

# Super Mario All Stars FAQ/Walkthrough

by dancingcabanaboy

Updated to v2.0 on Dec 23, 2005

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| SUPER MARIO ALL-STARS |  
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FAQ/Walkthrough, v2.0

Written by Snow Dragon (C) 2002-2003.

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NOTE: The walkthroughs for Super Mario Bros. 2 and 3 and Super Mario World were written prior to the writing of this walkthrough and have been translated to this document. Since I am the writer of said documents in question, I reserve the right to use them exactly as they are and to make changes as I see fit. No one else may use this unless they have my permission, which if you keep your request for it short and sweet you will probably get. That is all.

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## UPDATES

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3-18-03: Since some SMAS cartridges come packed with Super Mario World, it's just a natural progression of this FAQ to include that as well since I have already written a FAQ/walkthrough for it. So, now it's really the Definitive Super Mario All-Stars FAQ/Walkthrough! :)

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## INTRO AND NOTES

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There's nothing I love more than to get some really easy credit for FAQ writing. With this one, I get to do just that. I've already written comprehensive FAQs for Super Mario Bros. 2 & 3 on the NES, and this just happens to be the top request in the Super Nintendo section at GameFAQs. I think I can do the math, and now that I have, I'm pleased to bring you the Definitive Super Mario All-Stars FAQ.

The purpose of this guide is to cover all four games included in Super Mario All-Stars (Super Mario Collection in Japan) in full detail - even more full detail than I covered some of them before. Speaking of which, I should probably update those that I have up already - they could stand to have a little bit more in them to define them.

So anyway, I'm just here to dish out the introductory section that's become the norm for my guides. This is the section that'll tell you anything that makes my guide stand out from others in some way or that explains things that need some clarification before you get into the swing of things. We'll discuss those now.

- \*\* Most changes from the NES to the SNES are too minute to merit mention here, so there's not going to be any mention of change between the conversions to the system. Therefore, since you're basically playing the same games, I'm not going to mention very many changes. There's nothing to really differentiate any of the versions anyway.
- \*\* Since I have written full walkthroughs for Super Mario Bros. 2 & 3 before, I just used those documents here. The walkthroughs in this game and those two are exactly the same. Yeah, I'm cheap, but what are you going to do about it.
- \*\* Each walkthrough contains separate sections within itself that go into greater detail for each game. This allows me to get totally in-depth with each separate game and give each walkthrough that individual feel, as if you were playing the game you were looking up on its own cartridge and not on All-Stars. You get it? You will if you just look down at any of them.
- \*\* And of course, if you need to drop me a line for any reason, you know by now that you can contact me at <eubanks1084@hotmail.com>. Send me your requests, questions, complaints, suggestions, and all other forms of e-mail miscellany. I like to get and read e-mails, but only if they meet my precise expectations. These are listed below so that you don't have to guess what I'm looking for in a message.

1. Before you send me your question or whatever it is, look and make triple-sure that whatever you are asking me isn't already answered in one of the walkthroughs. I hate to get mail that requires me only to point something out and say, "It was there all the time, genius." Answer your own questions first, then come running to me if you can't find what you're looking for. I like what someone who e-mailed me said, saying my walkthroughs cover those "nigging things." So if you can't find it after looking all that time, odds are it's not there and \*THEN\* I'll read your mail. But if it's a stupid question, I'm trashing it. End of story. I can't fight all your battles for you.
2. Since I tend to get more and more spam and viruses as my Hotmail account ages, it has now become imperative that whatever game you need help with should be clearly named in the subject line. I don't have the time or the patience to differentiate between the two, and if it even looks like bulk mail to me, it's down the drain. Make sure you include that game name so that I can tell what is in urgent need of my attention and what is not. Chances are that if you don't, it won't get read.
3. I'm mostly hooked up with MSN, so I use MSN Messenger a lot - but only to talk to those I know personally. Don't send me stuff asking me to be on your MSN or AOL lists (I have that too). If you put me on your contact list, I'm going to block you. I share a computer with my

family and it will totally freak them out if they see strangers on my list. So, in the interest of making sure everybody stays sane, don't add me. I don't have the time to chat with people I don't know anyway.

There you have it, that's what makes a decent e-mail by my standards. Know this and you'll get a prompt and polite reply. Totally ignore me and you are stupid and your e-mail will get deleted instantly. You can't say I didn't warn you.

\*\* Other than that, have fun playing Super Mario All-Stars!

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SUPER MARIO BROS.  
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SECTIONS

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- I. Basic Concept
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BASIC CONCEPT

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Almost all of us reading this know that this is the game that defined a generation. It saved video games from the brink of insolvency. And all it took was one fat little plumber and his brother to drive us all mad with gaming fever.

In it, you play as Mario (usually, unless you're on two-player mode), a plumber who has been commissioned by the inhabitants of a strange place called the Mushroom Kingdom to save the Princess Toadstool (she wasn't Peach over here in the States for another eleven years) from the clutches of the evil Bowser Koopa, the King of all the Koopas. To do this, he must traverse eight different worlds, a vast cornucopia of diverse landscapes. He'll go across land, air, and sea to save his honey the Princess. We've all done it before, and we're here to do it again, so let's move on out!

CONTROLS

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Mario didn't have a whole lot of versatility in his first quest - it was really just a straightforward romp and he didn't need too many skills at the time. Here's how to control the little fat man, in case you're one of three people who has never played this game.

Recall that you are now playing on a Super Nintendo controller, so things will be somewhat different. Not much, but somewhat.

D-pad

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-> Move in whatever direction you press. Use Up and Down to climb beanstalks, and Down while on the ground to duck. Mario can't duck if he's small.

Select

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-> Choose on the main menu between one and two players. Other than that, it has no practical uses.

Start

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-> Pause the game.

-> Brings up a menu from which you continue, save and continue, or save and quit.

A or B

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-> Jump.

X or Y

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-> Shoot fireballs.

-> Hold down while walking to start running.

ITEM SUMMARY

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Mushroom

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Turns Mario into Super Mario. Super Mario can jump a lot higher than normal Mario, and he can crack bricks with his skull - like some kind of crazy karate master.

Fire Flower

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Not only does Mario magically change clothes upon receiving this item, he also has the ability to shoot fireballs. These will take out most enemies in a single hit.

Starman

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Starmen make Mario temporarily invincible. During this time, if you do not run like the wind, you are an idiot.

1-up Mushroom

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They're green to distinguish them from the ones that Mario takes to get big. Find one and it'll give you an extra life. Some are hidden, so you'll have to look especially hard to find those.

Coins

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The man's gotta make some kind of money for going to all this trouble. Pick up 100 of them and you'll get an extra life.

ENEMY SUMMARY

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(By the way, these are in no particular order.)

Goomba

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When I was a kid, I used to call these things "owls." Now I know that they're just rotten mushrooms that Bowser's manipulated to carry out his evil desires. Owls are more fun, though. In any case, they're not hard to beat. Just stomp on one to flatten it, or shoot fire from a Fire Flower to dispatch it.

#### Green Koopa-Troopa

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These nimrod turtles walk mindlessly off of ledges, hoping to hit you, I guess. Stomp on them to make them retreat to their shell, then once more to send the shell flying.

#### Red Koopa-Troopa

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Unlike their green counterparts, they have the common sense to stay on ledges. Get out of their way or jump on their backs to send them into hiding.

#### Piranha Plant

-----

They hide in pipes and come out when the timing is right. If you stand next to the pipes that they're in, they'll shy away and allow you to jump up on their homes. Lost Levels is home to a red breed (unlike the greens here) that will come up even if you're next to the pipe.

#### Cheep-Cheep

-----

These guys may be somewhat docile when restricted to lakes and ponds, but they bring new meaning to the species "flying fish" in the air. Jumping up in wide arcs, their improbable, unpredictable arcs make them a force to be reckoned with.

#### Blooper

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Simply a pink octopus with a vendetta against Mario. They swim in odd paths and will follow Mario if he tries to get away.

#### Spiny

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A red turtle-like creature with needles on its back. Mario would do well to stay away from these critters.

#### Lakitu

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Resting in a cloud high above you, Lakitu throws Spiny down onto the ground in order to make Mario's life a living hell. It's hard to kill them, so the best Mario can do is run away from his constant air attacks. Definitely one you want to watch out for.

#### Buzzy Beetle

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These insect-like things have a hard shell that is impervious to fire in all forms. They're not protected against a good stomping, though.

#### Hammer Brother

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One of the few bipedal enemies in the game. They throw an unpredictable stream of hammers at Mario and are best evaded by running and jumping over them as soon as you see them. They aren't the best in the world when it comes to protecting themselves against fire, however, and a single salvo is enough

to do them in permanently.

#### Firesnake

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Found in dungeons, these chains of fire move both clockwise and counterclockwise and can really impede Mario's forward progress if placed strategically. There is both a long and a short variety, both of which can't be killed at all. With indestructible enemies, you'd think Bowser would be totally surrounding himself in these guys, but video game supervillains usually aren't that bright.

#### Podoboo

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Just a fancy term for a fireball that shoots up out of the lava and then plummets back down into it. Their height can vary, so be careful and time your jumps past them accordingly.

#### Bowser

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The head honcho of all the baddies in the game, the one guy whose death matters the most to you. He's captured this princess, Toadstool, Peach - whatever you call her, she's Mario's main squeeze and the reason he's on this wacky off-the-wall quest to get her back. Bowser can do two main things against you. The first is blowing fireballs, which he does from a distance whenever you get close to his domain in a castle. Later on in the game, he will start throwing hammers, which makes getting over him tougher and leads you to start maybe thinking of some kind of actual strategy to whup his rear end other than just leaping really high over him and stealing the key that holds the bridge in place. Bowser is only found at the end of castles (except in certain cases in Lost Levels, which really freaks some people out).

### LEVEL WALKTHROUGHS WORLDS 1-8

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#### World 1-1

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This level is probably such a classic in the minds of gamers that there's no need to even play it to tell you exactly how to beat it. Here, from memory, is the World 1-1 level walkthrough.

As you go right, pounce on the Goomba and get the mushroom out of the first question block you find. Jump over the pipes ahead until you get to the last of them, which you can go into for a mass of coins. When you come out of that pipe, you'll be at the end of the level, basically. Go up the stairs to the right and run and leap to the flagpole.

If you choose not to go in the pipe, however, you can get a hidden 1-up (a technological marvel at the time, by the way). Just jump a little to the right of the middle of the mountain in the background next to the pipe that you can go in. The block should appear and you'll have an extra life under your belt. Hop across the pit to the right and hit the question block, which has a Fire Flower in it. Grab that and you can now shoot fireballs! Yes! Proceed until you come to two bricks floating in the air. The one on the right contains a Starman. When you grab it, you should have enough time to run from there to the end of this short level. See? Told you I could write it from memory! Too bad I don't have plausible physical proof to show you.

#### World 1-2

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Stomp on the two Goombas marching right next to you at the beginning and then get the flower out of the first question block in the row of five there. Pass over the columns in your way and get the coins out of the brick above the trapped Goomba. From there, jump to the funky-shaped W arrangement of bricks. From here, you can crack the bricks in the ceiling and run over the level to the end. Jump down onto the downward elevators at the end and then across to the pipe to get to the regular exit. If you want, you can go over the ceiling past it to find warp zones to three different worlds (2, 3, and 4). If you plan to get through the game as fast as possible, you'll want to go here.

NOTE: In this world in the original Super Mario Bros. on NES, you could do a trick to access a world from which you can never escape: the Minus World (it's listed as World -1 on the top of the screen). You can't ever get out of this level once you get there. That was in the original version. The bug was fixed for All-Stars, and so we will never know what the Minus World looks like on Super Nintendo.

#### World 1-3

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This is a simple level, designed to acclimate you to the workings of the objects in the air. It's very straightforward with no running jumps required. You'll want to take the detour to the lower road to get the mushroom/flower from that first question block you find. Other than that, take any path that will lead you to coins - namely, forward. Ride the ledge that moves back and forth to get to the block stairs in front of the flagpole easily. If you miss, run and jump from the ground and then go for the high points at the top.

#### World 1-4

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There are precious few enemies in this first castle ever in the Mario series. It's simply a matter of getting past Firesnakes whose movement actually accomodates your forward progress. The hardest part, which is miles away from hard, is getting the mushroom/flower at the beginning - that may require some delicate jumping. Other than that, it's a piece of cake to get to Bowser. Shoot him down with fireballs to turn him into a Goomba, or go over him. They even provide you with a ledge to do just that! So, you have the first world in the bag. Excellent.

But our Princess is in another castle.....

#### World 2-1

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There's a mushroom here at the beginning if you need it. It's in the middle brick in the row of three. Stomp on the Goomba and avoid the next two Koopa-Troopas entirely by going on top of the bricks way over their heads. Keep going and you'll be able to get a Starman. Shortly after this you should see a row of five bricks suspended over two separate rows of question blocks. In the middle of those bricks is a beanstalk. Climb it to go to a bonus game in the clouds. Collect what coins you can until the end and then fall in the pit at the end of the ride. From there, go forward to the springboard. Hold A or B while standing on it to jump super-high and make it to the top of the wall in front of you. This should put you in position to make major points off the flagpole.

#### World 2-2

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Ah, the first water level. How will you fare here? Well, if you follow these instructions. Actually, you don't need to follow them at all because this is a very easy level. The only enemy to come at you initially will be Blooper,

and because this level is almost devoid of physical obstacles, it's easy to bypass him. Or shoot him and put him out of his misery if you have a Fire Flower. See what I care.

Most coins here are going to be in the path of some kind of current whose intention is pull you in to its dark abyss. Unlike Lost Levels, where it's often a crazy idea to go after coins in the current, it should be safe here since there's nothing overhead to hit your head on. The coins are the only real lure this level has. As long as you avoid the Cheep-Cheeps and go straight to the pipe at the end, this level should be a cinch.

#### World 2-3

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This level marks your first encounter with those ever-loving Cheep-Cheeps in the air. They usually come up from behind so long as you're moving forward. If you stop, their frequency from the front will increase. There's nothing hard about getting from ledge to ledge as you outrun wave after wave of flying fish. Since they're the only enemies in this level, you should rarely have to shoot fireballs if you have them. The question block in the middle of the stage will service you well if you don't have them or are small. When you come off the small staircase going down to the right, the barrage of Cheep-Cheeps will cease, and that will be the end of the level.

#### World 2-4

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Once again, in this castle you're in for another bout of just avoiding Firesnakes and Podoboos, who have now been thrown into the mix for your pleasure. Get the mushroom/flower at the beginning and take the low road at the next fork so you don't have to deal with as many Firesnakes. The alternating directions of the elevators near the end means you'll have to time your jumps when they're together. When you get to Bowser, take him down with incessant fireball artillery or use the platform moving above him to release Toad from his body bag.

But our Princess is in another castle.....

#### World 3-1

-----

In the third question block to your right is a mushroom/flower in case you lost yours in the previous level. Take it and go ahead two pipes. You can enter that second one, which leads to a coin room. Get the flower in here - it shoudn't be difficult to find - and exit through the pipe at the bottom of the screen. When you come out, shoot the three Goombas on the bridge ahead and find the row of three bricks. You ought to barely be able to bump that one on the left with your head, and it will yield a Starman. That will help you get past the nasty Hammer Brothers ahead, a nuisance you'll have to deal with regularly. There's a mushroom in the second question block in the top row if you need it.

Advance to the springboard, but don't use it to get between those two rows of bricks. Go over them and approach them from the right side. Make it between them and bump the one on the right to uncover a beanstalk leading to another heavenly coin arena. Get what you can and head out through the large hole to the far right.

When you come down, go ahead to the end of the level, a place where, I believe, you can still execute the bounce-on-the-Koopa-Troopa-for-extra-lives trick if the programming hasn't been changed to go against that. If you know how to do it, rack up as many as you think you'll need and then bounce on the flagpole. If you don't know how, DON'T E-MAIL ME ASKING ME HOW. It's one of

the oldest tricks in the gaming book, man.

#### World 3-2

-----

You'll be amazed at the sheer monotony of this level. If you jump on the Koopa-Troopa at the beginning, kick his shell, and run and follow so that you can keep track of all the enemies it kills, the points should all lead up to an extra life. From here, you'll be able to easily find the goods you need to survive here, including a Starman, a mushroom/flower, and a multiple-coin brick. The only thing about this level is that there are lots of enemies on the ground. I suppose Nintendo thought that made it hard.

#### World 3-3

-----

Another air level; this one encompasses several new objects like the two ledges hanging on the pulley and the platforms that sink under your weight. The two moving platforms at the beginning are totally unnecessary, and it doesn't take a rocket scientist to stay on the high road and collect coins (and mushrooms or flowers, as the case may be). At the one platform in this level that does fall under your weight, jump from it to the trees that each have a single coin on them. The second set of pulley ledges is just across from the flagpole, and if you tip them correctly, you should be able to easily jump to the 5000-point part of the pole.

#### World 3-4

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Podoboos start to come out of the lava at more unpredictable rates here, but if you jump as soon as you see one fall back into the magma pit from whence it comes, there shouldn't be any problem getting past them. Get the mushroom/flower in the middle of the three question blocks and go on forward to the Firesnakes. Study their movement carefully so that you can leap between them unscathed. After a few more Podoboos, you'll be at Bowser. If killed with fireballs, he turns into a Buzzy Beetle; otherwise, just ride the ledge over his head and take the bridge out from under his feet.

But our Princess is in another castle.....

#### World 4-1

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Your first encounter with Lakitu is shortly after you leave the castle far back in the dust. Get the mushroom or flower out of the lower question block if you need it, then hop to the top and pop Lakitu. Make a long jump to the next area. He should appear shortly after you pass four question blocks in an oblong 2x2 arrangement. Go past him and keep trying to duck into pipes until you successfully make it into one. Get the coins (easier if you're small; there's a mushroom in the brick to the right) and leave. Lakitu will back off if you make it to the stairs in front of the flagpole. Get the coins in the brick below, then recover your position at the top of the stairs and go for the pole.

#### World 4-2

-----

There's a golden opportunity to skip a whole lot of levels here. To do that, you have to find the beanstalk in this level and not screw it up. At the first mass of bricks in front of you at the beginning of the level, get the mushroom in the brick jutting out from the top right corner. Within the ceiling above you somewhere is hidden a multiple-coin brick. Find it if you have time; if not, go ahead to the elevators going down. There's a flower in one of these question blocks, so grab that and then, if you intend to get to a muy-awesome warp zone, look below.

There are three bricks above your head that you wouldn't normally be able to reach, but there are invisible question blocks below all of them. Only jump below the second and third bricks. If you jump under the one on the left, there won't be enough space for you to bonk the beanstalk block on the left. Only get those two and jump up there to reveal it. Once you climb it, you can get a lot of coins before finding pipes leading to Worlds 6, 7, and 8 (the final world, mind you).

If you don't intend to skip anything, go ahead and use those bricks where the beanstalk lies to "cheat" by running across the top of the level. If you go too far along the top, you won't be able to get down to the real exit pipe, but you will find a warp zone to World 5 (no real big skip, but every little bit helps). To get to the real exit, fall down to the lower road where the Buzzy Beetle walks down off the tiny staircase. Make sure the piranha plant in the tall pipe at the end is in its pipe before you jump to it.

#### World 4-3

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If you chose not to take any warp zones of any sort in the previous level, this is where you will end up. Aside from looking cool, this one doesn't have a whole lot to offer you. You need to make one running jump at the beginning, but that's the only one that is actually necessary. Judicious use of the pulley system will ensure that you stay along the airborne road at all times. You shouldn't need much help getting through this level - it's really easy. At the end, wait until the vertically moving ledge is at its optimum height to get the most out of the flagpole.

#### World 4-4

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This castle is the first of the looping variety, wherein if you take the wrong path, you'll go through it until the end of infinity - or your timer, whichever comes first :p

To get through this castle with a minimum amount of friction, take the top path when you come to the humongous block in your way. If you run across the top over the narrow pits, you should eventually hear a "ding" noise, signifying that you've chosen the correct path. From there, go along and climb to the top row of the next looping area. When you are at the top, fall down the hole and drop down to the bottom floor via the narrow hole on the side. Watch out for the Firesnake that dips down to your level as it rotates clockwise. Bowser's fireballs should be the perfect indicator that you're going in the right direction. When you meet up with him, be sure to watch out for not only the Podoboo coming out of the lava below, but the addition of a Firesnake on the bridge. If you kill him with fireballs, he becomes a Spiny. Otherwise, he's the same old Bowser. Make the score 4-0 and go on to the next world.

But our Princess is in another castle.....

#### World 5-1

-----

This level marks the first appearance of Bullet Bills, but their debut goes relatively unheralded because this happens to be an extremely bland level. All you really do here is go forward and jump on enemies. That's the way it is throughout the entire level. There's a pipe to go in that's out of normal jumping reach - use either the bricks before it and get a running jump or use the Bullet Bill cannon below it as a stepping stone. When you come out, you'll be near the end of the level. Outrun any Bullet Bills that pursue you and find the flagpole.

## World 5-2

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Be thankful that this level has much more pizzazz than the one prior to it. Getting past the Bullet Bill machine at the first of this level takes a bit of concentration, but once you're past it, you'll get into the swing of things. Go into the first pipe you find (it should be just past a Hammer Brother). You'll be led into a water region. Get what coins you can here and leave. Be sure not to get stuck under the elevators going down or they'll shove you down into the pit so that you die.

Outside the water part, jump in the middle of the two rows of bricks. At the end of the top row is a Starman. Use it to go as far as you can. A few tricky jumps make up the bulk of the end of the level, but they aren't anything you have to run and jump across to get past. A mushroom and a flower are available along the way in case you're small. At the end, concentrate as you jump to the top part of the stairs across from the flagpole.

## World 5-3

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This level is identical to World 1-3 in layout, but there are two changes that distinguish it and make it a bit trickier:

1. It is now obviously infested with Bullet Bills.
2. The six-block-wide platforms have been reduced to four blocks.

This is the only thing about this level. If you beat 1-3 without a fuss, this one will be just as easy to you. Remember to time your jumps better, though, because the ledges aren't as accomodating this time around. Bullet Bills will stop ambushing you when you get to the end of the level.

## World 5-4

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This castle is identical to another one that you've already played (it's World 2-4). This one just has more enhancements. It's been beefed up with a lot more firepower, as is first evident when you meet up with the long Firesnake at the beginning. Again, take the low road here. There are about twice as many Firesnakes as there were in the first one, but it's still the lesser of two evils. Don't get the coins under the block after the elevators, as the Firesnake that's now in place makes that more difficult. Skip over the next two Podoboos and you'll be at Bowser. Follow any tactics that have helped you get this far and you should be fine. Bowser turns into a Lakitu here if killed with fireballs.

But our Princess is in another castle.....

## World 6-1

-----  
Once again, Lakitu is the only real threat here. Get any mushrooms or flowers that you can find and run to the highest point in the level that you can find. There should be a couple of rows of bricks next to a tall hard-block wall. Shoot or bounce on him from up there, then go to the left on the bottom row of bricks. Get against the wall and jump to reveal a hidden 1-up. With that, keep going forward until you face Lakitu a second time. Keep running until he backs off. Anytime he backs off, you're at the end of a level. Jump up the stairs and make a running leap to the flagpole.

## World 6-2

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Whoever thinks this level is hard, raise your hand.

Those of you who raised your hands, please leave.

No, I'm just kidding! Stay! You need this! You can go in the very first pipe in this level. It leads to that weird-layout coin room that you have to go all the way around to get anything out of. Get stuff out of it if you want, but then move on through the pipe. Get on the high road as soon as you can and then stay there for the remainder of the level. The only real deal with this level is that there are several pipes, and in every single one there's a piranha plant. Stand next to the pipes to get them to stay inside and then go to that pipe. Repeat this to the very end of the level. Oh dear, that was far too easy. I hope it gets harder...

#### World 6-3

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Staying on the high road is a necessity in this level. If you get off the high road, there are plenty of ways to get back on (usually), but for the most part there is no low road. The low road here consists mainly of what might be known in France as "le pitte de bottomless." The Bullet Bills mentioned at the level's small synoptic photo come in about halfway in, and stay for a grand total of about 10 seconds. They get out of your way once you get to the series of sinking platforms near the end. When you get to the tree immediately following those, run and jump for some good space on the pole.

#### World 6-4

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Identical in every way to World 1-4 except for the fact that it contains more enemies. That means that if you keep under control and jump as necessary, you should breeze through this one. Novices might need that mushroom/flower at the beginning, experts shouldn't. When you get to Bowser, you'll notice a major change in his attack plan - hammers! This makes it far more difficult to jump over him. Get close to him after he shoots a few fireballs (watch out for Podoboo there) and run under him when he jumps. If you stay inside the arc of the hammer assault, this should be easy to do. Grab the key and head to the next-to-last world.

But our Princess is in another castle.....

#### World 7-1

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Here's where the game actually starts to get mildly difficult. For the first part of the level, all you're doing is avoiding the constant crossfire created by Bullet Bills. If you can get past all of those guys, you should find yourself matched up with two Hammer Brothers. Just past them is a pipe that you go in, leading to a coin room similar to that found in World 1-1, of all levels. When you exit the pipe, go forward past the Bullet Bill machine and more Hammer Brothers. Don't use the springboard to get what's in the brick way overhead. That's way too risky. Jump from the set of bricks below and to the left of it. From there, cross two staircases while watching out for the lone Buzzy Beetle to get to the end of the level.

#### World 7-2

-----

Same as the water level that was World 2-2, except this time they've crammed in about three times as many Bloopers and some faster-swimming Cheep-Cheeps. This level is disappointingly easy. Play it the same way you did 2-2.

#### World 7-3

-----

Same as World 2-3, except this time Koopa-Troopas have been thrown into the

fray. Not that this makes it any harder, so enjoy.

#### World 7-4

-----

To get through this looping castle, first jump along the two sinking platforms while avoiding the Podoboo, then go bottom, middle, top as fast as you can. Do it quick and you'll hear three "dings" in a row - it gives a good feeling deep down. When you get past that next part, run over the narrow pits past the Firesnake, then drop to the bottom and jump to the second ledge on the middle row to hear another chime. If you can make it to the top, you'll hear the last of the six bells necessary to meet Bowser. Beating him shouldn't be any more difficult than it has any other time, unless you're still not accustomed to the whole hammer ordeal. He turns into a Hammer Brother if bombarded with fireballs; otherwise, take the key and go through the whole routine of --o

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But our Princess is in another castle.....

NOTE: If you die at any point in these final four levels, you will start back at the beginning of the level. You have been duly warned.

#### World 8-1

-----

There's no time for pathetic dalliances here. You've got to move fast to reach the end of this level by the time the timer peters out. First off, look for the pipe with no piranha plant coming out of it - it should be moderately tall. Inside is a coin room with two rows of coins situated right on top of their respective surfaces. Get the coins and leave, then go to the right, using the brick bridge over the green Koopa-Troopa as a means of skipping him. Run across the narrow gaps without running into the green Koopa-Troopas that bounce moronically around. There will be a Starman in the third brick in the row immediately after these two nimrods. Get it and run as far as you can. A few running jumps are necessary to reach the end of the level, and they will be have to be made in succession. Once you get past those two large pits placed right next to each other, carefully jump to each thin column to the top one, from which the end of the level lies right across from you.

#### World 8-2

-----

Thank goodness! This one doesn't require you to hurry as much as the other one did. You can get off to a really good start here by pounding Lakitu on the head once you get to the top of the steps (which is difficult due to the green bouncing Koopa-Troopa). Go ahead to the springboard and jump straight up to reveal a 1-up. Follow it to the end of the row of bricks as it rolls across and jump up to the rendezvous ledge, and you'll have a quick extra life! Sweet!

Next up is another Bullet Bill Brigade like the one from World 7-1. It's a bit easier to get across this one if you stay along the tops of the cannons. Once you're past this area, you'll come to a short pipe with two small sticks of land next to it. Jump to the first one and then run and leap. You'll probably run into the pipe, which is okay. Going in there is a good thing, but it's that one with the really sucky layout, so skip everything in there and then exit. It's an easy trip to the end from here. Be sure to position your landings well at the end.

#### World 8-3

-----  
This level is still pretty easy in light of all the Bullet Bills and Hammer Brothers hanging around the joint. Make an enormous jump over the first Bullet Bill cannon to avoid it totally. There are a few more to deal with, then it's Hammer Brothers for most of the rest of the way. They usually come in packs of two, so be careful and get them when they jump onto bricks (if they do in fact have bricks around to jump onto). The ones along the ground near the end of the level are the hardest to get past. They make big glaring leaps, however, and are easy to run under. The multiple-coin block near the pit is your landmark telling you the end of the level (and the game) is nigh. Get as many coins as you can out of it, then make careful hops on your way up to the flagpole.

World 8-4  
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You can't go in the first pipe, but you can go in the second one. Don't though, because that one loops back to the first one and you'll never get anywhere if you keep going in that second pipe. Jump on the three Goombas behind it and go forward until you get to the next pipe. Go in and don't go in any pipes here. Get past the Buzzy Beetles and the Koopa-Troopas. The first pipe past the small lava pit, suspended in the air, is the one you want. There's an invisible block nearby that will help you get to it.

When you come out, go forward past the Cheep-Cheeps that shoot up from the bottom of the screen, then duck into the first pipe past the lava to find yourself in a watery area. (Hoping to use all the enemies in the game in this one castle, I suppose? Well, in any case, they left out Lakitu and Spiny here, if that's what they were going for.) Swim past the Bloopers and the Firesnakes and to the pipe.

Don't go in the pipe in front of you here. Instead, find your way to the Hammer Brother just beyond that. If you have to sacrifice any items you have that are keeping you large to stomp on his head, do it. Bowser is just as easy as he's always been anyway. If you've managed to keep fireballs up to this point, all the better! Shoot the bugger! When Podoboo regresses back to the lava thanks to gravity, go to Bowser on the plateau above. This is the final face-to-face battle! Who will win? Mario or Bowser? It should be pretty obvious who the victor is supposed to be. When you do emerge from the battle victorious, you'll have saved the Princess and beaten the game!

As a final note, you can now play more difficult levels with harder enemies in place of the originals (for example, Buzzy Beetles now stand in for Goombas). Choose Save & Continue or just plain old Continue if you want to go on and try the Asterisk Levels (as I call them), or Save & Quit and go on to play another game. The choice is yours.

Thus concludes this portion of the Definitive Super Mario All-Stars FAQ.

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SUPER MARIO BROS. 2  
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SECTIONS  
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- I. Basic Concept
- II. Controls
- III. Item Summary
- IV. Enemy Summary

## BASIC CONCEPT

=====

Derived from a Japanese game called Doki Doki Panic, Super Mario Bros. 2 can easily be considered the black sheep of the U.S. trilogy (this is Super Mario USA in Japan). However, being a black sheep doesn't mean that it's a crappy game, because this easily holds its own with the best of them. The concept was sort of built around the existing premises of the original Japanese game, which sort of stifled its creative genius, but still made for a great game.

In it, you can be either Mario, Luigi, Toad, or the Princess (the latter two of which haven't been playable in a platformer even to this day). Your job is to awaken Mario from a slumber in which he has entered to the land of Subcon, a world being terrorized and vandalized by the malicious King Wart. Only Nintendo could get away with badly knocking off one of its primary villain mainstays.

Super Mario Bros. 2's quirks make it a great game. In no other Mario game - or video game period, for that matter - have you been able to hurl vegetables both large and small at opponents, ride in rocketships to new areas, and go mano-a-mano with a three-headed snake, a pyromaniac mouse, and a crab with a shell of hard rock and the throwing arm of Nolan Ryan and Roger Clemens combined. You won't know what to think when you play this game, honestly. It seems to be the only Mario game that is an acquired taste, but once you do acquire that taste, it turns into a very fun game.

## CONTROLS

=====

Mario 2 doesn't have a control scheme like the others, so the transition won't be as smooth from Mario 1 to this as it normally would be, for instance, to Lost Levels. Here's a quick rundown of how everybody works in this game.

### D-pad

-----

-> Left and Right let you walk left and right.  
-> Up and Down are used to climb ladders, vines, etc. and go through doors.

### A or B

-----

-> Jump. Each character has a different sort of jump, which is explained in further detail below.

Mario: An average jump. It should be able to get you most places.

Luigi: When Luigi jumps, I can't help but think he's wiggling his legs as if he's doing the Peepee Dance and has to go to the restroom really bad. In spite of his bladder control problem, Luigi can jump quite high and can reach some spots that Mario cannot. You'll have to trade in handling for vertical distance though. It can be hard to get Luigi to stop on a dime.

Toad: This little Mushroom Kingdom citizen is short and therefore doesn't get much height from his jumps. Because of the little bugger's speed though, he can get some major length from his running leaps.

Princess: She probably has what is the most useful and coolest jump in the

entire game. Maybe that dress of hers has some super wind-storing capability, because if you hold down the jump button, she'll do a sort of gravity-defying float in the air and will stay there for a few good seconds. Because of the distance you can get out of this one, the Princess is good for finding secret places that lie far out of reach of those characters of the masculine gender. Running before you do the lunar float can get even better mileage out of the fair lady.

-> A and B also stop the slot machine spaces in the bonus game.

X or Y

-----

-> Hold down while walking to make a character run.

-> Uproot vegetables or other items in the ground.

-> Pick up items and enemies that are visible on the surface.

Start

-----

-> Brings up the menu from which you can save the game and continue, continue without saving, or save the game and quit, thereby returning to your real life.

-> Confirm character selections.

Select

-----

-> Choose a character at the selection screen.

-> Cycle between menu choices.

ITEM SUMMARY

=====

Super Mario Bros. 2 is not without a weird assortment of items, and they are listed here in no particular order.

Small Vegetable

-----

Easy to uproot, can be thrown very far without the aid of other buttons.

Large Vegetable

-----

These are a lot bigger than the little dried-up radishes mentioned just above in the previous entry. You might have to hold the run button to get some distance from these bulkier turnips.

Small Heart

-----

Kill so many enemies - five to ten or so - and a small heart will float up from the bottom of the screen. Touch it and will restore one heart on your meter.

Stopwatch

-----

Pull five of the large turnips out of the ground and you'll receive this, a nifty little pocket clock that temporarily freezes all sentient life except for you. You can still be injured by frozen enemies, so just go around them or pick them up or something.

Cherries

-----

These seem to be an odd little treat to be in this game, but picking up several yields a generous reward. Just you wait.

#### Starman

-----

Pick up enough cherries and this will start to weave upward back and forth from the bottom of the screen. Invincibility is bestowed upon you for a few seconds when you touch a Starman, so don't waste the few moments that it's in your possession.

#### Key

---

Certain doors in the game are locked and require a key to gain entry to them. Picking up a key almost always means having to run away from Phanto (see the Enemy Summary below).

#### POW Block

-----

Drop this in range of a group of grounded enemies and they'll all die from the resultant tremor (or be turned upside-down on their heads, depending upon the enemy).

#### Mushroom Block

-----

They look like mushrooms and can be thrown at enemies. That's pretty much all they're good for. Oh, and if you stack them up, sometimes you can get to higher-up places. That might be good to know :)

#### Magic Potion

-----

This red bubbly concoction is your key to getting to Subspace from the real world. Subspace is totally black, and while there you can get items that let you play in the bonus games and regenerate your health. Just break the beaker on the ground and a door will magically appear that leads you to this shadowy world. You only have a few seconds in Subspace, so it's best to use them wisely. Also, depending on where you drop them, you can also access other things as well as items. Sometimes a door will not appear if a potion is thrown down on a certain surface, so make sure where you're placing a portal is stable terrain.

#### Coin

----

All grass that is uprooted in Subspace yields one coin per tuft of grass. The more coins you collect, the more times you can participate in the slots at the end of a level. If you don't got the cash, you can't play no slots. Pick up as many as you can during your limited stay in the silhouette land of Subspace.

#### Mushroom

-----

Also only found in Subspace. They'll add a heart to your life meter. You can't more than four hearts per level, and they don't carry over into other levels (you always start back at two when you get to a new area).

#### Jars

----

This is just what I call them because that's why they look like. If you duck into one, you can sometimes reveal new areas with items that are essential to your survival. Try also ducking into them in Subspace, because some act as warp zones when you're in Subspace, but never in the other world (the "real"

world, as it were).

#### Red Bomb

-----

These go off shortly after being plucked from the ground. Use them to blow up stone walls to open up new areas.

#### Bob-omb

-----

You can also pick these guys up from inside the ground, but they go off a lot faster. Getting rid of them in hot-potato fashion often results in expressions of hilarious panic on the faces of people who have never played this game.

#### 1-up Mushroom

-----

1-ups are plucked from the ground in this game when you're not earning them at the slots at the end of a level. Just uproot one and you'll have an extra life, simple as that.

#### Turtle Shell

-----

Throw a turtle shell and it will roll along the ground, taking out everything in its path, until it runs into a wall or some such other surface it doesn't agree with. Follow a turtle shell as it rolls along the ground to kill more and more enemies.

#### Orb

---

Birdo hides an orb in the first and second level (sometimes the third) of every world except the last one. Knock him out three times with the eggs he/she/it spits or another viable heavy object to coax it out of him. Picking up the orb opens up the Hawkmoth, which will either lead to another level or the slot game if you picked up coins.

#### Rocketship

-----

Occasionally you can pull a rocketship out of the ground. This occurs only whenever you've come to a dead end and the only way to go from there is up. It's fun to hear the noise it makes and then watch the animation that ensues.

#### ENEMY SUMMARY

=====

Being the black sheep and all, Mario 2 has enemies that weren't anything like the ones in its predecessor but have still found their way into some Mario games of the present day, such as Mario 64. Although all of these can be found in the credits at the end of the game, I'll catalog them here for your reference convenience. Enemies are listed in the order that you find them in the game's original instruction manual. I don't have the original copy anymore, but I found one thanks to the miracle of the Internet! Oh, I love it so.

#### Shyguy

-----

Shyguys come in two varieties, red and pink. Red ones walk mindlessly off ledges, akin to the green Koopa-Troopas from Mario 1, whereas pink ones stay on a given platform much as the red Koopa-Troopas once did.

#### Tweeter

-----  
These birds hop around in fairly predictable patterns. The hop is more like a bumble, so it's easy to get on top of one and use it as a projectile.

Snifit

-----  
Red Snifits just stay in one spot and spit out bullets. Gray Snifits jump and spit bullets, but they still only stay in one spot. The pink ones are probably the biggest problem, walking and firing at the same time. Either way, the key is to avoid the bullets.

Ninji

-----  
Like most enemies we've listed so far, there are two varieties: one that walks and tries to pounce on you, and another one that just stands in place and jumps up and down. Neither is too difficult to deal with.

Beezo

-----  
Red ones swoop at you from the sky while pink ones come straight at you like little torpedoes carrying tridents. You'll either be jumping or ducking a lot around these guys - or both.

Hoopster

-----  
So named because apparently, to the game's developing crew, he looks like a basketball. You can jump on them and ride them instead of climbing vines yourself. They don't bounce off the ground when you throw them down, so they're basically pretty useless enemies.

Phanto

-----  
This is the guy I was talking about in the enemy summary. They usually guard keys in small groups, and one of them will chase you down until the day you die so long as that key is in your hands. Throw it down to ward him off for a while, but he'll be on you as soon as you pick it back up. The only way to get a Phanto permanently off your back is to open the door that the key goes with.

Trouter

-----  
Trouter jumps in and out of the water. It's not advised that you pick up and toss these fish around, but rather that you use them as rides across long stretches of water (such as in World 5-1).

Porcupo

-----  
His back will tear you to shreds. The most effective way to kill one is to throw a Mushroom Block or other enemy at it or drop a POW Block in its vicinity.

Bob-omb

-----  
The ones you run into on land don't detonate quite as fast as the ones that you pull up from underground. Still, you need to get away when they start flashing. That's the sign that you should be evacuating the area lest you be at the brunt of an explosion.

Albatoss

-----

You can't pick Albatosses up, so they can be used as handy rides across long expanses of abyss. Sometimes they fly solo; other times they use their talons to drop Bob-ombs on you from the skies.

#### Pidgit

-----

If you pick him off the carpet he rides, you can cruise around on it for a short period of time. Try and get him when he swoops down at you.

#### Cobrat

-----

Cobrats hide inside jars or sand until you get close to them, and then they jump out and fire bullets at you while moving around in a haphazard fashion. They're one of the harder enemies to kill.

#### Panser

-----

There are several varieties of Panser - some that move and shoot fire, some that stay still and shoot fire. Some even jump! In any case, they're tough to deal with, so throw some kind of object that you can pick up at them.

#### Ostro

-----

In the original manual, this enemy is referred to as Birdo, and the boss at the end of every level being Ostro, but since this enemy clearly looks more like an ostrich, I'm giving this one the title of Ostro. Shyguy rides around on him, so pick him up and throw him at Ostro to take them both out of the picture. Besides, the trophy on Super Smash Bros. Melee says "Birdo" for the end-of-level boss, so I'm just going with what I think is appropriate. DO NOT E-MAIL ME TELLING ME I GOT OSTRO AND BIRDO SWITCHED AROUND. I WILL DELETE IT.

#### Pokey

-----

Since this game, Pokey's made a few appearances in other Nintendo games (like Super Mario World and Super Mario 64). You can take out each of his segments separately or handle him in one fell swoop by throwing a POW Block down on the ground.

#### Autobomb

-----

Grab the Shyguy off the top and take a ride on this rolling cannon device that blows fire. You will occasionally have to hitch a ride on one to get across beds of spikes.

#### Flurry

-----

They come at you at breakneck speeds, but their handling isn't very good and they often skid a whole lot before they come back around to chase you. Jumping over them is the best course of action, but if you feel you can land on top of them, they make good objects for throwing at other enemies.

#### Spark

-----

These travel either fast or slow along a surface. They can be killed with objects, but don't you dare touch them.

#### Birdo

-----

The boss at the end of every level that keeps the orb that lets you go in the Hawkmoth. Usually they shoot eggs, fire, or a combination of the two. You

can't grab fire, so use either the eggs or another object in view to take him out in three hits.

Mouser

-----

Mouser throws bombs at you that you need to throw back at him. If one blows up while he's standing on it, you'll score one of the three hits needed to kill him. He throws them all fast and furiously at you, so it'll take a fierce amount of concentration to keep up.

Fryguy

-----

Starts out as a large fireball, will split into tiny ones that move faster and faster as you decimate their number. Stay above these little ones as best you can.

Tryclyde

-----

A three-headed snake who can't do much else aside from spout fire at you with its three craniums. It's not triply difficult to defeat though, just chunk a lot of Mushroom Blocks at it and it'll be down for the count.

Clawgrip

-----

For a crab, Clawgrip has quite the throwing arm. Were it not for the fact that the NFL discriminates against crabs, he'd probably be a shoo-in for a quarterback on some team. The key against him is to pick up the rocks he throws at you and use them against him. Give him a dose of his own medicine, so to speak.

Wart

-----

The main bad guy in the game. Wart has a strong aversion to vegetables, which doesn't explain why he would choose to invade a land that is so rife with them. He has proclaimed himself the king of Subcon and created all kinds of monsters - the ones you've presumably read about above - using the "dream machine" (that funky-looking device in the middle of his lair). Beat him and you'll beat the game. It's that simple.

LEVEL WALKTHROUGHS WORLDS 1-7

=====

World 1-1

-----

It's a massive drop through the daytime sky [changed from the dark black sky in the NES version]! Make your way to the bottom, killing the Shyguys if you wish.

Climb up the vine to the tall plateau and throw the pink Shyguy off the edge. Uproot the plant on the right to get a potion and drop it where you're standing. Go into the parallel world and get the three coins and a mushroom that will increase your maximum life by one heart. You can get four hearts at the most in a level, and they don't carry over into other levels.

Kill everyone on the ground with the POW block provided. Doing this makes a small heart float upwards that can heal you for one heart if you're injured. Get the cherries around you and go up to the log bridge. Kill the red Shyguys and the Tweeter and jump across the two

logs floating down the waterfall. Across the way on the top ledge is another POW block. On the same ledge as this one is a 1-Up. Pull it out of the ground to get it.

If you get both sets of cherries hanging in the air, a star should start floating slowly up from the ground. This happens when you get five cherries. Haul your body to the door past the log and kill the Ninji that's there when you get in.

There are two ways you can go after climbing up the vine. If you run and jump to the area past the waterfall, you will find a door encased within a rock barrier. Squat and do your mega-jump to make it to the top and throw the pink Shyguy down the ladder. The two plants in the ground are bombs. If you time it right, they will blow up the wall when you throw them down there. If you throw it too late you'll get hurt, and if you throw it too early you'll kill the Shyguy. You'll know when a bomb is about to go off because it will flash. The door then leads outside. Go over the wall and you'll be right at Birdo.

If you want to do things the long way though, head out the door to the right. The first tuft of grass to the right of the door is a potion. Walk about to the midpoint between the top plateau and the vine. If you place the potion right, you get a mushroom and up to seven coins, which amounts to a chance for big winnings in the slots at the end of the level.

