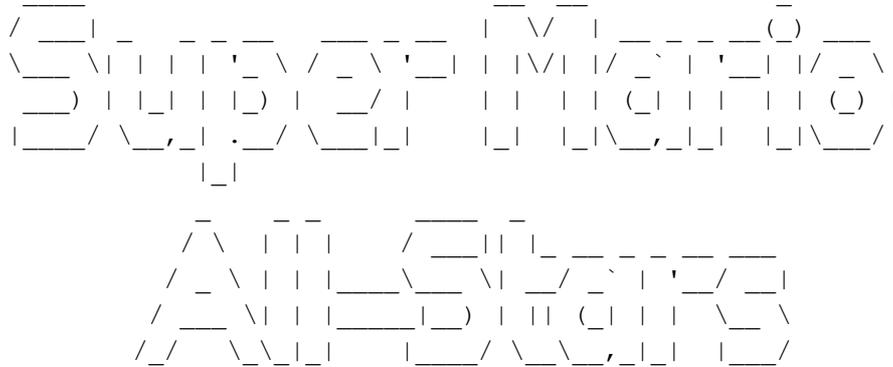


# Super Mario All Stars FAQ/Walkthrough

by Beautiful Affair

Updated to v0.75 on Feb 13, 2004



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Game.....	Super Mario All-Stars
Type.....	FAQ/Walkthrough
Platform.....	SNES
Version.....	0.75
Last Updated.....	February 08, 2004
Written by.....	Ryan Harrison
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## [Table] of [Contents]

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- 01. Introduction and Notes
  - [101] FAQ/Walkthrough Revision History
  - [102] Games Info
  - [103] Changes
  - [104] Game Review
  - [105] Introduction
- 02. Super Mario Bros.
  - [201] Overview
  - [202] Controls
  - [203] Moves and Attacks
  - [204] Story
  - [205] Characters
  - [206] First Quest Walkthrough
  - [207] Star Courses Walkthrough
  - [208] Item List
  - [209] Enemy List
  - [210] Secrets
- 03. Super Mario Bros. - The Lost Levels
  - [301] Story
  - [302] Characters
  - [303] First Quest Walkthrough
  - [304] Second Part Walkthrough



months of hard work gone into this guide, I finally got the SMB3 section finished! All that is left to do is all of Section 03, otherwise it's totally done! The entire guide is also over 600K!

/\  
< > January 14, 2004

\/  
I did a lot of heavy work for the past few days, and did some uploading of this FAQ to my site. But today marks the occassion of my finishing of the Super Mario Bros. 2 section! I am going to carry on and finish Super Mario Bros. 3 before I post this FAQ up. In its current state, the guide is only half finished and well over 300K!

/\  
< > January 11, 2004

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Wow. I sure did sideline this project for a long time, but after some heavy work, I managed to finish the Super Mario Bros. section of the guide - completely! Not only that, but the guide is ALREADY over 200K big. I'm on a roll!

/\  
< > October 22, 2003

\/  
The walkthrough is born. After a two-month absence from the FAQing game, I return with as of this moment, my biggest FAQ to come. This may put me on the prolific list as I chose to write for a very big game, and since I have already written guides for Super Mario Bros. 1, 2, and 3, 75% of my work is cut out.

/ / 102 \ \ GAMES INFO \ \  
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/\  
< > Super Mario Bros. (1985)

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Super Mario Bros. is one of, if not the most popular video games in the world. It was Mario's big breakthrough into the world of video gaming, and had already established himself as a regular face on the arcades in the preceding titles Donkey Kong, Donkey Kong Junior, and Mario Bros. When the NES was made, Shigeru Miyamoto wanted a smash hit game for it, and Super Mario Bros. was born. 32 levels and 2 quests were created, and Shigeru originally wanted Donkey Kong to be the villain, but since it would be a carbon copy of his earlier title, he created a 9-foot-tall, fire-breathing spiky-shelled turtle, Bowser. The basic formula of the game was to stomp your enemies but you also have power-ups to help during your quest. This game was also what stopped video games from going on the shelf after the great video game crash of 1984. So even if you do not like this game you have to respect it, otherwise games may be non-existent today.

/\  
< > Super Mario Bros. - The Lost Levels (1986)

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This is actually the Japanese version of Super Mario Bros. 2, but it did not make its debut in America or Europe until the release of Super Mario All-Stars. The reason was, the Japanese version of Super Mario Bros. 2 (sometimes just referred to as SMB2j) was far too similar to the original

SMB, still on top of the games world at the time, the only new things were Poison Mushrooms, Air Bloopers and high-flying trampolines. So it is exclusive to Japan only on the NES and Famicom, as the difficulty in this game is much higher, and Japanese gamers enjoy harder games. Nintendo did not want poor sales to upset them, so they did not release SMB2j in the States.

/\  
< > Super Mario Bros. 2 (1988)

✓  
The gamers of America and Europe had been waiting such a long time for a new Mario game to hit their screens, and it had been three years since the release of the original Super Mario. So what Nintendo actually did was take a game called "Doki Doki Panic" for the Nintendo Famicom Disc System, released the previous year. They translated some of the graphics and characters into the Mario characters, and changed the name. Some people thought it was better, and some thought it was worse. This game is often referred to as the "oddball" of the Mario series because you do not stomp on your enemies in the game, use fire flowers or power-ups, and most of the regular Mario enemies were not seen. Instead, the aim is to pick up things to throw at your enemies, including the enemies themselves! So while the concept of the game is much different, it is still very enjoyable. It eventually got released in Japan under the name of "Super Mario USA".

/\  
< > Super Mario Bros. 3 (1990)

✓  
This was the last main Mario action game released for the NES, as Sega had released their Genesis system and Nintendo had started developing their own 16-bit system, but had to keep the gamers busy so Shigeru Miyamoto released SMB3, and it was the highest selling standalone NES game ever, at over 15 million copies sold worldwide! The game goes back to the proper Mario formula of stomping, fire flowers, goombas and so on, but also brought some new aspects into the game, like suits, koopaling bosses and new moves that Mario could execute. Some even consider it to still be one of the best games in the series.

/ / 103 \ \ CHANGES \ \  
\  
/ / \ \

Well, obviously if some 8-bit games were going to be translated into 16-bit there had to be some obvious changes, right? Note, I am only going to list the changes I found in the game, however there is already a changes FAQ up at GameFAQs, if you want more detailed and other changes from the NES and SNES games, you should check that out. Also, since I have never played the original SMB2j, I have not made the changes list.

/\  
< > Super Mario Bros.

- ✓
- The logo on the title screen is coloured differently.
  - There is a music theme on the title screen.
  - The Mario and Luigi character models look more like the ones from SMB3.
  - Mario wears red and blue, as opposed to the original red and brown.
  - Luigi wears green and blue, as opposed to the original white and green.
  - You start with 5 lives rather than 3.

- When you get the screen displaying the level you also see the enemies you encounter.
- When you beat a level or die, the other player gets to play - in the original, the other player only got to play if the other player lost a life.
- There is different music in the coin rooms and coin heavens, and a picture of Mario/Luigi (depending on who you are playing as) in the background.
- When you kick a shell you actually see it spin.
- Mario/Luigi look at you when they go down a pipe or enter a castle.
- After beating a castle, Toad jumps out of a sack, and depending on which world you are in determines the number of Toads.
- You can't do the Minus World cheat (Nintendo have fixed the glitch).
- In castle levels you hear a little ringing sound when you take the correct path, or a buzz if you take the incorrect path.
- When you smash a brick while Super Mario, you stay uplifted in the air for about a second. In the original game you immediately rebound and fall.
- There are backgrounds in underground and castle levels.
- There is different music when you meet Bowser.
- When Bowser falls into the lava, he makes a plunge, instead of going through it.
- Luigi is taller than Mario, in the original they looked the same.
- World 6-3 is not covered in snow.
- The more difficult quest has a world number of x\*x (x represents a world and level number), in the original game it was just x-x.

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< > Super Mario Bros. 2

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- Like SMB, you start with 5 lives.
- The characters have black outlines. In the original NES game, they had blue outlines.
- The title screen is in better colour.
- Princess Toadstool has blonde hair instead of brunette.
- The energy meter bars are shaped like hearts instead of diamonds.
- There are improved backgrounds in the levels.
- In World 1-1 the background is blue and daytime. In the original it was dark.
- Doorways now actually have DOORS!
- Pink Shyguys are coloured Blue, as well as some other enemies having their colour changed.
- Birdos have bows in their heads.
- Birdo spits the egg when you beat her, rather than just dropping it.
- In the Bonus Chance game, the slots actually scroll like a proper slot machine. In the original, the pictures just flashed.
- There is a '7' symbol in the Bonus Chance game.
- Boss rooms are made from Lego Blocks instead of bricks.
- World 6-3 has a big Bob-omb cage leading to the cave. In the original it was just a big tunnel.
- When you warp to another world, the warp screen looks different.

