bill cannons, there is an invisible coin box that you'll need to hit located just to the right of the four coins. Jump up and hit this coin box, then jump ontop of the box, and jump over the bullet bill cannons.

Now go to the right and jump on the green koopa troopa. Pick up the shell of the koopa, then throw it off of the pit to the right. Now, you will see a single white note box with a huge pit to the right. To safely do this next obstical, you will have to get a running start, bounce on the note box (press A when you spring off of the note box), and bounce as high as you can. If done correctly, you'll land ontop of the pipe on the other side of the pit. Now, jump onto the pipe to the right. Drop off the right side of the pipe, and land on the ground. Now, advance to the right and touch the card roulette to end the level.

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< > World 8-2

Advance a bit to the right, then jump over the quicksand pit. proceed to the right, slide down three mini hills, and kill the para-goomba. To the right, jump over the three consecuitive quicksand pits. Now go down the huge hill over one venus fly trap. Hit the lone brick to reveal a P-Switch. Stomp the P-Switch, then continue down the hill past two more venus fly traps. Now, the ANGRY SUN will appear! Avoid the Angry Sun for as long as he is there. Now, there are either coins above you or blocks, depending on weather the P-Switch is still active. To the right, jump over the pit onto the note boxes. Use the note boxes to make it across the huge pit. Once on the other side of the pit, go up the huge hill. As you advance up the hill the Angry Sun will leave! Advance up past the three venus fly traps, then get the 3 coins at the top of the hill. Now slide down the right side of the hill. When you get to the bottom of the hill, the Angry Sun will appear again! To the right, there will be a pit with a green koopa paratroopa in it. Ignore the green paratroopa. Use the two note boxes to cross the huge pit. Now, continue to the right and touch the card roulette to end the level.

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< > World 8-Fortress

Jump ontop of the high pillar above, and drop off the right side onto the ground. Advance past the rotodisc and over a pillar. Hit the single brick for a coin, then continue past the two next rotodiscs. Hit the brick there for a powerup. Get the powerup, then continue past two more rotodiscs, and a pillar. Then, past a dry bones, you'll see a door guarded by a rotodisc and some bricks. You will need to get into this door, but you'll need to be big to bash the bricks. If you are not currently big, then follow the next paragraph to get a powerup. If you are still big, then skip the next paragraph.

To get a powerup, go back to the left and jump ontop of the pillar. Jump up through the hole above you, and go into the doorway at the left. Inside

the doorway, you will drop down and hit the ground. Jump up and you'll hit an invisible coin. Jump on top of the used block that you just hit, and jump up again and reveal the three hidden blocks. Now, drop back down to the floor, and run to the right over the three tiny holes. When the Thwomp is going up, jump up, and go to the left. Jump up the high platform, and use the three blocks you revealed to advance farther to the left. Now drop down and hit the single question mark block for a powerup. Get the powerup, and go back into the doorway to the right.

Now, you should be big, and able to break bricks. Go to the right until you come to a door guarded by a rotodisc and some bricks. Break the bricks, and go into the door. You'll now be on a conveyor belt. Quickly jump up so that the conveyor belt doesn't push you into the lava. Jump to the right onto the two steel bricks. Jump over another pit onto two more steel blocks, then jump onto a conveyor belt. Jump onto two more conveyor belts, then onto a platform with a Thwomp. Get past the thwomp and hit the question mark block to reveal a powerup. Get the powerup, then jump to the right onto a conveyor belt. Now, jump over another pit onto a set of two conveyor belts. Stand on the LEFT SIDE of the BOTTOM CONVEYOR BELT and run to the right, just before the conveyor belt ends, jump off and land on the 3 steel bricks platform. Now, jump over another pit to the right. To the right, you'll come to an area where the platform drops. Drop down this hole. [to get a 1-up, jump up on the right side of the hole, and wait for the 1-up to drop down the hole.] Now go into the doorway at the right.