Kill the Hoopstar with the Shyguy and go up the vine. This leads to a high mountain area in which you will have to navigate upward. Kill enemies as needed until you're at the top. Climb the vines all the way up, avoiding or getting rid of the Hoopstars, until you make it to the top. Find Birdo and kill him by tossing three of his own eggs at him. When he dies, you'll get the crystal that opens the hawk's mouth, and you can exit the level.

#### World 1-2

-----

Pull Pidgit off his carpet and ride it across the pit, dodging Beezos as necessary. Ride it until you reach the safe ground, or you can keep riding it to reach the high-up cherry. Near the edge there is a potion. Drop it about in the middle between the two pipes and get the mushroom and whatever coins are available.

Inside the first pipe are a Tweeter and a lone blade of grass in the middle. It's a 1-up - take it.

The second pipe is a different story, although you really don't have to go in it at all. To avoid the mess involved in the second pipe, take one of the Ninjis and throw him next to the locked door. Stand on him and squat until you begin flashing, then pull a mega-jump to the top plateau. This works best with either Luigi or the Princess.

If you have to do it the long way though, go in the second pipe and grab the key. Taking the key will awaken one of the Phantos, who will follow you until you unlock the door or you drop the key. Luckily, it's a short trek to the locked door, so get out of the pipe as fast as possible and unlock the door, killing the Ninjis with the key to get Phanto off your tail if you wish.

Inside are three cherries. Getting them all will almost certainly result in you getting a star. While you're invincible, quickly blow up

the wall and kill the gray Snifit.

Climb up the ladder and place bombs at the far right end until you can get through. If you pick up the potion at the top that's all right, but take it to the far right and don't go in until you have a clear path to the bottom. At the bottom is a mushroom that you can't get unless you bomb a path to the bottom beforehand. Avoid the walking Ninjis and jump to the exit.

Once outside, go to the top platform and kill the Snifit with the walking Ninji. Get the potion and take it to the area with several spots of grass to rake in the dough for the slot game.

When you've amassed a plentiful amount of coins, go into the door on the right and face Birdo, using the same tactic as before to bring him down.

World 1-3

-----  
Use the hawk's head to get up to the first plateau and then move along, killing Snifits and collecting cherries. Get the potion and place it where you're standing and get the mushroom, but DON'T TAKE ANY CHERRIES! The star will appear in the parallel world and you'll miss it if you take the fifth cherry. Instead, get it in the real world and move as far ahead as possible once you have it.

If you jump across the logs at the waterfall and make it to the top of the cliff, there is a row of five vegetables. They are all the same vegetable (the big turnip), and if you get five, the fifth one is a stopwatch that temporarily freezes enemies.

When you get to the part that looks like a log supported by two other ledges, pull the first one on the bottom to get a potion. This is one of two things: a coin opportunity or a warp opportunity. If you want coins, drop the potion now and get them. If you want the warp, advance all the way to the right, avoiding the Ninjis and Tweeters in your path. When you get to the pipe, drop it and go in the door, then jump on the pipe and go inside it. You'll be taken directly to World 4.

If you are not using the warp however, use the potion for whatever you want and go in the door in front of the large brick wall. Start making your way to the top.

Climb up the chain. It works just like a vine. Kill the Sparks to your left with a Shyguy to avoid a mess. Start stacking Mushroom Blocks on the ledge above you. You can make it up to the next one with one Mushroom Block and a mega-jump or three Mushroom Blocks and a normal jump - whatever floats your boat.

Take either fork in the path up. Evade the Sparks and go in the door. Oh great, another Phanto. Just to be safe, kill the Sparks with the key, then pick it back up, head out the door, and start moving quickly downward.

Run and fall as fast as you can to the bottom, but make sure you hang to the right once you fall in the pit near the Snifit. If you fall in the spikes it will be very hard to get out.

Now that you're inside, you should be on higher ground with a Sparks running amok below you. If you got enough cherries earlier, the first

one you get should yield a star, and there's still another star opportunity in this room! Move swiftly but cautiously and get every cherry you see to make sure you get another star. Once at the end of the corridor with the Ninjis, pull the crystal, go in the hawk's mouth, and get ready to face Mouser.

Blow through the wall with a bomb and catch the bombs that Mouser is throwing out. (Where does he get all those?) When you catch one, throw it onto the ledge that he's on, and if you got it right, the bomb will blow up and hurt him. Three bomb blasts will do the trick; when he's dead, go in the door that materializes and play some slots.

#### World 2-1

-----

Watch out for the Cobrats that pop up out of the ground and out of pipes; they fire bullets at you. If you go in one of the tubes along the way here you'll find a green Snifit guarding a tuft of grass on the ground (a turtle shell). You can either take the turtle shell with you or leave when you find the place useless.

When you get to the stack of blocks with grass on them, pull the leftmost blade up to get a potion. Throw it down, go in, and get the three coins and the mushroom.

Kill the Panser up ahead with whatever you can find - a pink or red Shyguy being available will do it for you. The next cherry you find gives you the almighty star, so get it and run to the pyramid.

Eliminate as many enemies as you can before the star peters out. Once it does, start digging through the sand to the bottom. Get as many cherries as you can. Unless you can't get your butt in gear, the only real danger here is the Snifit that jumps up through the sand and fires bullets at you. The Shyguys don't present any real danger.

At the bottom is a ladder. Move down the ladder and go into the door. Once again, you'll be confronting Birdo. Throw eggs at him and go to the exit.

#### World 2-2

-----

Jump up the ledges in the cave and go outside, being wary of Cobrats hiding in quicksand. Make it over to the first Cobrat stowing away in a pipe. Pick him up and throw him at the red Shyguy, then seize the potion and move over to the right a few steps before tossing it. When you go in the door, pick up the mushroom and however many coins are there for pickup.

Jump to the very tall pipe with the Cobrat in it and use him to kill the Beezo up ahead that will swoop down in an attempt to hurt you. Do as you wish with the next Cobrat, but be careful of the quicksand. Stay on the spring acting as a log, because if you get in the fast-sinking quicksand, you'll have to do some very fast A-tapping.

Go in the door tucked into the wall once you're on safe ground. There is a destructible wall next to you. The bombs are all on the ledge just below you. To make it through the wall, you'll have to pull up a bomb, squat and wait for your character to flash, and then jump up to the ground with the door and throw the bomb at the wall. You might also want to uproot the plant at the very bottom - it's a 1-up.

Enter the area you just bombed through to and you'll find a stack of blocks with two pink Shyguys and five tufts of grass. The one in the middle on top is a potion. Just activate it and go inside to get the mushroom and however many coins you can get (up to four in this one).

When you come out, you can easily get rid of the recovered Shyguys with the item to the left of where the potion was - a POW block.

Exit the cave and pick up the Cobrat in the last pipe. Jump over the cacti and throw him at the Panser when you have an opening. Climb down the vine to the cave below - yes, more digging.

When you get the star, keep digging. Don't worry about Shyguys falling on you while you're invincible. When you come to the fork in the path, dig down to the right and avoid the green Snifit as he moves up. When you go into the door, you will face a Birdo, but not like the other three that you've had to fight. This one is red and will spit out a combination of eggs and fire. You can either chance getting eggs along with the fire, or you can use the Mushroom Blocks provided to romp all over Birdo.

World 2-3

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Climb out of the cave and get the first plant on your right, which is a potion. Take it all the way to the left for only one coin, but also a very valuable mushroom.

Be careful when you go back to the right. A swarm of Beezos are infesting this area. There is a potion in the door at the top, but it is very hard to get unless you are Luigi. If you can jump up on Beezos as stepping stones to make it to the top you can try, but don't try mega-jumping as you won't stay standing on a Beezo while you try to squat.

If you do happen to make it into that room however, the potion is the first plant to your right. Do not throw it in the same spot as the door or the door to subspace will not appear. You have the potential to get nine coins in this room, but five or six is a more reasonable number to aim for. You also will already have four hearts, making you well-equipped for this level.

Go out the door and head right, grabbing cherries until they yield a star. When you reach the Cobrat, pick him up and throw him at Pokey, then go into the pyramid.

Fall down to the left, but stay to the right so you can kill the red Shyguys in the small alcove with a POW block and hopefully gain a heart if you're hurt. When you reach the sand, starting digging to the bottom. Seeing those Phantos is definitely not a good thing...

The key is in the door at the bottom, and you have to take it up to the locked door to get any farther. If Phanto gets too close to you, throw the key somewhere in the sand, then jump and dig to it to pick it back up. If you get a star, it will be extremely helpful; just keep jumping and jumping with reckless abandon until you make it to the door.

The boss music starts playing when you get in this door. Get more cherries by digging through the sand and hopefully getting another star. If you get the star, no matter what you're doing, plow ahead to the hawk exit. Once you get there, you will be confronted by Triclyde,

a three-headed snake that blows fire so much it's a wonder its lungs aren't wearing out.

When you hit him three times, he will die and the door will materialize for you to enter and hopefully play some slots in.

#### World 3-1

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Go into the door to the right, and instead of making your way up, fall down the waterfall. Stay in the middle so you don't die in the foam at the bottom though.

Once you go in the door, you will see a plentiful garden inside. With this grass around, you're going to wonder which one is a potion so you can get as many coins as your hands can pull out of the ground. Well, here's a little hint: if you count from the right, it's the sixth one down the row. Drop it here for your cash flow, and if you wish, come back again; the pipe next to the exit is a warp to World 5. Going in the exit will send you back to the cliff you took the plunge from.

Go all the way up on the clouds. When you get to the Pidgit, steal his magic rug from him and just make a straight beeline up. The Beezos won't get you as long you're moving straight up. Jump to the vine when you get there. There is a special shortcut at the top of the level here.

If you are Luigi or the Princess, you can either make a running jump with Luigi or use the Princess's super floating abilities and make a huge leap to the left. There is a door much like the one in World 1-1 that takes you to a spot where you can easily reach Birdo and the end of the level.

If you are Mario or Toad, or you are Luigi or the Princess and feel like going the long way, here's what you're looking for. Kill the gray Panzer with a Mushroom Block or the pink Shyguy wandering around, then take the leap to the narrow ledge with the two plants. Drop the potion (the one on the left) on the narrow ledge, then go in and bound over to the mushroom. This is probably by now a much-needed energy refill. The other plant is a small radish which you should use to take out the red Panzer up ahead.

On the mountain here with the ladder is a pink Panzer that moves and shoots fire. The first time you see it, kill it with either a vegetable or the pink Shyguy sharing the ground with him. Climb down the ladder and find the potion in the row of six plants here - it's the first one in front of you. Take it over to the left by the ladder and drop it. When you go in, you have to be quick - the mushroom is on the other side of the wall, so you have to go in, climb up the ladder, and basically run down and hope you land on the mushroom and grab it in time. The pink Panzer will be back, so take the hit and run forward to the door.

Inside is another red Birdo. Since the Mushroom Blocks are behind Birdo, it's best to just chance it with the eggs.

#### World 3-2

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\*\* Unfortunately, because of some experimentation I was doing, I had to play this level as the Princess. Now for you fans of Toadstool, I'm not saying she's a bad character - I'm just not the first in line to

play as her when I pick up this game.

You start off with a Shyguy riding an Ostro coming at you. Clear them, then either pick up one of the Beezos and keep it in your hand or pick up one of the two plants you see just ahead. You're going to need either one to take out the gray Panzer shooting fire as an obstacle ahead of you. When you get to the pairs of Ostros and Shyguys, either pick up a Shyguy and do them all in or eradicate them as best you can with a POW block.

I tried clearing the pit to your left in the sand cave with the black background - even with the Princess, it is just beyond your reach.

On the surface, go all the way to the right and kill the gray Snifit with something - anything - and get the leftmost blade of grass on the green ledge. It's a potion. Just throw it down and get the mushroom and coins. When you get all that, either bomb to the underground or go back and pick up one of the POW blocks (the bombing is easier).

This cave is going to require more than a little thinking to get through. When you first move down the ladder, you'll see a ton of destructible walls. Take a bomb from the top and blow up the first wall on the bottom floor with it. Before the next wall are two tufts of grass which are also bombs. DO NOT USE THEM BOTH FOR THE NEXT TWO WALLS! If you do, you'll have to take a bomb from the top floor all the way to the fourth wall on the far left of the bottom floor and it will blow up in your hands. Instead, use a bomb from the top floor for the second wall. You can then use both bombs on the bottom floor to excavate forward. Ahead are three Tweeters. Kill them all and jump up to the ladder, which of course you should climb.

Back outside, run through the sporadic bursts of falling fire when it's safe.

Once again, you will climb a ladder down to the underground. Jump the narrow cliffs until you get to the ladder. If you are the Princess, you can skip going up the ladder and float across to what would ordinarily be the next room anyway. If you're not the Princess, climb this ladder and go down the next one.

If you took the shortcut in World 1-1, you'll know how to do this next part. Wait until the bomb is about to explode all over you, then throw it down. Executed perfectly, this can actually blow up three bricks at once.

Climb up the ladder and move to the left. There are two holes bricked off, and each contains two Porcupos, an enemy you haven't encountered yet. Blow a hole in the bricks to the right. The first blade of grass (from the left) is a bomb, the second is the potion, and the other two are vegetables you can kill the Porcupos with. Drop the potion after you bomb the hole and heave up the mushroom down inside. Go and climb back up the ladder.

To the left is the door to Birdo. Once again, Birdo is red, so you can either use the Mushroom Blocks or take your chances with the eggs and fire. I wouldn't suggest using the Mushroom Blocks unless you hold right or left while you're picking them up to avoid falling to the lower level.

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From the entrance, jump up to the door and enter it. Outside are several Albatosses, so named because they toss Bob-ombs down onto you, which stop in their tracks and blow up after a moment. Out of the four spots of grass in front of you, the one farthest to the right is the potion. Throw it near the small red pillars (the ones that go smallest to largest). When you enter the door, you can take a mushroom and three coins.

Run to avoid the Albatosses, Bob-ombs, and the Ostro and Shygyu and enter the large brick building.

The four plants next to you when you enter the door, starting from the left, are a Bob-omb, a potion, a turtle shell, and a POW block. Take out the walking Ninjis with the turtle shell and take the potion between the normal door and the locked door. When you go into subspace, there will be a mushroom at the top of the ladder.

The open door next to the locked door is useless. Go up the ladder and kill the Ninjis, then start making your way to the right, jumping to each brick ledge in your path. There is a POW block to the left if you wish to use it.

In this next room are small pots that are overflowing with red Shyguys. Do not worry about a single one. Just get to the top. You can cross to the left side of the screen by walking through the right side and vice versa. In the door at the top is the key to the locked door. Kill the Sparks with it first, then haul out of the joint. Throwing the key on top of the small pots will not only get rid of Phanto, it will block the flow of Shyguys and give you a bit of relief if you need it.

Run down through the pots until you get to the door at the bottom. When you do, run to the locked door. Phanto should not get you as long as you chug along to the door. When you enter, be prepared to do a little bit of hot-footed jumping.

Jump up through the small space on the right, dodging every Sparks you see. When you get to the top of the wall and the first big plus sign, go to the left when it's safe, climb up the ladder, and drop down onto the big plus sign. Leap around on all the plus sign ledges until you come to a ladder to your right. Make a running jump over to it, then get on top of the rectangle-shaped metal floor and jump to the ledge with the door. Go in the door.

Watch out for the Tweepers from above, then when you get to the top, make a running jump and land on the middle of the chain to avoid the fire being shot by the red Pansers. When you get to the top of that chain, hold up while moving to the right to stay out of their line of fire. Go through the door when you make it to the top.

More Sparks await you in this room, so be extra careful here. There are enough cherries in this room to yield a star, so when you get it go on up to the top. Climb the big ladder and go in the door to the outside.

Pick up the turtle shell outside and run along with it as it knocks Ninjis out cold. There are enough that killing them all will give you a heart in case you're injured.

The boss here is once again Mouser, but his ledge is higher up and he

will take five hits to kill this time. Employ the same bomb throwing tactics that you did in World 1 and he'll be a goner.

#### World 4-1

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Ah, an ice world. How discomfoting.

Avoid the Flurrlys as they fly at you on their skates. Go get the potion between the ice ledges and wait for any Flurrlys to fall in the water before you throw it down. Throw it where you're standing for a mushroom.

When you get all the way to the right, there is another potion in the left tuft of grass on the topmost cliff. Throw it down and get the mushroom, then drop down into the alcove with the single blade of grass and pull it up. It is a rocket that will send you up to the next area.

All you have to do in this area is make it past the Flurrlys and the Shyguys manning the Autobombs. The Shyguys are able to blow fire at you from the cannon as long as they are riding the Autobomb, but if you take them off, the Autobombs will be disarmed. Best of all, there's no Birdo in this area! You just have to pick up the crystal ball and go into the hawk's mouth! Yay, a freebie!

#### World 4-2

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Go to the right and climb up the vine, then do whatever you have to do to evade the Beezos. Unlike most of the time where they swoop down at you, this time they headed on a beeline path (no pun intended) toward you, so jump, duck, run and whatnot as you see fit to avoid the little buggers (again, no pun intended). Also watch out for the Flurrlys that come at you while you're oing around the Beezos. Jump on the cloud and go into the door when you make it.

What's this? A bunch of whales? Why yes, and you can ride the water spouts that come out of their blowholes! (But if you run into the water spouts they do hurt you.) From your cloud of safety, go to the left onto the short whale. The clump of grass on the left side of his back is a potion. If you drop it where you are, you can get a mushroom resting on his tail. This whale does not blow a water spout.

At the three white rock ledges in the water, the tallest one contains a potion. You can either use it as a coin opportunity or take it to the warp zone here (that's right, I said warp zone!). If you're going to take it to the warp zone, you'll have to make some well-placed jumps. Leap carefully from one whale to the next until you get to the last one. Ride his water spout to the ice ledge above you, then jump to the next one and drop the potion so that you can go from the top ledge to the whale to the warp pipe. Make a running jump from his tail (it's difficult, I know) to the pipe and duck inside it to transport yourself to World 6. If you don't use the warp pipe, take the potion down to the middle white rock ledge and rack up some coinage.

One of the cherries up ahead should release the star, so when you get it take off running as usual, all the way to the metal ledge with a plant in it. This one is another rocket that takes you up to another area. Oddly enough, when you touch the whales' water spouts with a star equipped, it blocks the flow of the water when you stand on their blowholes!

Rip the Shyguy off his Autobomb and ride it down across the spikes. If you picked up the cherry wedged between the wall and the ice pole, you can get a star here too. The plant next to the spike pit is a potion. Ride the Autobomb across and throw the potion on the ledge with the door to get a fourth heart before facing Birdo.

Once again, Birdo is red, and this time you don't have Mushroom Blocks, so avoid the fire when it comes and take every egg-throwing opportunity you can get.

World 4-3

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Climb up the ladder to the outside and - huh? Wh-wh-what? Birdo??!? Yes, sadly, it's Birdo, but don't kill him. You need his help to get across the lake to the right. First though, get the potion on the white ice cliff with the door you just came out of and take it to the left. Jump on the tallest ice pole to nab the mushroom and an early third heart.

Ride one of Birdo's eggs across the sea and jump to the thin red ledge. Don't waste your time with the clumps of grass here, they're all tiny vegetables that are useless to you. Enter the green brick building.

Move all the way to the top as quickly as possible, bounding over any Flurrys that speed at you. Most of them can easily hit you, so avoid every one you see. Outside is a green castle with two spots of grass to your right. Since there are two "towers" here, here's what to do, take the potion (the one closest to you when you come out the door) and carry it to the left where the clouds are. Jump to the first one and mega-jump up to the second one, then carefully leap to each of the top bricks on each tower. The last one on the far right has the mushroom sitting on top of it. Get it and leave subspace and go in the door to the tower on the right.

In here, you will have to ride the red Shyguy across the spikes and down into the pit. To get all the cherries, move to the left right after your fall, then hug the wall on the right, then move slightly to the left, and then move up against the wall on the right again. GO IN THE DOOR BEFORE GETTING THE FIFTH CHERRY! The key to the door at the bottom is in here, and so is Phanto and a couple of mindless Flurrys. When you get the star, run to the bottom and unlock the door.

Outside, while moving to the door on the right, a Beezo will fly at you, but nothing else special will happen, so avoid him and enter the door.

This is the room before the boss, so if you're low on energy, fall in the pit on purpose. You'll lose a life, but you'll have full energy.

Fryguy is not difficult, he's just fast. He can also only be hurt with Mushroom Blocks, so take one from the top and move over so you're still on the top ledge. When he crosses under you, drop it on his head. Repeat this with the remaining Mushroom Block, then just pick anyone and throw it at him.

That's not the end of Fryguy! Now he splits into several tiny Fryguys, and for every one you kill the remaining ones move faster and faster. If you can group some together and kill more than one at the same time, that will make your job easier. When you kill all four mini-Fryguys, go through the door that materializes.

## World 5-1

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Use Luigi throughout all of this world - his supreme jumping abilities will pay off in each level. Take the red Shyguy off his Ostro and use either the Shyguy or the Ostro to kill the red Panser up ahead. Fall down to the rock ledges and jump to each one until you reach the door.

There is a potion on the very tip of the ledge you enter this cave on. This one is merely a coin opportunity, so get what you can.

This next part is a true test of your jumping ability. You will have to hop successfully over several falling logs, and in some cases, leaping fish. You can't pick up the logs, but you can pick up the fish, so be careful when you hold down the run button.

When you get to the ledge with two blades of grass, the one on the left is a 1-up and the one on the right is a potion. Take the potion to the low ledge near where the lone Trout is capering to get a mushroom.

The next mushroom is a little harder to get but is not far from where you are, and any character can make the jump needed to get it. At the last log, make a running jump above the screen so that you land in an area where two Mushroom Blocks are wedged between the walls. Go over to the one on the right and pull it out of its tight spot. The potion is all the way to the left, so when you throw it on the ground and enter the door, the mushroom will fall all the way down to the ground where you are. If you didn't make it up there to pull out the Mushroom Block ... tsk, tsk.

In the next room is a Birdo unlike any you've seen yet - a gray Birdo. Since it blows nothing but fire at you, you'll have to use the Mushroom Block provided to kill him. Jar its brain with the Mushroom Block three times and this one's in the bag.

## World 5-2

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Go up the ladder and all the way to the right until you see a pipe. The potion you need for the mushroom is inside, so duck into it and bomb through the floor with the explosive device provided. Avoid the Porcupos and seize the potion, then make your way outside with it and just drop it to the right. The mushroom is on the low ledge below, so get coins first.

Use the Hoopstars scaling the palm trees to get up to the higher ledges. When you get to the gray Panser, kill it with a Hoopstar. The fiery flower is nearly impossible to vault over. After pulling up so many vegetables, there should be a stopwatch up ahead. Skip the Ninjis and pull up the POW block. Take it over to the Porcupo, Ostro, and Shyguy at the vine, but wait until they unfreeze to drop the POW - it won't work while the stopwatch is in effect.

Climbing the vines on the next screen is easy - just avoid the Snifits, Beezos, and Hoopstars trying to thwart you.

When you enter through the next door, there is a POW block that is getting in your way to the bottom. It's a pain to have to fall with it, so take it and move right or left while you're picking it up to keep it up where you are. Toss it on the thin red ground to rid yourself of it.

The spikes at the bottom can be hard to evade, but with a few tries it's nothing. Stay to the left, then hang a hard right, then move left some, then move to the right, but not all the way to the right. There's still a spike or two at the bottom. Birdo is through the next door, and luckily, he's red this time. You can actually get a freebie on him by tossing the Troutier that's leaping up and down at him, but the rest of the hits will have to be with eggs.

#### World 5-3

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If you're looking for warp zones, Luigi is the only one who can get to this one. Climb up the ladder and observe the pipe above you. Have Luigi squat and do a mega-jump to get up to the pipe. Just pull the potion out of the ground and enter the pipe for quick transit to World 7 - the last world!

If you don't want to or can't use the warp, move cautiously to the right and prepare for a massive air attack. Albatosses will be coming from every which direction releasing Bob-ombs on you, and you're going to have to engage in some hot-footed jumping to get by them all. The first blade of grass is a potion; throw it near the last brick wall to get a mushroom which you more than likely need desperately right now. There is another potion just after it; use it for getting coins.

Run until you see a brick wall blocking a plant. Jump on top of the wall and get the potion (it's the middle of the three), then drop it on the brick wall to the left. You'll have to get one of the Bob-ombs to blow through the wall successfully to get the second mushroom. The plant inside is a normal bomb that will let you get to the ladder faster.

Down the ladder is a small pot held shut by a spotted Mushroom Block. Take it off and make one of the Bob-ombs blow through the hole in the floor. You can use a bomb to blow through the wall in front of you easily enough, and there is a turtle shell on the opposite side of the wall. Kill the next Bob-omb with it. Take out the red Panser with either the vegetable in the ground or a Bob-omb who comes around as a result of backtracking. Go through the teal-colored door to the left.

Avoid the Sparks as you extricate the Mushroom Blocks from their cozy spots in the wall. Plug up any small pots you see. Red Shyguys will flow out like crazy if you don't.

Making the trip up through the left side is easy. Just avoid the pink Pansers that move and shoot fire at the same time. Boss music starts playing when you go through the door at the top, so be ready to fight Clawgrip. This is the only time you'll fight this boss, and that's probably a good thing.

Pull up all the vegetables and get the stopwatch. You can kill the Pidgit with the Snifit or wait for time to start going again and burgle his carpet yourself. Stay high on this carpet - another Pidgit lies in wait when you make it back to land.

There are more vegetables on land - enough, in fact, for another stopwatch opportunity. Hop across the clouds and pick up a frozen pink Shyguy. Take him with you to the log bridges and ... aw, geez, you gotta fight Birdo first. He's red, so chunk your stupid Shyguy at him, then finish him off with eggs. The hawk's maw will expand, and when you go in you'll have to fight Clawgrip.

Clawgrip is not like Mouser in that you cannot catch what he throws at you, which is some really hard rocks. You'll have to wait till they tumble across the ground and pick them up as you would a POW block or a vegetable. Five hits will do Clawgrip in for good. Be warned: this guy can chunk these rocks at you pretty hard, and if you're keeping your distance, he can go long too. The best strategy is probably just to stay in close and jump when boulders start dropping to your level. From there you can pick them up and toss them at him. As usual, go through the door when it materializes.

#### World 6-1

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It's your triumphant return to the desert world! Ha ha ha haaaa ..... bleah. That means more Cobrats = more enemies = less fun. This is not the greatest world to be in. I suggest skipping it with the warp when you make it to World 5-3.

In the first pipe there is a potion. Throw it down on the spring lying on top of the quicksand. In this spot you'll have to be fast - the mushroom will sink through the quicksand if you aren't fast enough. It moves down slowly though, so there's a good chance of you making it. Kill the Pokey to the right however you have to; just get rid of him. He's annoying.

The first mass of quicksand ahead of you pulls you in fast. Don't get mired down. Take the pink Shyguy and kill both Cobrats with him. There is a turtle shell in either pipe if you want it. Use it to kill the two Cobrats hiding right next to each other.

Up next are two annoying Pokeys. Between the group of cacti are two plants. The first is a pumpkin; kill the first Pokey with it. The second one is a potion. Jump on top of the second Pokey and move past the pink Panser (it doesn't matter if you get hit once) and run all the way to the right. Once at the small building, throw the potion anywhere nearby to get the fourth heart.

In this room there are a whole lot of small pipes. Pull the Mushroom Block off the third one. A Cobrat will pop out and hurt you. Just throw him away somewhere. There is sand inside this pipe - something that is in very few of the others. At the bottom are four plants. The one on the left is a 1-up. You can earn a heart in here easily in case you're hurt too.

There is sand in the first tall pipe you see, but there are only tiny vegetables at the bottom. You're looking for one with a key in it. Yes, a key. That should alert you to the presence of Phanto nearby. The key is in the fifth pipe from the right. Once you have it, jump, but drop it frequently because this Phanto is a little harder to avoid. Once out of the pipe, run with the key to the small building ahead.

You will have to fight a green Birdo here that blows nothing but fire. The Mushroom Blocks can be used to eradicate it.

#### World 6-2

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If you have an aversion to heights, avoid this level.

What I mean by that is that this level will have you high up in the sky, fearing for your life. You have to fly across Albatosses (don't

worry, they have no Bob-ombs this time) to make it to the Birdo at the end of the level. First, pick up the pumpkin at the beginning and keep it in your hands. Throw it at the green Panzer when you come to him. After defeating him, quickly reboard your Albatoss.

Squat until you are flashing, because it will take a mega-jump to get up to the next ledge. There are two plants up here. One is a potion. Gee, I wonder where they're going to put the mushroom...? :)

After getting the mushroom, catch the Albatoss flying to the left (yes, the left) and fly back to the beginning of the level. There is one flying at a higher altitude that you need to catch. Fly back over familiar territory, leaping over the Beezos and the wall of Albatosses when you come to them. From here it's a steady, non-turbulent flight to the end of the level.

Another green Birdo awaits you inside the cave. Employ the usual Mushroom Blocks and you'll easily succeed.

Also, an anonymous source has given me the Game Genie code PPXAOIAA, which allows the Princess to clear the whole chasm in an enormous lunar float. If you like the Princess and want to get out of this one quick, use this code, as her floating capacities are gazillionupled with this code in place.

#### World 6-3

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Climb up the ladder, then if you want it, go to the left for a nifty trick. (Okay, so I know this one. Sue me).

It works best with Mario's measurements, if you want to pull this off the easiest. With Mario, hold left against the wall and sink in the quicksand until all you can see is Mario's hat. You will amazingly start moving to the left! Yes, it's a secret passageway, the only one in the game. Keep jumping and holding left until you make it to the other side of the wall. Go in the door and you'll be high up on a cloud. Jump across the other clouds to the pyramid at the bottom and go in, where you'll have to fight a red Birdo to get to the boss. I'm not saying who the boss is yet. (No Tony Danza jokes, please.)

If you think that sounds too complicated, here's the long way, as if it's not. Pick up the potion and fall in the quicksand, throwing the potion on one of the two small cacti sticking up at the same time. This is the only way to get the mushroom, and you will have to do some major A-tapping, both to avoid the incoming Pokey and to keep the quagmire from bogging you down, because it's the kind that pulls you down really fast. Kill everyone in your way and go into the cave that is supposed to look like a scary face but instead looks like a sad, depressed face. (I do like how big the door is on the inside, though.)

There are a lot of cherries in here, and a lot of small pots that release Bob-ombs. Actually these should not be a threat to you. If you get them close enough to the pots when they're flashing, they'll blow up the pots and you won't have to worry about them at all!

Bomb through the wall and prepare for a Ninji onslaught. Really, only one can get you, so dig up one patch of dirt and throw him in it. Chances are he'll leave you alone.

Unless you want the mushroom (which requires a lot of bombing to get

to), just bomb through all the walls on the top level to make it to the exit. The mushroom here just isn't worth the effort.

Everyone in the vine-filled area is easy to go by, so just skip past everyone and go to the top. Lo and behold: to your right is the pyramid that you STILL COULD'VE GOTTEN TO JUST AS EASILY BY TAKING THE SHORTCUT. Don't you feel like a fool? :)

Kill the red Birdo with eggs (easier) and go through the door. It's the Triclyde from the previous desert world! He still takes three hits to kill and he spits out fire more aggressively, but he's still the same old easy Triclyde. Slaughter him with Mushroom Blocks and he'll be kaput in no time.

World 7-1

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Don't celebrate yet. You haven't beaten the game. Even though there's only two levels left, you're still a long way away.

Avoid the air assaults from the Albatosses and go get the potion. It's not on the white and green ledge with the three clumps of grass - that's where the mushroom is. Go farther to the right and uproot the plant on top of the pillar, and THEN bring it back to where the other grass was. THAT'S where your mushroom is.

At the far right side of the level, clog up the pot of Shyguys and go in the mushroom house. Did you notice which way the Albatosses are flying?...

Inside is a ledge full of coin opportunities, and there's a mushroom up there too! It's just that which one is the potion? Counting from the right, it's the third one. Get the mushroom and the massive amount of coins for big winnings at the slots.

Outside the mushroom house, hop onboard an Albatoss and ride him all the way to the far left side of the screen, jumping over pillars and reboarding as necessary. The tuft of grass all the way over at the left is a rocket like the ones from World 4.

This is probably one of the few spots in the game that requires exact timing to get through successfully. In fact you probably won't make it if you don't get the star that the cherries yield. If you do make it you'll probably be the tiny version of whoever you're playing as.

Climb up the ladder to another complex area. Avoid all the Sparks until you get to one trapped in by Mushroom Blocks. You'll want to kill both of them. Make a stack of blocks big enough to make up to the ladder area once you've killed both Sparks. Avoid the Hoopstars and the Snifit and go inside the mushroom house at the top. There is a gray Birdo who shoots nothing but fire, but now you only have one Mushroom Block to throw at him, so don't just throw it around and end up getting cornered. The last level awaits...

World 7-2

-----

Kill as many people as possible outside before going in. Having two hearts when entering the castle is to your advantage.

You'll enter the castle on a conveyor belt - not the best way to start out. Shyguys will be pushing toward you. Jump over the first one and

pick up the second one. Throw it at the one that comes out of the small pot at the end of the belt.

If you get hit, killing the Ninjis at the top should bring up a heart.

Avoid the Bob-ombs coming out of the pot and run down to the chain leading down to a lower floor. If you lose a heart, just make sure you don't get hit. Gaining one back in this lower room would be nice.

When you pull up enough Mushroom Blocks to make it to the bottom, go through the door. Staying on chains will keep you from being hit by Sparks; this is especially useful in the small compartment with three Sparks (two are moving fast). Go in the first new door you see. It is an empty room with a potion and an easily accessible mushroom. The potion is the one on the left - if you pick up the one on the right, get rid of it fast, because it's a Bob-omb.

With three newly replenished hearts, go back through the door and keep moving right until you enter another door. Climb up the chain provided. There are plenty of cherries in here, so move past the Sparks when it's safe. Kill them with your invincibility until it yields a heart.

When you go in the next door, there's a large room with chains for walls. Stand inside the chains to keep from getting hit by the Sparks, and run under the vertically-moving Sparks when he's moving up. Climb the chain to the next room. The only thing making this difficult is the conveyor belts. Make your way swiftly to the top and climb up the next chain for a pleasant surprise.... ;)

Yes, yes, it's a red Birdo. Not exactly welcome at this hour, or any hour, but it's too hard to move past him so kill him while you still can. Funny, it starts playing the boss music AFTER Birdo this time.... You notice a locked door to the right. I promise this is the last time you'll ever have to worry about Phanto ever again.

Go in the door to the right of the locked door to meet your archnemesis Birdo AGAIN! You have to kill him because he has the key to the locked door in his stomach. Throw three eggs at him to make him barf it up. Throw the key as much as possible to avoid Phanto's hovering face. Kill at least one Sparks with it to keep from doing anything stupid.

Pick up the crystal inside the door and RUN. Wart's not letting you off this easy. The hawk's face will come to life and start chasing you down, and it's even more annoying than that stupid Phanto. You'll have to hit him three times square in the jaws with Mushroom Blocks, at which time he will submit and open up, leading you to the final battle.

Wart hates vegetables, but for some reason, in his lair he has a machine that dispenses vegetables at random. You will have to toss vegetables when he opens up his mouth to blow death bubbles at you. If you're holding onto a vegetable and you see his mouth open, throw it in. Once you victoriously lob six veggies into his mouth, he will die and you will be able to save all the inhabitants of Subcon. Now watch the little cartoon where the Subconners beat up Wart and they honor the contributor (whoever you used the most - in my case Mario).

Congratulations on beating Super Mario Brothers 2!!!

Thus concludes this portion of the Definitive Super Mario All-Stars FAQ.

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-----  
SUPER MARIO BROS. 3  
=====

SECTIONS  
-----

- I. Basic Concept
- II. Controls
- III. Item Summary
- IV. Enemy Summary
- V. Level Walkthroughs Worlds 1-8
- VI. Cool Secrets and Extras

BASIC CONCEPT  
=====

I don't use the phrase "inspired lunacy" very often, but this game is a very good example of that. Many others must seem to think so too, because Super Mario Bros. 3 is the highest-grossing NES game in history. It is Mario's most epic adventure on the 8-bit console, and predates its slightly inferior little brother Super Mario World (SNES) by only one year. It has all sorts of wacky elements which cannot be spoiled here in this little-bitty summary of mine, but you'll just have to see it to believe it. As for the storyline, it's the same thing pretty much as Super Mario Bros. (the original): rescue Princess Toadstool from the clutches of the evil Bowser. Now that you know the routine, you can be a butt-kickin' machine! Sorry, I felt like rhyming. It's an urge of mine that pops up from time to time.

CONTROLS  
=====

Mario can function in many more ways than in the other games on this SNES cartridge. Here's a rundown of how to control everything that goes on in this game. It's not as complicated as it all looks.

D-pad  
-----

- > Climb or descend ladders and vines and such using Up and Down.
- > (Down) Duck if you are not small Mario.
- > Move left or right using Left and Right.
- > Move in a given direction on the world map.
- > (Up/Down) Cycle through your item menu.
- > (Up/Down) Cycle through menu choices at the title screen.
- > (Left/Right) Cycle through items on a given page of the item menu.

Start  
-----

- > Begin the game.
- > Pause the game.
- > Confirm menu choices.

A or B  
-----

- > Choose an item from your menu screen.
- > Enter an action scene (level).
- > Jump.

X or Y

-----

- > Hold down and move forward to run. This will charge up your P (for Pegasus) meter, which when full and flashing allows you to fly if you have the right item handy (a leaf or Tanooki Suit).
- > While in the air, tap it over and over again to stay airborne.
- > Bring up and hide the item menu.
- > Shoot projectiles if you have the appropriate item equipped.
- > Open treasure chests in Mushroom Houses.
- > Skip past letters from Toadstool at the end of a world.

## ITEM SUMMARY

=====

### Super Mushroom

-----

You'll find this in "?" blocks, but only if you're small Mario. Grab it to increase your size and durability. Super Mario jumps just as high as small Mario, but the increased size allows him to hit higher blocks and break bricks.

### Super Leaf

-----

After picking this leaf as it floats down from the block it was in, Mario becomes Raccoon Mario. Use his tail to smack the enemies around, or get a running start to charge the P-meter, then take off and fly. Mario can't fly forever, at least without some help...

### Fire Flower

-----

Nintendo Power's strategy guide to this game said, "There's nothing like good old firepower." That couldn't be more true, especially if you've got Piranha Plant problems or fishy foes flopping about. Press the B button to send out a fireball, and see what it can do for you.

### Coin

-----

Okay, not much of an item, but it plays a key part in bagging 1-ups (100 coins will do it), and is part of the equation for Treasure Ships. Comes in sets of 10 and 20 in the N-Spade game.

### Starman

-----

Everyone's favorite invincible star is back to give Mario the power of invincibility. It doesn't last forever, though, and being crushed or falling into holes or lava will still mean instant death.

### Frog Suit

-----

The newest apparel to hit the stores, this green suit is aptly named. Not only does Mario LOOK like a frog in it, he exhibits the leaping and swimming characteristics of one as well. Because of the awkward land control, this one's best saved for underwater levels.

### Tanooki Suit

-----

Think Super Leaf, only now the only non-raccoon part of Mario is his face. Press and hold down, then press B to transform into an invincible crushing Statue ... just don't do it over pits and lava (obviously). The statue's form can crush some otherwise unbeatable enemies. By the way, if you're not a rock

at the time, you can fly in this.

#### Hammer Suit

-----

A rare but useful find, this suit gives Mario the power to throw hammers. The hammers can clobber almost every enemy, and if you duck, the shell offers protection against all but the strongest of flames. The only drawback is you throw hammers the same way as the Hammer Brothers do, making aiming a bit of a chore.

#### 1-up Mushroom

-----

Rarely found, this green 'shroom gives Mario an extra life, allowing him another chance to play a level if he dies somewhere. The terminology as rare applies to them often being hidden, sometimes in out-of-the-way places.

#### P-Wing

-----

The "P" stands for "Power". This item enables Mario to fly at will for an entire stage, or at least until he loses his tail (i.e. gets hit, takes a Fire Flower). If you grab a leaf or Tanooki Suit in the stage, you'll still have the "P" power for flight.

#### Anchor

-----

Only found in the secret white Mushroom Houses on worlds 2, 4, and 6, this item, when activated, prevents the Koopalings' airships from escaping. If you have a lot of trouble on the ships, it can come in handy, especially as the Koopa captains like to park behind incomplete levels.

#### Music Box

-----

The soothing melody of this tune box puts any Hammer Brothers and Piranha Plants on the overworld map screens to sleep. You'll need it about once, and that's to put the last Piranha Plant on world 7 under for a nap. Otherwise, it robs you of precious items, and if not used, it merely wastes inventory space.

#### Jugem's Cloud

-----

One of the most useful items in the game, it's also pretty tough to come by. This allows you to pass by any level of your choosing, though if you die in the next one, you'll be sent back to the last level you played and completed. Save them for the last three worlds.

#### Hammer

-----

You'll be opening up new paths for Mario when you use this to break boulders on the map screens. Use it to access otherwise unreachable Toad houses, or to create a shortcut around a particularly tough level (i.e. World 6-7).

#### Warp Whistle

-----

This mystic whistle summons a tornado that sweeps you to World 9, the Warp Zone. If you warp from world 1, you can access Worlds 2 through 4. Use it in worlds 2 through 6 to reach worlds 5, 6, and 7. Use it in worlds 7 through 9 to reach world 8. There are only three of these in existence, but you need only two to reach Koopa's world.

#### Kuribo's Shoe

-----  
I added this one ... it seems John forgot about it :) Only available in level 5-3, hit a Goomba that's donning one from under him to hop in the shoe. You can walk across almost all surfaces with this item, but if you get hit it's gone. Stomping on most enemies once is enough to take them out, including Spinys and Piranha Plants. Unfortunately, it goes away when you complete the level :( If only there was a way to keep it forever...

#### ENEMY SUMMARY

=====

=====

#### A) Koopa Troopas

=====

#### Red Troopa

-----

A regular walking turtle that often occupies a ledge, pacing back and forth. Stomp it to send them into their shells for a while.

#### Green Troopa

-----

Basically, it's a palette swap of the red one. The green Troopas only go in a straight line, only turning if something blocks their path.

#### Red Paratroopa

-----

These critters float rather slowly in the vertical plane. Just run under when you have an opening, or stomp them when the time is right.

#### Green Paratroopa

-----

The wings of this creature allow it to fly endlessly, though they often prefer to use them to bounce towards you. On some occasions, they may be seen flying back and forth horizontally. It takes two stomps to send them into their shells, or just one fireball to send them off for keeps.

#### Red Giant Koopa Troopa

-----

This thing's about four times Mario's size, and seems to be quite intimidating ... until you realize they can be treated the same as a regular Troopa.

#### Green Gargantuan Koopa Troopa

-----

Apparently, Bowser doesn't know that bigger heads don't mean bigger brains. This monster's no tougher, faster, or smarter than any ordinary Troopa.

#### Colossal Koopa Paratroopa

-----

Lucky for you, they can't do much flying at this massive size. They only bounce, so get the jump on them to clip their wings.

#### Dry Bones

-----

The fortress version of a Koopa Troopa, they only crumble after being stomped... and that's only temporary. Unless you're invincible or have hammer power, you'll only be able to crumble them down, but you won't defeat them.

=====  
B) Goombas  
=====

Little Goomba  
-----

Back from the old days of SMB, they're just the same as before. It's their new relatives that might be a problem. Just use a stomp or anything else up your sleeve to beat them.

Para-Goomba  
-----

A darker shade of brown and a pair of wings heavier, this Goomba will flap about at times, but won't really take off. It takes two stomps to beat them.

Para-Goomba with Micro-Goombas  
-----

These rascals will take to the air, letting their kid brothers slow you down so they can do the damage. Watch the skies!

Mugger Micro-Goomba  
-----

The miniscule, pesky Goombas released from above, they will cling to you, greatly hampering your jumping and running abilities. Tap A or B rapidly to shake them.

Pile Driver Micro-Goomba  
-----

Unlike the Muggers, these fellows hide out in bricks, waiting for you to come close, then they strike with surprisingly high leaps. Hit the block they may land on to beat them, as stomping's risky, and fire is useless ... or you could try out your tail...

Grand Goombas  
-----

The only thing being huge did for these menaces is to make them four times as ugly as regular Goombas, but not a stitch tougher.

Kuribo's Goomba  
-----

Despite what some may say, that's a BOOT he's hopping in, not a sock. Hit him from below to claim the boot as yours. Found ONLY on world 5-3 (Too bad... the boot's got all the power of the mighty statue.)

=====  
C) Beetles  
=====

Buzzy Beetle  
-----

Back in SMB, their fireproof shells made them quite tough to defeat. This time around, they're all that and able to walk on ceilings. Of course, what goes up must come down, so watch your head. If you've got a tail to spin, do so.

Para-Beetles  
-----

Even worse than Buzzy, these red-shelled aviators must be used to cross wide gaps at times. Fortunately, those times only pop up on World 5-6. If you dare try, swing your tail at their face to beat them.