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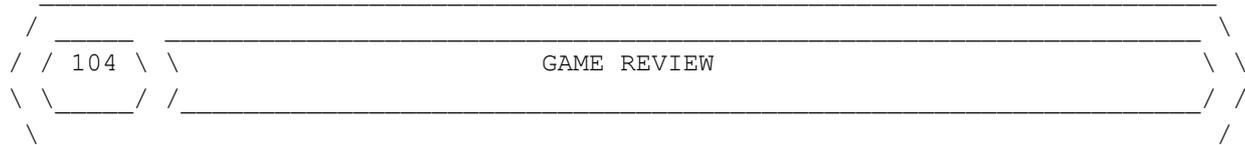
< > Super Mario Bros. 3

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- In the original game, Mario and Luigi looked like they wear black overalls. In this game, they are coloured blue.
- Mario and Luigi now look different. In the original game they looked like identical twins.
- There is music on the title screen.

- There is a Battle Game featured with this version.
- When you enter a level, the words "Mario Start!" or "Luigi Start!" appear, just like in Super Mario World.
- Map screens are coloured differently, and the coins and level numbers on the map shine.
- Super Mushrooms are red and have white dots. In the original the colours were reversed.
- In the original game, on the card game, Toad says, "You can only miss twice!". In this version, he says "Miss twice and your out!"
- Toad's text box is blue with white lettering, instead of beige with black lettering.
- Toad's clothing is coloured differently.
- In the Warp Pipe rooms from the world maps, the timer is set at 0. In the original it was 300.
- The '?' Blocks have smooth corners, while in the original they were sharp.
- Fortresses have blue steel blocks instead of grey.
- The princess's picture on her letters looks more like her.
- Music plays while you read the letter from the princess.
- There is thunder and lightning on the airships.
- There is a dark background on airships.
- Animals that the kings are transformed into are different.
- World names are different.



/\  
 < > Introduction  
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Back in its time, the Nintendo Entertainment System (NES) had some very great selling games for the system, and along those were Super Mario Brothers (the game that started it all), Super Mario Brothers 2 (the oddball one), and Super Mario Brothers 3 (best selling standalone game). And back then, these games were very expensive, but then the NES was taken from the market in 1991, and games started to become rarer, although there were still many fans who wanted to get ahold of them. And in 1993, the fans' wish came true, when this great Nintendo compilation of four classic NES Mario games was released, bundled into one, and all for the price of one regular SNES game! And with new 16-bit graphics to replace the NES's 8-bit, improved quality sound that still has its brilliant tone, and the controls don't feel any different than if you were playing the NES versions. This has to be one of the best SNES games ever, since its made from four of the best NES games ever (one never released in US and UK), and rekindles everything the NES games had to offer and more.

Super Mario All-Stars was released for the SNES in the years of its popularity peak (being 1993), and can still bring back all those fresh memories from between 1985 to 1991. The game is also available along with Super Mario World, which was released for a little higher price, but still worth the money. Probably worth it even if you already own all the NES counterpart games, like me. Although the SNES system is rarely found nowadays, Super Mario Advance games have come to save the day, as they are portable versions of each of the little games contained in Super Mario All-Stars.

Super Mario All-Stars combines both the old and the new, with each game's

remake, the fun gameplay factor, the great sounds and still the same old controls. Included in this four-game pack is Super Mario Brothers from 1985, Super Mario Brothers: The Lost Levels (SMB2 in Japan, not released in US or UK) from 1986, Super Mario Brothers 2 (US and UK version) from 1988, and Super Mario Brothers 3 from 1990. If you have the five-game cartridge then Super Mario World is also included. What's even better, you can now save your games onto the cartridge, with four save slots for each game! Which now means you can turn off the SNES to take a break in the middle of World 4 in Super Mario Brothers 3 instead of playing the whole game without stopping, which had to be done in the NES version, which could be pretty tiring, and cause thumb blisters from all the button-mashing.

Here are some separate reviews for each game:

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< > SUPER MARIO BROTHERS

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Super Mario Brothers was one of the first NES games released, back in 1985, and it was the game that turned the entire gaming universe around. It wasn't Mario's first adventure, but it was the one that really started to get him noticed. He had a few simple techniques, such as pouncing on enemies's heads, growing big from eating mushrooms, flicking fireballs using a special fire flower and bashing his head on a few bricks. A few noticable changes from the two games are that the All-Stars version has different clothing on Mario and Luigi, and they jump slightly differently (but it's absolutely nothing to upset the game). There are some new, different sound effects and background musics that make this remix a bit better than the original.

Gameplay: 9/10

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The controls in the game are much simpler now, it remains the same as the NES version with a simple run, jump and move button which is simple yet understandable, even a three-year old could do it. This is a great 2D game and the remix of it too, and it still stays a great game overall. The game is fun both as either a 1-player game or a 2-player game. There is no set difficulty but there are two set difficulties (the second one being STAR courses) that can make a replayability factor and challenge factor very high.

Story: 5/10

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Save Princess Toadstool from the clutches of the evil King Koopa. Oh no. Fear strikes into the hearts of everyone. Although it's a simple storyline you get in just about any adventure movie or game, it hardly upsets the game's fun factor.

Audio/Video: 9/10

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These graphics are probably the most improved from all the games (The Lost Levels is also the same, but then again it was the same in the NES version), and if you look closely, it is actually Mario's character model from Super Mario Brothers 3, with white areas around the eyes, and it's a darn good improvement. As for music, the general background music has stayed the same from the NES version, with extra instruments and even some new background music which has been quite successful in my eyes.

Overall: 10/10

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The conclusion:

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This classic game still has its touch.

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< > SUPER MARIO BROTHERS: THE LOST LEVELS

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This game is actually the REAL Super Mario Brothers 2, but it was only released in Japan in 1986, due to the tremendous difficulty factor that only Japanese gamers enjoy, and it was far too similar to the original Super Mario Brothers, which was also the most popular game at the time. It takes place only just shortly after the rescue of the princess. It is the same control system as Super Mario Brothers, and there's not much new, but it's still a great game overall.

Gameplay: 9/10

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It's still the same, but there are some added extras like the green trampoline, and you also get to pick whether you want to be Mario OR Luigi! They each have their own different abilities to make either a more suitable choice for each level, and you can also save your game and start on the STAGE where you saved, rather than the World, due to the difficulty, and that's not too bad.

Story: 5/10

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The princess has been kidnapped again, and just the same as Super Mario Brothers. Yet again, the story doesn't upset the game.

Audio/Video: 9/10

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See Super Mario Brothers part review. The graphics and sound are also the same.

Overall: 9/10

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The conclusion:

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It's probably only the difficulty that upsets the score. A great game overall, and it might have had some good success if it was released in the States and the UK anyway.

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< > SUPER MARIO BROTHERS 2

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In 1988, this game was released in the US, as the highly anticipated sequel of Super Mario Brothers, finally after three long years of waiting. This game was actually taken from another Japanese game called 'Doki Doki Panic' with the characters modified to look like Mariom Luigi, Toad and Princess Toadstool. This is why many people call this game an 'oddball' of the series, some like it, some hate it. And I'm one of those who likes it.

Gameplay: 9/10

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Easy controls that have not been modified at all, and are also quite simple. Also, you're using enemies to kill enemies, which is kinda cool, yet not the 'Run-Jump-squash enemy' formula from the previous Mario game. The gameplay factor is fun, and you also have four characters to choose

from, each with their own special abilities for making them great at different kinds of levels.

Story: 7/10

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You're not saving the princess this time, you're rescuing the land of Subcon, and the Subconians, but the dream story and the cave storylines improve the story factor in SMB2, and it's not a bad storyline overall.

Audio/Video: 9/10

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In the NES version of SMB2 the characters have blue outlines which was annoying, and there was almost no background at all. In the All-Stars version, this little problem is remedied, with blue outlines for the characters, and the Princess also has BLONDE hair, instead the brown she had in the original. There are some better backgrounds here as well, and the remix sound is super, too. The underground music is a bit repetitive, but the overworld music's remix is much better than the dull sounds from the NES.

Overall: 10/10

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The conclusion:

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This game has deserved a much needed improvement, and is still great to play after the 5-year absence.

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< > SUPER MARIO BROTHERS 3

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This game is the longest and probably the best in the entire Super Mario Brothers series. In my opinion, there's not much change from the original NES version, but the changes that have been made have made this game's excitement as high as possible to deliver a lot of satisfaction. One of the late NES games released in 1990, this game is still great to play now. It is also the best selling standalone game for the NES, and for good reason, too.