Get the 3 coins at the left, then go to the right past a Boo Diddly and go into the next doorway you'll come across. In the new room, duck and let the conveyor belt carry you past the spikes. When the conveyor belt ends, jump over the pit. Walk up the staircase while avoiding the two rotodiscs. Continue to the right past a Boo Diddly, & the two rotodiscs. You will soon come to two bricks followed by a conveyor belt. Follow the conveyor belt to the end, then drop down to the area with the Thwomp. Now, go to the left and avoid the thwomp. Jump over the small pillar, and hit the rightmost brick to reveal a P-Switch. Now, get back up and hit the P-Switch. The P-Switch will do nothing except make two different doors appear. Go to the right on the conveyor belt past the first P-Switch door. Continue to the right until the conveyor belt ends. Go into the door located on the single steel block pressed up against the wall; due to the P-Switch, the door will not be there if you took too long.

Duck, and let the conveyor belt take you past the spikes. You'll now be faced with Boom-Boom. The only real hard thing about this guy is the fact that you are fighting him on a conveyor belt. Hit him on the head three times or shoot him with five fireballs to kill him. Grab the ? block when he dies to end the level.

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< > World 8-Tanks #2
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Head right, and you'll see a moderately large tank with a cannon on it. Jump on top of this tank, and then jump onto a LOOONG tank with a roof. Go past 1 cannon on the roof, 3 cannons on the ground, another cannon on the roof, and then a bob-omb cannon on the ground. Jump on top of the two horizontal cannons, and then drop off the tank onto the ground. Jump onto the next tank, and ignore the cannon on the ceiling. Advance past five rocky wrenches, and then drop off the tank. Continue past 3 cannons on

the ceiling, and then jump onto another tank. Continue past 3 cannons on the ground, a bob-omb cannon, and another cannon. Jump up on top of the two horizontal cannons and the rocky wrench. Jump off of the tank you are on, and onto the next tank. Enter the tiny silver pipe, and you'll be faced with Boom-Boom.

Once again, Boom-Boom is simple. He isn't any harder than he was when you fought him in world 1. Just bash him on the head 3 times or shoot him with five fireballs to make him perish. Once he is dead, grab the ? ball to end the level.

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< > World 8-FINAL CASTLE!
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This is it! The big showdown between you and the koopa king, aka Bowser. Can you do it? Let's see!

As soon as you start the level, RUN to the right as fast as you can. You will nimbly dodge three lazer beams that exert from Bowser statues. Climb the staircase. Advance a bit, and you'll see a gap in the ceiling followed shortly by a doorway. Ignore the doorway, and stand on the ground directly in the middle of the gap. A lift will come out of the ceiling and carry you to the top. When the lift doesn't go any higher, jump to the platform to the right. Advance to the right, and you'll come to a single donut lift. Stand on the donut lift and let it drop to the ground. As the donut lift drops, hold right on the D-Pad. You will drop onto a lower platform. Now advance to the right past a hot foot candle. The hot foot will follow you when you look away from it, so look at it as often as you can spare. To the right, climb up the huge staircase, and avoid the three rotodiscs as you go up. Once you arrive at the top, there is an invisible 1-up that you can get located on the left side of the rightmost wall. Get the 1-up if you choose to, then drop down the staircase while avoiding the three rotodiscs. Once at the bottom, run to the right, and you'll come to a HUGE lava pit. There are several donut lifts that you can jump on to get across the huge lava pit. At the right side of the lava pit, there are four hallways in the wall that you can go in. Whatever you do, don't go into the lowest hallway, because it will lead you right back to the beginning of the castle. If you want a powerup, go into the second hallway to the top. Now, you have two options in which you can go.

Option 1

Use the donut lifts to jump into the hallway at the top right of the screen. Go in the single doorway in this hallway. In the new room, cautiously advance to the right and you'll come to a Bowser statue that will shoot a lazer at you. To the right, there are 3 more Bowser statues, but relax; none of them shoot lazars. Continue to the right past the checkerboard floor, and up the two steps, you should now have a lava pit to your right. Jump onto the two donut lifts, and you'll see a flame coming at you! Dodge the flames, and use the rest of the donut lifts to safely get across the lava pit. Once at the end of the room, you'll see a single doorway. Inside the doorway lies Bowser! When you are ready, enter the door to fight him.