## Buster Beetle

-----  
A few things set this guy apart from the Buzzy Beetle: they appear where it's cold, they're quick, and they're NOT fireproof. They like to hurl Ice Blocks (they look like regular bricks, but icy) at Mario; although this can be helpful at times, it's usually dangerous.

## ===== D) Lakitu =====

### Lakitu

-----  
Another one from SMB to return, the master of the skies does fly-bys, bombing you with Spiny Eggs. An environmentalist through and through, he won't release Spiny itself in grassy areas. Of course, you know he's gonna be a problem in the Sky World...

### Spiny Eggs

-----  
In a few cases, you'll see green versions of this, which won't uncurl to become a Spiny (too bad, green would've looked cool on them) ... but entirely too often, that's not the case, and you'll be face to face with the red ones instead.

### Spiny

-----  
A familiar sight to veteran Mario gamers, this creature's not called "Spiny" because of a smooth back that's safe to stomp on. They can travel the ceiling as well, if the mood suits them. But fear not, that's a rare case, and you've got your tail at hand to stun and flip them, though it won't kill them off.

## ===== E) Piranha Plants =====

### Piranha Plant

-----  
There's a red and a green variety of these, but unlike the Lost Levels, that makes no difference now. They've got teeth as sharp as a Spiny's back, so stomping is out of the question without some seriously tough feet. Hang out next to or on top of their pipes to keep them inside.

### Venus Fire Trap

-----  
Despite their smooth heads, they aren't fazed by ordinary stomps. Their strategy is to breathe fireballs at passersby, and they can even aim to some very slight extent.

### Hanging Piranha Plant

-----  
These like to come out of upside-down or sideways pipes and munch on whatever gets close. They won't stay in hiding if you get close to the pipe, so time your moves carefully.

### Piranhacus Giganticus

-----  
For once, Bowser made sure size does matter. Unless you stand directly ON the pipe it uses, this plant will continue to pop in and out of them, making the

timing tougher for the unarmed. These, as well as the previous three, have a red and a green variety.

#### Ptooie

-----

A walking species of Piranha Plant, it has a strategy of blow-juggling a black spiked ball with its mouth. Wait for an opening to jump on past, or use whatever weapon power you've got to beat them. Unfortunately, this doesn't apply to statue stomping.

#### Nipper Plant

-----

The small guys of the family, but by far the fiercest. They wait on land for Mario to get close, and when he tries to jump over them, they strike, and he finds himself bitten in a VERY sensitive place. Statue stomps have no effect, but the tail your suit has will.

#### Munchers

-----

Unevolved Nipper Plants, these black flowers stay to one spot, contentedly munching the air. They can only be defeated by a tail, shell, or Ice Block to the side of them, but they often cluster in spots that make this impossible. If there's a P-switch around, though, you could be in for some SERIOUS cash!

#### Lava Lotus

-----

Classified officially by Nintendo as part of the Piranha Plant group, these deep-sea bloomers will blow out anywhere from 1 to 5 balls of lava at regular intervals. Watch their movements to know when they'll blow, and swim past. Fire won't affect them, but I never said hammers won't. If you want to risk it, the statue stomp will work, but the positioning is critical, making it better to just leave them alone.

=====

#### F) Aquatic

=====

#### Blooper

-----

The SMB squid patrol is back, though not as ugly as before. They move in the same way as they originally did, right down to it being safe to walk right under them. Flame them, or avoid them.

#### Blooper Nanny

-----

A parental Blooper, it always has the kids trailing behind them ... unless they've scattered them for a widespread attack.

#### Jelectro

-----

A high-voltage jellyfish, they often sit in tricky patterns, making swimming a chore for those without a Frog Suit. Nothing can defeat them, not even hammers.

#### Cheep-Cheep

-----

Just as in the first SMB, there's a green variety and the faster red ones. The green pace about underwater, the red prefer to fump out and get some air. You can stomp the red ones, but fireballs are safer for both of them.

## Boss Bass

-----

A huge, relentless fish, it is the only enemy capable of swallowing Mario, and to that point, the only one that can take a fully-powered Mario out of commission. It's best to stay out of his water, but the tidal terrain makes that impossible at times, so you'll want to beat him if you have the equipment for it. Just don't try stomping him.

## Spiny Cheep-Cheep

-----

Native only to World 7-4, these are a bit faster than the regular Cheeps, and they sport a spiked back to boot. Pity that you can't stomp underwater anyway, making that a bit of a waste.

## Big Bertha

-----

She looks a lot like Boss Bass, but she won't eat you. Bertha prefers to swim a bout in tricky spots, sending her babies after you, then swallowing them back up.

## Baby Cheep

-----

Big Bertha sends it after you, and then she takes it back (usually). Don't touch them - just beat it, unless you've got firepower to deal with them.

=====

## G) Hammer Brothers

=====

### Hammer Brothers

-----

The twin turtles from SMB have brought the family about, although they're not about to be ignored because of that. Stomps are a risky venture, as they toss the hammers in an arc above their heads, but you can hit them from below. Or there's the option of tails or fireballs...

### Boomerang Brothers

-----

Thank goodness they can only toss two boomerangs at a time. The wide range of their returning weapons makes close range fights a bad idea, but plausible when they pause after the second toss returns.

### Fire Brothers

-----

The only red members of the family, they're able to spit fire in much the same way Mario throws his fireballs. Use your own firepower to give them a taste of their own medicine before you end up on the grill at a Bowser barbecue.

### Sledge Brothers

-----

Their massive girth causes tremors when they land from a jump, and the tremors will temporarily stun you. Jump to avoid this, then stomp them. Since they're more mass than muscle, they can't throw very fast.

=====

## H) Fortress Family

=====

Boom-Boom

-----  
A feared and loathed guardian of fortresses, he's quick, he's bad, and he's MAD! After the first stomp, he shows his true jumping power, and after the second, he gets REALLY steamed and a LOT faster. Fortunately, stomp number three is the end for him. Sometimes, he's known to sprout wings and fly, though it's tough to tell when that will happen. Five fireballs or one hammer is better and safer.

#### Roto-Disc

-----  
Swiftly rotating around various points in the fortresses, they intend to block Mario's path while putting on a fancy light show. To break them, aim a statue stomp at the flashing disc. Sometimes, they come in pairs, but it only takes ONE statue to beat them both.

#### Thwomp Trap

-----  
Big bad granite guardians, they wait silently for Mario's approach, then WHAM! Mario Pizza! Unless of course, you didn't foolishly run right under them. Naturally, hammers will send them away.

#### Podoboo

-----  
Back from Koopa's old castles, this flaming fiend is born of pure magma and evil magic. So naturally, a statue or the magic of Starman is required to stop them - that, or hammers. Otherwise, jump across lava pits with care.

#### "Boo" Diddly

-----  
The ghosts that started all the "boo" haha in Mario games, they may look shy and innocent, and in fact, they are as long as you look them in the face. But turn your back, and it becomes a different story. Hammers will take them down, otherwise, face your fear until you're ready to run for it ... and be careful.

#### Stretch

-----  
Two Boo heads occupy one strange long white block. Needless to say, you'll occasionally need the blocks for standing purposes, so have a Hammer Suit on to deal with the residents.

#### Hot Foot

-----  
Don't be fooled by the decor, these candle flames are very real, and very alive. Keep an eye on them to ensure they don't follow you around, although a candle flame on the floor is beyond suspicion, so why would you even stick around? A hammer will put these small flames out.

#### ===== I) Miscellaneous

#### Spike

-----  
A small green turtle, it attacks by throwing spiked balls at Mario. It often throws them in pairs, so think before you stomp.

#### Firesnake

-----  
A living, mobile chain of fireballs, it can jump THROUGH obstacles at will. A

whip from your tail will defeat them, but be warned: leave their territory, and they WILL come back.

#### Chain Chomp

-----  
A black ball chained to a wooden block, it's got a nasty temper and its bite is worse than its bark (they bark in Mario 64, and it's tied to wood... bark, get it? :) Well, since it's immune to all but the strongest attacks (Hammers, statues, invincibility), you'll probably find yourself avoiding them instead of fighting it off.

#### Fire Chomp

-----  
A Chain Chomp with fireballs for the chain, they attack from the air at the worst possible times. They're weak to everything you can do, but if you need to revisit the area they were killed in, they'll be back. If they use up their whole fire chain, they self-destruct as a last measure.

#### The Angry Sun

-----  
Bet you'll never complain about the heat again after facing this menace. It only appears twice, but it dives after you, making it a deadly foe to face.

#### ===== J) Artillery =====

#### Cannonballs

-----  
These are cannonballs fired from cannons on the airship and tanks. You can only beat them with a stomp, everything else goes right through them. Unless they're GIANT cannonballs from Bowser's fleet, those can be beaten with anything but fireballs.

#### Bullet Bill

-----  
The Turtle Cannons are back from the first game, and so is their living bullet. He's a bit faster than in SMB, and with his tricky positioning, that serves to make the airspace hazardous. Stand at point-blank range to keep him inside the cannons. The cannon itself is harmless.

#### Missile Bill

-----  
Deadlier than the Bullet Bill, these flashing foes will actually turn around after one pass to pursue Mario. If you don't stomp it or get away from their Turtle Cannons immediately, you'll be numero uno - with a bullet!

#### Rocky Wrench

-----  
Though not a living weapon, they only appear on airships and military vehicles. Their strategy is to use ninja throwing wrenches against intruders, and they often appear in groups of three. If you see brown ones, you're lucky, as they don't come back for more.

#### Rocket Engines

-----  
These flames propel the Airships, but also serve as an excellent defensive measure. If you want to beat them, use the statue stomp, but ONLY if the flame points up or to the right.

Bob-Omb

-----

Originally from SMB2, this little guy's got quite the temper. They'll explode after being stomped, unless you use the statue. On World 8, you'll see shades of SMB2, as those Bob-Omb's will explode after a set time, whether you stomp them or not.

LEVEL WALKTHROUGHS WORLDS 1-8

=====

World 1 - Grass Land

GRASS LAND MAP

# (1-10)= Level Number (if applicable)

MH = Mushroom House

SH = Spade House (bonus level)

F = Fortress

L = Lock (what breaks when you beat the fortress)

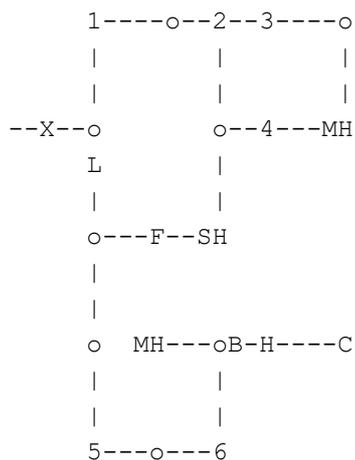
B = Bridge

H = Hammer Brother

C = Castle

X = Starting Point

o = one of those little knots on the map that you can stop on



World 1-1

-----

Get the mushroom and the leaf at the beginning, then get a running start on the same platform that you got the leaf on and fly up into the clouds. There is a 1-up in the brick up here. Get another running start on the row of clouds and you can fly to a pipe. Inside the pipe are a few coins in a "3" formation. When you exit the pipe, you can either go to the exit on the right or get a few more coins with the P switch on the left.

World 1-2

-----

If you go to the T-shaped pipe arrangement in this level and you have a leaf equipped, you can do a trick for multiple 1-ups. Just stomp on the Goombas as they flow out of the pipe. You have to stay in the air though, because it won't count as a chain reaction anymore if you touch the ground.

Over the pipe and down the hill, the brick on the left (there are two bricks there) is a P-switch. You can hit it and use it to get up to the pipe, where there is a stack of coins inside. If you stand on the right side of the pipe and jump, there is a 1-up that is hidden from view above the top of the screen. Get it after you go in the pipe if you don't want to mess with flying

back up to the pipe.

The only other point of interest in this level is the Starman in the last musical note block. Get it and run like the wind to the end of the level.

#### World 1-3

-----

Play your cards right and you won't have to mess with the entire middle of this level. Kill the Boomerang Brother at the beginning in the green turtle shell. At the pile of bricks in front of you, hit the red turtle and kick him to the left and make him break a whole bunch of bricks. Among the goodies hidden in here are a 10-coin block and a pink musical note block that will send you to a bonus stage where you can get a few coins. NOTE: If you have the leaf in the cloud bonus, you can fly up in the middle of it and get a whole bunch of coins and a 1-up to boot. This works in all the pink musical note block levels.

The pipe will drop you off near the exit. Instead of going to the right and finishing out the stage, go left until you see a white block. Kick the red turtle off and duck until you are behind the background. Run to the exit and you will run behind the black background. Eventually you will reach a secret Mushroom House that rewards you with a warp whistle. Getting the whistle completes the level.

#### World 1-4

-----

There is a White Mushroom House opportunity here IF you can get 44 coins in this level. Get every single coin you can. Among the opportunities to gain this many are two 10-coin blocks, a column of coins you can get by letting the moving platforms drop a little bit, and various patches of three coins strewn about the level. There are also 2 1-ups here. One is at the beginning where you see a platform of two bricks below a ledge of four bricks. The third brick in the four-brick platform is one of them. The other is located just after the first 10-coin block. It is the solitary brick sitting on top of a row of four.

When you get to the end, ignore the Boomerang Brother and run to the right. You'll know if you got the White Mushroom House or not.

#### World 1-Fortress

-----

There is a very easy way to get out of this fortress and there is a slightly more difficult way. The easy way is getting the game's second warp whistle. You have to have a leaf to get it though. There is one by the door leading to the next area. When you get to the end of that first room, you'll see a door. Leave the door alone and crush the skeleton turtle, then get a running start and fly up and to the right. If you make it, go until you can't walk any farther, then press up. Inside the door is the warp whistle, and once again, getting it completes the level.

If you have to go the long way, you can avoid injury by the spikes by hiding in the small alcoves when they drop down. When you reach the door, you reach Boom-Boom. Three hits will do him in. When you beat him, the lock will break outside, even though going in that direction is completely pointless.

NOTE: If you exit the fortress by getting the warp whistle, the lock will not break. Meh.

#### World 1-5

-----

This level will be over a lot quicker if you get the pink musical note located past the two pipes with piranha plants. At the beginning, slide down the hill to take out the four Buzzy Beetles. At the second pipe (the vertical one where the small green piranha plant comes out), take the high road and get the pink musical note. It is invisible, but two red dots should tattle on its location. If you have a leaf, get the 1-up. Once back in the cave, go to the end, avoiding the two piranha plants by the exit (your only real danger). It is the general old-school gamers' consensus that taking the pink note block route will make this level a lot faster.

#### World 1-6

Another level that can be over quicker if you just do what I tell you. Have a leaf, of course, because this is a sky level (somewhat). There is a green ledge with two pillars consisting of two bricks on it. Among all these bricks are a 1-up (same location as the first 1-up in 1-4), and a 10-coin block (the two-brick pillar on the right, top block).

Now, at this high ledge where you can drop down to a moving platform, get a running start if you have your leaf and fly to the exit - don't try to get all the coins you see, as your flying ability will probably run out before you make it to the exit. Fly as high as possible to ensure your safe landing. If you don't have a leaf, take the moving platforms at the bottom, but watch your jump when going to the last one. It can be tricky.

#### Level 1-Castle

The small cannons here are utterly harmless provided you don't get in the way of any cannonballs. The Bullet Bills, while fast, are equally easy to elude. The only item on this airship is a Fire Flower (or a mushroom if you're small Mario/Luigi). If you have a leaf already, don't get it; otherwise, take it.

Larry Koopa is easy to kill. His wand's magic moves too slow to get you, assuming you don't dawdle and you focus directly on your target. When you jump on him, run under his shell and hit him when he's conscious again. The king, who was previously a dog, will thank you after three hits on Larry and the return of his wand. The Princess, locked away in Bowser's castle, will also send you a letter rewarding you with another P-wing.

#### World 2 - Desert Land

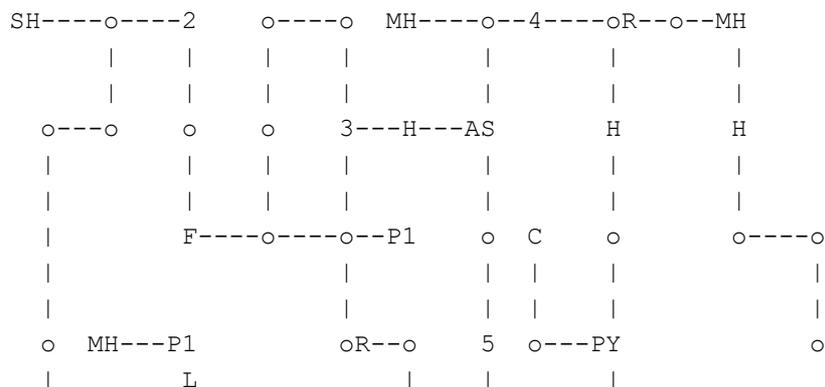
##### DESERT LAND MAP

AS = Angry Sun

P# = P stands for pipe, and there will two of each number to indicate which pipe leads where.

PY = Pyramid

R = Rock (will only be mentioned if directly in something else's path)



| |  
----X---o----o----o

| | | |  
SH----o--o-----o

## World 2-1

-----

Watch out for the Micro-Goombas inside the brick. They jump at you but can be easily eradicated with one jump. The real annoyances here are the Firesnakes, but they can either be taken out with the Starman or totally avoided. The first question block in this level is a leaf, by the way.

Run with the Starman until you get to the first purple metal area. Between that one and the second one are two wooden blocks. Fall between them and jump to reveal a hidden musical note block. If you jump on the new musical note block and bounce off the wooden block to the left, you'll reveal a leaf. Go back up to the top of the first purple metal area and charge up your flying meter from the right. Flying to the left you'll discover a pipe blocked off by bricks. If you go in it and hit the P switch you'll get a few silver coins.

The exit pipe drops you off at the end of the level. You can go in the pipe nearest to the exit and hit that P switch, then exit the room to find more silver coins, but it isn't really worth it unless you get an extra man out of it.

## World 2-2

-----

Another White Mushroom House opportunity, but this time you need 30 coins to get it. It's not worth it, seeing as how you get the oh-so-useless anchor out of it. You don't exactly need the P-Wing to get the anchor, if you would even want it, that is. Having a P-Wing helps, but a leaf will also get the job done.

This level is extremely straightforward. The first wooden block you see gives you a leaf, if you have the P-Wing it shouldn't matter if you get it or not. When you clear all the quicksand pits and make it to the water, here's where you have your shot at the mushroom house. Just hit the P-Switch in the row of two blocks and get all the coins made from bricks first, then get the other coins after that. Either way you do it, the end result is a White Mushroom House containing an anchor. Thanks to Robert Glass for tips there.

## World 2-Fortress

-----

If you have time and patience, you can get multiple 1-ups here. With a leaf equipped, let the three skeleton turtles group themselves together. Crush one by jumping on him, but hold A and float down to the second one. When you repeat this with the third one, the first one will come back to life, and the chain keeps going so long as you can keep Mario in the air. Emulator users take note: this is far easier with a controller than it is the keyboard.

When you go up the pipe to the next floor, pass the Thwomp when he moves up. The shiny silver brick contains a leaf (or a mushroom depending on your size) which isn't worth the trouble. Charge past the other four Thwomps ahead and they won't hit you.

The spikes in the next room are easy to pass too. Don't get hit by ghosts though. According to Toadstool, they "give chase" when you turn around. They can be annoying to move around, especially in this area. Once through the door, Boom-Boom takes the same three hits as before. When you get the ?-orb, the fortress and lock come crumbling down, and you have access to a Mushroom House.

### World 2-3

-----

Unless you feel like getting into a fight, avoid the Firesnakes here. There is a leaf above the first block pyramid and a Starman above the second one.

Take a running leap and start flying from the bottom ground of the second pyramid if you have a leaf. Way, way up there is a purple P switch. Fall to the ground to start rolling in dough. You notice a brick that didn't turn into a coin - it's a 1-up.

For the pipe at the end, let the turtles take care of all the bricks.

### The Angry Sun

-----

One of the few miscellaneous levels in the game, this is actually quite easy unless you don't know how to deal with the whirlwind in the middle. If you're having a hard time with it, a running jump will let you break through the wind's force. Once you get past the whirlwind, the sun starts chasing you. This is my serious answer to you: when he swoops down, kill him with a turtle shell and make a mad dash for the exit. Really, it's all that easy.

### World 2-4

-----

Easy level if you have a leaf, and one is available at the beginning. If you don't have the leaf, go get it and fly up against the left side of the level. If you break all the bricks and make it up there, there is a massive coin heaven that extends all the way to the end of the level. There are two P switches also, so break as few bricks as possible. The last musical note block on the way down spouts out a leaf when hit.

### World 2-5

-----

Watch out for the Chain Chomps at the beginning. They can extend their reach quite a distance, so make a broad jump over them. When you come to two red turtles, carry one of their shells and release it on the pile of bricks nestled between several wooden blocks. The one farthest to the left is a beanstalk. Climb up it and drop off to the left. Jump across the rows of clouds to get to a pipe with an odd brick arrangement inside. The very middle block at the bottom of the brick pattern (not the one closest to the ground, the one up from that) is a P switch. If you break too many bricks it won't be worth getting.

Once outside, there is a leaf in the question block to the far right. Get it and float over to the end of the level, avoiding the Chain Chomp below the card.

### World 2-Pyramid

-----

Go in the door and avoid all the Buzzy Beetles you see. Even though the first question block is a leaf, don't get it unless you absolutely need it.

Of the three platforms you can jump to, leap to the middle level and break the brick wall with either your tail or Buzzy Beetles. From the pipe, go up, left, up, and right to find another brick wall that you should use the same breaking procedure on. The two white dots above you signify an invisible coin block. Jump to reveal it so you can go into the pipe.

Outside, there is a purple P switch in the bottom lone brick. Get all the coins before hitting it, then hit it and get the coins that remain. The pipe

will lead you back inside. Move to the right and watch out for the Buzzy Beetles when they fall off the ceiling. Their shells will roll at you. Jump over them (or pick them up if you need them to get to the exit) and eliminate the brick wall to make it to the last pipe. You can either kill the Boomerang Brother outside or maneuver around him to the exit.

\*\*\*\*GETTING THE THIRD WARP WHISTLE\*\*\*\*

If you defeated the Boomerang Brother that gives you a Hammer, use it on the rock at the top of the screen. It will break, revealing a Mushroom House that gives you a guaranteed Frog Suit and another Hammer Brother. These two are Fire Brothers, and they move pretty fast with their fire. When you beat them both, you'll earn the third warp whistle (also the last one in the game).

Level 2-Castle

-----

Similar in difficulty to the first airship, except there are Rocky Wrenches to thwart you, and the Bullet Bills outnumber the normal cannons. There is one flower available if you lose your leaf or Frog Suit or whatever you're using or if you came in as Super Mario.

Morton is just the same as Larry, except his terrain is a bit more elevated. It's nothing to give him the old head-stomp three times and save the king.

World 3 - Water Land

WATER LAND MAP

DB = Drawbridge

BT = Boat

D = Dock

```

MH--o--o--3  MHDB-oDB-o--6B-o-7--H          D--MH
  |      |      |  |  D      |
  |      |      |  |  B      |
  2      o      4---H  8B-o-SH-F2
  |      |      |  |  |      L      SH--MH
  |      |      |  |  |      |      |
  o SH--F1--o---o  o  oB9-P3  P2      |
  |      |      |  |  |      |      |
  1      oLP1  5---oR-o-o-D-BT          DB  C---o--P3
  |      |
X--P1RSHR-H-P2

```

World 3-1

-----

Once again, Nintendo has provided an easy escape for their gamers. First hold to the left side of the screen at the beginning and move down to find a flower, which is an essential item for this level. If you go back up and swim all the way to the right to the wooden wall, then jump out of the water and hold right, you can walk along the top to another flower (which you shouldn't need) and eventually the other side of the level.

Go down into the bottom area with the musical note blocks and the Lava Lotus. All the way to the right is a brick surrounded by coins. The brick contains a 1-up. Let the current push you up, and be prepared for a Blooper ambush. Face left when the current takes you up and fire at the Blooper when you see it. Outside is a horizontal pipe leading right to the exit.

World 3-2

-----

If you have a Frog Suit, you might want to use it here. If you go down in the water and stay low enough in this level and the next one, then you stay below the Cheep Cheeps and Boss Bass and cruise at top speed through the level. Fortunately, Toad's House prior to this level has Frog Suits available, and you can do this trick with ease. You can thank Michael Malleson for making this shortcut available to the public.

There is a chance here for repeated Starmen, but the short invincibility time plus the fact that you're above water makes it not worth it. If you want it though, start the chain reaction by bouncing off the wall of wooden blocks after the Donut Lifts. Donut Lifts are pink donuts that shake when you stand on them and then fall.

Riding the platform all the way across to the end is the best strategy. It is easy to recognize the red Cheep-Cheeps' pattern. They do two small hops and then a big one, at which time it is best to jump on them and kill them. Don't concern yourself with the flower in the bottom righthand corner at the end.

When you go through the pipe to the last screen, be aware that there is still one red Cheep-Cheep left.

#### World 3-3

-----

If you have a Frog Suit, stay low in the water here and swim below Boss Bass. If not, you had better watch your back around him. Boss Bass swims around, swiftly patrolling the area below your feet and waiting to eat you whole. No matter your status (raccoon, frog, what have you), Boss Bass can take one of your lives in one chomp. Obviously, since he snaps at you when you're close to him, STAY ON HIGH GROUND! There are plenty of opportunities to do this. The most notable comes from the P switch hidden in the brick next to the two white bricks. White bricks can be picked up and thrown into objects, hint, hint ;)

If you need to get Boss Bass off your back for a little bit, basically anything fired or thrown at him will lighten your load temporarily. A well-placed fireball, turtle shell, or white brick should do the trick.

If you're feeling especially adventurous, there is a 1-up far to the right of the pipe that leads to the exit. Unless you have a leaf and can float over there, there is a good chance that Boss Bass will eat you on your way to get it so you had better be well-prepared!

#### World 3-Fortress (1)

-----

Aaugh, fortress #1 ... that's never a good sign...

There are nine doors inside the fortress that lead to different places. Three of the doors will keep you on safe ground; the other six will have you plunging into a pond full of Cheep-Cheeps. Here's the lowdown on the door situation:

The sixth door is the one that leads to Boom-Boom. Unless you use a P-Wing here, which would be utterly senseless, only the sixth door will get you on the way to Boom-Boom.

The ninth door leads to a room apart from the water. There is a containment area with coins in it. If it looks hard to get into, there are several invisible coin blocks that will aid you.

The fifth door will lead you to a 1-up. Stand on the left tip of the ledge so

that your feet hang over and then hit the brick. If you hit it from the left side, it will travel to the right and you will be able to get it easier. The bottom line is that the sixth door takes you to Boom-Boom, so don't test every door seeing where it takes you because doors 1, 2, 3, 4, 7, and 8 send you splashing into a lake, and you don't have time to test all the doors anyway.

#### World 3-4

-----

Altogether this is a totally useless level that is a waste of your time, but if you feel that you must go to it, there are a few points of interest. This place is full of sloping hills. The second one you come to can be part of a fun little trick. Start from the top and kill all the Goombas by sliding, then when you come to the "ramp" part of the hill, hold A (jump) and B (run) for a stellar jumping effect that will put you at the top of the hill without dealing with that annoying green Cheep-Cheep! (If you miss and land in the water, there is an invisible coin block up against the wall to help you out.)

The only other things to get in this level are a P switch that unveils some silver coinage and a 1-up in a row of bricks. Around the time that you reach the 1-up comes a Lakitu who throws green Spiny eggs. Green Spinys never open; their eggs roll along the ground and if you're in the way they hit you - they don't go into that funny tracking business. It's pointless to kill Lakitu, so run away from him. The exit isn't far from where he appears. As for getting flowers and leaves, both are in this level, so you can walk away with either one if you get past the Lakitu without getting hurt.

But real quick, a note from R. Deland Smallwood IV:

If you're patient and willing, you can create a 1-up factory. Off the third slope from the start (the one with three green Koopas), spare the last for time being. Killing the hanging Venus flytrap - same area as the P-switch - is a huge plus for your survival. Go on until you cross into the area where Lakitu would start to hover, and head back with him tailing behind. Knock the surviving Koopa into its shell, and carry it to where the P-switch was. Have Lakitu drop off some of his eggs and kick the Koopa off. As it ricochets in between the wood blocks, whatever eggs are in its way turns to 1-ups for you. The eggs, for the majority of Lakitu's attempts, will never hit you, since the pipe is causing them to deflect off and into the line of fire. Bail out when you're back to small Mario, or the timer reaches 100.

#### World 3-5

-----

Don a Frog Suit for this level. It will help you reach a veritable treasure trove, but you can only reach this promised land if you are wearing the Frog Suit! You also have to make sure you keep it on or you can't get through the bubbles shooting up from the pipe.

Although bulky and unwieldy on land, you'll swim as gracefully as a fish with the Frog Suit. Stay low in here so you'll know when the pipe comes around. Some enemies to avoid include Big Bertha (an underwater version of Boss Bass who can't swallow you whole but can shoot her babies out at you), Blooper, and Jelectro (an invincible jellyfish). When you reach a row of seven coins next to a pipe, that's the one you're looking for. Go into the pipe and HOLD RIGHT ON THE D-PAD OR YOU'LL MISS THE HUGE QUESTION BLOCK!!! Inside the question block are three 1-ups that you definitely won't want to miss. When you get them, go inside the silver pipe at the bottom. It's okay to lose your Frog Suit from here; in fact I suggest losing it so you don't have to deal with it on land.

### World 3-6

-----

This is a side-scrolling level, so if you still have the Frog Suit from 3-5, lose it here by getting the flower just up ahead. The flower is not the greatest item to have here - for all the bricks that sit on the ground, it's best to be Raccoon Mario.

Trudge along until you come to a choice between the high road and the low road. Take the low road and hit the leftmost brick with a white brick or your tail. The blue P switch will make it possible to take either path and put you closer to the end of the level. Watch out for the rotating ledge at the end. Jump onto it near the end of its spin so you land on it when it stops. If you step on it while it's spinning you'll get thrown in a random direction (I've actually been tossed right onto the pipe before). Also keep an eye out for the green Para-Troopa at the end.

### World 3-7

-----

John R. Jones gave me a better solution to this level, so I decided that in the interest of convenience I'd stick it in just so you have an easier time beating it. Here, in the words of Mr. Jones, is the solution:

"Midway through the stage is that setup of bricks with a vine (beanstalk) leading to the clouds. If you jump off the vine, but go RIGHT instead of left, you'll land on a lone cloud platform. Jump in the dead center of it to make a Note Block (of the pink variety) appear, and you're off to a coin bonus. The landscape here is different than that of the coin bonus in world 1-3 and 1-5, and there is not 1-up at top center. But this particular bonus leads to a Jugem's Cloud and the end of the level... by taking the cloud from the small chest, of course."

Thanks, John. That's a load off on me.

### World 3-Fortress (2)

-----

Unlike the previous fortress, this one is all water. Get the flower at the beginning - a valuable asset in this level indeed. Shoot any Cheep-Cheeps in your way and go into the first pipe.

The Stretch ghosts here are a great nuisance to your free movement. Swim under the first two and over the third one. The only part of Stretch that hurts you is his head. You can walk freely about the rest of him.

Amazingly, the pipe after the Stretch ghosts leads to Boom-Boom's room. You know how to handle him.

### World 3-8

-----

Boss Bass is coming back at you in full force, but there's barely any high ground to keep you safe this time. Keep a flower handy in your inventory and equip it before going into this level. Fireballing Boss Bass will only keep him away for about five seconds, and sometimes the land sinks so low you'll wonder if you're going to survive! A few beanstalks are placed in the level to keep you out of the deep end. Best of all, you can fire fireballs at Boss Bass from the beanstalk!

At the end when you see the high road and the low road by the wooden platform, take the high road and you won't have any worries at all.

Also, finding 44 coins in this level will yield a white Mushroom House with a P-Wing.

## World 3-9

-----

Definitely the most complex level yet. Bob-ombs and Bullet Bills are your main worries. Bob-ombs can be picked up and kicked around, but be careful, they WILL blow up in your hands if you hang onto them too long. White bricks are plentiful in this level too, and they can be used to effectively defeat the majority of your enemies. Be aware of the 1-up near the pipe to the far right.

When you go in the pipe to the far right (it's surrounded by white bricks), there are two paths. The one to the right offers a quick, safe, and easy exit. However, if you choose to journey to the left, you must prepare to test your patience. It would be best to have a flower here.

Kill all the Cheep-Cheeps in your way with the fire, and when you come to the pipe near the blue-block wall, skip it. It leads outside to way too many Bullet Bills and Bob-ombs. Instead, go over the wall and find another pipe. Hold right on the D-pad when you enter, because the enormous question block inside will reward you with a Frog Suit for your trouble. Try beating the next airship with this little suit on for a neat trick.

You can swim to the exit once you have the Frog Suit.

### \*\*\*\*IMPORTANT NOTE ABOUT THE BOAT\*\*\*\*

You will earn a Hammer from one of the Hammer Brothers in this world. You can use it to break the rock blocking the canoe and you can go paddle happily along on the canoe getting extra lives and items, but this will only provide temporary pleasure. If you use the Hammer now, your stomach will hurt when you realize what you will have missed out on ... mwa ha ha ha ha!

## World 3-Castle

-----

Actually, if you keep the Frog Suit from 3-9, you'll find that its jumping capabilities are well-suited to this airship. You just have to also be nimble enough to avoid all the cannonballs and Bullet Bills. This is especially the hardest in the area after the Rocky Wrenches. Here's the best way to keep your Frog Suit:

At the three cannons after the Rocky Wrenches, go under each one after it shoots its cannonball. Jump up to the Bullet Bill cannon and hang up against so it can't fire at you. Make a small leap on top of it. When the next cannonball comes down from above you, hold A when you jump on it to find relief above all the gunfire.

After all the cannons comes an area with a blue screw-looking device above two fire blowers. It's futile to stay above them on the screw, so hop down into their area, but stay out of each fire blower's range. Jump up over the top of the screen at the next wall and bound over the Rocky Wrenches. If you made it all the way with the Frog Suit, congrats! Beat Wendy for a special thank-you from the king. If not, just go in and beat her and get the boring old normal offer of gratitude.

Wendy is the hardest of the Koopa Children to defeat. Her rings move around the room in a diagonal pattern, and after you jump on her twice, she starts jumping really high - way higher than Mario could ever go in his Frog Suit.

## World 4 - Giant Land

GIANT LAND MAP

```

X--P1           MH--6--o--o P2LF1---H--3--o--2
|               |         |         |         |
|               |         |         |         |
o               C---o -HBF2 H---o o--SH   MH o
|               |         |         |         |
|               |         |         |         |
P2              SH--5--o--o   o--4     MHRP1--1
                |
                |
                MH

```

\*\*Where the hole is just to the right of the castle, a bridge will appear there when you beat the second fortress.

\*\*\*\*WHAT DID I TELL YOU ABOUT THE HAMMER, HMM???\*\*\*\*

If you heeded my advice or you just aren't looking at this and you didn't take the boat in Water Land, saving the Hammer pays off here. Go in the pipe to the right of the starting point. When you come out of the pipe, there will be a rock behind you that is blocking a red Mushroom House. Any of the treasure chests inside will yield a Tanooki Suit. The Tanooki Suit gives Mario the ability to turn into a statue. Just hold Down and B for temporary petrification that keeps enemies from hurting you. Otherwise, it's like having a leaf that turns you into a whole raccoon instead of giving you the tail and the ears.

#### World 4-1

Every enemy in this world is gigantified, but they are all still just as easy to defeat. There is only one part of this level that is truly interesting - a room filled with three 1-ups. Once you find the second leaf in the level, break as many bricks around you as possible and fly up. If you can get inside the wooden area filled with water, swim all the way to the pipe on the far left.

Here's the point where I was grievously mistaken in previous versions of this walkthrough: there are only two extra lives in the place with the two Big Berthas, not three as I stated prior to this. There is one in each row of bricks. The brick on the floor next to the pipe cannot be broken. Thanks to Robert Glass for this important correction of my mistaken statement. After leaving this room, jump out of the water and head right to the end of the level.

#### World 4-2

If you want an anchor, you have to get every single coin in this level, and you can't do it by hitting the P switch the first time you see it. Go on ahead and get all the coins that are already there. THEN go back and get the P switch. The star will help you greatly in warding off the massive barrage of Cheep-Cheeps.

#### World 4-3

Two Sledge Brothers guard the entrance to this level. If they jump on the ground while you are standing you will lose your footing due to the tremors they cause and leave yourself extremely susceptible to attack. You can take out the first one, but try to clear the second one by jumping on the huge cloud and over him. Both pipes lead to the same cave.

Inside, jump over the Spinys and Buzzy Beetles that fall off the ceiling and

come at you. Unless you have the floating power of the leaf you will have to use the flying turtles to get across some of the wider gaps. Watch out for the two wooden blocks at the end. You can bounce off them and easily fall into the abyss.

#### World 4-Fortress (1)

-----

The candle flames will follow you much like the ghosts if you turn your backs to them. It all cancels out though because the Thwomps move to the side to hurt you instead of falling on top of you and making noise. This also makes them much easier to dodge.

When you get to the row of five pipes, the middle one will take you to a cave with a power-up in it. Use the red and pink dots as guides for finding the invisible coin blocks. The pipe you come out of is right next to Boom-Boom's lair, and there is a platform in the middle of the room that makes him easier to jump on in case he starts flying.

#### World 4-4

-----

You should have an extra Frog Suit from Water Land in your arsenal. Take it and move down with it when you land in the water. The Frog Suit allow you to paddle past the forceful bubble current and into the pipe on the left. There are two P switches in this room that provide a decent opportunity for a 1-up or two. When you leave the room, stay as low as you can and swim fast to avoid Lakitu's air attacks. He won't be a problem as long as you keep him out of your sight.

#### World 4-5

-----

Even though it can be skipped, it is probably to your benefit to play this level. Once you get past the huge turtles, you'll be faced with a lot of Bullet Bill cannons. Some of these fire Missile Bills, a flashing variant of the Bullet Bill that can turn around and come back to hit you. When you cross the first pit, you'll just barely be able to see a brick at the top of the screen. Use one shot from the cannon to bounce up and hit it. Use another to get to the beanstalk on the top. Inside the pipe you are rewarded with a Tanooki Suit. Forget about getting the silver coins and make a running float to the exit.

#### World 4-6

-----

In this level you will actually have an opportunity to turn the giant enemies into normal-sized people that you are more capable of hitting. Find a black door and go in it to make the change. There are two of these - both are located in pink background blocks.

Two 1-ups can be found in this level. The first one is hidden among the bricks in the hollow square of bricks at the beginning. The second one is nestled among a group of invisible blocks between two pipes. The third one from the right is the 1-up.

When in this level, making the enemies smaller is definitely to your advantage. If you intend on keeping your Tanooki Suit, watch out for the green bouncing turtle at the end. He'll take you down if you're not on the lookout for him.

#### World 4-Fortress (2)

-----

There is a lot you can get in the fortress. You have to know what you're

doing though.

Lava will kill you no matter what condition you're in - even if you've got a Starman equipped. The Donut Lifts and skeleton turtles don't make it any better on you, so skip all of it and go to the hall of gray blocks. Look around here for an invisible door. If you can't locate it, a P switch to the right will make a door outline out of silver coins to make the hunt easier.

You'll get your first taste of directional platforms in this area. You'll become better acquainted with them once you get to Pipe Land. If it has an arrow pointing in a direction, it will take you in that direction. Directional platforms with a light bulb will start out moving up, but will change to the appropriate direction that you need to go when you jump on them once. Take them up to the pipe that curves around and puts you on top of another pipe. Walk off of that pipe and go in the one that leads up. Ride the directional platform around the piranha plant and go in the pipe at the top. Prepare to hit the mother lode.

Inside the huge question block are three 1-ups, but if you'll notice, there are bricks in the ceiling to the left. If you have the leaf or the Tanooki Suit, fly up and crush them. There are plenty of coins up here, hopefully enough to provide a fourth extra life.

When you exit the treasure chamber, a lot of enemies (three bone turtles and a Rotodisc) will surround you. Move over to the right to make it to Boom-Boom's residence. The usual three hits will let you out of the fortress.

#### World 4-Castle

There is not much here that will thwart you except a bunch of fire blowers. There is one Rocky Wrench who is actually quite the little wrench chunker, but you can easily elude him by navigating the lower level. It won't be too much to get through this except on the last part. Unless you can amazingly make it to the upper level, you'll have to make your way up through three fire blowers, each firing up at different intervals. For the easiest time, jump up to the second step after the bottom one stops, then wait until both the middle and top one are in view, and jump when they are both off. If you lost any power-ups here, there is a question block that proffers a mushroom or a leaf just before you meet up with Iggy.

Iggy is extremely easy to beat, except that he is much like Wendy in that he starts taking huge leaps once you hit him twice. Keep him on the lowest part of the ground to keep your hassle to a minimum. You have enough Tanooki Suits, I would bet; try beating this airship with one for a simple, but different thank-you message from the king.

#### World 5 - Sky Land

\*\*Here I will post the surface map before the surface levels. Once you beat the spiral tower, scroll down to the sky levels for the sky map.

#### SKY LAND SURFACE MAP

##### ST - Spiral Tower

```
o--2--MH  3--H
|  |      |  |
|  |      |  |
1  P1 P1--o  o--ST
|      |      |
```

```

|       |       |
o  Fl--o  o--H
|       |       |
|       |       |
----X  o--SH--o

```

#### World 5-1

-----

There is a really easy way out of this level and there is a really long way out of this level. The easy way can be achieved with a P-Wing. At the beginning of the level, fly up until you see a pipe. Go in and start ducking and flying at the same time. If you fly through the tiny narrow passageway and let go of the down button, you'll be pushed to a room with a music box, an item that will put Hammer Brothers to sleep so you don't have to fight them for a few levels. Getting this will end the level.

The long way is ... well, long, and there's not much to be had from it, but if you are forced to take this path, here is the solution. Jump up all the steps, dodging the Chain Chomps you first met in the Desert Land. There are also some small white piranhas along the way that smack their mouths, as if trying to stave off an appetite. They want to eat Mario. They will jump up to take a bite out of him if he tries to clear them by jumping.

In the row of six question blocks, a Starman is in the fourth. Get it and haul to the exit.

Wait, you were wondering what that one area is below the path? To get there, you still need a P-Wing, and you still need to go in the pipe at the start of the level, but this time, go in the pipe in the lower right corner. You will end up in the area below the normal path. There are a few extra men to get a hold of down here, so if you don't want the music box but you don't want to deal with all the Chain Chomps and white piranhas either, take this path. Regardless, keep an eye peeled for the white piranha at the end. He can be easily eradicated by getting the card.

#### World 5-2

-----

Another place that will reward you for using a P-Wing, but unlike the last level, you can also easily reach this area with a normal leaf. There are several exits to this level.

Go in the pipe at the beginning and start floating when you fall out. If you hold to the right, you can easily make it to a series of platforms that lead you up. When the two green turtles fall into the area below the pipe, break a brick that releases them and you can make it into the pipe. There is another pipe here that you will probably not want to miss.

Slide down both hills and kill all the Goombas, then go in the pipe. There are three 1-ups in the large question block and a flower in the brick that hangs out from the square. When you go in the pipe to exit the three-extra-lives room, you'll end up on the other side of the hill. Go to the pipe at the end and you will have a straight path to the end.

If you don't make it to the bonus side, you'll have to take a long, horrible, stupid path that you shouldn't have to endure and easily don't have to. All the Buster Beetles down here can throw white bricks at you. If you stay close to them and duck, they will throw the white bricks completely over your head and you can jump on them when they are vulnerable. Dealing with them is not difficult, but it is a waste of your time and is a senseless method when you consider how easy it is to take the good way.

World 5-3

-----  
YES! THE KURIBO'S SHOE LEVEL! Get one of these and never let go of it. You can do basically anything you want to when you are the possessor of Kuribo's Shoe. To get one, just get a Goomba who is inhabiting a Kuribo's Shoe on top of a brick and then crush the brick with him on it.

You can jump on top of nearly anything with Kuribo's Shoe. You can kill Spinys, Bob-ombs and (get this!) piranha plants simply by jumping on top of them. You can walk on the black Muncher plants, allowing you access to a previously impossible-to-obtain 1-up. Once you have Kuribo's Shoe, don't let anyone mess with you. Just hightail it to the end of the level. It's a crying shame that they don't let you keep the shoe - if they did I'd find a way to keep it forever :)

World 5-Fortress (1)

-----  
Believe you me, this level is not worth the effort it takes. There is one special room here, but the reward is not worth the P-Wing it takes to get to the pipe. You can fly up to a red pipe that leads to an antechamber with an up-arrow coin formation. Two 1-ups are hidden in invisible coin blocks that can also only be easily reached with the P-Wing. Odds are you will lose that P-Wing when you leave due to the incredibly haphazard layout of Thwomps and Rotodiscs. Boom-Boom lies in the door all the way to the right. Skip this level entirely unless you are a fanatic that has to beat everything.