Gameplay: 10/10

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This has to be the best SMB gameplay out of the entire collection. There are Tanooki suits, Fire Flowers, Raccoon Leaves and Frog Suits to make Mario more versatile than he ever was before. The control system is great, and is fun to play, plus the saving system has made it possible to resume the game from a particular world, since you couldn't save in the NES version, so now you can play over a span of days without having to worry about leaving the system on all night.

Story: 6/10

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Transform the kings back into their original form and save the princess. Hasn't upset this game at all, judging from the high sales amounts it had back in '91.

Audio/Video: 10/10

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Even the NES's graphics for this game looked good. Plus the sound was excellent. And for this improved version, it's even better. Mario now has clear blue overalls rather than the black stuff he wore in the NES version

and the world map remixes are superb!

Overall: 10/10

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The conclusion:

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The original has been remastered to the best level possible, and it has worked very well.

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< > Overall: 10/10

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This game is one of the greatest SNES compilations ever, and gave NES owners who didn't have Mario games the chance to play them in a brand new remastered version. It also contains a game that was never released officially before until then, which has made this game even more worth buying. Although the game is rare now, you can still find some copies on eBay, at Funcholand, or at car boot sales. The new additions to each game have made them even better to play now, and the five-game cartridge is also a great deal, for two games (SMAS and SMW) in one cartridge.

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< > The Conclusion

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Super Mario All-Stars is one of the best SNES compilations ever, and contains four classics that are some of the best games ever. If you have a SNES and don't have it, you should try to get it at any chance.

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/ / 105 \ \          INTRODUCTION \ \
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Super Mario All-Stars has to be one of my favourite SNES games of all, up there with Super Mario World and Zelda: Link to the Past. When I first played this game a few years ago I was amazed at how great these games really were after not playing them for so long and remembering all the fun I had playing some of these games on the NES as a child. It features some of the best Mario games made, remade all into one tiny cartridge with so many extra great features that makes it highly recommended for anyone to buy if you've got a SNES.

Super Mario All-Stars not only brings Super Mario Bros. 1, 2 and 3 back to our screens, but also the original Super Mario Bros. 2 for Japan (known here as The Lost Levels), previously never released in USA or UK. Also, you can save your games onto the cartridge if you want to play another game or have to take a break. This is very beneficial if you don't want to end up with a sore butt after sitting still playing for hours on end, he he he!

The new graphics are better for the eyes too. It is like a brand new game but you can experience it from a different point of view. Some of the bad graphics from the old Mario games look so good here; the look of the game is just about flawless. Also, the improved sound is well great, but at the same time the whole main meaning and purpose of this compilation is nostalgia.

Please enjoy my FAQ for Super Mario All-Stars. After lots of compiling,



< > Thwarting enemies

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The way to take out enemies is usually to stomp them, however some cannot be taken out this way and you may have to use another method, such as hitting them from below with bricks, fire flower power or other ways. Think on how to take out the baddies before making your move. The enemy list section will show methods on how you can beat each individual enemy.

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< > Coin heavens & Coin rooms

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In some levels you can find a warp pipe that will lead to one of five underground places filled with different layouts of bricks and coins. Also you can find vines that lead to the sky in which you must grab coins by jumping from a moving cloud platform. Keep an eye out for these!

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< > Secret 1-Up Mushrooms

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If you got all coins from World x-3 (x representing a number), in the next World x-1 there is a secret 1-Up Mushroom to be found. To be explained in the walkthrough, but keep an eye out for these, too.

/\

< > Different forms of Mario

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You start the game as regular Mario. When you find a Super Mushroom you transform into Super Mario. In this state you can smash bricks with your head but need to duck when running to squeeze into smaller areas. While Super Mario, if you grab a Fire Flower you turn into Fiery Mario, which enables you to flick fireballs. While Super Mario or Fiery Mario, if you get damaged by an enemy you will turn back into regular Mario. If you uncover a Fire Flower, get damaged and turn back into regular Mario, then grab the flower, you will only become Super Mario.

/\

< > The flagpole

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At the end of level x-1, x-2, and x-3 (x representing a world number) you have to climb a staircase or high obstacle and jump into the flagpole. The higher the point of the flagpole you reach, the higher the score. Here are all the possible scores you can achieve.

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< | 5000 Not only that, but also, if you reach  
 \| the flagpole with a 1 on the units  
 | digit on the timer, you will be awarded  
 | 2000 with a firework, giving 500 points. A 3  
 | on the units digit gives 3 fireworks for  
 | 1500 points, and 6 will award you with 6  
 | 800 fireworks, a total of 3000 points. Try to  
 | rack up as high a score as you can!

| 400

| 200

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| 100
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< > Bowser
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At the end of each castle level you have to fight a Bowser clone or the real Bowser if you are in World 8. There are two possible ways to take him out: if you are fiery Mario, you need to hit him with 5 fireballs to beat him and get 5000 points, or somehow get past him and grab the axe and he will automatically fall into the lava (although you will not get the points). Sometimes he'll also throw hammers, which you must look out for.

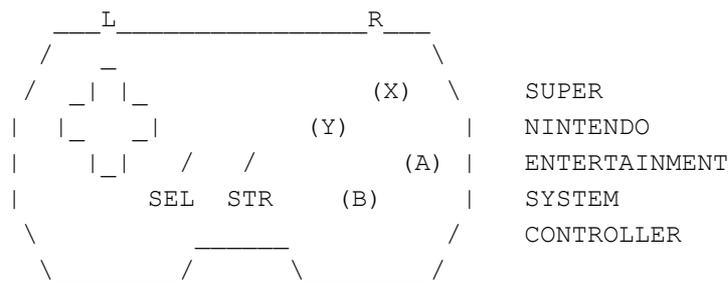
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### CONTROLS

Note that Nintendo made two different controller layouts for playing the game with, I am only doing that of the first layout, however different buttons can be used at the same time, so I shall describe them all.



- D-Pad - Left and right will make Mario move, depending on the direction of the pad, of course. If you use this button by itself Mario will walk, but combining it with the Y Button makes him run. Also use this to control the direction you move while swimming, and press up to climb vines, and down to enter pipes or to duck if you are Super or Fiery Mario.
- Select - Choose the type of game (1-Player or 2-Player) on the intro screen. Note you only need 1 controller to play a 2-Player game, yes!
- Start - Confirms the type of game you wish to play from intro screen. Also, while playing, press to pause and bring up a menu on continuing, save & exit or save & continue. Use this button to choose one of these three options.
- L Button - Has no use in this game.
- R Button - Has no use in this game.
- Y / X Button - This button makes Mario/Luigi accelerate while they are moving. Also, while Fiery Mario, use this button to flick fireballs.
- B / A Button - Jump or bob up in water.

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### MOVES AND ATTACKS

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< > Duck Slide

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While you are Super Mario size, while you run, hold Down on the D-Pad and you will crouch while you move. This is helpful to get through small gaps in some areas that you could only otherwise reach while regular Mario size.

/\  
< > Lip Jump

\/  
While running, when coming up to a pipe, make a jump to it, and as soon as you hit the rim of the pipe, jump again. This is a good technique to use to quickly clear pipes or jump over Piranha Plants in them. However it is a little difficult to utilize.

/\  
< > Shell Bulldozer

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When you kick a shell, follow it and it will knock down any enemies in its path. Just watch out though, because if it rebounds off an object and hits you, you can get hurt as well!

/\  
< > Small Gap Crossing

\/  
When you see a gap that is the length of one block, run across it at full speed and Mario will actually just run straight over it. This can actually be vital in the later levels, and saves a lot of time having to jump over them instead.

/\  
< > The "Wrap-Around" Jump

\/  
If you jump in one direction then hold the D-Pad in the opposite direction of the direction you jumped, Mairo can change direction and make a bend. This can be vital in some areas, such as the coin room with the floating hook-shaped platform.

/\  
< > Triple-Stomp

\/  
If you see a row of enemies approach, stomp one and Mario will bounce off and into the air. You can continue bopping the enemies on the head and get more points with this technique.

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/ / 204 \ \ STORY \ \  
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One day, the kingdom of the peaceful Mushroom Kingdom people was invaded by the Koopa, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom People were turned into mere stones, bricks, and even field horsehair plants, and the Mushroom Kingdom fell into ruin.

The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is the Princess Toadstool, the daughter

of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa turtle king.

Mario, the hero of the story (maybe) hears about the Mushroom People's plight and sets out on a quest to free the Mushroom Princess from the evil Koopa and restore the fallen kingdom of the Mushroom People.

You are Mario! It's up to you to save the Mushroom People from the black magic of the Koopa!