Option 2

Use the donut lifts to safely drop down to into the hallway third from the top. Advance past the two counterclockwise rotodiscs, and advance

ontop of a grounded block. You'll now come to a Thwomp. Make the Thwomp charge at you, when he does, quickly go to the left side of the grounded block. As the Thwomp resets for another attack, stand on the donut lift and make it drop. As the donut lift drops, hold right and you'll drop onto a new area. In the new area, head to the right and jump over the first lava pit (careful of the podoboo). Jump over the next lava pit and land on a tiny pillar guarded by a rotodisc. Now, while watching out for the two podoboos, jump over the two next lava pits that follow. Finally, go into the door at the very end of the screen. In the new room, slowly go to the right and you'll see a Bowser statue. Cautiously jump over the Bowser statue, as it will shoot a lazer at you. To the right, jump over another (inactive) Bowser statue, and hit the question mark block for a powerup. Grab the powerup if you choose to, then run past 3 more Bowser statues. Drop down the platform, and go to the right until you come to a lava pit. Jump onto the single block to the right, and you'll start seeing flames coming at you! Avoid the flames, and use the rest of the blocks to get across the large lava pit. Once at the end of the room, you'll see a single doorway. Inside the doorway lies Bowser! When you are ready, enter the door to fight him.

Rejoined

Walk into the middle of the room that you are on at, and Bowser will fall from the sky and land on the rightside of the screen. Bowser is extremely predictable. He will start off by shooting two flames at you, then he will jump up and try to "butt slam" you. Since you cannot actually hurt Boswer, you will need to find a way to outsmart him. Fortunately, this is pretty easy. When Bowser butt slams you, if he lands on the red colored bricks in the middle of the screen, he will break some of them. To kill Bowser, you will have to make Bowser break the red bricks, if you make him break the last supporting row of bricks, he will fall down and suffer a massive drop!

To make him do this, you will have to stand ontop of the bricks, and dodge the two flames that Bowser will shoot. As Bowser goes up to Butt slam you, quickly jump out of the way. If done correctly, Bowser will break some of the bricks. Continue this process until Bowser (accidentily) breaks the last supporting row of bricks. When this happens, he will drop off the bottom of the screen and slowly plummet to the ground. When he finally hits the ground, you will bounce up, then you'll hear some "hero" music, and the locked door will open. Finally, go into the locked door to free princess peach, and end this marvelousgame!

Congrats on beating SMB3. Give yourself a cookie; you deserve it. Oh, and if you decide to start the game over again (without reseting), you will start with 28 P-Wings.

\ _____ /
 \ \ 601 / / SUPER MARIO BROS. BATTLE OVERVIEW / /
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< > What is it?

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Super Mario Bros. Battle is basically a newer, better version of the classic arcade game called "Mario Bros." It is a very simple enhancement to the game where you have the opportunity to battle a friend. Below is an insert from the instructions booklet:

"In the 2 player game, player 1 (with controller 1) is Mario. Player 2 (with controller 2) is Luigi. Player 1 and player 2 take turns clearing action scene panels. The two players can choose to cooperate or to compete with each other. If you player is in the same space on the map as the other player, then the 2 player battle mode can be entered by pressing the A button.

In the battle mode, when one player is punched from beneath by the other player, one of the punched player's cards will pop out. In this way, you can 'steal' your opponents's cards, or even get rid of cards that you don't want.

In the battle mode, the losing plaer is moved back to the point where the battle took place. The winner can continue into the game.

In the 2 player battle mode, you can't lose any of you extra lies, even if you get hit by an enemy!"

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< > Basic Knowledge.

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- There are four different types of games, all randomly picked. All of them consist in trying to get more coins than your opponent.
- To win a game, you either need to collect the majority of the coins in play, or your opponent needs to get hit and die.
- The POW block is located at the bottom middle of the screen. The POW block will make every enemy that is alive flip over, and every enemy that is flipped over come back on their feet! This is good for two things: (1) you can easily kill every enemy on the screen, and (2) if your opponent is about to hit an enemy off the screen, you can hit the POW block to sping the enemy back to life, which will result in death for your opponent!
- When in the Battle mode, whichever player wins is the player that will play the next action scene of the game.