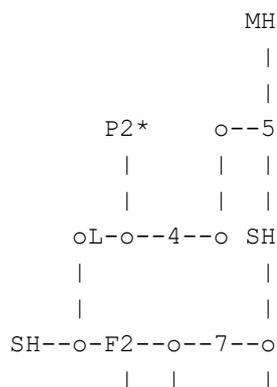
Spiral Tower

-----  
Lengthy but not difficult. The first room is full of Rotodiscs that are easy to evade. The second room is full of Thwomps that are easy to evade. When you reach the pipe in the Thwomp room, you will be led to some mock brick towers. The middle brick on the second tower contains a 1-up that can only be gained with a raccoon tail. Keep your eyes open for the Micro-Goombas that are hiding in some of the bricks. If you fly over the last tower with a P-Wing, there is a 1-up on the other side over the wall. There are also several 10-coin blocks in the wall next to the pipe. The airship trick works on this world, and the brick tower is an easy place to aid you. (see the Secrets and Extras section).

The next room is the only truly difficult part of this level. Suavely move past when the Thwomp is moving up and the Rotodisc is not in your path on the jump over. The pipe to the right leads to another room with an interesting lighting arrangement. I used to think they could come to life and kill you - when I was about nine :p

You can't go back through the blue pipe when you get outside. Climb the blue beanstalk in the brick to make it to the sky area.

SKY WORLD SKY MAP



\* P2 is not listed on the surface map because it leads back to the Spiral Tower.

#### World 5-4

-----

Do not come in this level without a leaf or a Tanooki Suit on. There is a leaf at the beginning in case you need it. You can avoid all the mess involved with trying to maneuver around the spinning platforms. Get a running start from the beginning ledge and fly up to a thin cloud with coins on it. There is a second one just like it. Get a running start from that thin cloud and fly till you can't go any farther to the right. When you go in the pipe, let Lakitu drop four Spinys in the area where the card is. When you hit the card, the massive enemy kill will give you a 1-up.

#### World 5-5

-----

Not only does Sky Land allow you to get the mysterious airship, you can also get the White Mushroom House with the P-Wing AND a Tanooki Suit in this level! Yes! Near the beginning of the level you find two pipes blocked off by bricks. You can't go in the first one, but the second one has a large question block that yields a Tanooki Suit. Just fall straight down to get all the coins.

You will have to backtrack for these next coins. Seven are above the Donut Lifts and seven of them are below. Let the Donut Lifts drop enough for you to get the coins while also making sure that the Micro-Goombas don't inhibit your jumping ability. There are three more coins in coin blocks to the left. After that is familiar territory, so turn around and keep going right.

Kill the Fire Chomp and then find the place with wooden blocks and bricks. Crush the two bricks and jump inside. The only coin block is the one on the left. You now have obtained every coin in the level and can go to the exit to pick up your P-Wing.

#### World 5-6

-----

There's a reason they let you skip this level.

If you've just gotta play it though, here goes. Use the Para-Beetles (this is the only appearance in the game, BTW) to elevate yourself and jump to the others more easily. They will take a slight dip, but fly upwards after that. A leaf will be invaluable to you here.

You'll be mostly safe when you get to the wooden blocks, although it would be advisable to get rid of the Fire Chomp. At the long row of bricks where you meet the Fire Chomp, the next-to-last brick is a P switch. This will make it easier to make it to the pipe leading to the exit.

Once again, the Lakitu-and-four-Spinys 1-up trick works here.

#### World 5-7

-----

I've decided to use R. Deland Smallwood's input on this level as well. His idea is much better than mine.

You might want to try it with a Starman going in. Although it doesn't start this way under normal circumstances, this is one of those levels that I like

to call "Star Streaks" (3-2, 7-5, for example). You'll find extra stars in the first two trios of question blocks (first block of each of the three-some), to the immediate right of the Venus Flytrap's pipe, after the second huge set of blocks (again, after the Venus Flytrap), and above the exit pipe coming from the land portion. There are areas on the land which can continue this in both of their coin blocks; however, I do not really recommend it (since you can't get back to the sky through the pipe) unless...

You might want to try it using a P-wing. In the land part of that area, use it to fly up top and hit a P-switch to collect the transformed coins. But there's more: With the P-wing, fly over to the extreme right. When you go to the wall, you can fly over it - it's too high without the item - and go straight to the end without having to go through that crossfire. Warning: Lakitu will be waiting.

#### World 5-Fortress (2)

-----  
\*\*In the Mario All-Stars version of this game, there is lava on both the ceiling and the bottom of the level. There is no lava on the ceiling in the NES version but the fireballs still come out of the ceiling.

Jump to the pipe at the beginning and go to the place with a skeleton turtle and the six question blocks. The last one is the Starman that you should take and run like the wind. When it runs out, watch out for the ghost following you.

The only difference between Boom-Boom here and Boom-Boom everywhere else is that here you have to jump over a lava pit to get to him.

#### World 5-8

-----  
All seems well and it looks like there's nary an enemy to be found, except for this REALLY ANNOYING Lakitu. If you want my advice, here it is: No matter what items you lose in the process, make a blind run for the pipe. This is not a long level. You can make it. There is another Lakitu 1-up trick at the end. Do not try to outmaneuver the Lakitus. They know where you are, and they will throw Spinys on top of your head. Therefore, making a mad dash trying to outrun him is almost the best idea I can give. Hey, it works :)

#### World 5-9

-----  
Since you move up, up, and even further up throughout this level, you can use a P-Wing to avoid all the enemies, but I'd call that cheating. Here's the real strategy:

Eventually after moving so far up these moving platforms, two Fire Chomps will each try to sneak up and get you from the bottom. It's impossible to maneuver around both them and the fire they blow out you, so kill them both when you have the opportunity. This is also not another long level, but there is no sense in making a mad dash like you did in World 5-8.

#### World 5-Castle

-----  
The most taxing airship yet. Make sure you have a leaf so you can move slower and more carefully.

This is the first airship to kind of be a hodgepodge of all the airship obstacles that you've seen up until now. At the beginning you'll see a small cannon and a fire blowing contraption. You'll really have to watch out at the end with the wall full of cannons. It is very hard to dodge all this cannon

fire without losing your power-ups. Don't try any funny stuff like trying to beat it with a Frog Suit.

To get past the wall near the end the easiest, try to get on top of the wall full of cannons by caroming off of a cannonball.

Roy is the most annoying of the Koopa Kids yet. He has the ability to create earthquakes much like the Sledge Brothers from Giant Land. Of course when he jumps (his jumping ability is pretty sorry) he'll make the tremors, but he'll also cause the deadly seisms when he bounces inside his shell after you hit him. You'll have to jump twice in a row because if you even stay on the ground for half a second, you'll lose your balance and not be able to walk, thereby getting the smack laid on you. Hit him three times just like all the other Koopa Kids and you'll walk away happy.

## World 6 - Ice Land

### ICE LAND MAP

```

      MH                P2-o o
      |                  |
o--2-oRP1            o-o--o   9--o--o
|   |                 |   |   |   |
X-1-SH F1BHL-o-P2 o--6-H F2Bo 8-o-o F3B-oL--oB-oB-o--C
|   |   |   |   |   |   |   |   |   |
P1  oB-o-3 SH--4-H MH o-oR-o-7   o--o-10
      |   |   |   |   |
      o--5-o-o-SH-o

```

### World 6-1

-----

Go into the level with a leaf (not a P-Wing, a leaf). Get a running charge and fly up until you see a door on a high wooden platform. There is a large wall of bricks inside this door. Jump up to the high level in the room and slide under the large ice blocks until you find a P switch. When you hit, run and duck at the same time to make it back to the wall of bricks that is now a wall of coins. When you leave, you'll be dropped off near the end of the level. Use your tail to pound the winged Goomba and the Ptooies, piranha plants who can blow spiked balls in the air with their breath. Some can walk and some stay in pipes. They can be beaten with the raccoon tail too.

### World 6-2

-----

All this level is jumping from moving cloud to moving cloud. There is nothing even remotely difficult in relation to this level. The screen will scroll fast up and down at various points, but this is all made easy with the fact that they provide a leaf if you don't already have one.

When you get to the wooden wall with a brick behind it, the screen scrolls so that the brick will quickly fade from view. If you use the clouds to jump up there, you will reveal a 1-up if you can find it.

### World 6-3

-----

A slight change in the end-of-the-level has been added here. Kudos again to R. Deland Smallwood for his great tips.

Even though this level doesn't scroll like 6-2, the jumps you make will have to be a little timelier. The leaf will help you significantly here, and they

even provide one early on into the level. Or, if you want to, you can skip it altogether.

When you get to the part with one brick followed by two bricks, hit the first brick. A white beanstalk will pop up out of it. Climb up it and jump from the musical note block to the wooden block and from the wooden block to the inside of the pipe. A Tanooki Suit is inside, along with the same room of coins to the upper left from a few levels back. When you exit the treasure room, you will come out the same pipe you came in :(

Once you get the Tanooki suit, you can make this a bird course: you can fly right on by to the end. After you get the coins, use that same long strip to get to the P on your meter. Stall for a split second, and go up the pipe; DO NOT FLY INTO IT. When you come out, immediately fly to the right, and then take the landing you would normally do. If everything goes right, you'll land right on the ending runway. Should the P not hold when you leave the secret room, however, go back down and run it up again.

#### World 6-Fortress (1)

-----  
If you still have the Tanooki Suit from 6-3, stay as a statue while riding the small platform. In the statue form you will kill both fireballs and Rotodiscs that run into you. Jump off when you see the door to the right.

Use the statue form in the next room to kill or at least not get hit by any Rotodiscs in your way.

The next room is the everlasting Boom-Boom's den. If you got all the way to Ice Land, I shouldn't be having to tell you how to beat him.

#### World 6-4

-----  
If you go to the right where the brick is, there is an extra man in that brick, but ignore it. There are easier ways to earn lives. Skip past in and go to the moving platforms. All of these in this level are on a set path indicated by the black lines that they travel on. When you come to the P switch on top of bricks, hit it and start running. Running will help you avoid the Fire Chomp up ahead. Float through the passage with the last rotating platform if at all possible; the last one can easily toss you in the pit right next to the exit.

#### World 6-5

-----  
Although you can skip this level, I for one would not recommend it. The reward you will reap from this is unbelievable ... \*\*drool\*\*

Oh, right, the level. First of all, you won't be able to beat this level unless you have flying ability and a turtle shell. When you enter the pipe that leads you into the cave, go in the first pipe to the right if you don't have a leaf yet, then exit the pipe to the left. Go in the first pipe to the right anyway, even if you don't need the leaf. It makes this faster.

Whack the piranha plant, then get rid of the Buster Beetle who seeks to throw white bricks at you. You can then stomp on the turtle and take him up through the hole to the left. You need the turtle to get rid of the annoying white jumping piranhas. (Ah, now you see...)

In all reality, this level is WAY easier with a P-Wing. If you have a Tanooki Suit that you don't want to part ways with, don't worry. What you're about to get is far better than any Tanooki Suit...

## World 6-6

-----

You can either take a P-Wing over the wall to the exit of this level, or you can do it the hard way. I have the list the hard way or I'd be considered lazy.

Go in the pipe. If you've used your Hammer Brother Suit, you can fire at everybody with hammers. Otherwise, take the upper fork in the path and get the flower at the end. When you go back down, hit one of the wooden blocks to reveal a Starman. Run with it until you get to the water.

The first chance you get while swimming, go up. There is a hidden 1-up near the wall on the snowy shore.

Keep moving to the right. Eventually you will get out of the water. All you have to do from here on out is either avoid or kill the piranha plants, Spikes, and the one Cheep-Cheep that hops from pond to pond.

## World 6-7

-----

To get the white Mushroom House in this level you must collect every single coin in the whole stinking level. That's 78 coins, and you need both a leaf and a flower to get them all. Here's what to do:

First of all, to get this Mushroom House, you will need to come into the level with a flower and keep it throughout the entire level.

Walk across the two sets of three Donut Lifts. When you see what looks like two coins below one of them, it's actually three. Jump at the last moment so that you grab the third coin and make it to safety. Do not get the leaf in the question block. Stand on the Donut Lift ahead to move on.

You will kind of have to anticipate when the Fire Chomp is about to come up. Keep jumping and tossing fireballs and you will probably hit him before he has a chance to do anything to you. Let the Donut Lift fall so you get the coins below. The rest of the level pretty much involves letting Donut Lifts fall so you can get the coins below. Kill the second Fire Chomp when he appears.

When you get to the end of the level, you'll see why you needed the flower. Thaw all the coins out of their ice habitats with fireballs and kill the turtle trapped inside. Getting the coins from the previous area and all the coins in the ice amounts to 77; an invisible block to the left brings the total to 78, earning you a white Mushroom House and (bleah) an anchor.

## World 6-Fortress (2)

-----

I hope you still have your Hammer Brother suit for this level.

Equip the Hammer Brother suit if you still have it, then go in. The coolest part of this whole level is, you can kill Boo Diddlies and Thwomps with the hammers! Awesome! Make sure your movement is balanced so you don't slip off the ice. It doesn't take that much work to aim hammers and ghosts and monsters. I am not positive that the hammers will kill Rotodiscs.

Best of all, one hammer kills Boom-Boom! No way!

If you don't have the Hammer Brother suit, the level provides a leaf.

When you beat this fortress, a bridge connects the mainland and a small island with a pipe.

#### World 6-8

Wow. A surprisingly warm level in the ice zone. It must be like Antarctica was back in the dinosaur days or something.

If you have a P-Wing, use it here and find a pit in this level. If you go to the left, you can fly in the green hill area! Just a fun trick, nothing particularly productive will come of it. If you have the Hammer Brother suit on, I recommend keeping it that way.

Kill or avoid the white piranhas as the situation calls for you to. When you see a Buster Brother pick up one of the white brick, hurtle over to him and jump on him before he gets a chance to throw it. They shouldn't get much of an opportunity to. This is a really short level - there's no need to explain the rest of it.

#### World 6-9

This level is easy as long as you stay on the top level where the Munchers are. Stay up there and keep running along until you see a very high question block. There is a P-switch in it. Look for the red dots that signify a hidden block and hit it. When you hit the P-switch, the Munchers turn to coins! Run along and avoid the piranha plants, then jump in the pipe in the ceiling at the end.

If you want some nice prizes, equip a Frog Suit and stay in the water until you find pipes with a current shooting from them. The one at the end will have some special power-ups in it :)

#### World 6-10

Good place to have a flower. Most of this level's coins are sealed in ice, and you will need a flower (which is provided twice) to thaw them out. The Munchers are also sealed in ice - be careful that you don't free them as well. Also, you will not be able to access some of the pipes without a flower.

The rest of the level is business as usual. Avoid the Buster Brothers and watch out for the one spinning platform and you'll have no trouble at all.

#### World 6-Fortress (3)

Not ANOTHER one! Don't worry, it's easy if you're focused.

A leaf would probably be the best thing to have here, unless of course you still have a Hammer Brother suit on, which can be used to kill the Boo Diddlies, Stretches, and Thwomps. The biggest problem in the first room is with the conveyor belts, which will be extremely pesky once enemies start appearing near them.

The second room sends you in a freefall to the bottom. You will have to wait for the floor to rise so you can enter the door to the right. Avoid the three Boo Diddlies until you get into Boom-Boom's lair. From there you know what to do.

#### World 6-Castle

Be prepared for this airship. It is not hard, but you will have to move with the most precise timing.

There are no real enemies on the ship - only fire blowers, and they are all easy to move past. You can run and jump past most of the blue screws. If you can't, however, jump on them repeatedly to keep them moving.

Lemmy is like Wendy in that he shoots stuff from his wand (green bouncy balls instead of rings), but he is easier because you can jump on the balls without getting hurt. Maneuver around them and jump on him three times to turn the seal on the throne back into the king.

## World 7 - Pipe Land

### PIPE LAND MAP

\ / - Piranha Plant Level

```
S--o--o      P3      P2 F1-SH--6    7--o--P7
|            |      |      L |      |      |      |      P5
1-P1 P2      MH P8-\/--o-P6 P7  SH--o---8--MH
                |
P1-P3      o--4-SH--o--5--P5      P8L-9---o--F2
|          |          |          |          |
2-P4      P6          3-P4  MH          C---oB-\/
```

### World 7-1

-----  
Go in the door and then go in the pipe on the far right. The piranha plants alternate when they come out of their pipes, so kill them if you can; otherwise, find an open spot and go in the vertical pipe next to the leftmost one.

Again, when you come out of the winding pipe, go in the pipe on the left. Keep going up to the end of the level using the musical note blocks. There is a room full of coins available to you if you have a leaf. The exit is just above that room.

### World 7-2

-----  
To get the white Mushroom House here, you're going to have to get the coins produced by the P-switch. It will more than likely require you having a Frog Suit.

Unless you can swim fast enough, you won't be able to get the Mushroom House without a Frog Suit. Go in the first pipe wedged way down low between the cliffs. If you swim all the way to the left, you will find the P-switch. Hit it and get the coins above it, then swim REALLY fast to the right and get all the coins. You can't get the Mushroom House if you don't get all the coins.

When you come out, you will go down into an area that you can't jump out of because there is a solid row of invisible musical note blocks. Backtrack once you've made the bridge. There is a hidden 1-up located above the bridge if you feel like getting it.

From there, avoid the piranha plants and go on to the end of the level.

### World 7-3

-----  
A short level, but difficult without the special trick here. There is an

opportunity for continuous Starmen, and Lakitu will make your life so much rougher without them. Hit the first one, then run/slide/jump to the bottom of the hill and hit the bottom left block in the group of four. The path to the third star is identical to the path to the second.

Avoid the red Spinys and narrow pits when running to the next star. Jump from the pipe with the piranha plant and hit the brick below the question block (which holds a flower) to reveal the fourth star. Skip the brick with the P-switch that reveals some silver coins and advance to the fifth star, which is in a brick to the upper left of a horizontal Goomba pipe. It's a safe run to the exit after you get the fifth star.

#### World 7-4

-----

This is why the people who made this game put in the Jugem's Cloud.

It would be nice to have some kind of projectile item for this level (i.e. a flower or a Hammer Brother suit). You'll notice the black spike-topped Cheep-Cheeps that cruise through the water at an accelerated pace. Either kill them or let them bypass you. Move past the Lava Lotus before it releases the lava pods.

When the level starts to move up, kill the Blooper with its babies before it can release them if at all possible. Float carefully through the field of Jelectros. It will be hard to get through in one piece if you don't have a flower or hammers because of the Big Bertha up ahead.

When the level descends back to the bottom, it's almost the same as the beginning. Advance carefully to the pipe at the end and congratulate yourself on beating this level.

#### World 7-5

-----

All pipes lead to the same area, so just go in one. I'll describe all areas of the level in separate sections in a nifty chart I devised.

ROOM	WHAT TO DO
First	Skip or kill the bouncing turtles and go in the pipe to the right.
Second	Just go to the right. There's nothing in here of value.
Third	A bit tougher. Get rid of all the Bob-ombs first, then kill the two green turtles with white bricks. The two holes in the floor above have hidden coin blocks. Go in the second pipe from the left.
Fourth	There is a 1-up hidden in this room above one of the pipes. If you want it, get it. If not, you can go in the pipe to the far right to get to the fifth room, or if you have the raccoon tail, you can skip directly to the sixth room.
Fifth	Avoid or get rid of the turtles, then make a running jump to the platform below the pipe.
Sixth	Move along the top ledge, then jump to reveal four invisible blocks. Go back to the top level and go in the pipe to the far right. You will have to come back to this room in just a few

	moments.	
-----	-----	
Seventh	Go to the bottom and make the bridge out of hidden question	
	blocks. Go in the pipe just to the left.	
-----	-----	
Sixth	Kill the turtle with the white bricks and make your way back	
	to the pipe on the far right.	
-----	-----	
Seventh	Walk across the new bridge to the pipe that leads to the exit.	
o-----o	-----	o

#### First Piranha Plant Level

-----

This level is so short it will blow your mind. You just have to be careful. Make a running leap to the first pipe to get on it.

When you come to the Munchers, you'll see that they alternate coming out of pipes. Advance slowly so you don't get eaten alive. (What are those flecks of crap coming out of their mouths?) Get past the other piranha plants and go in the short vertical pipe. You'll be rewarded with a P-Wing, and the level will be over.

#### World 7-Fortress (1)

-----

You will need to be able to fly to beat this level. Fortunately, they provide you with a grand opportunity to do just that.

Find the gray metal blocks just in front of you and crush bricks until you find a P-switch. Hit it and jump to the left. Go in the door and then go in the pipe in front of you (the vertical one).

If the P-switch isn't timed out yet, wait for it. Get the Tanooki Suit in the large question block at the bottom. You will come out the same pipe you came in through, so go in the one to the right. Go to the door to the lower left.

In this abandoned room, fly along the ceiling looking for a pipe. It's somewhere near the left end. It might even be particularly useful to own a P-Wing at this point. In fact you should have gotten one in the level just before this one (the piranha plant level). Boom-Boom is in the vertical pipe. He starts flying after you hit him once, so keep him grounded and you'll beat as easily as you have before.

#### World 7-6

-----

In this level you will have the ability to move instantaneously from the left side of the screen to the right, and you will make use of the directional blocks that you might have encountered in Giant Land. Remember that to make the ones with light bulbs change direction, you have to jump on them.

There is nothing very noteworthy to say about this level. The directional blocks will always take you in the direction you need to go. You can elude the piranhas almost too easily. Follow the level-given map to the exit and you should have no troubles at all.

#### World 7-7

-----

To conquer this level, you will have to use the continuous Starman trick, but it's quite a bit harder than it was in World 7-3. It's easy until you see the Munchers. Get the first Starman and start running. The first one is easy to get, but you will have to duck while running to get it. The others are harder

to get because of the pipes that you have to jump through to get to them. They let you skip this level for a reason.

#### World 7-8

-----  
There are a lot of piranha plants in this level. To avoid some of them, fly up from the beginning. You can barely make it to an area with eight coin blocks (nothing valuable). If you want, get the Starman at the bottom and start running.

Be careful the whole way through, particularly at the end where you see the little white piranhas. The one on the brick ledge shoots fireballs when you get too close. Just past that one is the exit. If you have a choice between levels 7 and 8 (which you do), choose 8. Not only do you not have to deal with 7, you can access a Mushroom House! Yeah!

#### World 7-9

-----  
To get through this maze as quickly as possible, follow these directions to the letter:

Go to the right with the musical note blocks (the middle one yields a flower), then go all the way up and to the left. Skip the first hole with the wooden blocks and go in the second one to the right (there are musical note blocks in there as well). Then go to the left and wait on the green turtle if he hasn't passed. After him you'll see three question blocks, the middle of which contains a flower. Go to the right and up. Either snag the coins or take the white brick path and go to the upper right. Go through all the white bricks in your path. When you get to the question block with yet another flower, take the trail down and go to the right. The pipe leading to the exit is right in front of you.

#### World 7-Fortress (2)

-----  
Make your way across the lava and the pipes. A piranha plant appears out of almost every one of them. In some cases it is better to let the Boo Diddlies follow you so that you can make some jumps more safely. A leaf is of the utmost help here. In the first brick you encounter, there is a Starman, but it will probably bounce away too fast for you to obtain it.

Lure the two Thwomps you meet to the bottom so you can continue crossing. A leaf is provided near the end, but it is more often than not too little, too late. The last pipe is the one you need to go in, and you will have to curve around from the top ledge to make it.

In the next room, avoid the Rotodiscs and Thwomp. To the right is Boom-Boom. Stay on the three small bricks to avoid getting hit.

#### Second Piranha Plant Level

-----  
This is just a short level to sidetrack you before you make it to the castle. You can clear all of the Munchers at the beginning. Get momentum off all the musical note blocks to make it to the exit. You will be rewarded with a mushroom when you open the treasure chest.

#### World 7-Castle

-----  
Have a leaf or a Tanooki Suit for this level. You don't have to get on any of the blue screws except for one, and it is at the very end. The leaf is useful for floating from surface to surface and taking out what few Rocky Wrenches

are located here. Just move from area to area and you shouldn't have any problems.

Ludwig von Koopa is the hardest of the Koopa Kids to defeat. It's good to have a leaf here because he shakes the ground when he jumps and when he's in his shell form after getting hit. Float down at the peak of your jump to avoid his earthquakes and land on him if possible. Three hits will kill him just like the others, but when you beat him, you'll get a letter from Bowser saying he's got the Princess in his tower. On to the last world...

World 8 - Dark Land

T - Tank Level

B - Boat Level

\*\* As with Sky Land, I will display each map and the legend for new symbols as you come to it.

DARK LAND 1ST MAP

```

                P2
                L
    S      P1   o
    |      |   |
    o--T--o---B
```

Tank Level

-----

You will be overwhelmed by the barrage of cannon fire here unless you are ready to do this thing. Once you clear the first tank, the rest are easy to get on top of, and most have a dark brown Rocky Wrench in a hole waiting to chunk wrenches at you. Unlike most Rocky Wrenches, they are eradicated after you stomp on them once. Be sure to be on the lookout for cannons that release Bob-Ombs.

If you don't have one yet, get the leaf located on the first tank with a propeller. Most of the tanks from here on out have propellers on them.

Watch out for the large cannon at the end that fires a massively large cannon ball. I wouldn't suggest jumping it, otherwise you'll get caught in its line of fire. Duck under it and then move on. The pipe to the exit is just after the large cannon tank. It's easy in there - all you have to do is take out a light blue Boomerang Brother. When you win, you'll get a Starman and you'll have beaten the level.

Boat Level

-----

To avoid some heartache, follow this solution, modified slightly by the great Robert Glass. He's informed that not only can you swim under the second boat, but the first and third as well! You have to be fast to make it under the first boat - speed off the side first and tap A repeatedly while holding Right to stay afloat. The second boat can be passed on the underside, and at the third boat, you can jump onto the tip at the end from the water when the boat bobs low enough. Swimming under all the boats frees you from the agony of large cannonballs and Rocky Wrenches, but there's no avoiding the ubiquitous Boom-Boom at the end. Defeat him to pass on to the next world map.

DARK LAND 2ND MAP

H - Hand Level (where the hand drags you in)

## A - Airship Level

```
          P1
          |
P4--A    P3L-o
          |
          o---H--H--H--P2
```

### Hand Level 1

-----

This level is full of Hammer Brothers, and right at the beginning is a Fire Brother, which you haven't seen since Desert Land. Jump him and go kill the two normal Hammer Brothers. On the bridge you'll meet a Boomerang Brother and a Sledge Brother. Kill the Boomerang Brother, but jump over the Sledge Brother and go in the pipe. You'll get a leaf, which will be especially useful for the airship level up ahead.

### Hand Level 2

-----

This level couldn't be easier. Just jump to each bridge and avoid the fireballs and the lava. You'll earn another leaf for beating this level.

### Hand Level 3

-----

This level is full of Cheep-Cheeps that soar through the sky at you like they so annoyingly did in the first Mario game. Run and don't worry about power-ups. Concentrate on the leaf at the end and you'll make it.

## Airship Level

-----

If you have a P-Wing, use it and fly over the entire level. If you don't, at least have a leaf. The walkthrough below is for those using the leaf or some other power-up.

The level scrolls at an accelerated pace. Don't worry about any of the Rocky Wrenches. Any one of them that you hit should be accidental. Later on, you will have to make running jumps to get to the airships. Make sure you don't get hit by the fire blowers too. When you go in the pipe, take Boom-Boom out to lunch. A lock will open up when you beat the airship level. Go through the first pipe on the first map to access the newly-accessible pipe. Unfortunately, there's a lock on the other side right now.

## DARK LAND 3RD MAP

```
P4--o P6--o--o--o
  |       | |
o--1     F--o P3
  |       |
2-P5--o--o--o--P5
```

## World 8-1

-----

Don't come in this level without a leaf. Get a running charge (kind of difficult in that small space) and fly up and to the right until you see a pipe. Inside are three 1-ups. Slide down the slopes and go in the pipe in the bottom left corner. From there, it will take precise jumping ability to make it through the rest of the level. Use either the red turtle or a Bullet Bill to reach the top of the Bullet Bill cannons, then execute running floats until you get to the end.

Or, for alternate easiness, read Anton Berglin's take on the level: Fly up to the pipe where you get the 1-ups. In that room, charge up your P-meter until it's full and flashing, then jump up out of the pipe. You should still be able to fly upon exiting, and can escape the level without any obstacles in your path.

#### World 8-2

-----

An old archenemy makes his reappearance in this level: the Angry Sun! He's a lot harder to avoid in this stage, as you have to go up and down hills and across a pit with only musical note blocks to help you across. However, there is a way to escape his wrath. Sink all the way to the bottom of the first quicksand pit in the level. You have a choice of going in the pipe to the left or the one to the right. The one to the left has a 1-up, but you could possibly also earn one off of coins if you trek to the right.

You come out of a pipe near the end of the level in any case. Avoid the piranha plants and slide on your butt down the hill if you want to have some fun. Bounce across the pit to make it to the exit, and you'll never have to deal with the Angry Sun! Whew!

#### World 8-Fortress

-----

If you have a leaf, give yourself a pat on the back here. Go in the first door you see and smash the brick wall to the right. (Even if you don't have a leaf, you can get one if you go through this door and go to the left.) Go in the safety hole below the Thwomp and smash those bricks when it's safe. Go as far to the right as you can. You can make it to the end of the level provided that you keep your leaf. Find the Thwomp that moves sideways and go to the left of him. There is a gray P-switch. Break through the brick, hit the P-switch, and go all the way to the right. Stay low so you don't get hit by the spikes when you move along the conveyor belt. Boom-Boom is as easy as ever.

#### DARK LAND 4TH MAP

KC - Koopa Castle

P6--T--o--o--o--KC

#### Tank Level 2

-----

This level is not difficult - standard tank-and-cannon-and-Rocky-Wrench-and-Bob-omb fare. Jump on all the Rocky Wrenches (thankfully the one-hit variety) and avoid all the Bob-ombs. Fortunately, there are no large cannons that fire 10-ton cannonballs at you. The tanks stop when you reach the end. Fight Boom-Boom for the last time and you'll have access to Koopa's Castle.

#### Koopa Castle

-----

Either run past or fly over the statues at the beginning - they fire lethal death lasers at you. Stand at the foot of the hole leading up and you will ride a light blue platform. Force the Donut Lift at right to fall, but hold to the right or you'll fall in a pit and lose a life. Maneuver carefully to the top of the stairs. To the right of the top step is a hidden 1-up.

When crossing precariously along the Donut Lifts above the lava, you want to make sure to make it to the door at the top. This will lead to the room before Koopa. Only the first statue in this room fires a laser, so jump early to scale the figurine. You'll see fireballs coming at you from a mysterious

source ... what game does THAT remind you of?:)

In the next room is Koopa. You can fight this one, or, if you fly over the wall (P-wing only), you can fight a much easier version of him that doesn't blow fire at you. The trick in either case is to get him to fall through the bricks, which you will do by moving when he is about to jump on you. Wherever he jumps first, make that the area where he's going to plummet to his death. All you have to do is avoid his fireballs and get out of his way (although if you duck or are small and he lands on you, you won't be affected - only his top half hurts you). Once you do this three times, he will fall through the floor and you can through the door to see the end. Three or four hammers can also do the trick to kill him. Thanks to Michael Malleson for the top half glitch and hammer idea.

Congratulations on beating Super Mario Brothers 3!

#### COOL SECRETS AND EXTRAS

=====

Since I know so much about this game that is meant to be kept secret and found on your own, I figured I would share the wealth and let you know some of what I have found that will make your experience much better.

#### 28 P-WINGS

Beat the game once and your inventory will be packed to the hilt with P-Wings when you start over.

#### HAMMER BROTHER AIRSHIP TRICK

This takes meticulous attention to detail to make it work. In worlds 1, 3, 5, and 6, you can turn a Hammer Brother into an airship that is filled with coins amounting to about three 1-ups (four if you enter with about 90 coins). Here's how to do it: in any level in the four aforementioned worlds, get enough coins to make the amount a multiple of 11 (22, 33, 77, etc.). Make the next-to-last digit of your score the same as the number in the amount of coins. The easiest way to accomplish this is by smashing bricks. Finally, when you beat the level, the timer has to stop on an even number. If all these criteria are met, one of the Hammer Brothers on the map will turn into the airship! At the end of the airship, you'll have to beat a Boomerang Brother, and you will receive a Starman when you beat him. Not bad!

#### EASIER KOOPA

I mentioned this in the walkthrough. If you keep a P-Wing in the last level all the way to the end, you can fly over the wall to the left and fight an easier Koopa that doesn't shoot fireballs.

#### DIFFERENT THANK-YOU'S

If you are wearing one of the three suits (Frog, Tanooki, or Hammer Brother) when you complete an airship level, you can get a different message of gratitude from the king. They are as follows:

Frog

----

Oh me, oh my! You've been transformed! Shall I change you back with this wand?

Tanooki

-----

Thank you, kind raccoon. Please tell me your name.

Hammer Brother

-----  
Hey, you! Can I borrow your clothes? No dice? What a drag.

#### WHITE MUSHROOM HOUSES

Certain levels will allow you to get special items from a mystical white Mushroom House if you get a certain amount of coins in a given level. Although I specifically denote when you can access a white Mushroom House in a level, I will tell you the levels where you can access them and the amount of coins needed to reveal them. You will get a P-Wing in odd-numbered worlds and an anchor in even-numbered worlds.

1-4: 44 coins  
2-2: 30 coins  
3-8: 44 coins  
4-2: 22 coins  
5-5: 28 coins  
6-7: 78 coins  
7-2: 46 coins

#### CARD GAME PATTERNS REVEALED!

Yeah, you know, the annoying spade with an N that pops up every time you get 80,000 points. Well, listed here are the eight sets of cards that will let you get all the prizes available through this game. Here is the legend for the eight sets:

\*\* Each symbol is composed of three letters.

FLR - Flower                   STR - Starman  
1UP - Extra life               10C - 10 coins  
20C - 20 coins                 MSH - Mushroom

#### Pattern 1

-----

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

#### Pattern 2

-----

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

#### Pattern 3

-----

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

#### Pattern 4

-----

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

#### Pattern 5

-----

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

#### Pattern 6

-----

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

#### Pattern 7

-----

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

#### Pattern 8

-----

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

And finally, how to deduce which pattern you have:

Flip over the fifth card on the first row.

If that card is a 1-up, flip over the third card in the first row. If it is not a 1-up, you have Pattern 5. If it is a 1-up, flip over the second card in

the first row. If it is a Starman, you have Pattern 1; if it is 10 coins, you have Pattern 6.

If the fifth card in the first row is 20 coins, you have Pattern 7.

If it is a flower, you have Pattern 2.

If it is a Starman, you have Pattern 4.

If the fifth card in the first row is 10 coins, flip over the last card in the second row. If it is 20 coins, you have Pattern 3; if it is a flower, you have Pattern 8.

There you have it! That's how to tell which setup of cards you have.

Thus concludes this portion of the Definitive Super Mario All-Stars FAQ.

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## THE LOST LEVELS =====

### SECTIONS -----

- I. Basic Concept
- II. Controls
- III. Item Summary
- IV. Enemy Summary
- V. Level Walkthroughs Worlds 1-8
- VI. Level Walkthroughs World 9
- VII. Level Walkthroughs Worlds A-D

### BASIC CONCEPT =====

Super Mario Bros. Lost Levels is basically a continuation of the first Mario game that we in the States never got to experience when it was first released. This is what people are talking about when they refer to the Japanese Mario 2. What we call Mario 2 and they call Mario USA is in actuality a total rip-off of another Japanese game called Doki Doki Panic (or something like that). Therefore, since we never got to play this game upon its release, these 52 new levels were "lost" to us - ergo, the "lost levels."

Gameplay in it is almost exactly as it was in the original, with minor changes peppered throughout. Again, you travel through a linear set of worlds in order to save the Princess Toadstool/Peach/whatever you call her, facing Bowser at the end of every set of four levels. It is much harder this time around, however. Terrain is tougher to cross due to certain elements that have been added, such as wind and the new, improved, and slightly tweaked springboard. All in all, its spirit remains in the original, and every enemy from the first game is back to get you. The satisfaction you will feel upon beating this game will be great.

### CONTROLS =====

Control here remains similar to the original Super Mario Bros. game, but there are some minor changes needing to be addressed. Since it is a painstaking process to have to go through all the controls from the first

one, seeing as how they are for the most part identical, I will only mention those changes which stand out in this game.

#### Select

-----

-> Choose between Mario Game and Luigi Game at the Main Menu screen. Lost Levels is only one player, and the main difference between Mario and Luigi is that Luigi can jump higher.

#### Tap A

-----

-> If you do this at the moment that you hit the springboard, you should skyrocket into the air, getting a major boost off of the springboard. This only works on certain ones, and is necessary to get through some areas.

#### Start

-----

-> Brings up a menu from which you can continue the game, save and continue, or save and quit to come back later.

#### ITEM SUMMARY

=====

I'll do here what I did in the Controls section. Since all items from the first game are in this one, I'll only go to the trouble of cataloguing those that are new to this game. Since there are only two items new to this game, this ought to be a mighty short section.

#### Poison Mushroom

-----

You'll be able to distinguish this rotten fungus by its blue hue and the faint mark of a frowning skull on it. You will want to avoid touching it at all costs, since you will regress to the next weakest Mario/Luigi form if you touch. That is to say, Fire and Super Mario/Luigi will become small, and small Mario and Luigi will die.

#### Super Springboard

-----

Different from the springboards in the original Super Mario Bros. in that with these, if you tap the A button just as Mario or Luigi picks up his downward momentum, you'll go shooting off into the stratosphere like a fat Italian bottle rocket. Use this extended hangtime to cover large distances while dealing with a minimal amount of enemies. Not only is this a useful technique, it's a necessity for navigating some of the far later levels in the game.

#### ENEMY SUMMARY

=====

Refer to the Enemy Summary for Super Mario Bros. if you need help here. All enemies in that game make a return appearance in this one. Some enemies have new varieties, however. You can, for example, find Bloopers (octopi) in the sky this time around, and their movement is oftentimes a great hassle to your airborne travel. However, there's nothing here you didn't see the first time around, so there's no use in repeating all (unless for the sake of self-indulgence I want to make this document bigger, but seeing as how it's already my largest FAQ ever, I won't be doing that).

=====  
\*\* For the sake of fair play testing, I went through the entire game as Mario. His jumping ability is not as finely honed as Luigi's, but you can still do everything with Mario that you can with Luigi. Therefore, if you can do it as Mario, then surely Luigi is capable of it as well. With that note behind us, we shall continue.

#### World 1-1

-----  
Either jump over the green bouncing Koopa-Troopa that comes your way or let it hop over you as you stand inside the castle door. There's a red Koopa-Troopa caught in the alcove up ahead. Bump the second brick from the left to reveal a healthy mushroom, then bump another brick from the left to make it hop out of the hole. Grab it, then hit the five question blocks up ahead. One contains a Poison Mushroom, so make it turn around or jump over it when it comes back off the pipe.

Jump over the pipe that the Poison Mushroom came back off of and go forward to reveal a hidden 1-up. Just flatten the three Goombas and jump directly up in front of the tree. You'll hit a block that doesn't show up there normally, and you'll already have an extra life under your belt! Cool beans! So then, take the high road once you get over the pit to rack up a few coins, then go down to the brick at the end of the stairs below. It contains several coins. Beat it with your skull a few times to squeeze it dry and return to the upper path. There is another Poison Mushroom in the row of coin blocks below on the other side. Avoid it and make your way right through a battalion of Koopa-Troopas and Goombas. Jump on the pipe at the end and go up onto the bricks. When you land, position yourself so that if you run and jump onto the pipe to the left, you won't skid off into a pit (in other words, put it on the far left side with room to duck in). Squat into it to get to a bonus room with coins in it. You'll come out right by the exit. Run and jump off the top of the staircase to get the maximum score out of the flagpole (i.e. 5000).

#### World 1-2

-----  
Fall in to the ground below and jump over the bouncing green Koopa-Troopa, then run and jump over the pit before you run into the block. At the top of the steps, go to the far right end and jump to reveal a mushroom or a flower, depending on your current state of affairs. If it's a mushroom, follow it to the end where it falls off and grow when it comes down. If it's a flower, Mario won't be able to reach it, but Luigi can barely touch it if the running jump is right. When you have either item and you're on the other side of the low-reaching wall, jump up to the top from the pipe and run across the level, leaping over gaps as required, until you reach the platforms that rise slowly. There is an invisible block to help you reach the top if you need to. Bouncing off the Buzzy Beetle should help you get to it.

Once you reach the platforms, go down into the pipe against the wall if you want to find the outside world and end the level. If you don't and you want to go exploring a little bit, keep reading.

From one of the platforms going up, take a running jump to the brick ledge above the pipe and then go over the large wall. Drop to the bottom. You can go in the short pipe and explore some more, or head to the right to find a warp zone to World 2. There's an important note up ahead about warp zones, and you need to read it if you intend to reach some of the later worlds.

If you choose to go in the short pipe, there are three question blocks up ahead. The one on the right will contain a flower/mushroom. It's easier to

get it if it's a flower. Jump to the platform to the right that dips when you stand on it. It may be difficult to time this against the emergence and regression of the piranha plant in front of it, so be ready to do some shooting to claim your flower still. Keep going until you come to a low-reaching wall over a narrow pit of lava. Run and slide under it if you are large, jumping as you slide to break bricks to avoid falling into the lava. Ahead is a short pipe that will circle you back to the main level, and ahead is an enormous wall in front of a small pool of lava. Jump while standing by the lava to reveal a question block. Jump on that one and scoot to the very right edge, as far over as is allowed. Jumping reveals another invisible coin block that'll set you over the wall. Run to the right and you'll find a warp zone leading to World 4. That's all the possible ways to beat this level, but there's a note ahead for anyone interested in the way warp zones work in this game.

=====

E X T R E M E L Y   I M P O R T A N T   W A R P   Z O N E   N O T E ! ! ! ! !

-----

The thing about warp zones in this game is that, unlike in the first Super Mario Bros., they're not always a benefit to your fellow plumber. Many warp zones in this game can be quite deceptive and lead you back, some even as far behind as the first world! There aren't any like that in this level, thank goodness, but they are still a force to be reckoned with. It takes a lot of trial and error to figure out where the warp zones are, but even using them can be a fatal mistake if you're looking to explore everything there is to see in this game.

In addition to sometimes sending you backwards, using a warp zone anytime during the game - even once - bars you from accessing the mystical World 9, a set of levels so difficult it gets its own special section in this walkthrough! Also, you must not get Game Over once in order to access this special world. No continues and no warp zones (you can save and quit, though) means you'll get to play this special world once you reach it. If this condition is breached, you will be transported directly to World A when you beat the World 8 castle.

That is all.

=====

World 1-3

-----

This is a fairly short level, so do what needs to be done and no more. Go forward and jump to the tree and the tipping scales in succession. Make the one on the right high enough so that you can get to the tree with the six coins on it. Drop below and try to stomp on the Blooper floating through the air if you can. At the next high tree, keep going until you meet another Blooper. Pounce on him from above. The next few trees should keep rising until they lead to a mushroom/flower. Get whichever item comes out and jump from the next tree to the moving platform. Tip the scales so the platform on the right is high up, but not so high that it falls. Jump from there to each tree all the way to the exit, which leads to the first of many castles to come.

World 1-4

-----

If the question block up ahead ends up giving you a flower, don't go to any lengths to get it. Only jump out to the next ledge if it's a mushroom and it falls in the line of your jump. Avoid the Firesnakes more easily by taking the high road, then run and leap to the stairs leading up to the narrow corridor. Kill the Koopa-Troopa with a fireball if you have fire-shooting

abilities, otherwise ignore him totally. At the end of the hall, Bowser will start breathing ultimatum fireballs. Leap over them and head for the thin pillars that lie just before him. When you reach him, either leap over him and take the key that holds the bridge in place to make him fall in the lava, or bombard him with an array of fireballs if possible. If you kill him with fireballs, he'll turn into a Goomba and fall in the lava.

But our Princess is in another castle.....

#### World 2-1

-----

Go forward through a barrage of Koopa-Troopas to three question blocks. The middle one contains a mushroom/flower, so you're guaranteed some kind of growth at the beginning of this level. From there, go to the stairs past the pond and hit the middle brick in the arrangement of three above. A Starman will come out. You won't be using it long, since there's a pipe below the jutting portion of this ledge that you can enter. Jump and hold left ever so slightly to make it there. Go in and get the coins and then leave.

Wait for the Piranha Plant to go back into its pipe before jumping to it. Walk along the top of the tree and ride on the platform cruising on top of the water below. Ignore the super springboard and ride the next raft as well to the next area. In the row of bricks above the pipe, there is nestled a beanstalk. Find it and climb it to access a bonus area full of coins or skip it and move ahead to the next area mentioned.