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 / _____ \
 / / 205 \ \           CHARACTERS           \ \
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 /\
 < > Mario
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 The red overalled, blue shirted plumber is out on a quest to rescue his beloved Mushroom Princess. Player 1 will control Mario in a 2-Player Game, and Mario will be used if you select a 1-Player Game.
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 /\
 < > Luigi
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 \/
 Mario's younger, taller and slimmer brother who will aid him in a 2-Player Game. Luigi is the same as Mario (apart from his colour scheme of Green and Blue), and all of his abilities are identical.
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 /\
 < > Princess Toadstool
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 \/
 The damsel in distress, who is the reason Mario and Luigi are out on their grand adventure. She is being held hostage in Bowser's castle, and can break the black magic spell.
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 /\
 < > Mushroom Retainer
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 \/
 Small beings inhabiting the Mushroom Kingdom with giant mushrooms on their heads. Bowser has had several of them captured and held hostage in seven of his castles. For some reason they keep saying the same thing whenever Mario rescues them.
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 / _____ \
 / / 206 \ \           FIRST QUEST WALKTHROUGH           \ \
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=====+
| World 1 |=====
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You will encounter:

Goombas

Koopa Troopas

You're now all set to take on the Koopa tribe by yourself and rescue the Mushroom Princess. If this is your first time playing, I'd suggest reading the information above first before you read the actual walkthrough.

So, let's begin...

The first '?' Block you come to has a coin in it. Stomp the nearby Goomba. Next there are two '?' Blocks between three bricks and a '?' Block above them. The first lower '?' Block contains a Super Mushroom and the other two contain coins. Jump over the two green pipes and stomp the Goomba. Jump over the third pipe and stomp the two Goombas. You can enter the next pipe, but I wouldn't recommend it, as you can get a 1-Up Mushroom and two Power-ups. However, if you choose going down the pipe, scroll down to the ###.

After the pipe you'll see a green hill in the background. It covers three of the overworld block spaces. Stand on the block on the left, and jump up to get a hidden 1-Up Mushroom. You can just about get the 1-Up Mushroom and still get down the pipe if you don't move around too much. Jump over the pit and you'll get to a brick layer with a '?' Block in it. Kill the two Goombas, and bash the '?' Block for a Power-up.

Cross the gap and stomp the next two Goombas. Below the '?' Block in the air (which contains a coin) is a multi-coin block. Carrying on, a Koopa Troopa will approach you, so rid it. Then, you'll get to two Brick blocks. The second one has a secret Starman in it. Carry on and kill the two Goombas. There are four '?' Blocks here. Three are arranged in a layer and there is a '?' Block above it. The three blocks on the bottom have coins in them and the block above it has a Power-up.

Carry on ahead and kill the four Goombas. There are two bricks with two '?' Blocks between bricks above them. The blocks contain coins. Jump over the two pairs of staircases and you will approach a pipe.

### Stomp the two Goombas and bash the '?' Block between the bricks for a coin. Jump over the next pipe, climb the staircase and grab the flagpole.

Secret areas:

Down the fourth pipe from the beginning is a coin room (see Section 210 for more info).

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You will encounter:

Goombas

Koopa Troopas

Pirahna Plants

Kill the two Goombas approaching. The first '?' Block in the row of five contains a Power-up, and the others have coins. Climb over the six pillars

and stomp the Goomba in the small pit. There is a Multi-coin block above the Goomba. Climb over the next two pillars and kill the two Koopa Troopas. In the air is a W-shaped brick formation with six coins. Bash the coins on the left side if you are Super/Fiery Mario and grab the coins. Then bash the right side of the brick formation and the top brick will reveal a Starman. Kill the Koopa Troopa approaching and run under the brick wall if you are regular Mario, or bash the bricks above you and climb through if you are Super/Fiery Mario.

Two Goombas will approach you, so kill them. There is a ledge with four coins on it. Grab the coins and move on. You'll come to a brick formation that looks like a L - some say it's a backwards shaped J. Kill the Goombas without scrolling the screen past the L. If you're Super Mario, bash the bricks on the right side of the L and the top one will reveal a Fire Flower (you can only get it while you are Super Mario). Bash the bricks to the left of the brick with the coin on and you'll have a little step to grab the Fire Flower. You'll then come to a 5 x 2 brick layer. Bash the bricks on the right side of it, and the second one up will contain a Multi-coin brick.

Then jump onto the brick platform and take a running jump to the right. You should land on a brick platform with six coins on top. Step to where the sixth coin is, and jump directly up and the brick on the ceiling will reveal a 1-Up Mushroom. Bash the brick to the right if you are Super Mario to make it fall down. Kill the three Goombas and you'll come to three pipes. Enter the first one for a coin room. If you don't do this, keep reading, but if you do enter the pipe, scroll to the ###.

Go over the next pipe and watch out for the Pirahna Plant. Stomp the Goomba. Jump over the third pipe.

### Jump over the gaps with the bricks in the middle and stomp the two Goombas on the staircase. Climb the staircase and jump over the elevators onto the brick platform with a Red Koopa Troopa below it. The last brick to the right of the platform contains a Power-up. Jump onto the elevators. Now, from here, you can enter the exit pipe, or you can ride the elevators to the top of the screen and run across the ceiling to get to warp zone. Check Section 210 for more details. Anyways, if you take the exit pipe, you'll emerge in the overworld at the staircase. Climb it and jump over to the flagpole.

Secret areas:

At the set of three pipes, you can enter the first to get to a coin room (check Section 210 for more info on coin rooms).

Before entering the exit pipe you can access the Minus World if you are Super/Fiery Mario (check Section 210).

If you run across the roof above the exit pipe you get to Warp Zone (see Section 210).

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< > World 1-3  
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You will encounter:

Koopa Troopas  
Koopa Paratroopas  
Goombas

Run to the end of the platform and jump onto the tree. Then jump into the next one. Above this tree is another tree with a Red Koopa Troopa guarding three coins. The next tree, a little lower than this one, has one coin on it. In the air above the fourth tree are two coins. There are two Goombas on the next tree. Jump down to the next tree and grab the two coins on the way down. There are two trees next to the elevator; one on top of the other. On the top tree are four coins, and the '?' Block on the lower tree contains a Power-up.

Jump over the gap and climb to the next tree. If you are Fiery Mario, you should take out the Red Koopa Paratroopa hovering in the air. There is a Goomba on the tree to its right. See if you can catch it with a fireball while it drops. If you are not Fiery Mario, you will have to do a well-timed jump to reach the next tree.

Hop onto the horizontal moving elevators and collect the two coins in the air. Jump onto the next elevator and get the four coins in the air. Land on the tree and jump onto the next one. Kill the red Koopa Troopa, and see if you can kill the Red Koopa Paratroopa to the right of the tree. Below you is a short tree with three coins on it. In the air between the next two trees are two coins. You will then get to safe ground. Kill the Koopa or use the elevator to get past it. Climb the staircase and jump over to the flagpole.

There are no secret areas in this level.

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< > World 1-4
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You will encounter:

Podoboos  
Bowser Decoy (Goomba)

Go down the staircase and jump over the lava pit. Then you'll come to a pillar between two lava pits with a '?' Block above it. There is a firerod there, so avoid it by standing on top of the block and waiting for it to rotate. In the '?' Block is a Power-up. Jump over the second lava pit and run through the tunnel, avoiding the three firebars. In the next section are three firebars (two on the ground and one on the ceiling). Get past them and you'll reach a huge pit. Bowser's fire breath should start coming towards you, so be careful here.

In this huge pit are six invisible blocks in two layers. There are three just above Mario, and the other three are one coin space to the right in the air above these ones. Carry on and you'll come to the bridge with Bowser. Either fry him with five fireballs, run underneath him and grab the axe, or ride the elevator above him and grab the axe to defeat him. Mario/Luigi will approach a Mushroom Retainer who has been kidnapped by Bowser, who will say: "Thank you Mario (Luigi)! But our princess is in another castle!" Well you've not found the princess yet, so keep going.

There are no secret areas in this level.

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+=====+
| World 2 |=====+
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< > World 2-1  
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You will encounter:

Goombas  
Koopa Troopas  
Pirahna Plants

The centre brick of the first three bricks you come to holds a Power-up in it. Kill the Goomba coming down the stairway and jump over the stairs and into the Koopa pit. If you are Fiery Mario, I'd suggest that you fry the Koopas because kicked shells bounce around everywhere, and here wouldn't be a nice place to do it. Anyway, stand four coin spaces from the left stairway and jump up to get an invisible coin block. Jump on top of the block then jump straight up again to reveal a second invisible block which holds a hidden 1-Up Mushroom (which will only be there if you got all the coins in World 1-3, or warped to World 2).