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- Left/Right . . . : Move your character in the corresponding direction.
- Up/Down. : No apparent use.
- Start. : Pause/Unpause game.
- Select : No apparent use.
- A. : Jump
- B. : Hold B + Left/Right to run.

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\ \ 603 / / SUPER MARIO BROS. BATTLE ENEMIES / /
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- Spiny : This is the guy that lakitu normally throws from his cloud, except there is no cloud this time! He is the simplest of the four enemies that you will come across while playing SMB3: Battle. Hit him from underneath once to kill him.
- Crab. : This guy can be pretty tricky at times. Unlike the other enemies, it will take TWO hits to knock him on his back. After you hit him once, he will start going a bit faster. After two hits, he'll be knocked on his back, which is when you can hit him for the kill.
- Fighter Fly : This enemy takes the shape of an insect with wings. Instead of walking back and forth, this guy will hop. So, if you want to knock him on his back, you'll have to hit him when he is on the ground.
- Fireball. : The fireball will appear on the screen after about 20 seconds. It will travel across the screen, and then dissappear when it hits the other side. After the first one dissappears, wait approximately 20 more seconds and another fireball will appear. This process will loop until the level is finished.

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\ \ 604 / / SUPER MARIO BROS. BATTLE STRATEGIES / /
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NOTE: There are 4 different levels. Therefore, I'll provide four different strategies for you.

Basic Battle Strategy

"Basic Battle" as I like to call it is the most common of the four battle arenas. To win, you either have to get 3 out of 5 coins (or more) or survive longer than your opponent. The best way to do this is to stay at the bottom two rows ~ it's best to stay there because you can easily hit the enemies as they come out of the pipes, and you can more easily hit the POW block.

Coin Hunt Strategy

"Coin Hunt" as I like to call it isn't too common of a battle. There will be five coins scattered about the arena. You have to collect 3 out of 5 coins (or better) to beat your opponent. There isn't really much of a strategy to it, just don't hesitate on ANYTHING, especially if your opponent is skilled. Just collect every coin as fast paced as possible.

Pipe Coins Strategy

"Pipe Coins" as I like to call it is pretty rare. It is extremely fast of a battle. It will have a big pipe in the center of the room that will exert multiple coins, but unfortunately, it will also exert fireballs. My strategy: Don't move to the coins, let the coins come to you; I find much success by doing that. Also, if you want to get a little tricky, go across the screen onto your opponents side of the pipe.

Boxed Coins Strategy

"Boxed Coins" as I like to call it is pretty rare of a battle arena. It doesn't happen very often. There will be a bunch of question mark blocks that you can pick up, and two ladders in the very center. You will have to pick up the ? blocks and throw them away, if you get lucky, there will be a coin hidden behind the block. Get 3 out of 5 coins (or better) to end the level. My Strategy: Make a jump onto your opponents ladder so that you are higher than him as you climb up. Now, basically "steal" your opponents blocks. Your opponent will most likely go to your side and "steal" your blocks ~ if he does that he will lose precious seconds. Most of it is plain luck.

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\ _____ /
\ \ 701 / / GAME GENIE CODES / /
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Source: <http://www.classicgaming.com/tmk>

1. SLXPLOVS - Infinite lives
2. AEKPTZGA - 1 life for Mario after continue
3. AEKPTZGE - 9 lives for Mario after continue
4. ELKZYVEK - Power Jump
5. EZKZYVEK - Super Power Jump
6. EAKZYVEK - Mega Power Jump
7. GZUXNGEI - Multi-Jump