Your time will start to wear thin once you leave this bonus stage, so move quickly. Don't hit the first question block - it has a Poison Mushroom inside of it. Take the other three and get a running start before you boost yourself off the super springboard. If you boost off of it and make it to the three-block ledge high up in the air past the water, there is a hidden 1-up up there, but only if you don't take the beanstalk earlier. Whoops! Guess I should have mentioned that. Sometimes this walkthrough is as deceptive as the game itself. After you reach this hidden extra life, it's not a far journey to the exit.

#### World 2-2

-----

Normal jumps can be used to get to most of the staircases and pipes past the water in this first area. Focus on jumping over or stomping on enemies as you go by, and keep going until you get to the very first brick you find. It should be suspended over a thin pillar that is two blocks tall. In it is a Starman. Use it to haul butt over to a multiple-coin brick and, above that, a mushroom or flower. When you've gotten both of those rewards, go in the pipe behind those blocks to access a coin room. Come out once you have them all.

You can't get past the large expanse ahead with just any old running jump. There are invisible blocks scattered about to help you make the long leap from the short pipe way above. Once you find the first one, the second is not far above it to the left. Luigi can probably make the jump to the pipe with one block, but Mario will need both to make it. Upon reaching the platform at right, make the short trip to the end of the level.

#### World 2-3

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Like the third level of the first world, this one is pretty short, but now you have wave after wave of arcing Cheep-Cheeps to deal with. Their appearances are random, but move slow and steady and be on the lookout for any that could pop up to shrink or kill you at any time. Move along until you reach the four question blocks divided into two rows of two. The one in the

top row on the left should give you an opportunity to get big or gain fireballs. Continue forward past some tricky arrangements of Koopa-Troopas and flying Bloopers. Once you reach a certain point, the Cheep-Cheeps will stop coming, telling you that you're near the end of the level. Run and jump from the edge of the highest tree to get 2000 or 5000 points and access to the second castle.

#### World 2-4

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Do what you will with the green Koopa-Troopa, then try carefully not to fall into the lava below as you work your way into the hallway below. Your best bet, if you're big, is to stomp on a Goomba who's on his way into the lava and using the subsequent boost to reach land. If you're small, wait for them to fall and then hold right as you fall.

Past that point, you'll walk into a large open room where a few green turtles walk at you. Get a running leap off the Firesnake at the edge of the pit and go upstairs. Take the low road this time around, which makes it especially easier if you're small Mario/Luigi. If you're large, skid to avoid swooping Firesnakes and jump through to the second large open area when it's safe. Bowser doesn't fire any warning shots this time, you just reach him. If you have fireballs and you take him down with those, he turns into a green Koopa-Troopa shell. If you're small, use the old over-his-head technique to seize the key and take the bridge out from under him. There's also a coin block to be found in here, in case any Stalwart Explorers are interested.

But our Princess is in another castle.....

#### World 3-1

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Just ahead, you'll meet Hammer Brothers for the first time. If you're small and need to get around them, the fifth block from the right on the bottom row contains a Starman. Run recklessly with it, but don't die. As you run with the Starman in your possession, it's likely that you'll come across the first silver pipe. Inside is a coin room with a row of coins centered around a Bullet Bill machine. This coin room is all fine and dandy, but DON'T GO IN! Once you leave, you'll find a warp zone that takes you back to World 1. And in all reality, this one screws you twice: you go all the way back to the beginning of the game, and you can't reach World 9 because you took a warp zone! Therefore, AVOID THIS PIPE LIKE THE PLAGUE!

Starting from that pipe, go forward. You'll notice another pipe that you can't reach at this point. You'll never have any use for it, so it's best to move forward. It is in reality an exit pipe linked to a pipe farther ahead, and therefore you're going in circles if you take the pipe up ahead. You'll know which one I'm talking about when I get to it.

Jump on each of the three vertically flying red Koopa-Troopas to reach the ledge with the Bullet Bill machines on it. Don't go below and get caught in their crossfire, because that could lead to a very nasty situation. Go ahead and focus on the tall pipe to the right. If you bounce on the red flying Koopa-Troopa when he's low enough, the momentum will cause you to hit your head on an unseen 1-up block. Get up to the pipe quickly to grab it, because it will roll onto it and then off into the pit. Skip the next several pipes (the second one is the one that sends you in a loop) and find the super springboard. Use its momentum to assure yourself a comfy high spot on the flagpole.

NOTE: You can use the springboard's heightening capabilities to send you past the flagpole, but it will only lead to the World 1 warp zone I mentioned

earlier. And you don't want that.

#### World 3-2

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Ah, our first water level. Take a dive into the deep blue sea and deal with the Bloopers with firepower if you possess it. If you don't have the ability to shoot fireballs, you're in for a world of hurt, because you'll have to deal with them, a variety of Cheep-Cheeps, and a current that seems to change direction every two seconds. Don't get any coins near the bottomless pits if you don't have to. There's usually a current down there to suck you in. Stay down on the low ground whenever possible, and swim very high over currents unless you're a master tapper of the swimming button. A fireball will prove invaluable here, but there's really nothing to do except avoid all the deep-sea creatures and make it to the exit. Very straightforward, yet moderately difficult. Be sure to take a large leap from the top of the stairs at the end to secure more points.

#### World 3-3

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Move forward along the one-way path until you reach a short pipe at the top of a tall tree. Tip the scales past it in your favor, then stay along the high road until you come to the very low tree past the second set of weighty platforms. Jump up to the next one and kick the red Koopa-Troopa's shell off the top, then make a series of running jumps to a tree sitting before two pipes. There are two invisible coin blocks above you that allow you to travel the upper path once more. (You can't go in either of the pipes ahead.) Use the red Koopa-Troopa to the far right in front of the flagpole to give yourself that extra tiny boost to the 5000-point region of the pole.

#### World 3-4

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This is one of those looping castles where if you don't take the correct path, you'll end up winding your way through it forever and you won't ever get to Bowser. Don't make it to Bowser, and your time runs out and you start the whole shebang over. So, while we're here, let's see if we can't get it right the first time.

Run off the ledge you start on without jumping and I swear you'll make it past the lava. Jump onto the pipe, then drop off and take the bottom road. You'll hear a tiny "ding" sound, meaning you're already on the right track. Follow this walkthrough's instructions and you'll be hearing a lot of these little "dings."

Now what really sucks about this next part is that you have to be small Mario/Luigi if you ever want to hear the "ding" noise again. Let the piranha plant in the pipe turn you little and then make a mad dash along the ground level until you hear that reassuring chime. Next, jump to the tall pipe in front of you. Hop up to the lone brick to the right and then fall to the next pipe and then the bottom row. Look around in the air for some invisible coin blocks. Once you've uncovered four or so, hop onto them and take the top road. You should, once again, hear a chime indicating you're on the right path.

Take the top path and you'll hear the last chime you need to access Bowser. Fall from the top plateau to the bottom and then up to Bowser's level. Run and leap over him and take the key out of socket before he even has a chance to blow one fireball.

But our Princess is in another castle.....

#### World 4-1

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As in the first Mario game, you'll meet Lakitu for the first time in the fourth world. Run past his Spiny ammunition and he should back off shortly. Notice also that there are red piranha plants here, the fundamental difference between them and the green ones being that they won't hold off on coming out of a pipe if you're standing next to it. They won't come out if you're on top of the pipe though.

As I was saying, the first Lakitu should go away at the point with a long row of question blocks, the last of which contains a safe red mushroom. Get it, then take a running jump that'll land you directly on the springboard. Still holding Right and Y (or X), get over to the other side. This springboard, you see, doesn't have the propulsion power of many of the others you've come across, and it takes a confident landing and an equally confident jump to make it across the water.

At the foot of the tall staircase, Lakitu returns to haunt you yet more. Stomp on him when you're at the top to get him off your back. Continue forward until you find three pipes side by side on a row of six coin blocks. The two before them contain a flower and a coin. You might need that flower if you're big (or that mushroom if you're small). Don't worry about the pipes. They don't contain anything that's worth your time. Hit the ground and go forward past Lakitu, who again should have returned by now. In the brick past the coin block is a beanstalk leading to a bonus game. DO NOT CLIMB IT! Once you return to the level, you'll be set farther back than ever, and at this rate you don't need that. Skip it and find yourself at the end of the level. There is a tiny hole in front of the flagpole; make sure that you don't fall in it while jumping for the pole.

#### World 4-2

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Don't go for the question block wedged between the mess of Bullet Bill machines at the beginning. All it contains is a mushroom/flower, and there's an easier one to get up ahead. Don't mess with these five ne'er-do-wells, but instead go for the Starman in the brick next to the two question blocks. If you're fast enough with it, you ought to be able to rid yourself of the Lakitu that pops up here in a second. Even if you can't, you ought to be able to run fast enough with it to leave him in the dust. Since getting rid of Lakitu is probably as much as you're going to be able to do with that Starman, we'll start from the point where it will likely start to dissipate.

Watch out as you jump onto the tall pipe. As you recall, the red piranha plants won't stave themselves off if you stand next to the pipe. Run and jump on it when it's safe, then go stand on top of the Bullet Bill launcher below and jump in the cramped space if you're small to reveal a mushroom. Follow it as it rolls across and get it on the other side. The brick suspended dangerously low over the narrow pit is a multiple-coin brick. Chances are you'll only be able to get one coin out of it, and your worries are better spent on the Hammer Brother on the ground in front of you. Study him and stay close to him, then run under him when the opportunity opens up to you (or better yet, if you have a flower, flick a fireball at him). Move ahead and stay on the low road. The next Hammer Brother is situated over a series of coin blocks and two pipes. Wait for the piranha plant on the left to go in and then enter his pipe.

Grab the coins in the room and come out on the other side, safely away from the Hammer Brother. From here, all you have to do is jump ledges until you're at the flagpole.

#### World 4-3

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Take the biggest running jump you know how at the beginning, then wait until the moving platform is near the stationary one to spring up to it. Move along the variety of ledges in the path until you get to a tree sitting just behind a red vertically flying Koopa-Troopa. Run and jump off to the right, using the next Koopa-Troopa as extra momentum towards reaching that next ledge. Ignore the springboard and use the horizontal-path platform and the mushroom/flower block to get to the next part.

When you hop up to the higher tree of the two ahead and then to the sinking ledge, Bullet Bills will start coming in from random Y-coordinates from the right side of the screen. From the shifting scale-like platforms, stay along the high road to gather up about eleven coins, then drop down to the bottom and to the edge, where they will stop coming at you. Get a good headstart and make speedy leaps to each successive tiny block, and you'll reach the top of the flagpole and the fourth castle.

#### World 4-4

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Run straight down from your standpoint on the steps. Avoid the extremely long Firesnake unless you're feeling gutsy. In the third question block from the left is a mushroom/flower. If you were able to get a mushroom in the last level and keep it somehow, a flower will do you good here. Go above the really long Firesnake when it dips below and bypass it enough that it disappears. Take out the three Goombas in the corridor and then hop down each successive ledge, avoiding the large and small Firesnake, until you're at the bottom floor.

Here, you'll have to make a very tricky leap, and the three green Koopa-Troopas don't make things any easier. Do away with them first, then make a brave jump up on top of the block that the Firesnake is on when it's away from your jumping area. Leap to the top and ride the small elevator down, but not too far down (it's a down-only variety, if you get my drift). It can be tough to leap to the safe ground here, because holding right and running into the wall means you probably won't make it there, but will instead plunge into the lava. You'll probably have to make the ledge sink a little farther than you're comfortable with to successfully seal the jump.

Ahead, go under the Hammer Brother if you don't have a flower equipped. Then, for all practical purposes and to make this level a lot easier, stay totally on the bottom path for this part up ahead. Bowser's fireballs will start to invade the premises when you get to the edge of the lava. Since the ledges are so short, the jumps to Bowser will be hard to execute properly, and you'll probably skid into some lava on accident a few times. Once you do reach Bowser, beware of the Firesnake on his bridge. That low-reaching column, which he's not likely to come out in front of to make things easier on you, is best dealt with if you have a Fire Flower. If you don't, attempt to run under him as he jumps instead of trying to bound over him. If you manage to kill him with fireballs, he shows himself as a Spiny. Once again, not the real Bowser - only a poor decoy.

But our Princess is in another castle.....

#### World 5-1

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Kill as many Buzzy Beetles as you can with the first one's shell, then jump methodically through the mess of red piranha plants up ahead (unless you have fireballs somehow, then you can kill them each as you come to them). Go past the Bullet Bill machines stacked on top of each and duck into the first

silver pipe you see after that. If you're small, it will be easier to get to the coins in the bonus room than if you're tall. But if you're tall, go ahead and crack the bricks with your skull skills. There is a flower and a multiple-coin brick hidden in this room as well.

Come out and ascend the large stairs on your right. For the first time, you will deal here with a phenomenon heretofore unseen in a Mario game until this point or since then: wind. The wind pushes you forward, so use this advantage to run and jump to each ledge up ahead without plummeting into the pits. After this, things become pretty straightforward. Keep going until you find a group of red flying Koopa-Troopas. In the bricks beyond them is a beanstalk. If you don't want to use warp zones, you would do well to skip it, since ultimately you'll find yourself at a pipe leading to World 6. If you feel you need the boost, take it, but that means no World 9 for you.

Going from the brick containing the beanstalk (in case you choose not to take it, and in the interest of time you probably shouldn't), go forward until you come to a large, seemingly uncrossable wall. If you remember the area leading to the warp zone that we covered in World 1-2, you'll know what to do here. Whether you're playing as Mario or Luigi, give yourself some running space to get up to that first coin block. The second one is located just to the right above the first one. Run along the top of the wall, then use the pipe opposite the flagpole to get to your 5000-point ride.

#### World 5-2

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If you're large Mario or Luigi, you can skip over this entire level just by going across the top of it. When you get to the first set of six question blocks, jump on top of them and crunch a brick, then get started on your free ride. You'll have to use the elevators going up and down a bit strategically, but all in all it's easy this way. If you decide to go on past the pipe that leads outside, you'll get to a warp zone that leads to World 7. Even if you don't have the luxury of living large, there's nothing noteworthy about this cave level. All you have to do is avoid the piranha plants and Koopa-Troopas up to the very end. Making the last few jumps can be difficult due to the wonky arrangement of bricks and pipes with red piranha plants in them, but this isn't really a difficult level. Face the music and move on.

#### World 5-3

-----

If you don't realize what's going on when you start this level out, you soon will. Riding the platform a few times, you get the impression that you're going in some kind of endless loop - and you are! You have to get to the short pipe located near the two flying red Koopa-Troopas. When you get to the tree located before them, jump off the moving ledge and use the momentum that you get from jumping on those two to make it to the pipe. You'll be rewarded with a bonus room, at the end of which is a multiple-coin brick waiting for you if you are large and can break the brick below it.

When you come out, you're no longer in the endless loop scenario, but you will have to deal with random Bullet Bills shortly. Make sure that you tip the ledges on the rope enough so that you can get to the high road. If you stand at the tip of the tall tree with five coins on it, you should see a moving ledge barely come into view. Take a normal leap (no running) from the edge of the tree and you'll land on it. Once again, you'll have to use a Koopa-Troopa's back as a stepping stone to get to the ledge, so do it again. Afterwards you'll come to a series of sinking platforms, at which point the Bullet Bills will cease to accost you. Go from there to the flagpole, which you'll have to run and jump to reach if you want the macho points.

## World 5-4

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Definitely the hardest castle we've come upon thus far. Run off the stairs and the next ledge that you land on (you will make it there). This next part is one of the trickiest in the whole of the castle. Making these jumps is difficult because of the offbeat appearances of the Podoboos and the Firesnake ahead that moves clockwise. If you run and jump to the tiny corridor where the Firesnake moves clockwise and duck and slide as you land, it should miss you if you're large. Jump on the brick for a safe spot (it contains a mushroom/flower, but getting it is really risky) and continue when it's okay to do so.

Jump across the thin columns, then make a running jump to the ledge near the ceiling with coins on it. Time your fall correctly so that the Firesnake doesn't get you (this may involve LOTS of jumping). Go across the series of alternating blocks over the lava, then take the high path when you come to the next batch of Firesnakes. Stay the course until you reach Bowser, who turns into Lakitu if you pelt him with enough fireballs. Touch the key, all that, you know the routine by now.

But our Princess is in another castle.....

## World 6-1

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The first two alcoves with brick floors contain a few treats. Knock the Buzzy Beetle out of the first one to find a flower/mushroom in the first brick. With that, you can get the Starman out of the other. Run far enough to kill the Hammer Brother you find, and you'll be at a tall pipe that you can't jump over. There's an invisible block next to it that will help you get over it.

Go ahead and jump from the low-placed Bullet Bill cannon to the staircase ahead. It's good to have a flower up ahead. You'll need it to get through the Hammer Brother and two piranha plants. If you don't have one or you don't feel very confident in your ability, chance it and just run through them all. Odds are you'll take a hit this way, but you have to continue some time.

Up ahead, you can find both a normal mushroom and a poison one in the row of question blocks above. Follow the good mushroom to the staircase ahead and prepare to face some wind. You can cheat your way out of having to go with its flow however. Stand on the platform that sinks under your weight, and when you are at the point where you are just about to hit the bottom of the screen to your death, jump to the pipe. You should make it, and you'll enter a water area upon ducking in.

Stay on the low ground of this water area, allocating as many coins as you can and keeping your eye open for the down-elevators that will shove you down into the current, which you don't want. When you come out, you'll have to make a few tricky jumps across some pipes with red piranha plants in them. Time them just right so that you don't die, and when you reach the tallest of them, run and jump to secure more points on the flagpole.

## World 6-2

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Unless you are a very good swimmer, navigating the first few parts of this level is going to be a real toughie. Go over the coral walls and around the Bloopers as much as possible, then stay low in the current (one of the few times I'm going to recommend this) to stay away from the myriad Cheep-Cheeps swimming at you at a variety of velocities. Get to the elevators, then proceed forward to the part where you have to swim low in the current to go through. If you hit your head on the coral stalactites, chances are you'll

knock yourself into the current and die. Following this is a large block with coins on its underside. Do not risk going for this, as it's highly likely that this too will lead to your death. Follow the path to the end of the level from here, taking the middle path in the tunnel.

#### World 6-3

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No time for dilly-dallying here - the Cheep-Cheeps tend to arc upward in sets of four, meaning you'll constantly have to be on the move forward to avoid their wrath. Use the red flying Koopa-Troopa both for hitting the question block above him and making it to the next ledge. You'll be rewarded with a mushroom if you accomplish this. If you make it to the next brick unscathed, a flower is your reward. Make the running jump to the next tree, and from here find the turtle floating in front of the very high tree. DON'T KILL HIM WITH YOUR FIRE FLOWER OR YOU CAN'T MAKE IT UP THERE! Use his momentum to achieve the three-point landing, then make the leap to the flagpole, using the Koopa-Troopa in front of it as necessary.

#### World 6-4

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In this looping castle, jump over the first pipe and take the bottom path while the extremely long Firesnake is up above you to hear that reassuring "ding." Make it past him and the Hammer Brother up ahead, then leap up to the top path and run across it, making sure not to meet with the business end of the Podoboo. Take the lower path when you jump over the next pipe and time your leaps so that the red piranha plants don't get you too easily. Make a running jump to the next Firesnake when he's out of your way. If you look very closely, you can see a ledge moving back and forth in the lava below. It's hard to see because it blends in so well, but trust me, it's there. Jump from it to the lone block housing the Firesnake, then make your way to the top row (no small task). At the hole where the Podoboo shoots up, drop down to the bottom row. Wait for the large Firesnake to bypass you before you go on.

At this point you'll start hearing and seeing Bowser's fireballs coming at you. There's another ledge nestled in the magma pool. You'll have to run and jump from it to the next ledge, which leads to the winding corridor in front of Bowser. Notice that he throws hammers now, so going under him is a far wiser strategy than leaping over him and taking the key. If you've managed to hang on to a flower thus far, pelt him with fireballs from a distance to turn him into a dead Blooper. If you don't have one, bide your time and run under him when the opportunity presents itself. Watch out for the Podoboo as you move across the bridge. With that, you should be all set to proceed to World 7.

But our Princess is in another castle.....

#### World 7-1

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The wind starts to pick up awfully early here, but it doesn't get too bad until you have to start dealing with Cheep-Cheeps at the same time as well. Keep on the high road and use the Koopa-Troopas combining with the jumping boost the wind gives you to make it to a higher-up pipe leading to a coin room full of piranha plants. Get the coins and leave.

Coming out, enemies become more sparse - a green Koopa-Troopa and a few Goombas here and there - but the wind starts blowing again. Mostly you need to just avoid the enemies until you make it to the pipe at the very end. Go in and find a second coin room (remembering to locate the multiple-coin brick at the end if you're blessed with largeness). When you come out, the Hammer

Brother moves at you really fast. Jump over him or take him out with fire (if you have it), then take the short path ahead to the end of the level.

#### World 7-2

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You might recall that once you see the platform that keeps moving that this is going to be a level that goes in an endless loop if you don't find the pipe that takes you out of it sooner or later. You'll want to get the mushroom on the path ahead if you expect to get any coins out of the coin room (and remember, there's a flower in the ceiling in there). Use one or both of the Koopa-Troopas to reach the coin room, then prepare yourself upon leaving. You should have a Fire Flower at this point, so prepare to brandish it.

When you come out, get ready for a very uncommon sight - Firesnakes in the outside world! Lakitu also flies low to the ground here. This is rare, so take the time to stomp him out before he unleashes too many Spinys. Afterwards, you'll locate a few platforms that sink under your girth (Lakitu stops appearing here). Jump on the red Koopa-Troopa's back to get to the tall pipe, from which you can run and jump to the flagpole. These World 7 levels are short, are they not?

#### World 7-3

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This level is all about super springboards. You're going to have to get a good boost off of them, combined with the gusty high-speed winds involved, to get from one to the next. Since you can't see yourself on the screen during one of these mega-jumps, you'll have to estimate where you're going to land and control yourself just so. Once you get to the sinking platform, you can use it if you're small in conjunction with the wind to grab up a mushroom (you can't get it if it's a flower, it's just set up that way). Drop from here to the low trees and jump from the pipe to the next springboard. There is only one more after this one, and then you'll have to make some difficult jumps from Firesnake block to Firesnake block. When the wind finally does subside, it's but a few mere feet to the exit.

#### World 7-4

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Avoid the Firesnake by passing through him as he swoops below, then drop to the ledge moving back and forth. It's hidden in the lava once again, so look at it, study it, and fall when it's okay. From here you'll have to jump across five sets of elevators moving down. Only jump from the last one when you are low and won't run into the wall. Go past the next Firesnake and stay along the top row so that you don't have to deal with a batch of Buzzy Beetles bumbling at the bottom. (Woo-hoo! Alliteration!)

The Firesnakes ahead appear unavoidable, and it can be troublesome to get past them because it appears as though you're going to have to take a hit. Not so. Duck in the lower right corner that the two of them swing by and you shouldn't get hit. You can now carry on to the sight of Bowser's fire breath. It takes a few running jumps timed just right to get to him. He should be easier to get past, but mind the Firesnake on the bridge. When it swoops under, pass it and get close enough to him that his hammers don't reach you. Then, when the opportunity presents itself, go in for the key. If you kill him with fireballs, he turns into a Hammer Brother.

But our Princess is in another castle.....

#### World 8-1

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In the long row of question blocks, you can find both a mushroom of the healthy variety and a mushroom of the venomous variety. The healthy one is near the middle; the poison one is the second one from the right. You'll face more wind coming from behind you ahead. Use it and normal jumps to get to each ledge. Don't rely on it to get you past the three Koopa-Troopas hovering over the pit though. It stops there, and you have to use them to get there. Maneuvering around the Bullet Bills is a trifle difficult, but once you're past them, the action really starts to pick up.

Go on ahead to the pipe next to the two short columns. Run off them and get a short extra jump off the Koopa-Troopa. Ignore the brick, it's too hard to mess with anyway. Go past the Hammer Brother when the time is right, then take the high road using your best long jumps. They should lead you to a multiple-coin brick by a pipe, which is not too far from the end of this level.

#### World 8-2

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Use the sinking platform as an aid to get to what's in the brick above it - namely, a mushroom. Use this and you'll have a lot easier time playing through this level. Trudge through the myriad Buzzy Beetles and Koopa-Troopas; eventually wind will come into play. Use the springboard ahead (it doesn't have super-jump ability) to get over the water. You might think you'll need to land on that thin column in front of it to make the leap, but in fact if you hold the run button as you jump, you'll find you won't. If you keep going from this part of the level to the end pipe, you'll think you're making it somewhere, but in fact you'll find yourself in an endless loop. The key is in the red Koopa-Troopa just before the first Hammer Brother (above which there is an invisible block containing a poison mushroom). Use him to hit the brick above him - you'll find a beanstalk. This will take you to a sky portion of the level, which is the level's true end.

#### World 8-3

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Again, Lakitu's latitude is lacking (more alliteration!), so use the first chances you get to put him out of the picture. He comes back with alarming frequency though, so be on the lookout for him. Don't use the Koopa-Troopa at the first springboard as an intermediary to the sinking ledge. Just go straight to it and hit the next set of ledges. Enemies become sparse from here except for a group of Hammer Brothers. Go under them or shoot them with fire. You should come to two ledges on a rope that seem impossible to jump to. There is an invisible coin block and, in front of it, an invisible block with a poison mushroom. Let that roll off into oblivion, then give yourself plenty of room to get up to the used blocks. Run and jump to the tilting platforms. Tip them up enough so that you can get to the two-block ledge high up in the air, and from there to the flagpole.

#### World 8-4

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Drop down to the lower area so you can successfully run and jump across the lava. Squat and slide when you get there to go under the Firesnakes in case they're low enough to injure you. Go over the lava and past the Podoboo and the Firesnake (easier said than done). Once safely across, use the Koopa-Troopa to get to the pipe under the ledge. Go in and navigate the water area to come out near another pipe. Curve around when you go off the ledge and enter it.

When you come out, go on top of the question blocks instead of under them (you'll see why if you haven't already figured it out). When you find the platform floating in the lava, wait until it reaches the far right end of its

trajectory, then run along the bottom and jump to where the long Firesnake is. You should hear a "ding," meaning you can safely go forward. There is a long corridor here, and when you get to the end of it, you see a red and a green Koopa-Troopa criss-crossing each other. Run and jump at the right moment to get a boost of both of them. If you're small, you'll want to get the mushroom in the invisible block above the pipe before you proceed.

Ahead is a fake Bowser. DON'T FALL IN THE PIPE IN FRONT OF YOU! You can't jump out because of coin blocks and it's hard to get back to where you were from that point anyway. If you have a flower, pelt him with fireballs rapidly while standing inside the arc of his hammers. This isn't the real Bowser, like I said; after you bust him, run ahead. Use the sinking platform and avoid the piranha plant, then jump on the Buzzy Beetle and knock him back behind you. At the next stopping point is the real Bowser. Getting past him is VERY hard - he blows fire and throws hammers! Find a hole in either method of his and take the key, or get him with the fireballs should you actually have them at this point. Either way, he doesn't turn into anything (he's the real deal!), and you get big-time smooches from the Princess for saving her.

Now, if you went all the way through the first eight worlds without the aid of warp zones or without dying and having to continue, you'll get to play four levels of the hallowed World 9. If you didn't make it this far without doing that (which is admittedly very hard), you'll skip directly to World A. However, this next section is for people who are absolutely sick to death of dying on World 9. It's so hard, it gets its own section!

#### LEVEL WALKTHROUGHS WORLD 9

=====

##### World 9-1

-----

It looks like this is going to be a warp zone at first (and oh, a cruel joke that would be!), but it's not. It leads you straight into one of the trickiest water levels ever conceived by the hand of man.

The current is so strong pushing down on you at the beginning that you can't even get what is in the question blocks below the Bullet Bill cannon, which isn't operational, thank goodness. Swim ahead to the elevators - I can feel your disappointment, yes - and through the winding pipes with the piranha plants in them. Don't be scared of Lakitu - he can't throw his Spinys when he's underwater, but you can't jump on him either, so it's even. Swim past him and avoid being on his level at all costs. From here on out, if you stay near the top of the water, you should cruise on through the rest of this level to the flagpole (yes, the flagpole). Okay, so maybe this level wasn't so much difficult as ... quirky, but there's still more to come!

##### World 9-2

-----

Okay, so maybe I touted this world's difficulty a bit too much. This level is unforgivably easy. All you have to do is swim under Lakitu and a bunch of piranha plant pipes at the beginning. He can release his Spinys now, so you're in a lot of trouble if you end up right under him and he lets one fly. The ceiling at the beginning is almost 100% of what makes this level a chore. Once it's gone, you can cruise along the top to the end, considering how much Lakitu seems to be bogged down. Again, way too easy, even if you're small.

##### World 9-3

-----

This level can be difficult because its theme really throws a lot of people off guard, but if you're focused and doing what you need to do, this one is a cinch as well. Take either path that you want at the beginning. Its layout can lead you to believe that it will loop endlessly if you go the wrong way, but it doesn't. The springboard is totally useless, so skip it and make a big leap to the brick on the platform over the lava. Climb the resulting beanstalk to play a short little bonus round. When you fall, jump up the stairs above, then go up to the bricks that comprise the ceiling and run across them (you'll have to jump once). Taking this absolute highest path lets you avoid Bowser totally and gets you some prime real estate on the flagpole.

#### World 9-4

-----

This level is just meant to be a congratulatory level, though the congratulatory message is obviously written in Japanese lettering (if anyone knows what it says for real, e-mail me - I have a feeling it's a congratulatory message - yeah). Just cruise over the top to victory and World A. I have a sinking feeling - the one that tells me that I've played this many times and I should have known this wasn't this hard ... ah well, it was still fun while it lasted.

#### LEVEL WALKTHROUGHS WORLDS A-D

=====

NOTE: If you die at any point during a level in Worlds A through D, you will start back at the very beginning, no matter how far you've gotten.

#### World A-1

-----

Bump the Koopa-Troopas out of their spots in the little chamber by hitting the blocks farthest from the narrow opening. The space in the top is really an invisible block with a mushroom inside. Grab it and go forward to the next spot with the three green Koopa-Troopas. The brick in the upper right corner contains a beanstalk. Climb it, play the bonus game, and come back down. That brick you land next to has a 1-up in it - convenient.

Keep going forward from there until you reach five question blocks in front of two rows of bricks, on top of which there is a pipe. Two Hammer Brothers will come swiftly at you here, so jump on top of the blocks and make a running jump to the pipe overhead. You won't get anything out of the bonus game unless you're big, and you can get a flower in there. When you have that and you've avoided the poison mushroom in the joint, go through the pipe to the outside world. The flower will be handy for killing the piranha plants and Koopa-Troopas that block your forward progress to the end of the level.

#### World A-2

-----

You should still have retained your largeness from the last level (it wasn't hard to, anyway), so use the springboard and bounce so that you break one brick to the right of it. Bump the one just above it next and a 1-up should fall to your level. Now, take the high road for the short distance that you can.

There's a mushroom/flower in the row of bricks below, and getting it will help you immensely. Get it and jump to the platform moving the short distance left and right. Stand on each piranha plant's pipe to keep it from getting you, or shoot them with fireballs to kill them. Go to the top of the stairs ahead and break a brick. From here you can skip right to the end of the

level. Since using warp zones doesn't affect your forward progress anymore, you can take the one leading to World B past the real exit pipe, or you can take the real exit pipe if you're a purist and must explore every level.

#### World A-3

-----

Wind and Cheep-Cheeps are a deadly combination in this level. Keep going forward and you should stay completely ahead of the Cheep-Cheeps, who come in behind you most times here. The wind will stop when you get to the floating Blooper, who is easy to take out with a stomp on the noggin. Fortunately, this level's extreme lack of length makes it an easy one, and when you get to the end, get as big a boost off the springboard as possible for the maximum score. There's honestly not a whole lot to this one.

#### World A-4

-----

Jumping across the Firesnakes here isn't a real big thing, but you have to watch out because the long one (the third one) can still reach you while you stand on the question block containing the mushroom. Keep going until you have to jump the columns between Podoboos. Normal jumps will do for the entire distance. When you get to the bottom, run forward and anticipate the Bullet Bill shots, but don't overanticipate them, if you get what I'm saying. When you get to the one by the lava, Bowser starts to breathe his trademark fireballs. The wall near the key makes it hard to jump and get past him, as do the hammers he throws, but as usual, if you're small, stay under the arc of his hammers and run under him when he leaps. He'll turn into a red Koopa-Troopa if you slay him with fire.

But our Princess is in another castle.....

#### World B-1

-----

There's nothing to really look out for at the beginning of this level unless you're small. You can get a few rewards from the bricks that lie low to the ground. The three question blocks high up in the air later on contain a coin, a coin, and a mushroom/flower, in that order. In the top row of bricks above the next pipe, you'll find a beanstalk. Go for as many coins as you can in that area and then drop to the later area in this level. There's a Starman in the top row of bricks, and an invisible coin block between every gap in the bricks in the bottom row. Get the Starman and make jumps to each new spot on the higher-up path for as long as possible. You'll probably make it to the pipe just before the end of the level. The very thin but very tall column makes it tough to get the 5000 points at the flagpole's peak, so go with what you can get.

#### World B-2

-----

In spite of the current that draws you into death and the fact that I usually tell you to stay away from it, it's actually a good idea to stay as low to the lowest terrain there is as possible. If you just stay the course and only occasionally divert off the path to go for coins, you should be just fine. The only major obstacle comes at the end of the level, when you have to time your swimming to get out of the way of a long Firesnake rotating clockwise. Take the upper road there, then go on the usual path to victory.

#### World B-3

-----

Kill the Koopa-Troopa between the balancing ledges before you make them go in favor of the right side. After this, I wouldn't advise going for that first question block - it seems like it's there just to provide a resting spot,

which is a bad place for it anyway. Just make three successive running jumps to the high tree up ahead (note: VERY HARD, ONLY IF YOU'RE A PROFESSIONAL). At the springboard below, take a token jump to the nearest tree ahead. Stand on the pipes in the middle to make sure the piranha plants don't poke out and eat you, then springboard up to the small moving ledge. Here Bullet Bills will start popping out to get you.

Springboard upward to the tipping scale ledges, then stay on the high road if it is within all human possibility that you can. From here, you will need to make some spectacular running jumps, one of which involves getting a boost off a green flying Koopa-Troopa and the other of which involves jumping from as close to the edge of the tree as you can so that you can make it to the other one. After this, it's a simple marathon leap to the flagpole and the third-to-last castle.

World B-4

-----

Heh heh, this level comes B-4 C-1. [awaits impending tomato onslaught]

Despite the mushroom's location in that little alcove below the first Firesnake, it's actually pretty easy to get, and I'd recommend chancing the drop down there if you have lives to spare. Run and jump to the next ledge, remembering to duck and slide if you come within Firesnake's reach, then jump to the top. Get as far to the right on the moving ledge as you can and DUCK. I can't stress that enough. You shouldn't just be on the other side instantly, but if you stand up when the ledge is as far over as it can go, you'll pop out on the right and will be able to make the jump provided you move quickly.

Don't go in the pipe ahead or you'll be sent back to the beginning of the level. This may seem like a looping portion, but if you keep trudging ahead you'll find it's not and they were just trying to trick you. Bowser's fireballs should alert you to your nearness to the castle's end. Jump to the Firesnake's home block and then ahead to him. Repeat any methods you have for going under or over him here and proceed to World C.

But our Princess is in another castle.....

World C-1

-----

Most of the hassle in this winter wonderland comes from bouncing green Koopa-Troopas and question blocks that are just barely impossible to get to. Keep going forward, however, until you get past a group of question blocks above a row of bricks. In the pipe past that, you should be able to go in and experience a coin room. Don't go along the top row if you're large, as you'll have a difficult time squeezing through the gap at the end. Just run down the steps, get the coins, and exit.

When you leave the pipe, you'll have to jump on the green flying Koopa-Troopa to make it across the wide chasm in front of you. A Hammer Brother will walk at a pretty uncomfortable pace towards you. If you jump over him at running speed as soon as you see him and then get him out of the screen's range, he should leave you alone. Jump past the pipe hanging down and use the red Koopa-Troopa to reach that row of bricks ahead. From here it's a cakewalk to the exit.

World C-2

-----

Many floating Bloopers inhabit this first part of the level along with the Cheep-Cheeps that are generated incessantly from below the screen. Keep going

past all enemies. After you pass three Bloopers, the Cheep-Cheeps should cease to accost you, and you'll have to make some jumps to single blocks at the low tree. Normal-jump to the first one and second one, then get a running boost off that second one to make it to the tree. It seems from here that there is nothing ahead - you sure can't get much in your line of view, anyway. There is a turtle that you need to get momentum from though. The super springboard behind him ought to give you plenty of air time to get near the end of the level - try to ride it to the tipping scales, but watch out for Bullet Bill fire along the way. From the tipping scales, make a long jump to the high tree. The scales have to be pretty high up for this to work, so make it work and from there go on to the end of the level with a sufficient running leap.

#### World C-3

-----

This level is totally identical to World 7-3, wherein you used the super springboards in conjunction with the heavy breeze to travel long distances in a short amount of time. The layout is the same, but the key difference is that now Lakitu is following you around. He should be easy to avoid, because he won't really launch into any Spiny assaults unless you're on his level. If you stay up above the screen a whole lot, his little minions shouldn't be too bothersome to you. You can kill him at one point when you get close above him, at which point he won't come back. Again, this level's hardest jumps are derived from the fact that you have to deal with wind and out-of-setting Firesnakes. Clear those and the level is practically yours.

#### World C-4

-----

This should be an "explosive" castle ... get it? C-4? Oh, never mind.  
[prepares for a second onslaught of tomatoes]

Again, this is one of those levels that's identical to an earlier one. The paramount difference here is that there are a lot more Firesnakes to deal with. The first two at the beginning are hard to get past, but if you run and jump from the outset when they're below the corridor, you'll make it just fine. Drop down to the ledge tucked away in the lava and go to the edge, but not on top of the Firesnake block. Jump up to the left of it against the wall to reveal a hidden mushroom, then go across the five elevators.

The hole you have to jump up that winds to the top is a little wider in this version of the level than previously. You will need to stay along the top row again. Going down isn't worth it because you'll have to deal with a boatload of Buzzy Beetles. You can still avoid the first Firesnake, but you have to be little to get past the second one due to strategic block placement. After this, jump to each successive ledge to get to Bowser, then find the gaps in his system and touch the key. Note that you will have to be small at this point, so fireballing him to death isn't an option.

But our Princess is in another castle.....

#### World D-1

-----

Bounce the Hammer Brothers out of joint by bumping the bricks with your head. When you're past them, run and jump, getting a minor boost off the green Koopa-Troopa to make it to the stairs. Go through the Bullet Bill crossfire. There's nothing useful in the bricks above, so just go to the pipe on the long row of question blocks and enter it. You won't be able to get anything in here due to the frustrating layout, so just check out for now.

When you come out, jump from the block over the water to the pipe as the

piranha plant ducks back in. Let the first Hammer Brother walk into the water before you continue, then take the top row of bricks to avoid the second one. Run under the pipes that hang down and you'll soon find some wind, which you'll pleasantly find isn't too much of a bother here. When you get just past the last pipe, it stops. Backward-jump onto that pipe, then jump to each block to the flagpole.

#### World D-2

-----  
Hop over the small pit at the beginning and then stay on the high road to avoid Buzzy Beetlemania (bad pun, I know). The green Koopa-Troopas don't make your life any easier, so it's simpler to bounce on them and send them away from you. Keep going and then get a good running jump off of the next Bullet Bill cannon to a pipe overhead. Inside, stand on the tall rectangular brick layout and jump on the right edge of it. You'll reveal a mushroom, but bump it back so that it doesn't roll away.

When you come out, don't get the beanstalk in the row of bricks overhead to the right. It sends you back to that pipe you just entered and came out of, and unless you want a flower, you won't need to be going in there. Ahead at the springboard, don't worry about getting on top of the block for 5000 flagpole points - it's way way WAY too difficult. Even getting 100 is a bit of a stretch, but it's the safest way to go.

#### World D-3

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You'll have to be nimble to get the mushroom/flower at the beginning - Bullet Bills can reach you from almost any point. If you manage to get it, hop on ahead to the two Hammer Brothers. Run and jump them as soon as you see them and you'll avoid some major headache. It's hard to get by the next two Hammer Brothers because there's a Bullet Bill cannon hampering your progress and there are so many invisible coin blocks around that inhibit your ability to perform well. Once you're past them, go forward without messing with the bricks or question blocks (there's nothing of value in them) and springboard over the wall.

A Hammer Brother lies immediately past that wall - fireball him or jump over him as soon as you see him. Bullet Bills up ahead will come at you in the same fashion as they did at the beginning, and almost all of them can reach you somehow. When you get past them, go past the next Hammer Brother and jump up onto each cannon. From the tallest one, you can leap to the flagpole and slide down it to the final level of the game.

#### World D-4

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As soon as the long Firesnake starts to go up from the nine o'clock position (think clockwise), make a jump to that ledge, but not too big of one or you won't be able to run past him. If you're tall, duck and slide under the next one, a short one, and jump against the wall to find a hidden mushroom/flower. Make a running jump from that single block near the lava and then go forward. You can't go in any of the pipes like you could the last time you played this level, so just keep on going forward until you're at a dead end with a pipe. You'll be outside when you enter.

Kill or bypass the Hammer Brother and keep going forward over the pipes. You'll pass a few bouncing Koopa-Troopas and floating Bloopers and it will get kind of windy, but it's nothing too terribly difficult. Go in the pipe next to the wall made of many small hard blocks. There's nothing over it, so don't even consider trying.

When you go back in, you can either fight the decoy Bowser or go untouched down the lower road. If you want a mushroom, you can skip under him and hit the fifth question block from the right. Follow its tracks so you can grab it and then move silently under the floating Bloopers. There are several of them at this point, not to mention a Hammer Brother who doesn't make the load any lighter. If you're large when you pass him, you'll have to duck and slide under the tiny gap. Time your leap so that you land on the ledge as it rises from the lava. Run across and fall into the corridor where the final fight with Bowser is (watch out for the Podoboo there). If you employ the same tactics you've been using since the beginning of time itself, this Bowser should be just as easy to beat as all the others were. When you touch the key, you'll save the Princess and get the game's true ending.

From here you can save and quit, recording your excellent progress for posterity (or until the battery backup wears out), or you can quit without saving. The choice is yours, but do you really want to go without being able to replay such a great file? Maybe, maybe not. I leave the decision up to you.

Thus concludes this portion of the Definitive Super Mario All-Stars FAQ/Walkthrough.

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SUPER MARIO WORLD  
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SECTIONS

- I. Basic Concept  
II. Basic Controls  
III. Items & Power-ups  
IV. Special Techniques  
V. Bestiary  
VI. Walkthrough of All Areas  
VII. Epilogue **\*\*SPOILERS WITHIN\*\***

BASIC CONCEPT  
=====

\*lifted right out of my Super Mario World FAQ

Super Mario World took the series into further uncharted territory, sending Mario and Co. to a prehistoric archipelago known as Dinosaur Land. Bowser Koopa, that mean old Mushroom Kingdom dictator and single father of seven, has captured Princess Toadstool (Peach, Princess P.T., or what have you) AGAIN (yawn) and carted her off to his seemingly impenetrable fortress, presumably to make him his ever-loving wife through the bonds of holy matrimony. In order to thwart any attempt by the islanders to stage an upheaval, he's encased the indigenous reptilian life, known as Yoshis, inside spotted eggs to keep them from rising up and defeating him themselves.

Ever the intrepid hero, Mario crashes bravely onto the island and brings along his brother Luigi, who stands in the shadows for yet another turn, to save Peach from Bowser, his seven ugly, dwarfish Koopa runt kids, and the gruesome aftereffects of unholy Koopa love. Are they up to the challenge? Of course they are! They're the Mario Bros., and plumbing's their game! They found the secret warp zone while they were workin' on the ..... sorry, it



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- > When the game is paused, press this to instantly exit a level you have already completed.
- > If you have an item in the box at the top of the screen (see the section entitled The Status Bar for details), you can make it drop instantly in order to gain that item's power. If you get the item, the item you have currently, if applicable, will be transferred to the spare item box.

Start

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- > Confirm menu choices, like choosing a saved game file.
- > Pause the game.
- > Press this button on the overworld map to bring up arrows that will allow you to move around and take a look at the entire map of Dinosaur Land. Press it again to return to your position on the map.

B Button

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- > Jump.

A Button

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- > Execute a spin jump. If you are equipped with a Fire Flower, you will spit two fireballs, one in front of you and one behind you.
- > Dismount Yoshi.
- > Enter a level.

Y Button

-----

- > Throw fireballs.
- > Make Yoshi stick his tongue out to eat certain enemies. By the same token, press this button to make Yoshi spit out an enemy.
- > Hold down to glide slowly to the ground (only if Cape Feather is equipped).
- > While on the ground, press this button to spin Mario's cape if he is wearing one.
- > Enter a level.

\*\* In Super Mario World, the X Button has no distinct use; it can serve as a substitute for the Y button and some tasks of the A and B buttons.