Jump over the wall to your right and kill the two Goombas. Jump over the green pipe and you'll see a Koopa Troopa approach you. Stomp it and kick the shell at the approaching Goombas. You'll now be at a set of '?' Blocks shaped like a '=' sign. The very left block on the bottom row contains a Power-up. The other nine hold coins. Kill any more enemies approaching you, and hop onto the brick below the row of four bricks before the pipe. While on the brick, jump and hit the very left brick in the row above you to reveal a Starman. You'll come to seven '?' Blocks with a row of five bricks above them. There are three Goombas below, kill them if necessary. The '?' Blocks all have coins, and if you bash the centre brick that is above them, a vine will appear and grow up to Coin Heaven. If you climb the vine, scroll down to the ### (you can find more info on Coin Heavens in Section 210). Carry on reading if you choose not to climb the vine.

Jump over the pit and kill the Goomba. Jump onto the pipe and jump over the gap. Kill the next Goomba, then jump over the pipe, and kill the next Goomba. There is a set of three pipes here, and four bricks above the centre one. Bash the brick on the left for a Power-up. Carrying on, kill the Koopa Troopa or let it walk into the pit, then jump over it. There is a Green Koopa Paratroopa on the island you are on now, kill it. Jump over the gap and over the wall and kill the two Goombas.

### The sole brick is a multi-coin block. Kill the two Koopa Paratroopas approaching you, and bash the '?' Block ahead for a coin. The brick above it and to its right contains a Power-up. Here's how you can reach it:

If you are Regular Mario, get a run up and do a running jump onto the '?' Block. Immediately jump again while still running on the block and hold right hard and you should bump it on the corner. If you are Super/Fiery Mario, you can simply reach it with a full-speed running jump from the ground.

Jump over the pipe and kill the Koopa Troopa. Stand on the brick platform and stand on the brick on the right. Jump straight up to reveal an invisible coin block. Use this or the Springboard to get on top of the wall and jump over to the flagpole.

Secret areas:

When you get to the seven '?' Blocks with five bricks above them, bash the centre brick to get a vine. Climb the vine to get to Coin Heaven.

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< > World 2-2

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You will encounter:

Bloobers  
Cheep-cheeps  
Pirahna Plants

Past the pink seaweed are two coins. After the stone platform and the seaweed wall you'll see three coins floating in the water. Past the seaweed are another three coins, and a Bloober. Keep swimming, and you'll get to a bracketed pit with three coins in it. Be careful, as there is an unseen whirlpool at the bottom of the screen and it can cost you a life if you get sucked in.

Swimming on, you'll encounter a rather large group of Cheep-cheeps and Bloobers here. I'd suggest avoiding them rather than fighting them, as they can be mighty tricky to avoid in water. Swim on, and below the stone platform with seaweed on it are three coins. Carry on, kill or avoid Bloober, and grab the three coins floating in the water before the seaweed.

Carry on, and you'll come to another bracketed pit with five coins in it. Swim through the pit, and you'll approach a bracketed pit where the walls are shaped like upside down Ls back-to-back. There are six coins in the pit. Swim back out and continue swimming right, and you'll get to the exit pipe. You'll warp out of the water and to the staircase. Climb it, and jump over to the flagpole to complete the level.

There are no secret areas in this level.

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< > World 2-3

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You will encounter:

Cheep-cheeps

Climb the staircase onto the bridge. Here, the best thing you should do is RUN, Cheep-cheeps will start flying up towards you. Some part in the middle of the first bridge there are four coins in the air, then another five in a 'W' shape before the gap. Jump over this gap onto the next bridge. Grab the four coins in the air then jump onto the next bridge. Run to the end and leap to the next bridge, and grab the three coins in the air. The '?' Block here has a Power-up. In the air above the gap between this bridge and the wide stump of grass to the right are three coins.

From the grass, jump onto the broken bridge part, then onto the next bridge. Grab the six coins in the air and jump onto the next bridge. Get the four coins here, and jump over to the next bridge. Then you'll come to three lined up broken bridge parts with six coins above them. Get the coins, jump over to the bridge, then go down the staircase and onto the grass. Jump over the gap, and you'll be at the staircase before the flag.

There are no secret areas in this level.

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< > World 2-4

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You will encounter:

Podoboos  
Bowser Decoy (Koopa Troopa)

Run to the end of the tunnel and jump over the lava pit, and go to the centre platform. The '?' Block in the air above it contains a Power-up. Jump over to the tunnel that is split up by a horizontal brick platform. Run through it, and watch out for the fire rods. You'll approach two sets of elevators. Jump between elevators and jump to the other side, avoiding the fire rod, and you'll approach an empty block with six coins around it. Collect the coins then jump over the lava pits.

Carry on past the two empty pits and you'll get to the Bowser Decoy. There are some bricks in the top-left corner of the battle arena, which makes it harder to get to the elevator above him. However it's not much of a problem, and you could run underneath him, fry him with five fireballs, grab the axe, but whatever you do, you'll approach another Mushroom Retainer suo to find out this isn't the castle the princess in either. Oh well, you'll have to carry on anyway.

There are no secret areas in this level.

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| World 3 |=====  
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< > World 3-1

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You will encounter:

Koopa Paratroopas  
Goombas  
Koopa Troopas  
Pirahna Plants  
Hammer Brothers

The first two '?' Blocks you come to hold coins, and the third has a Power-up. Kill the Koopa Paratroopas bouncing towards you. Jump over the silver pipe and kill the Goomba trapped between the pipes. You can enter the second silver pipe to get to a coin room, and if you choose to enter it, scroll down to the ###. Jump over the gap and kill the three Goombas and jump over the next two silver pipes.

### Climb the staircase and onto the bridge. Kill the three Goombas. Stand on the right hand side of the bridge and jump straight up for a hidden 1-Up Mushroom. Jump over the little pit. In the air is a row of three bricks. The very left brick holds a Starman, and it's easy to get if you're Super/Fiery Mario, while if you're Regular Mario, you'll have to get a bit of speed so you can hit it. Once you get the Starman, kill all

enemies on the ground and jump over the pipe.

Carry on and you'll get to two brick rows with two Hammer Brothers. This will be your first encounter with the Hammer Brothers, so I'd suggest bumping them from underneath. On the top row of bricks are two '?' Blocks. The one on the left has a coin in it, the one on the right holds a Power-up. After the Springboard and above the pit you'll see a '=' shaped row of bricks. Take a running jump and land between them. Bash the very right brick on the top row to reveal a vine. If you climb it you'll get to Coin Heaven. If not, carry on reading. Scroll down to the \*\*\* if you take the vine.

Kill the two Goombas coming down the staircase. Leap over the gap and stomp the Koopa Troopa and kick the shell at the Goombas approaching you. Here are four clusters of '?' Blocks lodged between bricks. The '?' Block in the lower-right hand corner holds a Power-up, and the other three hold coins. Kill the Koopas ahead.

\*\*\* You'll see a row of five brick blocks here. The second from the left is a multi-coin block. Jump over the wall and you'll come to the stairway with two Koopa Troopas coming. Here, you can perform the 'Extra Lives Cheat' (see Section 210 for more details). Climb the staircase and jump over to the flagpole.

Secret Areas:

Down the second pipe you come to is a coin room.

After meeting the Hammer Brothers you'll see a '=' shaped row of bricks. Bash the top right one for a vine that leads to Coin Heaven. See Section 210 for more details on Coin Heavens.

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< > World 3-2  
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You will encounter:

Koopa Troopas  
Goombas  
Koopa Paratroopas  
Pirahna Plants

Stomp the Koopa Troopa then kick the shell and chase it and it will collide with several enemies, racking up several points! Watch out though, as it will bounce off a stump and come back towards you! Grab the three coins and bash the block above the pillar for a Power-up. Stomp the Koopa Troopa and kick the shell. You'll come to two small pillars, each two coin spaces high, and with a Koopa Troopa trapped between them. There are two bricks above the Koopa. Fry the Koopa, and start hitting the lower brick above him, which is a multi-coin block. The brick above that one holds a Starman. If you are Regular or Super Mario, you should get the Starman first, use it to kill the Koopa and get the multi-coin block.

Carry on then jump over the gap, over to a small patch of land with a small pillar on it. Just jump across over the gap and carry on running. Stomp the Koopa Troopa and kick the shell. Follow it, and it will hit several more Koopa Troopas and you'll get an extra life, but avoid it when it bounces off the pipe! Get the four coins above the pipe, then carry on running until you reach the staircase. Climb to the top and jump over to the flagpole.

There are no secret areas in this level.

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< > World 3-3  
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You will encounter:

Goombas  
Koopa Troopas  
Koopa Paratroopas

Jump up onto the tree, then kill the Goomba on the tree next to it. The little tree below the horizontally moving platforms has two coins on it. Jump over onto the next tree, and grab the coin in the air. There are three coins on the next tree. Stomp the Koopa Troopa on the next tree and kick the shell away. The '?' Block has a Power-up. The tree below it has three coins and a Red Koopa Troopa. The next tree has two coins on it. Hop onto the still elevator then immediately jump onto the tree with the coin on it. Jump across from tree to tree getting coins until you end up on the fourth one.