8. SXEZSKOZ - "Skywalker"
9. OXKZELSX - Super speed running
10. XVUXNUEE - Turbocharged running
11. AANZKLLA - Raises P-Meter while standing still
12. PEUZUGAA - Start on World 2
13. ZEUZUGAA - Start on World 3
14. LEUZUGAA - Start on World 4
15. GEUZUGAA - Start on World 5
16. IEUZUGAA - Start on World 6
17. TEUZUGAA - Start on World 7
18. YEUZUGAA - Start on World 8
19. YPXXLVGE - Mario (not Luigi) can re-use items
20. SZUEXNSO - Restore powers after action scene
21. ZEUXKGAA - Start the game as Fire Mario
22. LEUXKGAA - Start the game as Raccoon Mario
23. GEUXKGAA - Start the game as Frog Mario
24. IEUXKGAA - Start the game as Tanooki Mario
25. TEUXKGAA - Start the game as Hammer Mario
26. SZKIKXSE - Invincibility after upgrading from Super Mario status.
27. VXKXGLIE - Invincible
28. KUKXGLIE - Flying Mario
29. YNKPTZGE - 99 Lives after continue.
30. UUKXGLIE - Always Small Mario, invincible, you can jump on every enemy
31. ATKZYEVK - Can't jump
32. PSKXGLIE - Gray change
33. XNKXGLIA - Makes Mario small, gray, and walks through his foes
34. EEKPTZGE - No continue
35. XEUXKGAA - Start game as messed up Mario
36. TVUXNUEE - JET Speed
37. EANZKLLA - Hold B to slide or bounce
38. TEUZELSZ - Wind tunnel
39. PEUXKGAA - Start as Super Mario
40. YZKZYVEK - Can't jump
41. KANZKLLA - Power slides (Hold B)
42. YEUXKGAA - Black swimming mass (you change to mario when you get hit)
43. IXKZELSX - Sudden turbo boosts
44. ZVUXNUEE - Tap B for turbo
45. GEUZELSZ - Icy ground
46. KEUZELSZ - Breeze
47. ETKZYVEK - Very low jump
48. YLXPLOVS - Lives double when you die
49. SYXPLOVS - Number of lives is zero, even after you die with zero!
50. UKKXGLIE - Invisible swimming mass but can't go very high
51. YYXPLOVS - 1 life, but when it says 99 lives you still have one

NOTE: If you use any of the next 5 codes to defeat Bowser, you should stand in front of the door and hold Up. As soon as the door opens, you will find the Princess. If you do not hold Up, the game will freeze up.

52. XUKXGLIE - Start and stay as Super Mario.
53. UXKXGLIA - Start and stay as Fire Mario.
54. NXXKGLIE - Start and stay as Raccoon Mario.
55. OUKXGLIE - Start and stay as Frog Mario.
56. XNKXGLIE - Start and stay as Hammer Mario.
57. AEOSSZPA + PAOZTGAA - Super Mario if you fall off screen and die
58. AEOSSZPA + ZAOZTGAA - Fiery Mario if you fall off screen and die
59. AEOSSZPA + LAOZTGAA - Raccoon Mario if you fall off screen and die