## ITEMS & POWER-UPS

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Mario has many power-ups to assist him on his journey through Dinosaur Land. Though this section will be of little interest to aficionados of the game, it should be a great help to those just digging into the game who want to know what kind of help they've got to back them up.

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Coin

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What would a Mario game be without a bunch of coins to collect along the way? As per the usual, 100 coins equal one extra life. Coins can be received by picking up those that can float or from question blocks, or they can also be collected by shooting certain vulnerable enemies with fireballs or through the help of certain other items (e.g. the silver P-switch).

-----  
Multiple Coin Block  
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Depending on how fast you hit this block, you can usually cadge anywhere from two to 22 coins out of a block like this. If you find that you've stumbled upon one, keep hitting it until you've totally exhausted the supply that it held. Twirling your cape is the fastest way to get coins out of one of these blocks.

-----  
Mushroom  
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The Mushroom is an essential item in Mario Bros. lore. It serves its purpose in this game as well as it does in all the others: to turn a pitiful and weak 2-foot-tall version of Mario into a strapping plumber who can jump higher, hit harder, and eat more pasta in one sitting. The Mushroom is the most basic power-up in the game: most other more powerful items will override its ability by giving you some other power in addition to making you big (i.e. the Fire Flower, the Cape Feather).

When you complete the Yellow Switch Palace, all yellow blocks with an exclamation point on them will contain Mushrooms.

-----  
Fire Flower  
-----

Another perennial item of the SMB universe. Mario's outfit will revert to warm colors (red, white) for the occasion when you pick up one of these. Fireballs can be fired rather rapidly with repeated tapping of the Y button, but you can shoot two at a time by performing a spin jump with the A button.

-----  
Cape Feather  
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Changing over from the raccoon tail pinned to his butt (SMB3) to a more practical cape adds a whole new dimension to Mario's flying capabilities. Whereas in that game Mario's tail petered out after a couple of seconds of flying, the cape gives Mario the ability to fly indefinitely with the right button combination. (See Special Techniques for details - this really is a handy maneuver, and one you ought to learn if you want to get some of the more well-hidden secrets the game has to offer.) Of course, when you're tired of flying, you can also glide slowly back to the ground by holding Y.

When you complete the Green Switch Palace, all green blocks with an exclamation point on them will contain Cape Feathers.

-----  
Starman  
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Starmen have made Mario temporarily invincible since time immemorial. With one of these equipped, you'll find it best to blow through a level without any regard as to anything you might have missed (you can always replay it and take your time later). If you kill enough enemies while invincible, the points multiply and eventually add up to extra lives. A couple of levels, mentioned in the walkthrough as you go along, really facilitate this kind of extra life hoarding.

-----  
1-Up Mushroom  
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They have the same basic shape and appearance as a normal Mushroom, but they

are a light green on the cap. If you've played SMB1 or SMB3 at all, you have a general idea of what they look like already. 1-up Mushrooms come to you in a variety of ways. You can get them out of question blocks and bonus game blocks, and there are even enemies who lure you to them by putting a 1-up Mushroom on a fishing rod! Unbelievable!

-----  
Yoshi Egg  
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There are a couple of different kinds of Yoshi Eggs. The most common are green ones, out of which appear a fully-grown adult green Yoshi. When you board Yoshi, he serves as a way to get to some hidden areas and as an extra hit (he'll take off running and leave you in the dust if you get hit while riding him).

Yoshi's tongue maneuvering and ability to eat enemies are his most practical skills. Some enemies he will just swallow and be done with them, which is equivalent to grabbing one coin. However, when he brings a Koopa-Troopa shell into his mouth, it can have one of many different effects when spit out depending on its color.

RED SHELLS will come out as a trio of fireballs that expand outward to cover more surface area; these fireballs will turn any enemy that they come into contact with into a coin. YELLOW SHELLS are best used while staying in Yoshi's mouth. When he jumps on the ground and his cheeks are puffy from the yellow shell, two dust clouds will squeeze out from his feet, killing most weaker enemies and turning those such as Koopa-Troopas and Goombas over on their backs. BLUE SHELLS probably have the greatest effect of all: when they are in Yoshi's mouth, he'll be able to fly. Use this to get over some particularly tricky levels.

Green Yoshis do not comprise the only color in the dino spectrum, though. Along the Star Road you will find Yoshi Eggs of different colors - namely, red, yellow, and blue. These three Yoshis will take the color of Koopa-Troopa shell they correspond with and derive that ability from ANY color shell. For example, if you are riding a red Yoshi, all shells that you swallow will be regurgitated as fireballs - not just red ones. Similarly, a blue Yoshi can fly when he ingests any color of shell, as opposed to all the other Yoshis who can only fly when they eat a blue shell.

These red, yellow, and blue Yoshis all start out as babies that you carry around as you would any other item, such as a key or a Koopa-Troopa shell. To make them grow into adults, feed them five enemies or one item, whether from your spare item box or somewhere in the level. The only exception to this is Blue Yoshi, which you can procure by getting a pair of Yoshi's Wings and completing the subsequent bonus stage. The Yoshi you took into the level will exit as a blue Yoshi, regardless of what color he was before entering the bonus stage.

-----  
Dragon Coins  
-----

In every level with a goal there are five Dragon Coins (occasionally six, but it's rare), which can be distinguished from regular coins in that they are larger and have Yoshi's likeness shamelessly plastered on each and every one. They are worth 1000 points for the first one, 2000 for the second, 4000 for the third, 8000 for the fourth, and will net you an extra life if you collect all five, plus another one if there happens to be six in a level (which, again, is rare).

-----  
Key/Keyhole  
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On the map, levels with two separate exits are identified by a red dot. You must beat the level both ways to receive credit for completing it, and often the second exit comes via keyhole. Where there is a keyhole in a level, there is a key. Find the key and take it to the keyhole to complete the level. Not all levels with two exits have a keyhole as one of the exits, so keep your eyes open for those annoying exceptions.

-----  
Exclamation Point ("!") Blocks  
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If you haven't completed the Switch Palace that goes with a certain color of "!" block, the block will show up as a dotted-line square. These will be filled in when you complete the corresponding Switch Palace. Yellow "!" blocks will always always ALWAYS have Mushrooms in them, and Cape Feathers can be found in green "!" blocks without exception. Red and blue "!" blocks have nothing in them and can be used as separate ledges in their own right or as stepping stones to previously inaccessible areas.

-----  
Yoshi's Wings  
-----

Rare but wonderful, these godsendings of relief will instantly whisk you out of a level and take you to a bonus stage wherein you will fly on a blue Yoshi attempting to grab either normal or Dragon Coins. They will only work if you're onboard a Yoshi, so be on top of one for those occasions when you locate some.

-----  
P-Balloon  
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When you touch one of these babies, your body will inflate to a morbidly obese circumference and you'll be able to float slowly upward through the air. Controlling your body while inflated to such an enormous width is quite a tall order, so make sure you know what you're doing when you grab one of these. You cannot ride Yoshi while your body is inflated. If you are hit while inflated, you will both deflate and lose your current power-up (if applicable).

-----  
Blue P-Switch  
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Making a return appearance after debuting in SMB3, the blue P-switch turns all coins into brown "used" blocks. It is necessary to use these newly formed brown blocks to cross wide chasms in some levels. By the same token, brown blocks that are present in the level when you hit a blue P-switch will be turned into coins. The blue P-switch only lasts for a few seconds, so take advantage of it while you can.

-----  
Silver P-Switch  
-----

Here's an item that's got a bit of a pleasant twist on your everyday namby-pamby blue P-switch. This meaty item will turn any enemies present into silver coins, which will grant you extra lives by multiples of two if you can grab enough of them up within the time limit of the switch. Since silver coins don't show up as normal objects in a level, don't expect to see enemies appear out of the blue when you hit one of these. You're totally safe.

-----

## Silver Coins

-----

Silver coins come about as the result of hitting a silver P-switch (see above). If you grab enough within the silver switch's time limit, you can gain 1-ups and even 2-ups.

-----

## 3-up Moon

-----

These are often well-hidden from the basic ground view that many of the levels provide. Many take an extra special bit of burrowing or flying high to locate, and they are few in number, so look extra hard for them. As is stated by the name of the item, you'll gain three extra men at a pop if you procure one of these special rarities.

## Green Star Block

-----

If you receive 30 coins throughout the course of a single level when you hit this block, a 1-up will pop out. If you have 29 or less, it will act as just another regular old coin block.

## Transparent Block

-----

Inside these blocks are four items that rotate at one-second (real time) intervals. Depending on the position it's in when you hit it, the item will keep changing and you can get either a Mushroom, a Fire Flower, a Cape Feather, or a Starman. Transparent blocks do not change shape or color when hit.

## Directional Coin Block

-----

Many, many coins will pop out of this block, but they don't stop, oh no. They'll keep coming out in whatever direction you hold, whether it be up, down, left, or right. The chain will only stop when it hits another object or runs into itself, despite the music that plays when you hit one of these blocks. In a big room, this item has the potential to be worth at least one 1-up.

## Empty Shells

-----

Sometimes you'll find empty Koopa-Troopa shells just lying around, waiting to be picked up, kicked, or inhabited by a naked turtle. They are often sitting around by themselves as a subtle hint that something near you can be reached with it, or naked turtles may be sitting right in front of them ready to hop in and attack you.

## Red Berries

-----

Yoshi can eat red berries that grow on bushes if you stick your tongue out at them or simply run his mouth into them. If he eats enough of them, he'll poop out an item (usually a mushroom).

## Pink Berries

-----

Pink berries also grow on bushes and take a lot fewer to activate the special prize associated with them: a stupidly grinning cloud that drops coins sporting

an even goofier grin. They act as normal coins but will yield 1-ups if you follow the cloud around long enough. Eventually the cloud floats back up to the firmament, so get those happy coins while they last.

-----  
Green Berries  
-----

Only one level sports these elusive jade wonders, but you don't need them much of the time except in that one level, seeing as how every green berry you swallow adds 20 seconds to your time for that level. If you're strapped for seconds and there are a couple of these in your neighborhood, then you would do well to chow down on a few of them.

-----  
Portable Springboard  
-----

Unlike the springboards of days since past that were stationary and didn't allow for very much jump support, many bounce pads in this game allow you to carry them around and take them to areas where they are needed. Either you can carry them or Yoshi can carry one in his mouth, but be warned: he will swallow it if it stays in his cheeks long enough.

SPECIAL TECHNIQUES

=====

The following moves often take more than one button press or a series of smaller techniques that add up to one big one to perform. With these moves you can reach more of the very well-hidden areas in the game or find different ways around levels. Let's look at some of the special techniques.

SOARING IN THE AIR  
-----

HOW TO EXECUTE: Run by holding Y and moving forward, then press B to jump.

EFFECT: Mario will jump higher than normal. If you have a cape on, then he can often soar far above the screen in most cases.

GROUND POUND  
-----

HOW TO EXECUTE: If you have the cape, do the soaring high-jump, then hold Y and Down at the same time.

EFFECT: Mario will hit the ground and cause an earth-shattering tremor that will kill most landlubbers and cause Koopa Troopas to retreat to their shells.

FLYING  
-----

HOW TO EXECUTE: If you have the cape, do the soaring high-jump, then hold Y and press both Left and Right in a fluid motion. To gain altitude, press the buttons somewhat faster and at even intervals.

EFFECT: Flying reveals some of the best secrets this game has to offer, and improves on the temporariness of the raccoon tail power-up from SMB3. By holding onto the cape and pressing the buttons above, you can literally stay in the air indefinitely. Remember that while flying you can hold Y and Down simultaneously to do the Ground Pound, which in addition to killing people is also a great way to get yourself down to Earth in a hurry.

## MIDAIR DISMOUNT

-----

HOW TO EXECUTE: While on Yoshi, jump with B, then press A.

EFFECT: Instead of spin jumping off Yoshi as you do when you're on the ground, you will execute a jump that is a little higher than your normal jump but not as high as Super Mario's running jump. Use it when you're about to fall to your death into the abyss and you feel the sudden urge to spare yourself, or to get items that are normally far out of your normal jumping reach.

## EXTRA LIVES THROUGH INVINCIBILITY

-----

HOW TO EXECUTE: Get a Starman and then kill at least nine enemies by barreling through them with your invincible self.

EFFECT: For every enemy you kill after the ninth, you will gain another extra life. Some enemies are big enough as to yield two extra lives (e.g. Wigglers). There are a few levels that facilitate the use of this fun trick quite nicely (Forest of Illusion 1, Awesome).

## LIFE TRADING

-----

HOW TO EXECUTE: In two-player mode, press L to bring up a menu displaying Mario's and Luigi's total lives. Press B to transfer lives from Luigi to Mario, and Y to transfer lives from Mario to Luigi. Press Start to close the menu when you have the correct amount of lives set.

EFFECT: This is sort of a handicap for the one of you playing that isn't as good as the other. The better player can obviously operate on fewer lives and can find a way to replenish his or her supply, leaving the not-as-good player with some insurance lives in case they happen to die a lot.

## BESTIARY

=====

What follows are (for the most part) encyclopedic entries on every enemy in the game arranged into appropriate categories. If it's against you at some point in this game, it's located right here in this section. Sure, you can choose to skip over it and you probably will, but it's useful as a reference in case you ever need it.

- A. Classic SMB Standbys
  - \*\* New Variations
- B. Dinosaur Enemies
- C. Chucks
- D. Aquatic Life
- E. Cave Dwellers
- F. Ghost House Tenants
- G. Bowser's Minions
- H. Miscellaneous Enemies

## A. CLASSIC SMB STANDBYS

=====

### Koopa Troopa

-----

Back from the 8-bit days, these turtle enemies can now come already in their shells or totally naked and ready to hop into one. They come in shells of

green, red, blue, and yellow. Green and yellow Koopa Troopas will have a tendency to walk like lemmings off of any edge while red and blue Koopa Troopas will stay true to their own ledges. Several of them may also have wings, in which case the green and yellow ones will only be able to bounce along the ground while the reds and the blues can actually fly in formation.

#### Goomba

-----

Taking on a decidedly more rounded appearance than in games past, Goombas must now be thrown at each other to be killed - a simple bop on the head won't cut the mustard any longer. Yoshi can also eat them if you need to get rid of one in a fix. There is a winged variant of Goombas that bounce along the ground rather than actually fly.

#### Bullet Bill

-----

As in the olden days, Bullet Bills can either shoot at random heights from an undetermined source or come fresh out of a bullet machine. Now they can even come at you four at a time from all sides of the screen!

#### Piranha Plant

-----

Piranha Plants actually only appear in a select few levels in this game, and even then they do not come out of pipes facing upward at all. They are only seen as upside-down regular Piranha Plants, and are fairly easy to dispatch of.

#### Bob-omb

-----

These are of the Mario 3 variety that walk around calmly until their fuse is expended and then blow up (as opposed to the Mario 2 variety that run around chaotically before exploding). You can pick them up and kick them into other enemies.

#### Buzzy Beetle

-----

These reclusive bugs wisely choose to remain as cave dwellers. They are impervious to fire but can't seem to withstand being jumped on. As with almost all other walking enemies, you can pick them up and kick them when they've retreated to the insides of their shells.

#### Spiny

-----

Best known as Lakitu's lackeys, they can cause quite a sticky situation if too many are on the ground at one time. As you can see, it would hurt quite a bit to jump on them, so rely on a good old fireball or the shell of another enemy to bring them down.

#### Lakitu

-----

Often before releasing his endless hordes of Spiny's on you, Lakitu will carry a fishing rod with a 1-up attached to the end. Grab it and then he'll start releasing them, or ignore him to stave off the onslaught just that much longer. If you kill Lakitu with a Koopa Troopa shell or other throwable object as opposed to jumping on him, his cloud will stay behind and you can ride in it temporarily. Use this time to access new areas or secrets that are nestled way up in the clouds.

#### Hammer Brothers

-----

The hammer-tossing turtles of SMB fame have made a landmark change, now

assaulting you with hammers from the skies only on gray flying ledges. Bump him from underneath to knock him out. This is the best course of action, as almost any aerial assault is an exercise in suicide.

#### Pokey

-----

Remember the annoying cactus from SMB2 that it was a chore to jump over? He's back now, but is more tolerable because Yoshi can eat him segment by segment. The closer you let Pokey get to Yoshi, the more segments Yoshi will eat at one time.

#### Volcano Lotus

-----

No longer waterbound as they were in SMB3, it's easy to get rid of these fire-shooting menaces with either a graceful twirl of your cape or the almighty tongue of Yoshi. They do, however, often plant themselves (no pun intended) in very annoying spots, so watch how you cross them.

#### \*\*VARIATIONS ON OLD ENEMIES\*\*

#### Banzai Bill

-----

Like a normal Bullet Bill, but writ extremely large. It is often possible to clear them with a running jump or wait them out by ducking, and a simple bump on the noggin will do them in with ease.

#### Jumping Piranha Plant

-----

These enemies seem to be Nintendo's answer for not having normal Piranha Plants that come out of pipes as usual. These can appear from pipes that face up and from certain small bushes. There is another version of them that can expectorate fireballs also.

#### Para-Goomba/Para-Bomb

-----

Goombas and Bob-ombs that parachute from the sky will start walking once they alight upon the ground. Aside from their tendency to fall from the sky, they're no different from normal Goombas and Bob-ombs.

#### Pipe-Dwelling Lakitu

-----

Some Lakitus prefer to poke their heads out of the pipes every now and then to toss a Spiny your way. They're best eliminated by a quick hit to the skull.

#### Spike Top

-----

This altered version of Spiny with but a lone spike on its back has the added ability of walking with ease along any surface, meaning it can climb walls and walk on ceilings without any apparent problems. Fireballs or Koopa Troopa shells are the best way to deal with this menace.

#### Sumo Brother

-----

Gone away are the Boomerang, Fire, and Sledge Brothers of SMB3; here to stay is the Sumo Brother, a heavy tub o' lard who can make lightning fall to ledges below with one stomp of his mighty boot upon the ground. They don't take kindly to having their heads stomped on, so your best choice would be taking them out from below if and when there's an opening between their lightning spurts.

## B. DINOSAUR ENEMIES

=====

### Rex

----

This dimwit walks forward with little thought for what is in front of him. He can be dispatched of in a variety of ways. One normal jump will squash him down flat and make him walk faster, and the second normal jump will destroy him completely. More effective ways of ridding yourself of him in one hit include spin jumps, fireballs, and having Yoshi digest him.

### Dino Rhino

-----

A large lumbering beast indigenous to Chocolate Island. They have no defense against you and will turn into the much smaller Dino Torch if pegged on the head with a normal jump.

### Dino Torch

-----

Dino Torches move a lot faster than their massive Dino Rhino counterparts and can jump to ledges slightly higher than the ones they are on. If you linger above them too long, they can turn their heads skyward and shoot a steady stream of flames at you.

## C. CHUCKS

=====

### Chargin' Chuck

-----

"Chucks" in Super Mario World refers to those enemies in the American football get-up whose attacks are based on the themes of a number of sports. Here, Chargin' Chuck represents the sport that's only famous in the United States - football. It's Chargin' Chuck's job to charge at you like a relentless linebacker. A couple of jumps on the head ought to bring him down, but be careful when jumping on a Chuck's helmet. A certain degree of entropy factors into the direction you bounce off in, meaning you can go flying off a cliff if you're not careful. Try to veer back toward him so you can keep bouncing on his head 'til he's dead.

### Splittin' Chuck

-----

Splittin' Chuck divides into three separate Chargin' Chucks if you get too close to him. Approach this trio with extreme caution.

### Bouncin' Chuck

-----

As the name suggests, Bouncin' Chuck will leap at you at roundabout a 15-degree arc if you get too close to him. Once you bounce off his helmet one time, he'll revert back to a plain old Chargin' Chuck.

### Whistlin' Chuck

-----

Depending on whether he is underwater or on land, Whistlin' Chuck can summon either a horde of normal fish or Super Koopas to come after you. One knock to the cranium will make him give up the whistling game and switch back to charging at you.

### Clappin' Chuck

-----

All Clappin' Chucks do is jump in the air and clap endlessly until you bounce on them, at which point they regress to the charging attack. They pose one of the least threats of all the different types of Chucks.

#### Puntin' Chuck

-----

This football-themed Chuck will kick an endless supply of footballs at you. Because of their shape (the footballs), the way they bounce is very chaotic, so don't try to chance running under them. Go over the footballs, as they can be jumped on and eradicated like a normal enemy (such as a Koopa Troopa). Get to Puntin' Chuck's head as fast as possible to stop the footballs from coming at you.

#### Pitchin' Chuck

-----

Pitchin' Chucks throw baseballs at you six at a time: three on the ground and three in midair, at which time they then pause for a moment. Avoid the baseballs and jump on his head in that short time frame when there are no baseballs being tossed around.

#### Diggin' Chuck

-----

Golf club in hand, Diggin' Chuck will pitch a series of spherical boulders your way. They have very little bounce to them at all, and Yoshi is capable of eating them, so move past them and get him on the head. If you can get rid of this menace, who is usually placed in such a way that it's difficult to get him square on the helmet, consider yourself par for the course.

### D. AQUATIC LIFE

=====

#### Cheep-Cheep

-----

In this game, they've been reduced to the mere pittance of swimming toward you in underwater levels. Only in one level do they fly at you in the old annoying SMB-style arc. In some levels with water just below the land, there is a variety of Cheep-Cheep that jumps straight up out of the water after swimming around for a little bit.

#### Rip Van Fish

-----

This slumbering fish stays asleep until you get near it, at which point it wakes up and starts to home in on you. Fireballs or cape twirling work best against him, as well as Yoshi's ability to eat him.

#### Urchin

-----

These spiky guys float in many kinds of patterns: vertically, horizontally, and counterclockwise or clockwise around walls and suspended ledges. They're practically impervious to all forms of attack, so wait them out and pass them when you have a free moment or float through them if you're endowed with temporary invincibility.

#### Dolphins

-----

ALERT! ALERT! DOLPHINS ARE YOUR FRIENDS! SERIOUSLY! They pose no threat to you at all and serve a great purpose as ledges that bounce in formation out of the water like synchronized swimmers. They will allow you to stay in the air in above-ground water levels, keeping you safely out of the reach of some very

annoying enemies such as Porcu-Puffers. Make use of their platforming facilities as often as you can.

#### Torpedo Ted

-----  
These slyly grinning missile enemies are like an underwater variation of Bullet Bills that are released from their turrets more rapidly. Although they're only found in one level, they are EXTREMELY difficult to bypass without getting hit. Take extreme caution when approaching a Torpedo Ted turret and swim around them as quickly as you can.

#### Fishbone

-----  
Through they only move in a straight line, these skeletal fish stripped of all their scales can be quite annoying. Ride out their passage by staying over or under them and then pass on as usual.

#### Porcu-Puffer

-----  
These are fat fish who float along the surface of the water in above-ground water levels, waiting for you to fall into their deadly grasp. If you get in a bind, spin jumps ought to protect you from the lethal spikes gracing its back. If at all possible though, stay very far above their range.

### E. CAVE DWELLERS

#### Swooper Bat

-----  
Hanging out on the ceilings of cavernous levels, there are two types of Swooper Bats; one that waits for a little bit before coming down at you and one that will swoop down as soon as it appears on the screen. They can be easily conquered with just about any type of hit, from normal jumps to cape twirling to Yoshi's tongue.

#### Mega Mole

-----  
A larger cousin of the annoying little Monty Moles can be found in a couple of the game's later cave areas. Not even Super Mario can bring these guys down by crashing down on their heads. Consider them invincible (though there are ways of eliminating them) and bypass them whenever you encounter them.

#### Bony Beetle

-----  
Though they can also be found in some of the Koopa Kids' castles, you'll mostly see Bony Beetles in dank cave-like areas. They can be jumped on and disposed of temporarily a la Dry Bones, but only when their shells are normal. They can duck to reveal some dangerous, pointy spikes that should by no means be jumped on. Cape twirling will destroy them indefinitely.

#### Blargg

-----  
Here's one insane googly-eyed dinosaur that you don't want to (PUN ALERT!) fall in lava with! Baha! Now that that bad joke is behind us, the thing is that you don't want to cross paths with this stark-raving lunatic. He waits in the magma pits mainly while you're riding along the skull platforms. Jumping over him is always the best course of action.

## F. GHOST HOUSE TENANTS

=====

### Boo Buddy

-----

The regular ghost as seen in SMB3 (where they operated there under the moniker Boo Diddly). Boo Buddies will follow you when your back is turned to them but will freeze in place if you are facing them. Use this to your advantage where possible, but if you must turn your back them, get away as fast as possible.

### Big Boo

-----

A large version of the smaller Boo Buddies you find. Leap over him with the help of a springboard or avoid him altogether - he's usually high enough in the air that you can sprint under him.

### Big Boo Boss

-----

The boss of the Boo Buddies. Peculiarly, unlike all other ghosts, this Big Boo seems to be susceptible to injury dealt by tangible objects such as blue throwing blocks. You'll meet up with him in the infamous Donut Secret House, where he takes three hits to destroy. Once you beat him, you can move on and never worry about facing him again, because that's the only place where he appears.

### Eerie

-----

These are the ghosts of dead dinosaurs that prefer to inhabit the strange ghost houses. They move in a variety of ways and numbers. Some move stright forward while others zig and zag about in a wavy pattern. They can also move like this in groups of three and five.

### Gas Bubble

-----

While these spheres of methane may seem imposing and intimidating, they can be easily passed by spin jumping on them. While they are impervious to any damage that might be dealt, you aren't hurt either, so it's the best way to get past them if ducking and cowering in fear aren't available options.

### Fishin' Boo

-----

Unlike Lakitus sporting fishing rods, these don't have a 1-up on the end, but rather a hot blue flame that follows you relentlessly. Avoid Fishin' Boos at all costs.

### Boo Blocks

-----

When you face these Boo Buddy variants head-on, they will turn into blocks of cement. Often you can find them in groups of two or three, meaning that if you position them just so and then turn to face them, you can often boost yourself to new areas. Intriguing...

### Reflecting stream of Boo Buddies

-----

Here you find five Boo Buddies in a line, bouncing at 90-degree angles off of whatever surfaces they happen to hit. They are easily avoided at any altitude.

### Circle of Boo Buddies

-----

A circle of ghosts that, conveniently enough, contains a hole just to allow you

through when the opportunity comes around. The circle of ghosts can spin both clockwise and counterclockwise.

## G. BOWSER'S MINIONS

=====

### Magic Koopa

-----

This turtlish enemy donning the stereotypical wizard's robe and hat pops up in the most annoying places and has the ability to fire magic that can turn ordinary yellow blocks into Koopa Troopas. Even if you get rid of him, he will appear moments later at another inconvenient juncture, so deal with him as needed. Magic Koopas are the most easily anger-inducing enemies in the game, but I can't be held liable if you destroy your Super Nintendo while working your way around them.

### Thwomp

-----

Thwomps premiered in SMB3 as large concrete blocks with faces that came crashing down to the ground when you came too close to them. You could kill them with a Starman or the Hammer Brother Suit in that game, but here neither of those are readily available, so you're better off speeding past them.

### Thwimp

-----

A more infantile version of the classic Thwomp enemy. They don't fall from the ceiling and crush you, but they do have the ability to jump in a steep arc. Run under them when they're in the air and you should do just fine.

### Dry Bones

-----

These guys are skeletal Koopa Troopas who will come back to life if you jump on them. Some have the ability to throw a never-ending supply of bones your way, so duck or jump over those when the opportunity arises. Whacking them with a spin of your cape can get rid of them forever.

### Podoboo

-----

Not only do they pop up out of lava pits as per the usual, they also have the ability to float around a room bouncing off any walls they hit. They are also placed in more crafty areas in this game than in games past, so keep your eye peeled for them.

### Ninji

-----

Making a return from SMB2, only the variety that sits still and hops up a few inches appears here. No walking ones (thank God).

### Grinder

-----

These are line-guided chainsaws that move around on the lines provided for them. If the line they are on has no end and they come to the last of it, they will fall to the ground and roll along any path they can down there. Jump over or run under them as necessary.

### Mechakoopa

-----

Bop these wind-up nutcases on their heads and then throw them at each other to kill them. Or, let them walk mindlessly off of the ledge they're on and watch

them fall into the lava like the witless lemmings they're obviously programmed to be.

#### Sparky

-----

This small ball of electricity can move in a clockwise or counterclockwise path around castle ledges. You can't really kill electricity, so move around them when they're on the opposite side of the ledge that you need to cross.

#### Hothead

-----

A version of Sparky writ large, they move significantly slower than Sparky but can still move in both directions around a ledge (clockwise or counterclockwise). It is often better to jump over them than cross under them - you'll see why ;)

#### Bowser Statues

-----

Some Bowser Statues sit still and either blow fire at you or do nothing - others take on a tan tint and are possessed by some otherworldly force, jumping at you constantly! Fortunately, there are few incidents in which you have to worry about these clowns. The silver ones are more easily avoidable than the tan ones (for obvious reasons).

### H. MISCELLANEOUS ENEMIES

=====

#### Hopping Flames

-----

Found mainly in the Forest of Illusion, these small licks of flame hop around and leave small burning fires in their wake. They would be impossible to destroy were it not for the fact that Yoshi has no problem with becoming a fire-eater. :)

#### Monty Mole

-----

This is the smaller cousin of the Mega Moles mentioned earlier in the Cave Dwellers section. Monty Moles can burrow out of the sides of pass-through cliffs and the ground itself, and can be disposed of with but one blow to the head. Monty Moles practically infest some areas and can pester you to an ungodly degree at times. Make sure you have either Yoshi or a cape to handle large groups of them.

#### Fuzzball

-----

You'll mostly find Fuzzballs in places where you find ledges that move along a guided line. They can inhabit those guided lines or some blocks along which they scurry in clockwise and counterclockwise directions. If you must come into contact with one, spin jump on its head so you don't get hurt.

#### Wiggler

-----

This caterpillar monster is normally quite docile and wants only to walk around in peace until you pull a jump off its head. At that point, it turns from a calm yellow to a furious red and will roam around chaotically in an attempt to bring you down. Either take a long running jump over them, barrel through them with a Starman handy (they'll give out 2-ups if you have enough points from invincibility KO's racked up prior), or have Yoshi eat them in one fell swoop.

WALKTHROUGHS FOR ALL AREAS

=====

- I. Yoshi's Island
- II. Donut Plains
- III. Vanilla Dome
- IV. Intermediate Levels (4th Castle)
- V. Forest of Illusion
- VI. Chocolate Island
- VII. Sunken Ship
- VIII. Valley of Bowser
- IX. Star Road
- X. Special World
- XI. Bowser's Castle/Back Door

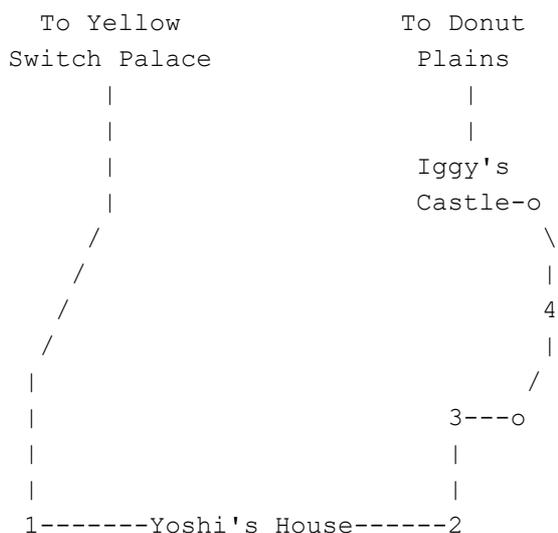
\*\* Each time a new area is listed, where new map symbols are introduced, there will be a miniature legend to familiarize you with the new symbols. The new symbol will only be put in the legend once, so if you need to find a symbol that you don't understand, try referencing it on a previous area map. Capiche?

\*\* When certain very cool secrets can be found in a level, they will be listed in a separate section bracketed off with rows of "===" (equal signs).

\*\* Some levels contain an invisible sequence of four checkpoints that, when crossed through in the proper order, will yield an extra life. These 1-up checkpoints will be described in thorough detail at the end of levels that have them, and will be bracketed off with rows of equal signs as well.