Jump onto the balance-elevator, get the coin, and jump over onto the other side of the balance-elevator and get the next two coins. Jump onto one of the two horizontally moving elevators above the little tree, then jump onto the horizontally moving elevator to its right. Jump over to the tree cluster and get all the coins. If you are Fiery Mario, fry the Koopa Paratroopa and jump onto the tree on the other side of the gap. If you're not Fiery Mario, just leap over the Koopa Paratroopa. There are two Koopa Troopas on the second tree. Jump onto the horizontally moving elevator then jump onto the balance-elevator. Stay on the left side until the right side is just about at the same height as the one you are on, then leap onto the right side and take a running jump. Mario should collide with the top of the flagpole.

There are no secret areas in this level.

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< > World 3-4  
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You will encounter:

Podoboos  
Bowser Decoy (Buzzy Beetle)

Run to the end of the tunnel, and at this point, you have to leap over several pillars, avoiding Podoboos and firebars. Once you safely get across, you'll approach three '?' Blocks. The centre one holds a Power-up, and the other two have coins. Jump through the firebars at the right time, then jump through the next two firebars. The next two firebars rotate in opposite directions of the previous firebars, so time your jump and try to get the coins to the right of the firebar on the ceiling.

Jump over the lava pit when the Podoboos isn't jumping up, and avoid the Bowser Decoy's flames, which should start coming towards you at this point. Jump over the lava pits and soon you'll reach the Bowser Decoy. Fry him or grab the axe. A third Mushroom Retainer set will be there to tell you that the Princess is in another castle. Oh well.

There are no secret areas in this level.

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| World 4 |=====

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< > World 4-1

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You will encounter:

Lakitu  
Spiny Eggs  
Spinys  
Pirahna Plants

Jump over the green pipe. The bottom '?' Block has a Power-up in it, and the one above it holds a coin. Jump over the gap and start running. Grab the four coins, and you'll soon come up to four '?' Blocks arranged like a square. They all contain coins. You can jump onto the top two blocks and stomp Lakitu from here. Jump over the gap and run up to the row of four '?' Blocks that all contain coins. Jump on top of the block row and stand on top of the second block from the right. Jump up to get a hidden 1-Up Mushroom.

Carrying on, jump onto the pillar and grab the coins in the air. Jump onto the pipe and grab the next four coins in the air. You can enter the next pipe. If you do, scroll down to the ###. Now you'll come to a huge cluster of coins above a gap. The lower row has two bricks between them. All of the blocks contain coins apart from the one on the lower row, third from the left block on the left side of the gap. Carry on and jump over the pipe.

### Jump over the two gaps. You'll come to the stairway. Instead of leaping off the top step to get to the flagpole, drop down and you'll see a brick, which is a multi-coin block. Get the coins, and then, do a walking jump onto the block to get a bit of momentum, then leap up to the flagpole. You can get 5000 with a bit of practise.

Secret areas:

You will come to a pipe with four coins in the air to its right. You can enter the next pipe after it, it takes you to coin room.

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< > World 4-2

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You will encounter:

Goombas  
Pirahna Plants  
Koopas Troopas  
Buzzy Beetles

Carefully jump onto the small island, then the even narrower island to its right. Jump over the gap and walk over the bricks. Drop down the little

gap and get the three coins. Down here a couple of bricks should be sticking out of the brick rectangle. Bash them, and the second one will have a Power-up. Go through the tunnel, and kill the three Goombas. Stand five coin spaces away from where the tunnel opens and jump. You will break a brick. Jump up again and you'll hit a multi-coin block. Carry on to where the '?' blocks are. The first four hold coins. The middle one in the row of three next to the gap has a Power-up in it, and the other two hold coins. Jump onto the elevator and jump over the gap. Stand four coin spaces away from the gap to your left, and jump up to reveal a hidden coin block. Go one coin space to your left and jump up to reveal another hidden coin block. Use these two blocks to climb, and bash the bricks above you. The brick on the very left has a vine in it, which will take you to a Warp Zone leading to Worlds 6, 7 and 8. If you don't take it, then jump over the next two pipes. You can enter the next pipe (scroll down to the ### if you do). Jump over the next pipe and kill the two Koopa Troopas. Climb the stumps and jump onto the pipe.

### Jump over onto the next pillar and jump over onto the elevators. Jump onto the lowest row of bricks, and above you, should be a row of three bricks. Bash the middle one to get a hidden Power-up. Jump onto the next set of elevators and jump over the gap. Jump over the pipe and kill the Koopa Troopa. Jump over the next pipe and stomp the Buzzy Beetle, then kick it away. Jump onto a descending elevator then jump onto the ground to your right. If you are Fiery Mario, use fireballs to kill the Koopa Troopas. There is a long row of bricks with coins on it here. Bash the very left brick (the one without a coin on it) for a hidden Power-up. Run across the brick row and collect the coins and jump onto the staircase. Jump onto the pipe when the Pirahna Plant isn't sticking out. If you are Super/Fiery Mario, you can bash the bricks above you and jump through onto the ceiling and run past the exit pipe to get to Warp Zone, where it takes you to World 5. If you go through the exit pipe, you will emerge at the staircase at the end of the level.

Secret areas:

After the first set of elevators you can find a vine hidden in the bricks which you can access via using hidden blocks. This takes you to Warp Zone where you can get access to Worlds 6, 7 and 8.

There is a pipe just before a Buzzy Beetle with a brick above it. You can enter this pipe to get to a coin room.

If you stay on the ceiling and run past the exit pipe you get to a Warp Zone taking you to World 5.

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< > World 4-3  
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You will encounter:

Koopa Troopas  
Koopa Paratroopas

Jump onto the first spotted mushroom then take running jump onto the mushroom to your right once the Red Koopa Troopas are not on screen. There are five coins here, and three coins on the mushroom above you to your left. Take a running jump to the next mushroom, and kill the Koopa Paratroopa if you are Fiery Mario. Drop down, kill the Koopa Troopa and get the three coins here. Climb the mushrooms, and bash the '?' Block for

a Power-up.

Jump onto the balance-elevator, and get the coin if you're daring enough. You can make the elevator snap for 1000 points and get the other coin by using the vertically moving elevator to its right. Jump onto the next elevator then leap over the patch of mushrooms. There are three coins on the mushroom above the one with the Red Koopa Troopa on it, three on the one to its right, and one coin on the mushroom below that one. Kill the Koopa Troopa on the Mushroom before the balance-elevator. Jump from this elevator to the next one and get the coin if you can, then jump over to the mushroom with five coins on it. Carry on jumping from mushroom to mushroom, and you'll come to a vertically moving elevator. Jump onto this, and wait for it to move up to its maximum height. When it does, take a running jump and you'll reach the flagpole.

There are no secret areas in this level.

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<  > World 4-4
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You will encounter:

Podoboos  
Pirahna Plants  
Bowser Decoy (Spiny)

This is the first maze castle. Here's how to get through it. Jump over the lava pit onto the pillar. Leap over the next lava pit, then jump up on top of the brick formation. Run right at full speed and Mario will skip over the thin strips of brick. Carry on running and avoid the firebar. Jump through the tunnel and you'll see some awkwardly shaped bricks on a lava pit. Jump up to the top, and you'll see the bricks have been divided into three routes. Take the bottom one. Avoid the firebars, and keep running, and you'll eventually meet up with the Bowser Decoy. There is a firebar on the bridge this time and a Podoboos pops up at times. If you're Fiery Mario, I'd suggest staying in the 'trench' to the left of the bridge and throw fireballs at the Bowser Decoy from a safe distance. Once he's down, carefully cross the bridge. Get the axe, and then you'll find a fourth Mushroom Retainer group. Seems like the princess isn't here this time.

There are no secret areas in this level.

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| World 5 |=====
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<  > World 5-1
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You will encounter:

Koopa Troopas  
Goombas  
Pirahna Plants  
Koopa Paratroopas

## Bullet Bills

Stomp the Koopa Troopa, kick its shell and follow it for many points. Make sure to jump when you see the silver pipe. Jump over the pipe, then jump over the gap and over the second silver pipe. Stomp the Koopa Paratroopa then kick the shell and follow it, remembering to jump again. There is a block formation shaped like a upside down L with three bricks in the air above it. Bump the middle brick for a Starman. Jump down to the ground and kill the three Goombas and jump over the Bullet Bill cannon. Jump over the gap and over the pillar and kill the next line of enemies. You'll approach a pillar with two bricks in the air next to it, to its right. Stand one coin space to the right of the pillar and jump up to reveal the hidden block containing the 1-Up Mushroom.