60. AEOSSZPA + GAOZTGAA - Frog Mario if you fall off screen and die
61. AEOSSZPA + IAOZTGAA - Tanooki Mario if you fall off screen and die
62. AEOSSZPA + TAOZTGAA - Hammer Mario if you fall off screen and die
63. SKUZZY - Invisible Piranha Plants, and the pipes shoot fire at you.
64. OEPZXX - Enemies, and stuff from blocks become 1-Ups.
65. SXGZPO - There is a small blue square above every coin switch.
66. SXTZPO - Mario can sometimes Ice Skate, forward and back, when he has the tail. He can't swing his tail.
67. NYGLPA - You start with five lives, just like normal, but you can't see how many live you have.
68. XZZOEK - You better be a pro!!!
69. IANOXG - Green?
70. PGTIPS - Most enemies can't attack.
71. SXGZPO - There's a small blue square above every coin switch.
72. SXTZPO - Mario can "Ice Skate" when he has the tail. Although he can not swing his tail. When you try to jump to the left, you go backwards, even when you try to walk to the left.
73. KOSUZI - This code allows you to pull blocks out of the scenery and creates holes that you can fall down if you are not careful.
74. KSLLLL - Bad guys appear and disappear
75. GEPZXX - 1000 points for killing someone instead of just one hundred
76. AASAAS - On map screen, Mario is in a weird place. Press B for battle mode
77. KEGKEL - Holes in ground
78. PLLSTA - Green background blocks in first level have notes in them
Jump on them for a invincible star.
79. IOSUZI - Hammer bros. are weird on map
80. GOZXXL - Weird colors on map screen. Can't move Mario in level
81. PZLZXS - Hit a block, and it will appear somewhere else in the level.
Also, when you die, you can play levels you beat already over and over again.
82. ZLLSTA - Green blocks in background have ice blocks in them
83. APPSTA - Map graphics are weird
84. LYULUY - Map screen graphics are different. Music is a little different
85. LLLUUU - Plant fireballs are misplaced
86. OOEISO - Die unexpectedly
87. KSUUUU - Map graphics are way different
88. KSIIII - Bad guys are weird when you jump on them
89. OOLLLL - Enter level. On map screen Mario's a spinning top
90. EOPUPO - Illusions in level, Can't get a score
91. KSSXUU - Can't go back in the level
92. AOLXXU - Mario slides. Turtles are different
93. EOEISA - Mario falls down in places where no holes are visible
94. AOSZXI - When you enter a level it looks cool
95. LVYXUU - Cool colors
96. IIIOKK - Weird graphics 1
97. NNNOKK - Weird graphics 2
98. ZZZOKK - Weird graphics 3
99. IPPOKK - Graphics are weird. Plus, you enter a battle mode
100. XYLOPN - Each level is mixed up in the middle
101. AOZULT - Enter a weird level
102. AOSUZT - Great code! You can't break any question marks with your head. However, that's not it. Hold a turtle shell and throw it at the very top of the question mark that's right after the first warp tube in the game. A Koopa Kid should pop out, and he will die. A Magic Wand will fall. Grab it and after a message from the King, you'll go to World 2. This may take a couple of tries.
103. AOSUZP - Score's weird

- 104. KKKKKK - You can't use turtles to break blocks
- 105. IANXOU - Hold the B button to slow yourself down
- 106. OPEKGG - Messes up the game but is fun to watch
- 107. SXIZPO - Very short sounds at the start of each world
- 108. SXAZPO - Confused
- 109. NNNLPA - You can't see which world you're in
- 110. POZZZZ - Makes secondary tones when hitting question marks
- 111. PGTIPZ - Can't harm turtles, turtles hurt you
- 112. PGTIPX - Sky has messed up clouds and has bushes
- 113. PGTIPO - Go past a certain distance and all of the enemies disappear
- 114. IIIIII - Makes enemies hover above the ground in side a messed up square.

702	Version Differentialities
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Source: <http://www.classicgaming.com/tmk>

You probably didn't already know this, but Nintendo re-released a newer version of SMB3 with a few changes. There are very FEW changes, infact, there are only 3. And, the majority of you will be playing the Version 2 version of the game. I will list all the changes below.

1. When you start an N-Spade game panel (the sideways slot machine thing) toad will give you instructions on how to play. The first version of SMB3 has toad saying "Miss twice and your out." Of course, toad should have said "Miss twice and you're out," however, there was not enough room in the text box to add the extra two characters. Instead, Nintendo made toad say "You can only miss twice" to eliminate that problem.
2. After beating world 2, the king will give you a letter from the princess, however, the letter has been changed! The first version says "You can stomp on your enemies using Kuribo's shoe," however, the newer version says "You can stomp on your enemies using Goomba's shoe." (If you didn't already know, Kuribo is the Japanese translation for Goomba.) Odd, eh?
3. The third, and most notable difference is as follows: After you beat Bowser, the final boss of the game, you will free the princess and then the credits will roll. During the credits, they show a picture of each level, and then the name of the level. The first version had semi creative names, but they were changed to extremely bland "some-thing Land." Use my chart to see all the changes.