=====  
 ~~~AREA ONE~~~  
 YOSHI'S ISLAND  
 =====

Area Map  
 -----



LEGEND OF NEW SYMBOLS

Numbers - Where a level is titled something such as "Yoshi's Island 1" or "Vanilla Dome 4" or some other such name, it will be referred to on the map only by its designated number.

## Yoshi's Island Walkthrough

-----

### YOSHI'S HOUSE

There is quite literally nothing to do here except read the message Yoshi has left behind for you in the message box. These blue boxes with a red globe inside of them can contain hints that are helpful to the fledgling Super Mario World player and totally useless to the rest of us. Read what he has to say, then exit on either side of the level and head left on the map to Yoshi's Island 1.

### YOSHI'S ISLAND 1

At the beginning of the level is a naked Koopa Troopa sliding off a hill; pounce on him or go over him and onto the sloped ledge. Jump off to the right to get the first Dragon Coin in the game, then either jump on or duck under the Banzai Bill to your right. The flying question block contains a Mushroom, so bop it and turn into Super Mario. A very spaced-out Rex trio lies in wait to your right. Kill all three with normal or spin jumps, then hop across the three consecutive sloping ledges for the second Dragon Coin. If you run fast enough right here, another Mushroom will pop out of the bush you just ran past. Grab it. It will go in a spare box at the top of your screen. If you get hit at any point, that Mushroom will fall and you can get it to restore your Super Mario status; or, you can press Select to make it fall at any time you wish. Go past the jumping Piranha Plant and spin jump on the two yellow blocks that guard access to the small blue pipe. Enter and navigate the simple cave level here, spin-jumping the three blocks to get the Dragon Coin. When you exit, you will be shot out of a pipe facing diagonally to the right. Let the wind carry you to the level's midway point, indicated by a marker strung across two poles. NOTE: If you touch this marker as Small Mario, you will instantly become Super Mario. Otherwise, nothing special happens other than you start at that point if you die.

Continuing right from the midway marker, you'll see a yellow square made of dotted lines. When you head to the Yellow Switch Palace in a minute and hit the big yellow switch, all those yellow dotted lines will be filled in, and all blocks with yellow exclamation marks will contain Mushrooms.

Hop up the plateaus ahead for a fourth Dragon Coin and slide down the hill by holding Down to club Rex on the head with your butt. Duck under the Banzai Bill in the alcove there or jump on him, then kill the Rex behind him and grab the turtle shell. Hold Y and Up, then release Y. The shell will go up and hit the turn block, which contains a 1-up. Discard the shell and follow it as it rolls along the row of Jugem's Clouds above you. Catch it as it falls off the edge or it will roll in the pit (no yellow switch hit yet, remember?). Along to the right you'll find a question block suspended above three symmetrically arranged turn blocks. If you're Super Mario, it will be a Fire Flower, and it will be a plain old Mushroom if you got hit somewhere along the way. Head farther right and jump on the ledge to avoid the Banzai Bill, then jump past the airborne Piranha Plant and get the last Dragon Coin. Bounce off the Clappin' Chuck and make for the exit.

These kinds of goals are at the end of most levels that aren't castles or fortresses (most ghost houses have them). A marker moves up and down between the two striped columns. The higher you hit the marker, the more Bonus Stars you get. The number of Bonus Stars that you have is represented by the number next to your spare item box. When you get 100 of them, you will get to play a bonus game for an opportunity to win up to nine extra lives. You can get anywhere from 1 to 50 Bonus Stars depending on where the marker is when you hit it. If you don't hit it at all, you get no Bonus Stars.

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### YOSHI'S ISLAND 1 SECRET: HIDDEN 3-UP MOON

You wouldn't expect one to be in the first level, of all places, but, well, there you are then! Return to the row of Jugem's Clouds where you kick the empty shell up to get the 1-up when you have a Cape Feather. Soar up to that cloudy ledge, then run to the left and go up in the air to find a 3-up moon hidden on a higher row of Jugem's Clouds! Excellent!

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### YELLOW SWITCH PALACE

Though this place is technically located on the Donut Plains map, you have to access it by beating Yoshi's Island. Plus, when you beat it, all the yellow exclamation point (!) blocks will have Mushrooms in them! Cool!

Hop on the blue P-switch at the beginning and tear your way through the room grabbing all the possible P-coins that you can. If you're good enough, you can squeeze two or even three 1-ups out of this room. When the coins disappear, enter the pipe to the right, run, and pounce on the giant yellow switch to turn all the yellow dotted-line squares into blocks containing nothing but Mushrooms. Save your progress when asked and then head back to Yoshi's Island.

### YOSHI'S ISLAND 2

Grab the shell to your right and jump up to the ledge near you. When you let the shell go, it'll kill all eight red Koopa Troopas on the ledge, giving you a free 1-up. In one of the two question blocks located after that is your first Yoshi. Eat some of the berries off of the bushes and get the Dragon Coin located in the middle of the five-coin arc. A small red Koopa will jump into the empty shell in front of you. If you eat it and spit it out, Yoshi will blow three fireballs that fan out to cover more air. Use it on the green Koopa Troopa ahead and get the second of the level's five Dragon Coins. Hop up the ledge steps and bounce off Chargin' Chuck's head, then jump up to get Dragon Coin #3. Just ahead is the midway marker; break it and move onward.

If you still have Yoshi, the middle of the trio of question blocks after the yellow pipes will contain a 1-up. Get that, or the Yoshi if you lost him once already, and prepare to eat some Monty Moles that pop up out of the cliff sides and ground ahead. The right one of the two turn blocks has a vine inside of it. Dismount Yoshi to climb and grab the Dragon Coin found up there. Come back down and get back on top of him. The fifth and final Dragon Coin is just to the right; grab it for an easy extra life. Eating the pink berry up ahead will make Yoshi poop out a cloud that will drop coins with goofy grins on them. Collect enough of them and you'll add yet another 1-up to your quickly rising number. If you don't want to play the coin game, go in the blue pipe just in front of him. Here you can toss some blue throwing blocks up to the flying blocks to get some coins and still another 1-up, or you can use Yoshi's Midair Dismount (see the Special Techniques section) to find the one that contains the 1-up if you run out of throwing blocks. When you exit the cave, hit the turn block located under the blue P-switch and let yourself hit it. The coins that turn into brown used blocks will help you reach higher up on the goal in order to get more Bonus Stars and avoid Chargin' Chuck to boot.

### YOSHI'S ISLAND 3

Hop up to each successive plateau and go right to the ledge that swings around 360 degrees when you stand on it. Get the coins just by standing there, then jump across to the yellow exclamation block, containing (of course) a Mushroom. You'll now encounter some ledges that expand and contract horizontally. Wait for them to expand and then jump on them to get the first Dragon Coin of this stage. Keep on going right, freeing the Yoshi from the question block along the way, until you come to a very high plateau past two large gray checkered

platforms. Fall off the right edge of that plateau to hit a yellow pipe that you can enter. Hit the blue P-switch inside and run across the brown blocks for another Dragon Coin. When you exit, hit the midway marker to secure your progress thus far.

Just past the midway point is another Dragon Coin followed by a series of five turn blocks, the last of which contains a coin. Leap up to the next question block, which contains a Fire Flower that you should be able to get, even if you were small and passed through the midway marker (that turns you big, remember?). Go from the gray checkered ledge to the next cliff to the spinning platform. Six expanding/contracting turn block platforms await you, and half of them alternate between growing horizontally and vertically. Watch the pattern until you make it to the end of the line and to another Dragon Coin. Up ahead is the first of a block you don't see many of in this game: the Star Block. If you managed to collect 30 coins throughout the course of the level (Dragon Coins included), you'll get a 1-up from this block. Any fewer, and it just gives you a normal coin. Ride the two spinning ledges to the natural staircase and the last Dragon Coin, then hit the bonus tape to net yourself some more Bonus Stars to go toward your 100-Star bonus game.

#### YOSHI'S ISLAND 4

If you're small, this level affords you a great opportunity to get back on track with a yellow exclamation block in front of you and a Fire Flower block just after that, plus two Dragon Coins right in front of you. Jump across the orange grassy ledges that sag under your weight until you find a blue pipe. Enter it to face some Pokeys, an enemy Nintendo fans will remember from SMB2, the black sheep of the 8-bit trilogy. If you're on Yoshi, eat all five of his segments, including his head. If you're by yourself, he'll only be three segments high, and therefore easy to run and jump over. There's a multiple-coin block of note in here, but that's the only thing really. When you exit through the shiny blue pipe to the right, go to the left, grab the red shell, and kick it up to the turn block to make the blue P-switch come down. Get the third Dragon Coin to your left while you can, then run to the right and jump on the newly formed brown blocks for the fourth one. From here, the rest of the level is jumping across floating ledges and avoiding floating spiked balls (i.e. kid stuff). Go in the pipe at the end and finish out the level with ease.

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#### INVISIBLE 1-UP CHECKPOINTS: YOSHI'S ISLAND 4

At the beginning of the level, with Yoshi, walk to the right of the mushroom ledge that you start out on. Run to the left, jump, and do a midair dismount. Yoshi will probably disappear off the left edge of the screen, but you should no longer be able to see yourself. You're on top of a higher mushroom ledge. Run to the right and off the ledge, as the four checkpoints are all located in sequence right next to each other. When you fall off, make sure you find safe ground, then catch the revealed hidden 1-up as it falls.

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#### IGGY'S CASTLE #1

For some easy 1-ups, jump right onto the fence and start clubbing Koopa Troopas with your feet by hitting them on the head as they climb by you. As long as you stay attached to fences - even if you jump across from fence to fence - your Koopa Troopa KO's will add up, leaving you in position to score quite a few extra lives. Ignore the blue P-switch on the floor and stay on the fences all the way through this room. Touch the midway marker and enter the door. This next room scrolls very slowly but has a dangerous element - the stone piston-like smashers that come down from the ceiling. Very few important things are in this room except for a mushroom in a flying block and a horizontal expand/contract ledge you need to work your way around. At the end is a huge red door, which is always your indicator of a major boss just ahead.



## DONUT PLAINS 1

This level introduces you to Super Koopas and then crams them down your throat with two different varieties. It's easy to bounce off the yellow ones with no problem, but the ones with flashing capes will give you a Cape Feather if you pull a normal jump on them. Jumping on flashing Super Koopas with Yoshi will kill them without wielding the feather.

In any case, hop off Yoshi if you're on him and go up to the Super Koopa just ahead. Squeeze a feather out of him. Go back to Yoshi and get the Dragon Coin that's there that you probably saw, then go forward and clear the Pitchin' Chuck with a clean running jump. Another flashing Super Koopa lies just beyond that. Get another feather to keep in your spare item box for security purposes, then go up to the Volcano Lotus and either eat him or whack him with your cape. Leap up to the next highest plateau and get the second Dragon Coin. Here you will find a blue pipe that you can enter. It will lead to a special type of bonus stage (described in greater detail at the first bracketed-off section after this level's walkthrough). You can go in and get extra lives, but you will come out past the midway point if you take it. The choice is yours.

If you go to the bonus stage and come out of the exit, enter the blue pipe immediately to your left upon exiting the bonus stage. You will get a free feather and the chance to learn how to fly. Run up the side of the first green pipe via the purple smiling triangle and jump off when you get to the end of the pipe tower. To fly, hold Y and press Left and Right in a fluid motion (a bit faster if you want to go up). There are enough coins in the air here to provide you with roughly five extra lives, so keep yourself airborne if you want them all. If you find time lacking or you get all the coins that can satisfy you, leave through the pipe to the far right of this area. You will come out of the same pipe that brought you back to this level from the bonus stage.

Go right, pounce the Super Koopa, and eat the Volcano Lotus. A Yoshi is in the question block at the top of the cliff. Skip the troublesome Pitchin' Chucks by going along the floating turn blocks, then go to the Super Koopa column up ahead. Jump to the top row unless you need a feather, then get the Dragon Coin next to the pipe. Now, up ahead, there are two different exits you can take. One will lead you along the Donut Plains' normal course, and the other will lead to an expansive branching path that is chock full o' secrets. Here's a rundown of those two exits:

### NORMAL EXIT:

From the pipe with the Dragon Coin next to it, just head forward to the exit, avoiding the Volcano Lotus and the final Pitchin' Chuck (an easy task if you stand on the yellow exclamation point blocks, which also allows you to reach higher up on the Bonus Star marker).

### KEYHOLE EXIT:

Beginners may want to unlock the green exclamation point blocks first, but experts should be able to get up there with a Cape Feather and possibly Yoshi while also using the midair dismount as needed. Either way, the purple triangle and the soaring high-jump with the cape will allow you to reach some skinny yellow pipes doubling as platforms. Grab the key and take it to the keyhole to make it expand and suck you in, effectively taking you to Donut Secret 1.

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### INVISIBLE 1-UP CHECKPOINTS: DONUT PLAINS 1

At the spot just after the Yoshi block, where you jump across the turn blocks to avoid the wrath of the Pitchin' Chucks, there is a 1-up located around the only lone turn block in the path. Jump on top of it to activate the first checkpoint, then fall off to the left of it and hug the block for #2. You'll

probably land right under it, but that's okay; that's checkpoint #3. Finally, brush up against the right edge of the turn block to unlock #4 and the 1-up.

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#### DONUT PLAINS 1 SECRET: HIGH-ALTITUDE COINAGE

If you choose to fly over the entirety of the level, you'll find 91 coins scattered about in the air and on some rows of Jugem's Clouds (including those of the Dragon variety). With even just a few coins already in your stock, that'll net you an extra life, so keep watching the skies!

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#### DONUT PLAINS 2

This level scrolls very slowly and in addition contains some rising platforms, so don't get crushed, whether it's on the side of a cave wall or in the ceiling. The second question block in the row of four has multiple coins in it, which you really don't have time to mess with, while the one to the right (actually an exclamation point block) obviously has a Mushroom in it. Wait for the first bright yellow-orange cliff to rise so you can get Dragon Coin #1, then watch it sink and move on ahead for a feather and another question blocks containing multiple coins. Up ahead are many Swooper Bats, many of which will descend upon you the second they appear on the screen. Whack them with your cape-twirling finesse until you find an upside-down green pipe located just past a dotted outline of a green exclamation point block. Go in it.

Get the Mushroom if you've been turned small and make your way past the Puntin' Chuck, heading over the natural staircase as you do so. You'll see a row of turn blocks that make a natural progression upward. The last of those blocks contains a vine, which you'll need to bump if you don't have a Yoshi. Fortunately, the encased blue shell to the right shall provide for you whether you have Yoshi or not. If you have him, eat the shell and fly up through the narrow hole above the block with the vine. Spit out the shell and eat the key, then touch the keyhole to activate it. Just as a neat little side trick, you can spit the key out with Y or X while the keyhole is opening and closing. If you don't have Yoshi, break the turn blocks with a spin jump (which you must be Super Mario to perform) and grab the shell, then look up and kick it up to the block with the vine. Climb the vine by climbing the makeshift turn block staircase in the area.

And, well, if all else fails, exit through the pipe to the far right, which will take you straight to the level's normal exit.

#### GREEN SWITCH PALACE

For a little bit of fun here, grab the shell and then hit the P-switch. Go down through the new hole and either kick the shell down onto the ground yourself or have the naked blue Koopa Troopa do it. If you follow that shell all the way to the end of the room (making sure to avoid falling in the pit at the end), you'll have a 1-up thanks to point multipliers. Cool! Now follow the routine as usual and hit the giant green switch at the end, which will turn all green dotted-outline exclamation point blocks into solid green ones containing nothing but Cape Feathers - possibly the game's most useful item. Save your game when prompted to make sure you don't lose anything you've gained.

#### DONUT GHOST HOUSE

Now it's time to mix it up a little by entering one of the game's most illusory types of levels. There are many places where you can go in this level, but there are only two proper paths. The first is the easiest to locate so long as you have a Cape Feather, and possibly a spare in tow if something should happen to go awry. Walk as far to the right of the wooden block ledge that you start on as possible, then run to the left and soar upward against the left edge of the screen. Run along the wooden ceiling to a room that shall reward you with four 1-ups and a door that leads straight to the level's first exit. When you

beat the level by taking this path, you will gain access to the Top Secret Area, a safe haven where you can go to get free Yoshis, 1-ups, Mushrooms, Fire Flowers, and Cape Feathers at will.

For the second exit, go all the way to the right of the initial room, avoiding the so-called solid Boo Buddies (the translucent ones will not hurt you). Enter the door and head into the door to the right of the next room as well, since it's all you can do. You'll end up in what appears to be the same room, but you now start below the area where you came in the first time. Hit the turn block and hit the blue P-switch that pops out. Ignore the coins that point you to the silver door to the left and go in the door to the right that it looks like you just came through. Those coins are liars! You'll end up in what appears to be yet again the same room, but rest assured it is not. Hit the turn block to reveal a vine this time. Jump up through the floor and climb it, taking the door that it leads you to to the level's other exit.

#### TOP SECRET AREA

When you take the secret exit out of the Donut Ghost House, you'll reveal this area. Its basic setup is one screen that allows for side exits (much like Yoshi's house). You start under the middle of the five question blocks, which will contain Yoshi if you don't have him and a 1-up if you do. If you are small, all of the other question blocks contain Mushrooms, and if you are Super Mario, the two to the left hold Fire Flowers while the two to the right house a pair of Cape Feathers. Use this place anytime to stockpile some quick lives or equip yourself with some necessary items. It's here when you need it.

#### DONUT PLAINS 3

Jump to the gray trio of rotating platforms and up to the mushroom ledge that will grant you access to a Cape Feather if you've beaten the Green Switch Palace. Go to the line-guided brown platform and over to the next set of moving platforms that has a Dragon Coin over it. At the next set of mushroom ledges, get the two coins from the question blocks and crunch the destructible turn blocks. One of them can't be spin-jumped because it has a vine in it. When you get below where the turn blocks are, hit the second turn block from the right to reveal the vine that will take you up to a Dragon Coin. When you fall off the Jugem's Cloud platform, you'll face a challenge you haven't seen before now: line-guided ledges whose paths YOU determine. Allow me to explain.

Jump on the platform moving in the octagonal pattern. It will continue to move in that path without some divine Mario intervention. Hit the fuchsia ON block to turn it to a light-blue OFF block. One of the lines in the octagon will change direction, meeting with the lower path that will take you farther. You'll see another OFF block leading to what appears to be a bottomless pit. Unless you're a very sadistic gamer, you don't want to fall in that pit, so hit the OFF block to turn all the others ON again. Done correctly, you'll find another Dragon Coin and the midway point.

Go past the line ledge shared by the Fuzzball and the set of turning ledges with a question block as its center (it's got a feather in it, if you're feelin' lucky) to the line-guided ledge. Trust the ledge - as it falls off of one line, it will reflexively hop to the next one. Stay on until you pass the third one, after which you have a pipe to jump to that will lead to a bonus stage. You'll come out in front of an octagonal line with no ledge and a Fuzzball on it. Avoid him stealthily by hopping across the triple rotating ledge. If you got thirty coins over the course of the level, you can get a 1-up from the Star Block at the end. Jump from the brown platform to the marker to finish out the level.

#### DONUT PLAINS 4

As soon as the level starts, run up and hold Y. You'll grab a shell and knock

out the small naked Koopa Troopa that was about to jump in it. This prevents a nasty situation; if any shell-less Koopa finds a yellow shell and jumps in it, that shell is invincible to all of Mario's attacks, including jumping on it, fireballing it, and twirling your cape to turn it over. On the plus side, Yoshis can eat them, and will gain all three special abilities at the same time if they do (that is, they'll be able to fly\_and\_stomp the ground really hard, and when they spit it out it will come out as fireballs).

Anyway, hop up to the plateau and get the first of the five Dragon Coins, then go forward past the growing and shrinking pipe to the Hammer Brother. Destroy him by knocking his flying ledge from below with your head, or pass him and run up the cliffside using the purple triangle nestled in the corner. Head for the blue pipe with the Dragon Coin set just in front of it and duck into it when the Piranha Plant is out of your way. Get the Dragon Coin with the help of the line of red Koopas and exit through the pipe to the right, which will blast you out diagonally over the Hammer Brother and right into the midway point.

The first question block after the midway marker contains a Yoshi - an invaluable asset to continuing through this area. Just after that, in a dip with two winged Goombas, is yet another Dragon Coin. Get it and find the transparent block ahead, waiting until it changes to a star to get it so you can barrel ahead through the wave of parachuting Goombas ahead. Rush along the flat slopes to the end of the level, where the end goal is located past a fairly long pit with a Hammer Brother cruising over it. Bump him off of his safe ledge and use it as a means of getting more Bonus Stars.

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#### INVISIBLE 1-UP CHECKPOINTS: DONUT PLAINS 4

At the part with the first Hammer Brother (where you also see the purple triangle up against the wall), run up the triangle with a cape equipped. Abandon Yoshi if you have him to do it, of course, and rush up the wall, jumping when you get to the top to hoist yourself to a row of Jugem's Clouds. At the end is a seemingly lonely cement block. Cross under it to unlock the first checkpoint, then jump and hug the right side of the block to get #2. Checkpoint #3 is on top of the block, and the fourth and final one is up against the left side of it.

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#### DONUT PLAINS 4 SECRET: ANOTHER 3-UP MOON

After the transparent block on the flat-topped slopes where the Goombas keep parachuting, fly around up in the air to find a sort of Jugem's Cloud pedestal with a 3-up Moon perched on it.

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#### DONUT SECRET 1

Now that the normal levels are out of the way, you can go back and cover the ones that need to be unlocked via key and keyhole. This is the first of those, and you must take the keyhole exit from Donut Plains 1 in order to access it. You'll come out of a pipe into a very watery area. Swim past the slumbering Rip Van Fish if you're ill-equipped to face him; otherwise, shoot a fireball his way or smack him with a 360 from your cape. Swim all the way to a blue pipe with the end facing down and go in to access a cavernous area with a very high ceiling. Use the P-balloon in the question block to inflate Mario to a height sufficient for him to float up in the air and hold Up to make him gain altitude. Along the way, if you veer to the left, you'll find another balloon, which you should get because that trip to the top isn't possible with one balloon. At the top are two turn blocks. The one on the left contains nothing, whereas the one on the right has a 1-up in it. There are also two Dragon Coins and a Fire Flower to pick up while you are in here.

You'll come out of an orange pipe with another Dragon Coin nearby. Grab it and

stroke onward, getting the Dragon Coin encased in blue throw blocks if you can. Shortly following that is a blue P-switch that you should pick up if you intend to exit the level both ways. Notice that your control over yourself is a bit wonky when you grab the P-switch, so swerve around enemies as necessary until you come to a row of five brown blocks capped off by a question block. Drop the blue P-switch and hit it so you can open the question block, which reveals the key you need to access the Donut Secret House. Your handling is of the same awkwardness with the key as it is with the P-switch, so get a grip on it and steer Mario to the keyhole to get to the secret exit. The normal exit is not far ahead of that for when you come to this level again to beat it the other way, and the only thing that might trouble you is the Rip Van Fish lazing about in front of the arrow sign. The normal exit will take you to the original Donut Ghost House.

#### DONUT SECRET HOUSE

Go up the stairs and wait for the circle of Boo Buddies to turn its hole toward you so you can pass through. Make it through and hit the blue P-switch ahead to cause a portable springboard to fall from the brown block. Use the springboard to bound over the Big Boo blocking you. Run up the next two flights of stairs to the door and enter it. The question block to the left hides a flower, which is really of little use here, so ignore it you have something better like a Cape Feather. Wait on the gap in the next Boo Buddy circle and clear out the formation of five coins that looks somewhat like the outline of a door (hmm...) before heading all the way to the left side of the room. There is a P-switch over there. Carry it over here. There are two constructive things you can do once you hit it, both of which are conducive to finding a way out of here.

The first is to hit it and enter the silver door that appears on the wooden pedestal, which you can only get to if you got that five coins out of the picture like I said earlier. It will lead to the normal goal marker exit, which will take you to a pipe on the overworld map leading to a secluded corner of the Valley of Bowser containing the Donut Secret 2 level.

The other exit, which is more important in the big scheme of things, can be found just to the left of the silver door. You'll notice some new question blocks and a door that appears between the turn blocks. Do not go in that door, but rather hit the turn block above it to reveal a vine that leads up to another silver door. When you go in that door, you will encounter a boss that you will see here and in no other levels. It's a Big Boo, and it's somehow susceptible to tangible objects where other non-corporeal enemies are not. Fortunately, with a floor coated in nothing but throwing blocks, it's pretty hard to lose this battle unless you make a hole through to the bottom of the floor. When he appears, take a throwing block and hold Up and Y to aim up at him, then kick it and hope it clocks him right in his ugly mug. If it does, he'll fade into the background for a moment and move to another place before re-appearing. Knock him in the face with a blue block each time he materializes in a new spot. With only three hits to his name, it shouldn't take long to bring him down for the count. When you beat the level, you'll reveal one of five Warp Stars located in all of Dinosaur Land, which will transport you immediately to the Star Road if you press A, B, Y, or X while standing on one.

P.S. Watch out for the small Boo Buddy lackeys tagging along with the Big Boo Boss - they're more of a nuisance than he is.

#### DONUT SECRET 2

There's no point in getting the directional coins out of the block on the ground at the beginning. Hop up the icy plateaus to get the first Dragon Coin, then use the springboard to get the vine out of the turn block and climb up to the turn block with the Starman in it. With that spurt of temporary invincibility, run as fast as you can and barrel through the Spike Tops

piddling along all surfaces. Go as far as you can with the Starman in two, then find a very long upside-down green pipe. Jump up into it and get the P-balloon, controlling Mario to get the coins scattered about in the sky until you're at the blue pipe to the far right. There's another Starman inside the turn block in front of you, which should last long enough for you to get to the goal and nab a 1-up in the process.

#### MORTON JR'S CASTLE #2

Avoid the Thwimps at the beginning by jumping over them during their momentary groundedness. Run up the escalator to the door while evading the swinging balls-and-chains along your ascent. There's a Mushroom in a yellow exclamation block if you need it. Go in the door and make your way up and to the left, waiting on the Thwomps to rise before moving past them (no way you're going to crash past one of those things!).

The final room of Morton Jr's castle is slow goings - you have to make your way up past a bunch of blocks that come out of and sink back into the wall. The first point of note is a row of three question blocks, the middle of which contains a feather if you're Super Mario. Shortly after that, you'll see a portable springboard that takes you to both a dead-end with a 3x4 block of coins and a row of turn blocks, depending on where you bounce up to. In the row of five turn blocks you find in the left fork of the path, hit the second one from the right to reveal a vine that will take you up to a hidden 1-up (it's in an invisible block guarded by a Dry Bones). Once you get it, head back down and resume your ascent to the top, where you'll find a Cape Feather before the Big Red Mean-Looking Door (tm).

When you enter, the walls will come crashing down on either side of you, leaving you to face the single-horned Morton Jr. If you fail to hit him on the head, he'll walk up the wall like some kind of evolved Spike Top and go to the ceiling, where he'll attempt to crash down on you once he gets directly over you. Run away and jump before the moment of impact so that you don't get frozen, then hit him on the head. This will incite some sort of weird motion in his body, as if a belt has just been quickly tightened to its maximum hold around his stomach. However, he's so moronic that you should be able to bounce on his head the required three times before he can even get up the wall one time. When you defeat him, his body will expand, contract, flop around, and eventually disappear into the infinity of time and space, and you'll have another castle under your belt. Now you'll find yourself in the vast Vanilla Dome.

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#### INVISIBLE 1-UP CHECKPOINTS: MORTON JR'S CASTLE #2

Across from where the hidden 1-up is in the room with the ledges that move in and out from the wall (in the only real tight squeeze of that room, with the cement blocks that you stand on), jump out of the narrow top to meet a Dry Bones on the jutting platform to the right. Get him out of the picture, then run all the way up against the wall. Seeing as how the checkpoints are in sequence, you'll uncover a 1-up once you find yourself pressed up against the right wall.

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#### MORTON JR'S CASTLE #2 SECRET: A VERY-WELL HIDDEN BONUS ROOM

This is kind of hard to do, what with the Thwimps in your way at the beginning, but to make it easier, head all the way to the top of the first room, but don't go in the door. Instead, run all the way to the bottom and jump when you're back at the start. Veer right to hit a ledge that starts off a short path to a pipe hidden up in this "attic" sort of space. Inside is one of those bonus rooms where you hit the question blocks in the correct sequence for 1-ups. When you leave the bonus room, you'll get taken directly to the aforementioned room with the invisible 1-up checkpoints.



the lone Spike Top on the ground. In the middle of all the Swooper Bat miscellany is a flying question block that contains a Mushroom should you happen to be small. At the turn block fortress up ahead, take the bottom row the whole way, whacking Buzzy Beetles with a Cape Feather as necessary, or taking the first one, hitting him, and using his shell to eradicate the others. There's an invisible mushroom that will pop out from behind the small platform behind you near the turn blocks at the end. Jump out through the top and head right. You'll see some red outlines of blocks. Once you find the Red Switch Palace (located in the Vanilla Dome, incidentally), you'll be able to get up to the keyhole exit that they lead to a bit easier, but you can do it now if you have Yoshi - use the midair dismount trick to hit the turn block with the vine in it, and do it again to get to that vine. You'll have to leave Yoshi behind to do it, sadly, but we must all make sacrifices in the quest to beat all 96 levels.

If you can't get to the keyhole exit at this time due to extenuating circumstances, then keep on truckin' to the pipe up against the wall that you have to go in. Get the Starman provided and haul butt across that yellow-orange rock before it plunges all the way into the lava. A Dragon Coin awaits you at the end if you make it successfully. When you come out of the pipe, hop across to the midway marker to secure your progress through this level. Hit the turn blocks and navigate the sort of miniature maze going on here. You have to be small to get the Dragon Coin in the barely accessible chamber at the top, so if you really want it that bad, you should sacrifice an item by voluntarily hitting a Buzzy Beetle or Spike Top. Go across the pipes when the maze expands into open air (so to speak) for a moment and head up the steep slope to get back into another maze, which is just as easy to get through as the last one was. The blue shell is your indicator that you're on the home stretch; if you take it to the exit and hold it when you hit the goal marker, it'll turn into a 1-up! Sweetness! Other shells turn into various power-ups if taken through a goal marker, such as Mushrooms and Fire Flowers.

#### VANILLA DOME 2

Take the big plunge into the still water and hop out, kicking the floundering fish to kill it with ease. Jump over the Buzzy Beetle and get the second of the four question blocks just over the next pond to reveal a flower - a very useful acquisition here. Swim around to the next open area and get the vine out of the turn block. You'll have to ditch Yoshi if you have him at this point in order to get up the vine. Go across to the right and drop where you see the coin-formed down arrow with a Dragon Coin serving as the tip of it. There's a feather in the third question block down here and a hidden 1-up to the far left against the wall under the large brown-block area. Swim to the question block opposite the very steep incline. Jump onto the hill and over to the left; keep going left until you see a P-switch. Carry it as far left as you can and hit, jumping across to the left of where the Dragon Coin-tipped arrow used to be. There are now coins where once the brown blocks were. The key is on dry land to the left of a Dragon Coin that doesn't matter very much. Take it down into the water and steer your way to the keyhole to find the exit that will lead to the Red Switch Palace.

If you want or need to take the normal exit, keep going up that aforementioned steep incline to a row of turn blocks. Don't worry about them too much; before long, a Chargin' Chuck will plow his way through them. Pounce his head and move quickly past him to the midway marker. Let another Chargin' Chuck tunnel through more turn blocks for you and get a Starman out of the transparent block ahead if you can. Cruise down the hill and hit the blue P-switch without picking it up. Being invincible should give you time to get to the green pipe (which you can go in) with minimal friction. This leads to an icy sub-level with a multiple coin block - the only thing of note. Coming out of the subzero mini-area, you'll be in the middle of a horde of Swooper Bats with a Splittin'

Chuck at the end of them to cause more trouble. Head past them all to the normal exit.

#### RED SWITCH PALACE

Jump on the P-switch immediately, then jump over the invincible Koopa Troopa shell. If you stay along the top row of brown blocks and move all the way to the right, following it as it goes, you can get a 1-up from the point multipliers the moving shell creates. When you have the 1-up, go in the pipe and hit the switch to turn the red outlines into red exclamation point blocks. These do not have items in them, but rather can be used as ledges and stepping stones at certain points in the game. Once you're on the map, save your game and beat Vanilla Secret 1 the keyhole way if you haven't already.

#### VANILLA GHOST HOUSE

Duck under the bottom of the two Eeries and wait for the circle of Boo Buddies to open up to you. Go for the flower in the top block if you're mostly defenseless, and opt for the Dragon Coin if you have a flower or feather equipped. Hop across the series of platforms of varying height until you find a second Dragon Coin. Ahead are two rows of turn blocks separated by very narrow holes. On the bottom row in the second section of turn blocks, hit the third one from the left to reveal a vine. Climb it after dodging Big Boo to skip a whole lot of messy traps down below. When you fall to the ground, you'll be at the door to the next room. Go back and get the Dragon Coin in the circle of Boo Buddies if you're going for all five of them, then head into the door. The green gas bubbles in here are not easily hurdled, so keep yourself from being damaged by spin-jumping them. They won't pop or anything, but you won't get hurt, and that's the main thing. Find an arrangement of three turn blocks and hit the middle one to reveal a blue P-switch. Take it all the way to the right, getting all the coins in the door formation before dropping it and hitting it. Enter the new silver door to reveal the exit.

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#### INVISIBLE 1-UP CHECKPOINTS: VANILLA GHOST HOUSE

After the first Dragon Coin there is a series of platforms of varying heights in front of you. Along these platforms are located all the checkpoints you need to get the 1-up. The first of these is on the tall one right next to the first short one. Drop immediately down to find the second one. Hop up to the next two platforms that get successively taller and jump to the next tallest one to the right, upon which you'll find the third one. Finally, backtrack to the shorter one below you and to your left to reveal checkpoint #4. As there are several Boo Buddies surrounding you as you try to get this one, it is advisable to not go for this one unless you REALLY need it.

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#### VANILLA DOME 3

Jump onto the skull raft to get it moving and jump over the Blargg as he surfaces from the lava - you should be able to notice his eyes peeking out before he jumps up. Two flying blocks will cross your path, and the top one contains a 1-up. It's tough to get, so you might as well skip it as you head for the pipes that form a sort of staircase. Slide down the steep slope, get the Dragon Coin, and board the skull raft in one fell swoop. Ride across the river of lava to dry land. Hug the orange pipe and jump to reveal an invisible coin block that will help you over it. There's a feather in the opposite question block - grab it and move on to the next skull raft. Up ahead are several upside-down classic Piranha Plants - cape-whack or fireball them on your way to a yellow pipe that you can go in. There's nothing of importance inside - just go on ahead to the purple triangle and hop down in the hole to get the midway marker, risky as it is. There is a Yoshi in the block directly above the midway marker, so you may want to risk testing the water, so to speak, if only to get him.

Pass the red shell and board another skull raft that will take you up some gravity-defying lava hills. At the big flat drop-off, hop to the square rock and wait a minute before getting the Dragon Coin (easiest if you have a feather because you float down to the raft without having to guess where you're landing). Move through the Spike Top brigade with care and get the next Dragon Coin located just before a question block with a feather in it. The feather is a sign that there might be something above you, and there is: the final Dragon Coin. Hop over each individually placed black Piranha Plant and hit the P-switch to reveal a downward staircase of coins that will put you in good position to get a whole lot of Bonus Stars from the goal marker.

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#### VANILLA DOME 3 SECRETS: ANOTHER 3-UP MOON AND A NEARBY BONUS STAGE

Where you find the invisible coin block right beside the orange pipe, run to the left and jump if you have a feather. You'll soar up to a tunnel that has a 3-up Moon on a cement pedestal at the end. From there, run to the right and fly to another ledge directly across from where the 3-up Moon was. After you dip your way through a sort of naturally carved half-pipe, you'll come to a green pipe that leads to one of those 1-up block bonus stages. The exit will put you right near the midway point for your convenience.

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#### VANILLA DOME 4

Immediately down and to your right is the first Dragon Coin in this ironic level (in that it appears to be outdoors but Vanilla Dome takes place inside ... ahh, whatever). Springboard upward to the top of the polka-dotted column and go right. If you need a quick power-up, there's a Mushroom at the bottom of the next two pea-springboards. Keep moving, getting the next Dragon Coin and the feather along the way, until you find the high-up midway point. Hit the marker and prepare for a Bullet Bill assault as you advance forward. The onslaught won't last long - you can go in the blue pipe with the jumping Piranha Plant in it that takes you to a lengthy skull raft cave, at the end of which is another Dragon Coin. When you come out, the Bullet Bills return in full force, shooting at you from all four sides of the screen simultaneously. Fortunately, the attack doesn't last too much longer, and before you know it you'll have completed another level.

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#### INVISIBLE 1-UP CHECKPOINTS: VANILLA DOME 4

There's another block in this level that the checkpoints are all centered around. In this case, it's the brown block below the feather (just after the second Dragon Coin). Do a counterclockwise 360 around the block starting at the bottom to make this extra life pop up for you.

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#### VANILLA SECRET 1

On the other side of the Dome you'll find this new batch of levels entirely. It'll take you in another direction with some more variety, but you will end up at the same point eventually (Ludwig's castle). As with the Vanilla Dome itself, there are two sides of the path you can take on the way up through this level, but the right side is the one you need to take to get somewhere in a hurry. Take the left side first if you need a feather, though - there's one in the second of the two question blocks opposite the pea-like springboards. In the middle of the three turn blocks above the pipe is a vine; climb it, making sure to grab the springboard at the top. The idea, in order to get the secret exit anyway, is to take it to the left and place it on the blue exclamation blocks (which aren't there yet because you haven't had a chance to explore the Forest of Illusion thus far). You can still get to the secret exit with a feather, however - just get a running start on the ledge to the left of the

vine if you have a feather and soar up to the pipe. Go past the Puntin' Chuck and get to the goal marker to unlock the Warp Star to the left of this level that is blocked by the rocks on the map. You should be able to get straight to Star Road 2 upon taking this exit - a handy level if you need a Yoshi that can fly stat.

Moving farther up from the springboard to get to the normal exit requires leaving the springboard in its original spot and taking a boosted jump off of it when there's a clear spot between the flying Koopa Troopa brigade and the hole up there. Use the next springboard to get the two Dragon Coins in the big empty expanse above (which only matter if you've gotten the others). Take the boingy wall springboards to the left up to the pipe, which leads to a variation on the other room with the Puntin' Chuck. Pass him and hit the goal marker to close out the level.

#### VANILLA SECRET 2

In the first question block you'll find Yoshi. Use him to get through the almost-never-ending horde of green bouncy Koopa Troopas and get the Cape Feather from the grounded green block along the way. After you clear them, you'll be right in front of the level's midway point. Bob-ombs will start to parachute out of the sky once you get a little bit farther ahead. Avoid them and the Spinys on the hillside. Jump through the blocks to get a Dragon Coin and get the silver P-switch from the second turn block in the row of four. Hit it to turn the Spinys into silver coins - enough to give you a 1-up, as a matter of fact. Go in the green pipe with the Lakitu inside and hit the blue P-switch for buku coins. When you come out, you'll be shot out of the diagonally positioned pipe on top of a couple of red Koopa-Troopas, or at least enough to get you to the exit anyhow.

#### VANILLA SECRET 3

Do the Vanilla Secrets ever end? Fortunately, they do with this watery level, and this one is an easy one if ever there was one. Basically you want to stay on top of the snorkel-clad dolphins the whole way through. Get the feather on the tall mushroom ledge near the beginning of the level, then board the dolphins and let them carry you to the right. A little bit short of the midway marker, you'll start being harassed by a Porcu-Puffer. He's not a problem if you stay on the dolphins. Once you find the large arrows formed by the masses of coins, you'll know you're at the end of the level. Go in the pipe and hit the goal tape to finish this one out.

#### VANILLA FORTRESS

When you come out of the pipe and into the water, you'll be faced mainly with balls-and-chains and Fishbones, annoying little skeletal enemies that swim straight toward you, and often in the most inconvenient positions. Shortly into the level you'll notice a pipe that you have to be small to get to. All it leads to is one of those goofy bonus stages, and you end up in the same place anyway, so it isn't really worth it at all. Swim onward to the blue pipe at the very end, getting the feather along the way so that you have some form of defense against the Dry Bones and Bony Beetles in the falling spike area. Once out of the blue pipe, you'll be put in the middle of a mass of aquatic foes plus some Thwomps. Swim to the big red door, before which you'll notice a yellow exclamation block. Get it if you need that or you just want a spare power-up and don't have one.

Inside the Big Mean-Looking Red Door(tm) is Reznor, the boss you'll face in every level with the word "Fortress" in its name. Reznor consists of four fire-breathing dinos on a rotating platform. Hit each one from under to knock it out. When you have two of the four - half of them, in other words - eliminated, the bridge below you will start to crumble away. Destroy the other two as fast as you can, moving to the rotating ledge if the bridge becomes too

precarious to stand on. When you beat Reznor, you'll go on to the Butter Bridge and be asked to save your progress so far. Of course, you want to say Yes - why wouldn't you?

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INVISIBLE 1-UP CHECKPOINTS: VANILLA FORTRESS  
This is a really tough one to get, so don't go for it unless you have one life left and you're the daredevil sort that can get away with anything. Just before the Big Mean-Looking Red Door(tm), you'll notice two balls-and-chains swinging around. The upper left one of the two has a 1-up waiting around its center block. Swim a counterclockwise 360 around it starting from the bottom of the block to uncover it. Make sure to hug all sides of the block as you go around; for this reason, it's easiest to get this one as Small Mario, of all types.  
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### LEMMY'S CASTLE #3

Once you've beaten all the Vanilla Dome has to offer, come back around to this castle and finish out the Dome with style. This is by far the most annoying castle yet, as you have to start out facing the omnipresent Magikoopas. Their magic can transform turn blocks into yellow Koopa Troopas. Instead of spin-jumping the turn blocks and eliminating the middle man (not a good idea at all, trust me), wait for Magikoopa to appear at the bottom and shoot his magic up at you. Fall through the hole that forms and trudge forward, killing Magikoopa at any available opportunity to stave off his constant attacks for awhile. When you come to the turn blocks over the water, find a blue P-switch and hit it the minute you see it. Continue forward to a door that's on top of some brown blocks. It won't be there for long, according to the timer. Go in before the time runs out and you'll find yourself at the midway point rewarded with a 1-up for your timeliness as well.

Upon exiting the solitary midway marker room, you'll find yourself in a room where ledges rise out of and sink into the lava. All this requires is decent timing and a way around the many Dry Bones that infest the area. Watch the movement of the rocks and get as many power-ups along the way as you can, such as the Mushroom sitting right out in the open in a tiny corner and the green exclamation point block at the end of the line.

In the boss room, you'll fight Lemmy, who as you recall rolled along on a beach ball shooting them from his wand in SMB3. Here, he's nothing but a pipe dream. However, you'll soon be asking yourself, "Will the real Lemmy please stand up?" Three different Lemmys will pop out of the unevenly arranged pipes. One is the real one; the other two are decoys. If you hit the correct one, you'll be met with a reassuring chime. Any other Lemmys hit will result in a dull "thud" noise. When you hit the real deal three times, he'll plummet into the lava, never to bother you again. You'll move on to a short series of miscellaneous levels before entering the Forest of Illusion. Make sure you complete them all, because there are secrets aplenty crammed in them.

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~~~~~AREA FOUR~~~~~  
INTERMEDIATE LEVELS  
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Area Map  
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From Ludwig's  
Vanilla-----BB1-----BB2-----Castle---o  
Fortress | \



#### CHEESE BRIDGE AREA

You'll start out this level, located on the bridge under the Butter Bridge, by finding a Cape Feather in a question block. Ride the ledges on the lines. To save yourself some hassle, ride along just the top one. You'll give yourself a headache hopping from one to the other trying to get all the Dragon Coins, even if you're fanatic about collecting them. Riding the top one also allows you to reach the midway point easier, but you can jump on top of the nearby question block to get to it also. The question block under the midway point contains the elusive Yoshi's Wings. If you have Yoshi, consider this the normal exit; if not, just keep moving.

Climbing along the ropes is not an easy task what with the chainsaws in your way. If you're going solo on the ropes, you can avoid taking a hit by spin-jumping them as you did the green gas bubbles in the Vanilla Ghost House. The part before the exit is crammed chock full of chainsaws, so climb up and down as needed or fly by with Yoshi and a Cape Feather and avoid getting hit by normal-jumping on them with Yoshi.

At the end of the level, you'll be on the two mushroom ledges facing the goal marker. If you go ahead and touch that goal marker, you'll go on the normal path to Cookie Mountain, but you'll see an arrow sign pointing onward still as the screen irises in and goes back to the overworld map. What could possibly be beyond a level exit? Another exit, that's what. You can't get to it by going over it; this is where you need to have completely mastered the midair dismount by now. With Yoshi as your noble steed and a cape on your back, float under the exit (make sure it's at running speed so your angle of floating is more acute) and press A while holding the buttons necessary to make your descent slower. If all goes well, you should find a 3-up Moon as your reward sitting right in front of the second secret goal post. It will lead you right on down a new vine that goes to.....

#### SODA LAKE

The main thing about this level is all the Torpedo Teds. They're like Bullet Bill machines that don't wait a little bit to fire one at you; the hand keeps going in and coming out with more and more of them. Get the flower at the beginning; it will be useful when you have to maneuver around the swimming snorkeled fish as well as Torpedo Ted. The level is pretty much nothing but evading these underwater missiles and fish that swim mindlessly swim forward. If you survive, you'll be taken to the Warp Star that leads directly to Star Road 3, the shortest of all the levels in the game. Remember that the Fire Flower will aid you more than other item in this level possibly can and you'll do great.

#### COOKIE MOUNTAIN

Jump on the sliding Koopa Troopa when he shoots off the ramp and skids to a halt right in front of you. You'll soon have your first encounter with a Sumo Brother, a fat guy who can stomp the ground and make lightning appear below himself. Knock him out from beneath him and jump up to where he was, getting the feather out of the question block. There are several slanted ledges here, and many sliding Koopas to go with that. Grab the red shell tucked away in the corner and save it for when you get over the wall. Kill all the Monty Moles that pop out of the sides of the small cliffs. You should get a 1-up from point multipliers if you're lucky. Move forward until you get to the midway point near the short green pipe.

Just following the midway point, there is a large plateau beside you that many a Monty Mole will come out of. Go in the blue pipe past that plateau once you're away from the Monty Mole infestation. You'll find yourself in an area with a strong river current and a couple of Porcu-Puffers, but nothing to whine

and cry about if you're fast with the controller. Move left to the exit pipe and enter, then run across the Jugem's Cloud row to get a nice surprise (see the bracketed section after the walkthrough for this level) and fly across to the top of the very big plateau that had about five Monty Moles hidden in it. There is a 1-up in the single turn block up there. When you've obtained it, float back down to earth. If you have Yoshi, eat the pink berries up ahead to play the coin cloud game and eat whatever prize you want from the grounded transparent block with the changing items inside. Kill the Sumo Brothers on the rows of coin blocks and move forward to get Bouncin' Chuck out of the way. The exit is just past the tall blue pipe.

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#### INVISIBLE 1-UP CHECKPOINTS: COOKIE MOUNTAIN

Even if you're not looking for 1-up checkpoints, this one is the one a novice is most likely to find by accident. It's very easy to access. As mentioned in the paragraph prior to this bracketed section, enter the pipe leading to the mini-level with two Porcu-Puffers hounding you. Exit the other side and jump to the Jugem's Cloud row, running straight ahead until a 1-up Mushroom pops out at you. And there's one just across from you to boot! Man, life is good.

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#### LUDWIG VON KOOPA'S CASTLE #4

The tunnel at the beginning of this castle, despite having an awesome background, is a bit hard to navigate as Super Mario or any of his other forms (Fire Mario, Cape Mario, etc.). Mostly it's getting by the balls-and-chains that's such a chore. If you happen to get smallified, however, there's a Mushroom at the end of the corridor to help you out. Grab it if you need it now or as a spare item. The next room has you outrunning an evil falling ceiling. Run as fast as you can without getting hit by the fireballs jumping high out of the lava to the pink ON block. Hit it to turn it OFF and make it go back up. The rise of the ceiling is only temporary - it will start falling again once it reaches the top. At that point, you know it's time to run. Make it to the door all the way to the left by doing nothing but dashing and go in.

The final room before Ludwig's lair is a fence room much like the one from Iggy's castle (the first one - was it really that long ago?), except it's vertically oriented. Make your way to the top and kill as many of the Koopa Troopas climbing along with you as you can to stock up on bunches of extra lives. The first side path to the right leads you to an isolated Cape Feather if you need it. Get it before clocking any turtles so you can still get all the 1-ups you're fit to hold. At the very top is, as always, that Big Mean-Looking Red Door(tm).

Ludwig von Koopa is the most unique of the Koopa Kids in his approach to fighting you. He'll shoot four fireballs before speeding at you inside his shell, and then he'll jump in a very wide arc to another point on the screen. Jump on him while he's firing his heated breath to start the speeding of the shell instantly and have him follow you near the middle of the room to keep him from jumping off to the side where you can't reach him. Three hits are all it takes as per the usual to defeat Ludwig. That's a shame, because he's the most fun to fight. His post-defeat cinema is also the most entertaining to watch as well. When you defeat him, save your game and head with great trepidation into the Forest of Illusion.

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#### LUDWIG VON KOOPA'S CASTLE #4 SECRET: AN EXTREMELY WELL-HIDDEN BONUS STAGE

Just before the door that leads to the room with the automatically lowering ceiling, there is a "fake" block in the ceiling that you can jump right through as if any old hole were there. It allows you to walk on the ceiling above the myriad balls-and-chains. While there's nothing to the left of note (which is a



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To Chocolate  
Island

Forest of Illusion Walkthrough  
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FOREST OF ILLUSION 1

If you have Yoshi, it's good to note that most of the berries here are located up in the treetops, so if you're looking to get a coin cloud game or poop out a Mushroom from eating too many of the red berries, that's the place to look. In any case, get the Fire Flower located above the turn block, then proceed ahead to the next question block with the Yoshi trapped inside. He'll be helpful against the many Wigglers in this level, who are impossible to kill with a normal jump. In fact, provoking them at all turns them red and gets them running around homing in on you. Eat them on sight along with the portable springboard, which you can spit out and use to eat the berries in the trees if you're into that sort of thing. Hit the turn block nestled among the note blocks and bump a note block to get the subsequent 1-up to pop out. Eat the three Wigglers after that and touch the midway marker.