You can enter the silver pipe to your right above the Bullet Bill cannon to a coin room. If you do, scroll down to the ###. Jump over the gap and jump over the Bullet Bill cannon. Jump over the next silver pipe.

### Jump over the Bullet Bill cannon and kill or avoid the two Koopa Paratroopas. You'll approach the staircase, which now has a gap in it. Jump from the fifth step to the block in the air with the momentum and take a running jump to reach the flagpole. If you fall through the gap, you can use a running jump to get back up, as long as you don't scroll the screen past the stairs.

### Secret areas:

Shortly after the 1-Up Mushroom you can enter the silver pipe in the air above and just slightly to the left of the Bullet Bill cannon. It takes you to a coin room.

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< > World 5-2  
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You will encounter:

Bullet Bills  
Koopa Troopas  
Hammer Brothers  
Goombas  
Bloobers  
Cheep-cheeps  
Pirahna Plants  
Buzzy Beetles  
Koopa Paratroopas

Run up the staircase and jump over the Bullet Bill cannon when it's not firing. Grab the three coins in the air and drop. Avoid the Koopa Troopa and use a running jump to get over the trampoline and the gap, and try to land between the two brick ledges where the three coins are. The very last brick on the right of the top row of bricks holds a Power-up. Next you'll come to a staircase with a Hammer Brother on it. If you're Fiery Mario, simply take him out with a fireball. If you're Super Mario, you can stomp him at the right moment or walk into him and run through him while Mario is flashing. If you're regular Mario, you may have some difficulty getting past him, but you should notice that Hammer Brothers throw hammers at a range, and in patterns. When he pauses throwing the hammers for a second, IMMEDIATELY stomp him.

You can enter the silver pipe past him, that leads to a water area, where you can have an easier time completing the level. If you do take it, scroll down to the ###. Stomp the two Goombas and climb the stairs, jumping over the gap while doing so. You'll come to a row of five '?' Blocks with a Hammer Brother guarding them. Bump the Hammer Brother from underneath when he's on the blocks. All the blocks have coins in them.

Carry on and get the coins on the bricks and on the ground. Jump over the gap and kill the Koopa Paratroopa. Jump over the Bullet Bill cannon and approach the silver pipe.

### There will be two Hammer Brothers on the brick ledges if you didn't use the warp pipe mentioned earlier. Anyways, kill them if they are there then bash the brick on the very right on the top row of bricks for a Starman. Now jump over the gap and over the pillar and use the Starman to kill the Buzzy Beetles. Head right, and just before the gap you'll see two low bricks. You can slide underneath them by running and ducking just before you hit them if you're regular Mario, and you can simply run under them if you're regular Mario. The left brick is a multi-coin block, and the other brick holds a Power-up in it. Standing on the blocks, take a running jump and land on the bricks above the pit, then jump down to the ground on the other side. Kill the Koopa Paratroopa and head right. You'll come to a gap with a small island with a silver pipe on it. The brick has a Power-up in it. You can jump off this to the row of bricks above the pipe and get the two coins. You'll then come to the staircase, which has a couple of gaps in it. Carefully climb the staircase and jump over to the flagpole.

Secret areas:

After encountering the first Hammer Brother in the level, you can enter the silver pipe to a water area. A short walkthrough of this area will be included in Section 210.

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< > World 5-3  
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You will encounter:

Bullet Bills  
Koopa Troopas  
Goombas  
Koopa Paratroopas

Bullet Bills will constantly fly towards you at different heights throughout the entire level, so be careful to avoid them, and don't take any risks. Anyways, run along a little and jump onto the first tree then onto the next one. Kill the Koopa Troopa on the tree above you and get the three coins. Fall down and grab the coin on the tree next to you. Two Goombas should approach; kill them. Get the two coins in the air and leap onto the next tree. Jump down to the next tree and grab the two coins while falling. Use the elevator to get to the tree with four coins on it. The '?' Block in the air above the tree below this one has a Power-up in it.

Jump over onto the next tree, then jump up to the tree after it. If you are Fiery Mario, kill the Koopa Paratroopa hovering around in the gap between the tree you are on and the next tree. Jump up to the next tree then jump onto the horizontally moving elevator and get the two coins in

the air. Jump onto the next horizontally moving elevator and get the two coins in the air then jump over to the tree while getting the next two coins in the air. Jump over to the next tree and kill the Koopa Troopa. A Koopa Paratroopa will be floating above the tree with three coins on it. Get the coins if you want a 1-Up Mushroom on World 6-1, and try to avoid the Koopa Paratroopa if you are not Fiery Mario and you didn't use the Koopa shell to knock it out.

Jump up onto the next tree and get the two coins in the air above the gap while jump over to the next tree. Jump onto the ground and kill the Koopa Troopa or use the horizontally moving elevator to get to the staircase and reach the flagpole.

If you have noticed, this level is actually a remix of World 1-3, just made slightly more difficult.

There are no secret areas in this level.

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<  > World 5-4
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You will encounter:

Podoboos  
Bowser Decoy (Lakitu)

Run to the end of the tunnel and jump across the platform, but watch out for the long firebar and Podoboos. The '?' Block above the second platform has a Power-up in it. Carry on through the tunnel and take either route, just watch out for firebars. Next you'll come to two sets of elevators. Cross them, and watch out for the Bowser Decoy's fire that should start appearing here. You'll come to an empty block with a firebar on, and six coins around it. Don't try getting the coin underneath the block unless you're Regular Mario. After, jump across the lava pit and you'll eventually get to the Bowser Decoy. Use fireballs or grab the axe and approach the fifth Mushroom Retainer group who will greet you with that same catchphrase: "Thank you Mario! But our princess is in another castle!"

This level is a more difficult remake of World 2\*3.

There are no secret areas in this level.

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+=====+
| World 6 |=====
+=====+
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<  > World 6-1
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You will encounter:

Lakitu  
Spiny Eggs  
Spinys  
Pirahna Plants

The first two '?' Blocks have coins in them. Jump over the pit and climb the stairway. Above the top step are two bricks. Bash the one on the left for a Power-up. On the ground to your right there are three bricks in the air. Bash the very right one, as it is a multi-coin block. Head right, jump over the pit, and grab the three coins in the air. Climb the staircase and jump over the pit, grabbing the two coins. Climb the staircase and go underneath the bricks that are attached to the top step. Jump up to reveal a hidden 1-Up Mushroom. Carrying on, jump over the pipe and grab the three coins. Climb the next staircase. There are two '?' Blocks. The one on the left has a Power-up in it; the other has a coin. Climb up the next staircase and you'll see a brick staircase to the right. Stand on the lowest brick step, and if you're regular Mario, you'll be able to step underneath the right-hand brick of the second step. Bash it repeatedly for plenty of coins. Jump over the pit and you'll reach the staircase. Jump over the gap in the staircase and jump over to the flagpole.

There are no secret areas in this level.

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< > World 6-2

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You will encounter:

Pirahna Plants  
Koopas Troopas  
Buzzy Beetles  
Goombas  
Bloobers  
Cheep-cheeps  
Koopas Paratroopa

Run past the bricks. You can enter the first pipe. If you do, scroll down to the ###. There is a Koopa Troopa trapped between this pipe and the one to your right. Stand halfway between the pipes and jump up to reveal a hidden block. Jump on top of that block then jump up repeatedly, hitting the middle brick (a multi-coin block) in the row of three bricks above you. Carry on past the next set of pipes.

### You'll come to a spot where there is a Buzzy Beetle trapped between two pipes with two bricks above him. Bash the right-hand brick for a Power-up. You can enter the pipe after this to a water area. If you take it, scroll down to the \*\*\*. Carry on past the next two pipes, until you come to a pipe with a row of five bricks above it. Stand one coin space to the right of this pipe and jump up to get a hidden block. Now bash the very end block of the row of bricks above the pipe to reveal a hidden vine. You can take this vine to Coin Heaven. If you do take it, scroll down to the ~~~. Jump over the next couple of pipes and jump over the trapped Buzzy Beetle. Jump over the two pipes and you should now see a pipe in the air with one brick on each side of it.