World	Version 1	Version 2
World 1	Grass Land	Grass Land
World 2	Desert Hill	Desert Land
World 3	Ocean Side	Water Land
World 4	Big Island	Giant Land
World 5	The Sky	Sky Land
World 6	Iced Land	Ice Land

| World 7 | Pipe Maze | Pipe Land |
| World 8 | Castle of Koopa | Dark Land |
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|      FAQ STATS      |  
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| Update No.         3 |  
| Size              386.3KB |  
| Bytes            395,965 |  
| Pages             115 |  
| Words             86,154 |  
| Characters       395,965 |  
| Lines             6890 |  
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If you do not already make game guides, then I HIGHLY, HIGHLY recommend that you start. At least make a guide for one game, and if you do not enjoy it, then you never have to make another one. Who knows, you may enjoy it and want to write more! What are the benefits of writing guides, you ask? Well, I will tell you. Before I started writing guides, I could type about 20 words per minute. Now, after about a year and a half of FAQ writing, I can type about 75 words per minute. If I had not started writing guides, that number would be somewhere around 40. Imagine how much your typing skills will improve. Another benefit of writing guides is my improved grammar and punctuation. Without a doubt, I began writing better and my skills in writing have drastically improved. Still not enough for you? The third, and most rewarding attribute to writing game guides is the amount of people that you will help. Did you know that around 9 million people go to www.gamefaqs.com every day? It's true. If you even post one guide, you will end up helping hundreds of people. Even though you don't meet any of these people in person, it is an amazing feeling when you receive e-mails from people thanking you for your work. Trust me, it feels great.

Are you a webmaster? Want to post this on your site? I grant you permission to do so. But, please agree to the following terms: the guide stays its original form. No modifications are allowed of any kind, not even a correction. Also, I would really really appreciate it if you sent me an email with the URL (web address) of the site that it will go on, but I do not require it.

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Thank you all SO MUCH!

Deezer | <http://www.classicgaming.com/tmk>

I got a LOAD of helpful information from that site! This includes info for sections 102, 401, 403, 404, 405, 701, & 702! This guide would be no where even close to as complete without you, Deezer! I'd kiss you if I weren't straight.

BryGuy | <http://www.gamefaqs.com/features/recognition/3208.html>

For writing his SMB3 Battle Vs. Mode FAQ. Although it is extremely simple, your FAQ helped me out a lot in writing section 6. I appreciate your work.

ASCGen | <http://www.users.totalise.co.uk/~wardog/>

This is a totally cool program that converts image files into text. This is the program I used to create the ASCII logo at the very top of the screen. Try it out, you'll be impressed.

Shigeru Miyamoto

Firstly, for creating the Mario Brothers, who have led such a revolution to rake in twice the amount of revenue of all the star wars items. Also, for working on, and producing this GEM of a game.

Jeff Veasley

For creating the worlds greatest video game FAQ site, and for hosting this guide.

Anybody whom has emailed me with corrections

I am only human, and I make mistakes. This list includes Ben Yee & Mary Corpuz (you could be here too). Thank you for farther improving the accuracy of this guide.

Yourself

All my work would be completely useless without clueless readers such as yourself. Thank you so much.

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\ \ 803 / / Contact Information / /
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< > E-Mail - skcin7@comcast.net
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There are 3 possible reasons why you would want to email me. Please follow the instructions to make this easier on me.

If you are emailing to correct me with something, weather it be for a grammar mistake, or a complete error in my guide, please make the subject line say "SMB3 FAQ Corrections."

If you are emailing to comment on my work, this includes any negative or positive comments you may have, please make the subject line of the email say "SMB3 FAQ Comment." Oh, and if you want to say something negative, please back it up with reasonable information. Don't say something like "I HATE YOU, YOUR FAQ SUCKS. DIE NOW."

If you are emailing because I didn't explain something clear enough, and you would like me to re explain it, please make the subject line of the email say "SMB3 FAQ HELP." Don't be afraid, I will gladly help.

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< > AOL Instant Messenger - skcin7

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If you would like to send me an AOL Instant Message, go for it. I am not logged onto AIM very often though. Infact, it would probably be quicker to just email me.

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< > MSN Messenger - skcin7@comcast.net

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I am rarely on MSN, so it would probably be better to contact me via one of the two methods above.

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I thank you for reading my guide. All my work would be useless without

people such as yourself whom read my work. Thank you.

Be sure to check out my other FAQs sometime. Just follow the link below.
<http://www.gamefaqs.com/features/recognition/22650.html>

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End Of File.....SMB3 FAQ.....09/23/03.....v1.02

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