You'll now find a transparent block with a changing item. If you know what's good for you, you'll make it a Starman that you get (see why in the bracketed section following this level). With the Starman, run forward until you get to some stacked floating log ledges. Under them you'll notice the keyhole with a question block above it. That question block has the key in it. Unfortunately, you'll have to ditch Yoshi to get it. At the end of the log ledges you'll find a question block next to the gaping chasm separating you from the keyhole. Open it and get the balloon, then force your fat self over to the left side and bump the question block from underneath to reveal the key. When you deflate yourself, grab the key and make the keyhole grow to suck you in. This will take you to the Forest Ghost House. If you're looking to go to the normal exit, it's not far ahead of that. Keep Yoshi, eat the Wigglers, bump the Hammer Brother from underneath, and use his winged gray blocks to get to the goal post. Taking the normal goal exit will take you to Forest of Illusion 2. We'll cover Forest of Illusion 2 first, just to make sure you take the correct path to get to Roy's castle.

FOREST OF ILLUSION 2

From the pipe, go right (the only direction you can go). There's no way to kill the Urchins floating to and fro and up and down, so wait for them to open up the one-way path for you. Also, kill the green snorkel-clad fish at any opportunity. Swim along until you have to go far up to a question block with a Fire Flower. From there, go right and take the middle path to go forward through the level. Keep swimming past Urchins until you have to go down, and then at that point let yourself sink like a boulder. You should see a yellow exclamation block, and to the left of that, a Rip Van Fish. Examining his position shows you that you should be able to pass through that rock wall, and you can. In fact, knowing that means you'll have found the keyhole exit. Take the key to the hole and play the Blue Switch Palace, then return to this level and beat it the normal way. That exit isn't too far from the keyhole. Just go right and avoid the Rip Van Fish. They sink pretty slowly but will wake up from their slumber if they notice you around. The Whistlin' Chuck summoning fish from all directions with his shrill whistle doesn't help any, but thankfully the goal is located just past him.

BLUE SWITCH PALACE

Go through first thing and clear out all the yellow coins that are already there. Now, hit the silver P-switch first to turn the Spinys all into coins,

and then hit the blue P-switch to make those silver coins fall. There should be enough there for you to rake in a few more extra lives. Go in the pipe when you're done and hit the final switch to make all the blue outlines turn into blue exclamation point blocks. Like the red ones, they have nothing in them and their only purpose is to give you solid ground to stand on. Save your progress and go back to beat Forest of Illusion 2 the old way.

### FOREST OF ILLUSION 3

Yoshi's the name, and getting him safely to the end of this level is the game ... if you ever want to get to Roy Koopa's castle, that is. You'll find him in a question block just past a tall blue pipe with a springboard sitting next to it. When you mount Yoshi, eat the springboard by extending his tongue through the pipe you just climbed. Carry it along to a tall yellow pipe that you need to jump over. Ignore all these bubbles - they pop when you touch them, which is really bad considering most of the time the enemy will pop out and hit Yoshi, making him run away in fear and most likely into a pit. The midway marker is important, but not if you lose Yoshi afterward. You need to get him through in one try if you expect this to work. None of the coin blocks in the big random scattering of them carry anything important, and neither does the smaller grouping of turn blocks past that. If you get to the tall green pipe without losing Yoshi, duck down into it and congratulate yourself. Now you need to be big to spin-jump the blocks to get the key. You did get a Mushroom, right? Because they were all over the level encased in bubbles along with the Goombas and Bob-ombs ..... \*sigh\* But if you didn't, exit through the yellow pipe, which puts you right in front of the goal that will take you in a circle back to the Forest Ghost House.

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### INVISIBLE 1-UP CHECKPOINTS: FOREST OF ILLUSION 3

That jumble of coin blocks in the middle of the level may only have coins in it, but there's more than meets the eye on top of four of those coin blocks. Jump on top of the one farthest to the left to activate the first checkpoint, then hop up to the next one for #2. Checkpoint #3 is on top of the block nearly opposite the second one but positioned just a little higher. The final checkpoint is not on the block directly below the Dragon Coin, but on the one to the right of and below it just a little. As usual, if you do it in the right order, the 1-up will pop up for you to grab it.

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### FOREST GHOST HOUSE

Now that you've come full circle, you can go ahead and play through this rather easy level. Move through the Boo Buddies, turning your backs to them so that you can move them around strategically and have enough breathing room to maneuver around them. Once out in the open, there's a feather you can get before going into the next room with a ceiling made of Boo Buddies. The main goal in this room is to find the P-switch and take it to the far right. Get some of the coins so that you can drop down into the alcove and then hit the P-switch to make a silver door appear. When you enter it, you will be on top of the corridor that you started out inside. There are two doors here, both of which will allow you to complete the level. However, to get to Forest of Illusion 4, you want to go in the door nearest you. Outside, there will be nothing but a goal post. If you go in the "wrong" one, there will be a 3-up Moon outside accompanying the end-of-level marker, seemingly there to reward you but really only there to inform you that you just forged a path back to Forest of Illusion 1. You should go in this door at some point, but only to get credit for fully completing the level should your goal be to go for all 96.

### FOREST OF ILLUSION 4

To stave off the Spiny assault, don't get the 1-up dangling from the Lakitu's fishing rod at the beginning. He will chase you around, to be sure, but that

doesn't mean you have to fall for it. Keep running until you see a transparent changing-item block. Get the Starman so you can barrel forward with nary a worry. The main goal to reach while you have that blessed star is the midway point, located on top of a skinny yellow pipe lying flat across a muddy brown plateau. Just after that midway point is the part of this level you should be focused on. You'll find a blue P-switch sitting right under a pipe-dweller Lakitu. Hopefully you have a feather; you should get it out of the transparent block instead of getting the Starman if you don't have one just to secure your exit in this level. With that feather, run along the bottom floor below the pipe until you've charged up enough to fly, then jump in the air and land on the pipe. Grab the key and take it to the keyhole, simple as that. This will take you to the Forest Secret Area, which in turn leads to the Forest Fortress. There is very little to get excited about following this point in the level, as the normal goal exit will only take you in a straight line back to Forest of Illusion 2 (as indicated by my pitiful ASCII map above). Again, though, if you're going for a spotless record on your game save, beat it both ways.

#### FOREST SECRET AREA

This is probably one of the most, if not THE most, entertaining levels in the game. Once you land on one of the elongated flying platforms, things start cruisin'. Getting the Dragon Coins is a useless venture unless you take the time to plot exactly where both of the platforms are headed, which I won't take the time to do here. Heaven knows I've already wasted enough time talking :) The only real things of note are that 1) if you've beaten the Blue Switch Palace already, you should find a filled-in ledge that will allow you easy access to a free 1-up, and 2) there are three 1-ups located beyond the goal post. I've tried going over the goal post a million and one times though, and I can't figure out for the life of me how to get them. Maybe YOU do? \*wink\* \*wink\* E-MAIL ME \*wink\* \*wink\* Once you complete this level, \*wink\* you can go on \*wink\* to the \*wink\* Forest Fortress. \*wink\* Okay, maybe I should stop that now.

#### FOREST FORTRESS

You'll begin this Fortress in a room reminiscent of the smashing piston room from Iggy's castle so long ago at Yoshi's Island. The Grinders on the dotted lines add a real element of danger to the mix but can be easily ducked under. Stay to the far right, pressing up against the screen as it scrolls. Having all four Switch Palaces conquered will certainly help you through this first part of the level. In the door at the end, you'll find a Grinder coming down off a rock to meet you on the floor. Jump over it and move on with your life and yourself. Be wary of both Grinders and fireballs as you make your way toward the exit. Near the end is a Cape Feather that you'll have to wait patiently to receive. When you get it, go in the Big Mean-Looking Red Door(tm) and fight Reznor, tackling him the same way you did in the Vanilla Fortress. Remember that the bridge starts to collapse bit by bit once you've gotten two of them down for the count. When you beat the level, save your progress and go back to Roy's castle even though the Warp Star leading to Star Road 4 is now open.

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#### FOREST FORTRESS SECRET: WHY PUT IT THERE IF IT'S NOT EVEN WORTH IT?

If you'll notice, above the first red bolted door leading to Reznor, there is a cement block path you can walk along. Only take this route if you have a Cape Feather! For here is the true test of your flying skills - most specifically, your ability to maintain the same altitude. With the feather equipped, run and fly the best you know how. It is important that you keep Mario near the ceiling so that he does not run into any of the bazillion fireballs keeping you from getting to the proverbial pot of gold at the end of the rainbow. Here, it's nine 1-ups. However, seeing the potential for faltering and bumping your head against the ceiling as you're flying, you'll probably waste more lives getting over there than you'll receive for getting over there. Just take the exit

that's in plain sight and get it overwith in a hurry. You'll be glad you did.

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ROY'S CASTLE #5

Keep on the ledge that creates and destroys blocks at the same time in order to not fall in the lava to a molten death. You can get four of the five Dragon Coins you need for a 1-up in here if you make sure to avoid the crusty falling spikes in the spike area. Jump off when it starts to move down into the pit and hit the P-switch. A 1-up will fall from the row of brown blocks above, but so will a fire-breathing Bowser statue. Hurry and get the 1-up without getting caught in the crossfire and get the feather located above the expanding and contracting turn block platform if you need it. Beware the reflecting fireballs as you proceed to the door leading to Roy Koopa.

Roy is a repeat of Morton Jr. with one minor exception: if he makes it all the way up the wall and falls down from the ceiling, the walls beside you will shrink in just a bit. He is no tougher to beat than Morton Jr. was, however, and you can beat him in three hits before he even climbs the wall once. When you've beaten him, save when prompted and move on to Chocolate Island.

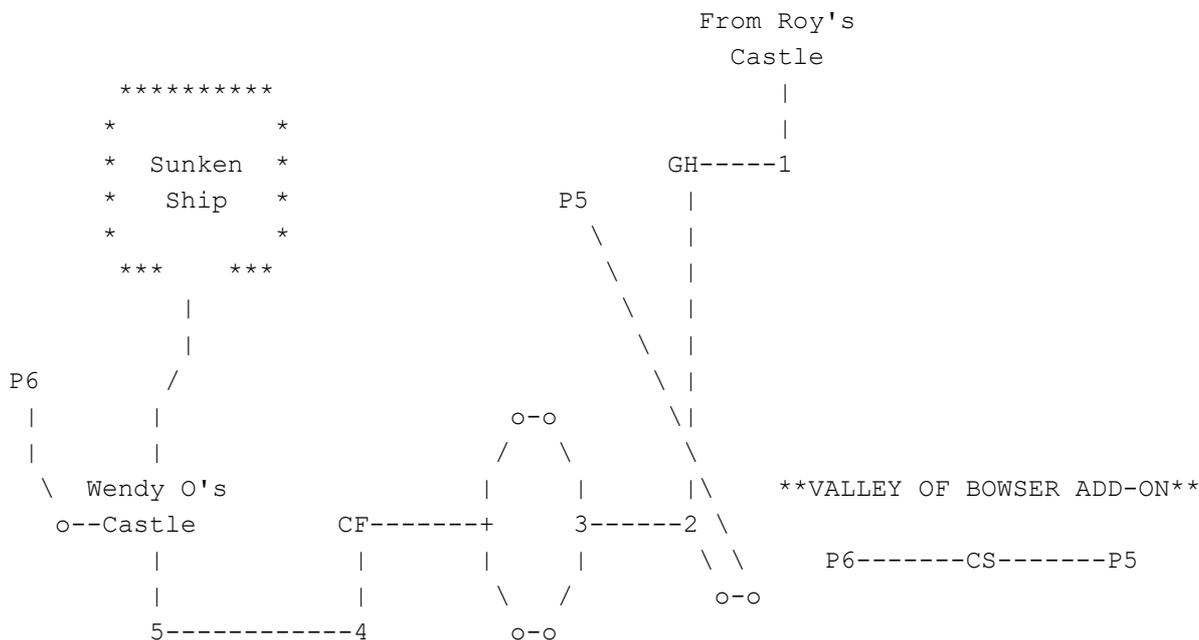
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~~~AREA SIX~~~

CHOCOLATE ISLAND

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Area Map



LEGEND

- CF - Chocolate Fortress, the third of four fortresses featuring Reznor as a boss.
- CS - Chocolate Secret

Chocolate Island Walkthrough

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CHOCOLATE ISLAND 1

Jump on the Dino Rhino twice to kill him before his tiny version can shoot streaming flames at you, then walk in front of the bush at the top of the cliff to make a Mushroom pop out. Grab it and slide down the slope to kill the Dino

Rhino in one hit. The flying block will contain a Fire Flower if you haven't already gotten one. When you have fire abilities, proceed forward to the yellow pipe and go in. You'll be instantly fired out of the pipe to your immediate right without going to any sub-levels, and you'll be at a springboard that will take you up to the midway point. Excellent!

Hit the P-switch to get over the Munchers and bounce on the Bouncin' Chuck to turn him into a normal Chargin' Chuck so you can get by unscathed. There's another flying question block with a Mushroom/Fire Flower in the bowl slope up ahead and a Yoshi in the question block just beyond the pit. Duck into the silver pipe near the diagonally right-facing pipe and you'll be shot out of that diagonal pipe. Position yourself to jump on the red Koopa Troopa, and that will give you just enough momentum to get to the area where the exit is.

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CHOCOLATE ISLAND 1 SECRET: ANOTHER 3-UP MOON - LIKE YOU NEED IT BY NOW THOUGH  
With a feather, go to the bowl-shaped slope where you find the flying question block with the Mushroom or Fire Flower in it, depending on your current state. Run down when it's clear of enemies and jump to find a 3-up Moon on a Jugem's Cloud pedestal.  
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#### CHOCOLATE GHOST HOUSE

The main worry in the first part of this Ghost House is the holes in the floor. This combined with the large number of Eeries makes jumping out quite difficult. The Eeries come at you in all sorts of ways - waving around, in groups of twos, threes, and at one point fives. Be especially wary of the Fishin' Boo with a hot blue flame on the end of his rod. It might be wise to get the feather out of the single question block in this room before entering the door to the right.

In the next room you'll find some Boo Buddies that turn to cement blocks when you stare them right in the eyes. They are your key to getting out of here alive. Have them follow you to the section where you see the door on the high-up wooden ledge. Keep them up in the air by turning your back to them and constantly jumping. When they're positioned just so, use them as your stepping stones to the door above. If you managed to keep your feather, you don't need these guys at all; just fly up to the ledge with your cape. Watch out for the streams of Boo Buddies that bounce off the walls though, or you will need the cement ghosts to make it up there.

#### CHOCOLATE ISLAND 2

Where you end up in this level is dependent upon the time that you enter a certain region. There are many different places you could end up, and they are all a matter of what time you get to the pipe. As for this one, you want to make sure you get to it as fast as possible. Get to the top of the chocolate mesa range here just as fast as your feet will carry you and grab the Yoshi from the block at the top. Hug the far right wall upon your descent and you'll land on the green pipe. If you do it fast enough, you'll end up in an area with lots of slanted slopes. Speed through this area, using Yoshi to get momentum off of all the red flying Koopa Troopas, and get to the pipe. You should, if you were fast enough, get to an area with a couple of pesky Pitchin' Chucks. Run and jump past them, forgetting about the ample supply of Cape Feathers for the moment and going straight to the key. Grab it or eat it and touch the keyhole. You'll open up a path around to a pipe that leads to the Chocolate Secret.

To beat it the normal way (so that you can get to Chocolate Island 3), go to the part of the level with the slanted cliffs and red Koopa Troopas as usual, but wait until the timer drops to about 225 to go in the pipe at the end.

You'll find yourself in a place with nothing but bubbles with Mushrooms inside them. Go through the pipe here and complete the final area with the goal post to beat it the normal way.

#### CHOCOLATE SECRET

Run and jump off the springboard to avoid the somewhat hidden Blargg and run through the next small corridor with the Buzzy Beetles. Use some of their shells to take out the two Puntin' Chucks up ahead. Slide down the curved hill and execute a smooth running jump up to the question block, which has a Cape Feather in it. Ignore the green pipe that you can go in past the next Puntin' Chuck - it's only a stupid time-waster anyway that doesn't get you any farther. Use one of the final Puntin' Chuck's footballs as momentum to get to the square rock ledge opposite the midway point. Enter the sideways green pipe and slide down all the hills in this room to knock out the Buzzy Beetles, watching out for the Munchers in the small alcove on the fourth slope.

Skip the Spike Tops in the next pitch-black room. There are a bunch of them in addition to the sinking ledges that bear a strong resemblance to sharp cheddar. At the long lava pit, jump to each ledge as they get higher in succession. You'll then have six Chargin' Chucks to avoid before having to cross some of the same yellow-orange sinking plateaus that come to points this time around. There are only six of them, and if you let the last one sink low enough, you can jump up to a Dragon Coin. The arrow sign next to the pipe indicates that you're near the exit. Indeed, you are. From here you can now directly access Wendy O.'s castle, although you might want to go back and complete the rest of Chocolate Island first.

#### CHOCOLATE ISLAND 3

This is a fairly docile level; nothing much of interest happens here. It is important that you have a certain item if you expect to get anywhere from here. Come in big so that the first question block you find (between the two high-up mushroom ledges) is a feather. If you can retain that feather throughout the rest of the level, you'll be on Easy Street. Shortly after the feather you'll find a blue pipe that contains the most funnest bonus level of all time!

...Yeah, you heard me right.

Ride the swinging ledge around and around for a whole lot of coinage, then hop off to the right and grab the Dragon Coin when you're done spinnin' and spinnin' around. When you come out of the green pipe, go to the right and look for the question block that's real high up in the air. Ride around on the rotating platform, ducking under or jumping over the Fuzzball as necessary, until you can get that feather. It and the green exclamation block up ahead are your last hopes of making it anywhere in this world. If you can get one of those, you're hooked up with the good stuff. The Star Block of course will give you a 1-up if you got 30 coins (not hard with the bonus stage), and the turn block has a vine in it so you can get up to the normal exit. Now, with the feather, fly where the arrow signs indicate. If you have Yoshi, you can also take the baby's way out and eat the blue Koopa provided for you. You'll find three 1-ups upon getting over there and you'll gain access to the Chocolate Fortress. That's a good thing - the normal exit brings you back around in a circle to this level!

#### CHOCOLATE FORTRESS

A little of the way into this level, once you're past a couple of the wooden spikes (that you can lean up against the sides of without getting hurt, by the way), fire will start appearing from a mysterious source. Avoid the flames as you dodge the wooden spikes as well, which don't last for very long and are capped off at the midway point. When you enter the door, approach Thwomp to make him fall, then drop down the hole while he's coming back up. This long

corridor is full of Thwomps and Thwimps that take a little bit of calculation to get past. Any time you see a Thwimp, walk under the arc of its jump or crouch in a safe place where it is difficult to stand in a decent spot (as with the first one). Having the Red and Blue Switch Palaces by this point is a handy thing to have crossed off of your to-do list, as several Thwimps and Thwomps are held in by them if you've hit those switches prior to this level. A Cape Feather is given to you just before you go in to face Reznor. You've fought them twice by now, and this time is no different. When you win, proceed to Chocolate Island 4.

#### CHOCOLATE ISLAND 4

Ha ha! The lava looks like mud! (ahem)

Slide down the big hill and jump on the carrot lift. These things move slowly, so have patience with them as you progress forward through this level. Once you cross the long expanse that contains almost nothing but carrot lifts, jump up the steep long hill and walk along the M-shaped path. Only fall straight down if you've gotten the blue and red switches hit, because there's no way to get over to the three 1-ups sitting in open air if you haven't hit. When you've detoured to get those, find the arrangement of turn blocks with seven of them in a diagonal line. The third one from the top has a blue P-switch in it. Get up to it and hit it, then go down and to the left. The brown blocks have turned into coins and made the way for you to access the previously barricaded silver pipe. There's another blue P-switch here for you to hit. Fall and fall and fall until the P-switch timer runs out. Depending on where you land, you get a number of different items ranging from a feather to a Starman to five (!) 1-ups. Use the floating of the cape to change the speed with which you fall in order to get what you want. You'll come out of a yellow pipe situated on a bone ledge with a Fire Flower across from you. Avoid the two Mega Moles situated here and move ahead to the exit, hitting the Clappin' Chuck if necessary.

#### CHOCOLATE ISLAND 5

Get Yoshi out of the question block surrounded by turn blocks, then board him and have him eat the blue P-switch. Spit it out onto safe ground (i.e. ground where you won't fall to your death upon hitting it) and bounce on it. Enter the first yellow pipe to your right to play a bonus stage for 1-ups. You'll come out right next to the midway point. Hit the marker and jump to each pipe that changes in height. After this, you'll see some turn block ledges that expand and contract both horizontally and vertically. Hop from them to the growing/shrinking pipe. Time your jump so that it coincides with the Clappin' Chuck's descent onto the yellow pipe, then leap past the other three and hit the exit. All in all, a pretty short level.

#### WENDY O.'S CASTLE #6

Watch out for the large spike at the beginning of the level. If it traps you in itself, it can kill you even during the temporary invincibility after losing an item. Bounce all the way up to the top when it moves slowly back into the ceiling. Duck under or jump over the Grinders as they move along the small dotted line as the situation warrants and take a running leap up to the cement block and two red exclamation point blocks. Up next are seven of those huge spikes that can kill you at the drop of a hat. Watch your timing as you move past them while also considering the Grinders around you. Once you've finally passed those, duck and jump at the same time to get past these trickier Grinders. The last set of huge spikes is the worst one. It takes spot-on timing to get past. Wait for their (very short) pauses and run/jump past them in that brief second or so that they're down/up. There's a Mushroom there for you if you need it. If you manage to get past them, hit the midway mark (it makes you big if you're small, thankfully) and go in the door.

This next room has scrolling issues that you have to deal with while weaving

around some Sparkys - small electrical sparks that move around surfaces - and Hotheads (large variation on Sparky). You shouldn't have any problem getting through this area and getting the Cape Feather at the end of the trail just before the door leading to the boss. Wendy O.'s method of attack dupes Lemmy's, except that she has a straight row of pipes (as opposed to his of random heights) and there are two reflecting fireballs instead of one. Again, the job is to find the real Wendy amongst the decoys. If you hit the real one three times, she'll sink into the lava and you'll be on your way to the Sunken Ship, which is the gateway to the Valley of Bowser.

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INVISIBLE 1-UP CHECKPOINTS: WENDY O.'S CASTLE #6

After the seven large spikes situated among the Grinders, there is a cement block below and to the left of a blue exclamation point block. On the left side of the block on the ground, you'll find the first 1-up checkpoint. The second one is on the left side of the block right next to it (in the air), Number Three is on top of the block, and Number Four is on the right side of it in the air.

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~AREA SEVEN~  
SUNKEN SHIP  
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Coming out of the gray pipe, swim over to the right and be wary of the Bullet Bill machines. There's a feather in the only question block in here, so when you get it, take a dip over to the yellow pipe. The room it leads you to is probably truly the scariest thing in the whole game. As you swim, Eeries will fade in and out of corporeality. One minute they're there, the next they're not. The goal is to halt all activity and tread water the second they pop up. This lasts for quite a few screens, and your thumbs will probably get tired from all the crazy treading you have to do. The fading in and out stops once you get to the circles of Boo Buddies. Wait for the openings and make your way slowly to the blue pipe.

When you go in, you'll fall way down through a vast chasm of nothing, but you will have a Starman right there to make it easier. Stay around the middle of the room, which you'll be more or less around if you can't see the cement walls on either side of you. Land right and you'll find another Starman to get out of a singular block. Fall farther through the middle until you pass through a couple of major coin windfalls and through a hole in the middle of some jutting cement platforms. Once you're through that hole, veer to the right and look for a green sphere with a question mark on it. That sphere indicates the end of the level. Touch it to unlock the mystery that is the Valley of Bowser.

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~~~AREA EIGHT~~~  
VALLEY OF BOWSER  
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Area Map  
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DS2---P2

|  
|                      Bowser's      Back  
P1                      \*5-----Castle      Door

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|           |           |
|           Larry's     |
4-----Castle         VF
|           |           |
3-----GH-----2----1----To Chocolate Island

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P6-----CS-----P5

#### LEGEND

VF - Valley Fortress, the final one of the four fortresses featuring the world's worst at adapting to routine, Reznor.

NOTE: Though the Valley of Bowser is technically the final area in the game, the walkthrough for Bowser's Castle/Back Door will be placed at the end of this guide just before the dialogue in its own separate section.

#### VALLEY OF BOWSER 1

If you've beaten the Red Switch Palace (which you really really REALLY should have done by now), the first Mega Mole here won't be able to harass you. Instead, you have a Chargin' Chuck running right at you. Take the upper path at the fork, something this level is all about (forks, that is). Let the Mega Mole in front of you trap himself in the hole so you have stable ground to walk on, then drop down at the top of the rock stairs and take the bottom path. There should be a large pile of turn blocks here. The Chargin' Chucks trapped in the holes will charge their way out so that you can get by them. There is a Cape Feather to the right that's probably a very wise investment. Ahead, a Chargin' Chuck will clear out the throwing blocks in your way. For the remainder of the level, stay along the lowest path possible until you get to the exit (the green pipe right next to the sign with the arrow on it). You'll come out of an orange pipe just near the goal.

#### VALLEY OF BOWSER 2

As each sharp cheddar ledge stoops to your level, jump on it and either dodge or jump on the Swooper Bats that you can't see from the position the screen is in. The feather from the question block is a bit risky to pick up when you see that there's a yellow shell at the top and a naked Koopa about to jump in it. Jump over him and let him fall off the ledge and hit the block himself, then get the feather and keep it for yourself; that's the best course of action. Now just keep going, exterminating bats and picking up coins as you leap across moving cheese platforms, until you find the midway point. Go in the pipe and go up and to the left. Jump and you'll find a feather block out of your line of sight. Get it if you don't have one, then go down to the moving blocks that form a narrow tunnel. If you have Yoshi, go ahead and get the Yoshi's Wings out of the question block and beat the level that way. You'll get a blue Yoshi out of the deal too, so it's win-win - don't have to play the level, you get a blue Yoshi. It's all good!

Anyway, if you have to go through the tunnel part, just be able to judge rightly where you can go and where you can't. If you get crushed between two surfaces, you'll die on the spot no matter what item you may have on you. The area is significantly harder with Yoshi in tow - he takes up a lot of room, he does - so ditch him if you have him and make the run yourself.

The third and final room in this level is not horribly difficult, but it does take some chops. You'll come out of the pipe and land on a yellow cliff that goes up the moment you step on it. Run and jump if you have a feather and soar to the top of the wall by curving left as you fly up. Run left to find the keyhole exit right there in plain sight. That exit will take you quickly up to the Valley Fortress, which in turn leads to the back door of Bowser's castle.

If you have to take the normal exit, you only have to deal with a couple more of those rising ledges. Don't kill the Mega Moles - you'll need them as stepping stones to get to each new one until you reach the end-of-level goal post.

#### VALLEY FORTRESS

Run through the enormous spikes before they fall and get the Cape Feather from the green exclamation point block. Float down through the weird arrangement of spikes and start whacking the Dry Bones and Bony Beetle with your cape to eliminate them permanently. You now have to deal with the scary prospect of jumping from ledge to ledge during the short pause that the large spikes provide. Jump without floating, as that will slow you down and make you susceptible to getting crushed like a bug. Once you are past those five, jump from ledge to ledge over the lava. Get the Mushroom only if there is no spare item in your box at the top of the screen. When you have passed that point, the spikes offer very little pause at all, meaning you basically have to study them for a long time, know when they're about to strike, and jump without fear. Try not to skid when you leap to the next platform - you could brake too hard and slide right into a spike. Enter the door at the end if you make it through almost certain death and fight Reznor for the last time. Save when it asks if you want to. You can now take a shortcut through Bowser's castle by directly accessing the back door.

#### VALLEY OF BOWSER GHOST HOUSE

Here's your reunion with the green gas bubbles, but thankfully you can jump over them all. The question block at the very beginning contains a Mushroom/Fire Flower, none of which you'll really need for the task at hand (there are no tangible enemies; the items will only serve to give you a free hit). Go in the door and hit the turn block above you to bring the P-switch down to you. Hit it and start running to the right like a madman. There will be a thin corridor with many rows of coins between the doors there. If you can make it to the last one, do that. Failing that, go in the one either one or two before the last one. That's the normal exit that will take you to Valley of Bowser 3. There is also a keyhole exit you need to get to, and it is in the door all the way at the end of that hallway. You'll also nab a 1-up if you make it there, by the way.

Grab the P-switch and take it all the way to the right and jump up through the wooden paneling that you can go through. There is a lone coin block in here that contains directional coins. Hit that first, because if you hit the P-switch and then the block, the coin that pops out will cause the chain to end abruptly. Knowing that, hit the coin block and make it go left, up, and right. While you're doing that, drop and touch the blue P-switch to make the coins brown blocks. It takes spot-on timing to pull this off, but hop on top of the brown blocks and make them go up until you see a tiny hole with a key just past that. Make the brown blocks line up with the hole, and then run into it if you're small, and duck and slide into it if you're any form of Super Mario. Grab the key and stick it in the hole that takes you instantly to Larry Koopa's castle.

#### VALLEY OF BOWSER 3

Avoid the bouncing green Koopa Troopas at the beginning, then get the feather out of the block (which will be a Mushroom if you're small). Ride the timed lifts over the green Koopa Troopas. The number in the middle indicates how many seconds that lift will last before falling to oblivion; it will always be either a 1 or a 4. You'll now get some practice with riding them over the great eternal abyss. Jump to each new one until you get to a large polka-dotted vegetable-like column. There are two yellow pipes whose ends face each other. Go in the one you're standing on to go to a bonus stage for 1-ups. When you exit that, use the springboard to get both the midway marker and the Fire

Flower next to it.

Hop up the successive mushroom ledges and run along the silver wire attached to the vegetable columns. Take the carrot lift down to the 4-second timed lift, then try to stay as high up as possible with the help of the red Koopa Troopas and Banzai Bills. Use the third and final Banzai Bill to boost yourself up to the 1-second timed lift that will help you reach a higher-up 1-up. Whatever happens, go from the timed lifts to safe ground and the end of the level.

#### VALLEY OF BOWSER 4

Avoid the rocks that the Diggin' Chucks scrounge up with their golf clubs and move across the lava with the help of the red Koopa Troopas until you get to a green pipe. It's an icy area you go to, but there's a feather here, so the trip is a bit worth it to be taken backward a few screens. Make up the lost ground upon exiting and hit the turn block to discover a vine. Climb it and get the Yoshi out of the question block. There are turn blocks to the right. To keep Yoshi and still get through them, spin-jump off him with the A button and hop back on him once you've hit a turn block or two. Yoshi will bounce downward through them and onto the stone platform that sinks under their combined weight. If you find this too risky a trick to pull off, take the narrow hole to the left of the turn blocks, because you need Yoshi in order to complete this level both ways.

Just past another Diggin' Chuck you'll find the level's midway post. Hit it and move on with Yoshi, bouncing over the Diggin' Chuck just after the short narrow passage and getting the feather out of the question block with the aid of the yellow exclamation block (surely you beat that Switch Palace ages ago - man, I sure hope so). Proceed through the next batch of Diggin' Chucks and keep going all the way to the exit. You'll find that the key is trapped in a small chamber under some cement blocks that no more mortal can access on his own. This is what you needed Yoshi all that time for; if you're still aboard him, eat the key and take it up to the open-air keyhole. If you lost him at any point, just go to the normal exit just past that. The keyhole opens up a direct path to the fifth Warp Star and Bowser's castle. The normal exit will take you to Larry Koopa's castle.

#### LARRY'S CASTLE #7

You've ridden one of these types of ledges already in Roy's castle, though it wasn't nearly so long there as it is here. Ride it along its predetermined hard-coded path. There are some invisible 1-up checkpoints to find here, but they're located around a ball-and-chain's block and aren't nearly worth the trouble it takes to get them. You need to keep up with the moving brown block ledge. When it takes you to the door leading to the next area, don't hop to that door. Ride down into what is supposedly a pit, but you'll find two Dragon Coins, which are a great find considering the other three are easy to get, a Mushroom, and a midway point that you won't get otherwise. Cool!

If you don't have a feather, hang your head in shame or gnash your teeth in anger, just pick one. You'll have to rely on the Magikoopa to get you through some parts of this area thanks to the turn block walls impeding your forward progress. Let him destroy enough blocks for you to get through, then kill him so you don't have to deal with him until the next wall. There are only two of these, but that doesn't keep Magikoopa from being a complete and utter nuisance, especially when you consider the narrow corridors you have to navigate and the other enemies in your way, like wooden spikes and Dry Bones. Thank goodness there's a Cape Feather at the end of the line, grab it and go in the Big Mean-Looking Red Door(tm).

Larry Koopa's roots go all the way back to the first castle. His arena is a duplicate of Iggy Koopa's, save for the fact that three fireballs shoot



box) and board him if you want him. Go through the pipe in the bottom right corner when you finish the level.

#### STAR ROAD 2

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##### NORMAL EXIT:

To make the Blue Yoshi grow instantly, let him eat the Starman that floats down from above when he hatches. It will go on a path directly to his mouth, so don't worry about feeding him fish. If you get the star for yourself, however, there is another one in the question block in the middle of the level if you're still invincible by the time you get around to it. This can result in many 1-ups if you hit plenty of fish along the way. The whole point of this level, however, is swimming around eating fish. Board Blue Yoshi and hang onto him if possible. This is one level you definitely want to remember the place of; it's the only place in the game where you can get a Blue Yoshi hatched fresh from the egg. Anyway, get the Blue Yoshi and swim to the green pipe at the end. No questions asked.

##### KEYHOLE EXIT:

You probably noticed that the wall doesn't stretch all the way down to the bottom below the green pipe leading to the normal exit. Ergo, swim through that tunnel under the wall and around to the key. Eat it, unlock the hole, and be on your way.

#### STAR ROAD 3

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##### NORMAL EXIT:

You are a fool if I have to tell you how to do this.

##### KEYHOLE EXIT:

Now this I understand, it's a bit tricky and requires some decent timing. It is a little easier if you have some help from a Fire Flower. Let the yellow Yoshi chow down on Spinys as Lakitu throws them down. Head up the throwing block staircase and hit Lakitu with a fireball. Killing Lakitu with fireballs makes the cloud stay materialized forever, whereas normally if you kill him with a shell or anything else the cloud will disappear after a short time. Anyway, take the cloud and go up. Jump out to the left to get the key out of the question block, then take it over to the hole to the right.

#### STAR ROAD 4

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##### KEYHOLE EXIT:

Run up to the second mushroom ledge and get the red Yoshi from the egg, or quickly try to salvage the 1-up if you already are riding a Yoshi. Go on to the blue Koopa Troopas and eat them, then immediately take to the skies and fly as far as you can. You should be able to fly to about the middle of the level, where the five red Koopa-Troopas are hovering up and down in the sky. Shortly after that, find the platforms made entirely of green and red exclamation point blocks. If you're riding Red Yoshi, get off him if you don't have a feather - you have to whack the question block from the side to get it to open up with the key. In any event, get the key and end the level.

##### NORMAL EXIT:

From the green exclamation point block ledge, go up to the cement sidewalk and use the red shell to get rid of the green one that the Koopa kicks at you. Go forward to the rotating platform triad up in the air, and if you still have a Yoshi, try to eat the blue Koopa Troopa and fly your way to the exit. If you can't, that's okay - the exit isn't too far ahead and there are no other enemies to get in your way.



run past the bush to reveal a hidden Mushroom and boogie on over to the exit.

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#### INVISIBLE 1-UP CHECKPOINTS: GNARLY

At the top of the level, fall and hug the rope wall on the left when you fall down the right half of the level (so that you go between the rope and the column of four note blocks. The 1-up will meet you at the bottom.

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#### TUBULAR

Arguably the hardest level in the game, but you have to beat it if you want credit for all 96. As a word of warning, you might want to bring a feather in with you. It may save you by the skin of your teeth at the end of the level.

Carom off the Clappin' Chuck and move along pipes until you find a P-switch. Grab it and curve to the left when you fall to the springboard below. Drop it and you'll hit it the next time you land on the springboard. Hit the question block and fan out to the right to hit a P-balloon. The next one is past the Pitchin' Chuck standing on the single suspended question block, above him and to his right. Float through the red Koopa Troopas and VERY CAREFULLY past the Volcano Lotuses all the way to a Puntin' Chuck standing on a question block. That's the last balloon you need to get in order to get to the exit, and it's very well-guarded. You just have to know when to duck down and get under the footballs. The real kicker (no pun intended) is when the Puntin' Chuck above you kicks a football right down on your head when you finally do get the balloon! Should you run out of air to inflate yourself too soon, that's where the feather comes in handy. If you lose your air at a certain point, you can float successfully to land by holding Y and a direction (right, in this case) and hope for the best.

Luckily, you are given the chance to save after every two levels in the Special World. When you finally do beat this one, take the opportunity to do so and move on.

#### WAY COOL

Jump on the line-guided platform and don't hit the ON blocks until the third one in your path. After the path switches directions, hit the very next ON block to put it back in its original position. You'll be taken all the way to the top of the level where a yellow pipe sits, isolated from everything else. Go in to find a Yoshi in the single question block seen here. Exit through the pipe to the right and look in the question block to your right. Yoshi's Wings are inside. Grab them and complete the bonus level with ease, making sure to keep your Blue Yoshi all the while.

#### AWESOME

Bringing the Blue Yoshi you just got from Way Cool into this level, eat the color-flashing shell to derive every special ability from it. Use this time to fly until you get to a blue P-switch. Hit it and run, hitting or eating enemies as you go, until you get to a platform that looks like a metallic purple arch. Do the midair dismount to hit the question block way above you. A Starman is inside. Grab it and run as fast and far as you can with your temporary invincibility. To keep from sliding, just run and jump without thinking too hard on it or dwelling on where you land too much. If you keep the star on you, the constant Cheep-Cheeps flying in wide arcs from the bottom of the screen (that's cool, very old-skool). At the end of the level, run down the subzero slope and hit the marker. Since this is an even-numbered Special World level, be sure to save your progress.

#### MONDO

The rising and falling tide definitely makes this a much harder level, as

evidenced by the struggle to kill the first Hammer Brother. Get the feather up ahead once you've finally done him in, then go up and face off with another Hammer Brother. Swim over the green pipe or use the flying ledge that Hammer Brother hopefully was on and proceed to the question blocks that progress diagonally upward. The top one of the trio contains a Yoshi in case you lost yours. Get him and go in the first blue pipe to your right. You'll go to a stratospheric bonus stage where you can slide down a cloudy slope for coins (plus a Dragon Coin at the bottom). You'll start quite a bit farther ahead when you return to Mondo. Go right to a huge assortment of question blocks where you'll find a Fire Flower in the top row. That's a useful asset for killing all the fish floating around if you lack a Yoshi to eat them up. Bonk the Hammer Brother's ledge to knock him off and wait for the tide to rise before you go in the pipe leading to the level's end.

#### GROOVY

You might recognize this level even without having played it, and for good reason - it's the level you see in the opening cinema at the game's title screen. If you've seen the computer Mario play through that, you know how the first part of this level goes. Hit the Koopa Troopa and kick his shell forward to reveal a Yoshi in a grounded question block. Each color Koopa Troopa is up ahead, and they're all walking in a single-file line. Discard green and red and eat blue, flying until you get to a transparent item block. Spit at the shell at that point and wait for the item to change to a star, then plow ahead through the Pokeys. You should get far enough to face a literal wall of Pokeys although there are only three of them. Eat all their segments and jump from the top plateau to the blue pipe to the slanted cliff. A couple of Pitchin' Chucks round out the level, and you can eat the Pokeys and the Volcano Lotus restricted to the ground if you need them out of the way. Finally, save when prompted.

#### OUTRAGEOUS

Have a Yoshi coming into this level, he'll really help out with some of the enemies you have to deal with here, especially the hopping flames. They leave a trail of baby flames that sit there and make it difficult to proceed along the ground. Fortunately, Yoshi has an iron stomach and can eat the flames with ease. Take the springboard after getting the flower out of the question block and bring it with you in order to clear some of the taller Bullet Bill machines. After clearing the first one, have Yoshi eat the springboard from the other side of the cannon. Keep it in his cheeks, but make sure he doesn't eat it, and spit it out for a moment if he starts with the swallowing reflex. Keep spitting it out to leap over the cannons and eating it again until you get to a very tall orange pipe. Eat the Wigglers and the springboard through the orange pipe to use it again at the yellow pipe you find shortly. Eat it again and keep it with you until you get to a blue pipe near a fairly small Bullet Bill turret (you may need to spit it out a couple of times to keep him from gulping it down). That's the last you'll need of the springboards and Yoshi - if you can make it to the end of the level, then it's in the bag.

#### FUNKY

Ah, yes, the last of the Special World levels - practically unbeatable without a Yoshi at your side. With only 200 seconds, you need to hurry up to get out of here with time to spare. Run past the Sumo Brother at the beginning and jump over the green pipe, eating the green berry off the bush. They are the key to your success; each green berry you eat adds 20 seconds to the clock. Don't attempt to eat the blue Koopa Troopas on the thin cliffs. You need Yoshi's mouth free of excess stuff to keep them open for green berries. Bump the Sumo Brother off the question blocks and down the green berry on the next bush. Now is when you should eat the blue Koopa Troopa to fly over the next Sumo Brother duo. Keep low to the ground so you can find the next green berry, which is right behind a Pitchin' Chuck. Spit it out so that the Whistlin' Chuck ahead

can't call a swarm of Super Koopas to maraud you. Use running jumps to get across the throwing block platforms, then bump the note block the Sumo Brother is standing on. You don't have time for the multiple coin block above the turn block; instead, eat the green berry, then swallow the blue Koopa Troopa. Don't use him for flying; use him to get rid of the Whistlin' Chuck just beyond him - Super Koopas are not your friend. Eat the green berry after expelling the blue shell from Yoshi's mouth. From this point, you just need to keep running and eating green berries to keep the time up. Your perseverance is eventually rewarded - look for a coin display at the end of the level that reads YOU ARE A SUPER PLAYER !! This should be good for a couple of 1-ups. When you're done getting the coins, hit the goal marker and save when asked.

A pipe will now open up, and you'll be taken back to a brave new world..... okay, it's just Yoshi's Island, but you'll now notice that the terrain has changed color in favor of a brighter palette. Some enemies, such as most Koopa Troopas and the jumping Piranha Plants, also experience some facial makeovers. It's not much of a reward, but such is your prize for beating the Special World.

Now, you've conquered all 96 levels save for one - Bowser's castle. Now that you've beaten every other place there is (whether with my help or not), it's time to pay a visit to the King of the Koopas.

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~~~BOWSER'S CASTLE & BACK DOOR~~~  
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There are four doors you can go in at the start of Bowser's castle - it's kind of like "Let's Make a Deal" in that regard, picking a door to see what's inside. Here's a detailed description of what's inside each door. They all lead to a room that contains doors 5, 6, 7, and 8. You must play through two of the doors in order to get to the last room of the castle (which you can get to instantly via the back door if you've beaten the Valley Fortress). Here's what's inside doors 1-4.

#### DOOR #1

This door harkens back to Iggy's castle with yet more of those rock smashers you know and love. Having all the switches hit will certainly help here, and you'll see the fireballs pop out of the lava ponds between those blocks. After the room's halfway point, the fireballs start popping up in pairs, making your life harder by just a little. The door to the second quartet of mini-levels is not too far ahead though, so you should be fine going in here.

#### DOOR #2

This room is short and is just a matter of getting along the fence without getting hit by reflecting fireballs. There are just enough Koopa Troopas moving along the fence for you to net a 1-up if you hang in there, but you're better off speeding to the exit.

#### DOOR #3

This room is confusing as all get-out. Find the canvases that you can move through and get to the exit as quickly as possible. If you feel like hunting for items, there are a feather and a 1-up to be found in here. The Mecha-Koopas can be jumped on, carried, and kicked into each other to be killed.

#### DOOR #4

Ride the gray back-and-forth block under the tall one with the Sparky moving around it and jump up before you fall off (it will overlap on top of the bluish-gray block). There are two more moving gray blocks to deal with, but they're nothing along with the Sparkys and the one Hothead on the final ledge.

Make it to the door to get to the second set of selectable rooms.

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After you get to the exit of Rooms 1-4, you'll be taken to a hallway through which you can access Rooms 5-8. Here for your FAQ pleasure, the walkthroughs for the next four rooms of Bowser's castle.

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DOOR #5

A simple room. Run as fast as you can and neither the huge spikes nor the Thwomps will get you.

DOOR #6

Now here's a tough one. Swim up through the first hole to the right before the spikes can get through and crush you against the wall. The next set of them will probably be against the wall too early for you to swim up through them the first time, so wait for them and retreat if the Dry Bones gets too close for comfort. Get the feather in the question block in the midst of the Fishbones, then swim up through the spike-laced tunnels when the moving portion creates a hole all the way through. The final evil part of this level has you stroking your way through a series of balls-and-chains swinging around haphazardly. Follow the last moving set of spiked walls through its motions and enter the pipe at the top. If you're smart, though, you won't go in this door at all and you'll opt for one of the easier ones.

DOOR #7

If you've beaten the Red and Blue Switch Palaces, this one won't be a problem as the two most troublesome stationary Bowser statues will be high enough for you to hop around without worry or care. Just beware the jumping brown Bowser statues and you'll do great.

DOOR #8

This room is packed to the hilt with Bouncin' Chucks. Jump on every one you see to reduce them to lowly Chargin' Chucks and get the Cape Feather from the green exclamation point block if you've unlocked the blue exclamation blocks already. Go in the door at the end to get to the last room (the back door).

BACK DOOR

You'll notice it's extremely dark when you enter the room. This can be remedied by hitting the red question block up ahead. It will turn on the strobe light at the top of the screen that follows you around as you go through this room. Jump on the Ninjis (a throwback to SMB2) to kill them and deal with the Mechakoopas by tossing them into nearby lava pools. When you get to the bridge near the door, you'll find a midway point that will turn you big if you're small. This midway point is only here if you take the front door to get into the castle, not the actual back door that you see on the Valley of Bowser map. When you're ready, take a deep breath and enter the last of the game's Big Mean-Looking Red Doors(tm). Look ahead to the Epilogue to witness the final account of the battle with Bowser.

EPILOGUE \*\*WARNING: SPOILERS\*\*

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Here for your reading pleasure is a narrative tale of the final epic battle Mario had with Bowser, as told to me by an onlooking Toad who swears he saw the whole thing. I'll have to take his word after it - after all, I doubt that such

a peaceful inhabitant of the Mushroom Kingdom would lie to a guy like me.

"The King Koopa was certainly an intimidating sight. I had seen his vehicle before - he referred to it as the Clownmobile, or something like that - and it was scarier to see it in action than idle. Bowser swooped down at Mario - I thought he was never going to stop! But then he threw two Mechakoopas out of his Clownmobile, like they were boggin' him down or somethin'. Mario, though, he's a resourceful guy. He took both Mechakoopas, clubbed 'em on the head with his feet, and kicked them up so that they landed on Bowser's head, both of 'em! Bowser slipped out for a moment to recuperate, looked like, and in that time it rained down some fire from the sky! Mario dodged it though by jumping back behind it where he could, 'cause he's Mario. He's just that awesome. The Princess popped out for a little bit and threw a Mushroom out to Mario - just for support. Then Bowser crammed her back in and came in with a new game plan.

He started flipping the Clownmobile upside-down and dropping these huge marbles out of it that would roll at Mario. I don't know where he got the room to fit them all in his goofy little 'Mobile, but he did. Mario blocked them effectively by spin-jumping them like he did the green gas bubbles in the ghost houses. Bowser would clear out some more Mechakoopas, but Bowser was staying higher up this time and it was hard to get them up over the Clownmobile. He eventually figured out that jumping and kicking them up in the air would do the trick if he timed it right. That Mario, he's a genius he is.

There was more fire from the sky and another Mushroom from the Princess, which Mario saved in his spare item box for when he might need it. But the Clownmobile got a dirty look on its face, it did, and it started bouncing along the castle roof, shaking the ground as it bounced along. Mario did his best to run under it when it was airborne and waited until he threw out some more Mechakoopas to plan his attack. The Clownmobile was a deceptive vehicle though, and it was hard to stand on the ground and kick up, so Mario repeated the jumping and kicking up thing. After the sixth and final hit, Bowser's Clownmobile went out of commission and he was gone from the lives of Mario and the Princess - for a while anyway. And that's the end of that story!"

Congratulations on beating Super Mario World! Now sit back and enjoy the final cinema. (You can't reset at the screen that says THE END, by the way.)

Thus concludes all of the Definitive Super Mario All-Stars FAQ/Walkthrough.

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CREDITS & LEGAL DISCLAIMERS  
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Finally, more than 200 pages in, this document comes to a close. It's my biggest ever, and it should go onto the Internet with a bang, especially since it is now my 25th published FAQ on GameFAQs and any other site that decides to post it! Woo-hoo! The big two-five! Enough partying, let's get down to the legal business of it all. First of all, there are those whom I wish to extend my thanks to for making this really big document possible.

\*\* The Requests list at GameFAQs. If I hadn't been perusing it looking for FAQ ideas a few days ago, this idea would never have popped into my head.

\*\* <[world-of-nintendo.com/manuals/nes/super\\_mario\\_bros\\_2.shtml](http://world-of-nintendo.com/manuals/nes/super_mario_bros_2.shtml)>  
This is the site where I got the enemy summary information for Super Mario Bros. 2. If you ever need to refer to an instruction manual for any reason and seem to have lost the original, here you go. This is an excellent site

and I hope it stays up for a long time to come.

- \*\* Martin Nielsen wrote that text-only rendition of the manual that is up on the aforementioned website, so thanks goes out to him as well.
- \*\* Anyone who had their two cents to throw in concerning the writing of the SMB2 and SMB3 walkthroughs that preceded this document. The versions you see in here are the latest that were submitted for publication (some four or five months ago, if I recall correctly). I won't mention you all by name, but there are about six or seven of you whose ideas have been added to those documents which are now in here.
- \*\* All those who encourage me daily by acknowledging and furthering the talents I've been bestowed with.
- \*\* Any website that puts this document up for the public to view and gain applicable information from, for they are the reason I continue to write. GameFAQs in particular plays a large part in getting the fruits of my hobby (if I got paid, then it would be work) out for the world to see.
- \*\* Pegboy, who had a few helpful tips concerning Lost Levels. You might recognize him as the co-writer of our Legend of Zelda "expert walkthrough." Since the last version of this FAQ, the Baseball Stars FAQ I touted has gone up, and so it would behoove you to check it out.
- \*\* My dad, who gave me the laptop that most of my walkthroughs are written on. It's old, but it still works right, and that's what counts.

Now for all that legal jazz that has to be in this document somewhere. I always put it at the bottom because people don't want to scroll through all that at the beginning.

First of all, if you wish to use this on my site, you must have my permission to do so first. I'm usually a fairly affable guy when it comes to matters such as this, so make it short and sweet and I'll most likely say yes. Check back to GameFAQs every so often for updates, of which there may be a few here and there. If you steal this FAQ and use it without the proper written consent, I'll find you and hunt you down. I have ways.

If I grant you permission to use this complete walkthrough on your site, you must take it as is, leaving it in the mintest of conditions. You can't change the text - none of it at all under any circumstances whatsoever - in any way, shape, or form. However, I don't find any harm in adding screenshots. Visual aids can be helpful, and be sure to add the fact that you added the pictures if in fact you choose to do so. Restructuring this document may prove to be a lofty task, though.

Plagiarism is not only illegal, but stupid, and I'll be able to tell if you stole over 200 pages of material from me, so don't do it.

Don't sell this for money. I mean, understandably, you could. It's basically the size of a novella. But don't. There are some out there in America today who still do not have the Internet in their homes. To those, this document may be distributed freely with a smile on your face. Also, GameFAQs, the site where all my walkthroughs see the light of day first, has this thing about if you use a link to get to my walkthrough, only link to the page containing the link, not the walkthrough itself. This is a fair rule, and since I operate under their jurisdiction most of the time, I find it an okay rule to follow.

This version of this walkthrough (2.0) is (C) March 18, 2003 by Snow Dragon

(that would be me). The latest version of this walkthrough can always be found first at GameFAQs, and that's a promise.

Have a great day, and have fun playing Super Mario All-Stars!

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