\*\*\* Jump onto the brick row in the air or jump over the huge gap to the next set of pipes. Carry on past them, and go past the bricks. There is a staircase with a pipe next to it. You can enter this pipe to a coin room. If you take it, scroll down to the ^^^. Past here, there are two rows of bricks shaped like a '=' sign.

~~~ Kill the Goomba, but don't kick the Buzzy Beetle, as there are pipes

everywhere and they can make the shells rebound, which you should know by now. Jump over the pipe.

^^^ Climb over the stair of pipes. Jump over the pipe after it, and carry on heading right. You'll arrive at the staircase, which has a pipe replacing steps 3 and 4. A Koopa Paratroopa will come down towards you, so be careful not to get hit. Then jump over to the flagpole.

Secret areas:

You can enter the first pipe to a coin room.

There is a Buzzy Beetle trapped between two pipes near the beginning of the level. You can get to a water area via the warp pipe to its right.

You can take a vine to Coin Heaven which is hidden in some bricks above a pipe, as explained in the walkthrough.

There is a pipe between two small staircases. You can enter it to a coin room.

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< > World 6-3  
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You will encounter:

Bullet Bills

No snow in this version?!? Awww. Run over to the end of the ledge and jump onto the iced tree. Jump into the second iced tree, then drop down onto the third one. Jump onto the elevator and grab the two coins in the air. Jump over onto the next tree then use the elevator on the tree below you and to your right to spring up to the elevator. Use this elevator and the elevator next to it to get the seven coins in the air. From that elevator, jump over to the next moving elevator, which has a '?' Block in the air above it (this contains a Power-up).

Jump onto the vertically moving elevator and then jump onto the iced tree. You should see a balance-elevator to your right; get a running jump onto it and try to get the two coins between the two balanced elevators. Jump onto the next balance-elevator and jump onto the tree to your right with three coins on top. Drop down onto the tree to your right, and Bullet Bills should start flying towards you. Drop down to the short trees and grab the four coins in the air above the gap between the second and third short trees. Jump up to the next tree and use the elevator on the tree below it to its right to get a high enough jump to reach the horizontally moving elevator.

From here jump onto the balance-elevator and get the two coins. Jump over into the cluster of trees, and you should see some still girders to your right. Once you step on them, they instantly fall, so be quick here. The second girder has two coins beneath it, and the last girder has two coins above it next to the tree. Jump onto this tree and do a running jump, and Mario will collide with the flagpole.

There are no secret areas in this level.

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< > World 6-3  
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< > World 6-4

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You will encounter:

Podoboos  
Bowser Decoy (Bloober)

Jump over the lava pit in the tunnel shortly after the stairs. At the end of the tunnel a firebar is on the ceiling, so be careful. Jump over the lava pit and onto the pillar with the firebar on it and a '?' Block above it. This block contains a Power-up. Jump over the next lava pit at the right time and run under the firebar and into the tunnel. Run through the tunnel, avoiding three more firebars and you'll come into an open area with more firebars. Get past them and you'll come into a large pit with six hidden coin blocks in it (use the same method as in World 1-3). You'll come to a trench which you can use to shoot fireballs at the Bowser Decoy if you're Fiery Mario. If you're not then just grab the axe. A Mushroom Retainer will be there to greet you and inform you that the princess is in yet ANOTHER castle.

There are no secret areas in this level.

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| World 7 |=====+  
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< > World 7-1

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You will encounter:

Bullet Bills  
Koopa Paratroopa  
Pirahna Plants  
Hammer Brothers

Jump over the first Bullet Bill cannon. Kill/avoid the Koopa Paratroopa. You'll come to a Bullet Bill cannon on top of another cannon. Above them are three bricks. Bash the left one to get a Power-up. If you're Regular Mario a Super Mushroom will sprout out and fall off the brick row. I don't think you can get it as Super/Fiery Mario.

After the next cannon is a Koopa Paratroopa guarding four '?' Blocks, all of which are containing coins. Jump over the cannon and you'll come to a Koopa Paratroopa. Avoid it and jump over the Bullet Bill cannons. Around here, you'll see a Bullet Bill cannon in the air with two bricks on each side of it. Bash the brick on its right hand side nearest to the cannon, as it is a multi-coin block. Jump over the next Bullet Bill cannon, then jump over the pit, then jump over the silver pipe. You'll come to two brick rows with two Hammer Brothers on them. Kill the Hammer Brothers, and jump onto the next pipe. Stand on the very left edge of the pipe and jump into the air to get the hidden 1-Up Mushroom (depending on if you warped here, or if you got all the coins in World 6-3). You can enter this silver pipe. If you do, scroll down to the ###. Jump over the Bullet Bill cannon and jump over the next two pipes.

### Jump over the next cannon and jump over the next pipe and you'll come

to two more rows of bricks with Hammer Brothers on. Kill or avoid the Hammer Brothers and jump over the pillar, then jump over the two cannons on top of each other. You should see some bricks in the air round about here, and a trampoline on the ground. Bounce on the trampoline and hit the brick in the air directly above you to get a Power-up. Now climb over the stairs and you'll come to another set of stairs with a Buzzy Beetle coming down them (you can do the extra life cheat here, see Section 210). Either kick the Buzzy Beetle into the pit or avoid it, then climb the stairs and jump over to the flagpole.

Secret areas:

You can enter the silver pipe leading to a coin room after encountering the first two Hammer Brothers in the level.

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< > World 7-2  
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You will encounter:

Bloobers  
Cheep-cheeps  
Pirahna Plants

Watch the cool little show of Mario entering the pipe, and then you'll see him drop into the sea. There are two coins and a Bloober after the first pink seaweed. Swim past, and you'll see another Bloober, and three coins floating near the surface. Grab them and swim past the next pink seaweed and get the three coins on the sea bottom. Swim carefully past the next lot of Bloobers and you'll come to a bracketed pit with three coins in it. Get the coins and be careful not to get sucked into the whirlpool. Swim past the next tuft of seaweed and get the three coins on the sea bottom, being careful not to be touched by the Bloobers.

Carry on swimming and you'll see three coins floating on a platform just before some seaweed. Get the coins and carry on swimming and you'll come to a huge gap in the water with five coins near the bottom of the screen. Swim through it and go past the next two pink seaweed tufts and you'll come to another bracketed pit with six coins inside it. Get the coins and now swim past the four platforms and exit through the warp pipe in the wall. You will emerge at the foot of the staircase. Climb it, and jump over to the flagpole.

There are no secret areas in this level.

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< > World 7-3  
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You will encounter:

Cheep-cheeps  
Koopa Troopas  
Koopa Paratroopas

Jump onto the tree and climb the staircase onto the bridge. At this point, be alert as Cheep-cheeps will start flying at you and can always sneak up from anywhere. There are four coins above the first Koopa Troopa you encounter, and after him you'll encounter a Koopa Paratroopa. Kill it, and

grab the five coins in the air shaped like a W. Jump over the gap onto the next bridge. Kill the Red Koopa Troopa and get the four coins in the air. Jump over the gap onto the next bridge.

Kill the Koopa Troopa and jump over the gap, getting the three coins in the air. The '?' Block in the air above the next bridge holds a Power-up. Jump down towards the tree and get the three coins in the air. Kill the Koopa Troopa on the tree, and jump onto the broken bridge section, then jump over onto the next bridge. A green Koopa Paratroopa flying horizontally is guarding six coins in the air. Kill the Koopa Paratroopa, then get the coins and carry on.

There are four coins in the air above the next bridge. After the next bridge are three broken bridge sections with six coins in the air above them. Then jump onto the next bridge, go down the staircase, jump over the gap, and you'll be at the staircase before the flagpole. Climb it and jump over to the flagpole and end the level.

There are no secret areas in this level.

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< > World 7-4
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You will encounter:

Podoboos  
Bowser Decoy (Hammer Brother)

Run through the tunnel and use the falling girders to get across the lava pit. Here, the castle is divided into two routes, as it is a maze. Take the route underneath the brick formation, then you'll come to two rows of bricks. Jump onto the lower row and travel through it, then jump onto the top of the next brick formation. Drop onto the brick stump and you'll see near the ceiling to your right, a row of bricks with a firebar attached to it. Get a running jump onto the top of the bricks and run to the end of the platform. You'll now see some brick rows divided into two levels. Travel across the lower brick rows, then jump onto the top of the brick platform after it. After that, run to the end of the level jumping over the trenches and defeat Bowser. The last Mushroom Retainer set (that's right, the princess is in the next castle!) will tell you that the princess...is in another castle.

There are no secret areas in this level.

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+=====+
| World 8 |=====+
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Note: In all of the previous levels, if you got halfway through a level (apart from castle levels) and died, you restarted halfway through the level. In World 8 you restart from the very beginning of the level, no matter where you die.

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< > World 8-1
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You will encounter:

Buzzy Beetles  
Goombas  
Pirahna Plants  
Koopa Troopas  
Koopa Paratroopas

This is the longest level in the game, and you only have 300 seconds to get it finished. So time is of the essence. Stomp the Buzzy Beetle, kick the shell and chase it. It will rack up several points from killing all the Goombas, but be sure to jump when it hits the pipe! Jump over the pipe and kill the Koopa Troopas. To get across the small islands run at full speed and Mario will simply skip over them.

After getting past them, stomp the Koopa Troopa, kick the shell and chase it as it kills more Goombas, but be alert when it hits the next pipe. You'll see a Buzzy Beetle trapped between this pipe and another pipe a short distance away. Stand halfway between the pipes, jump up, and you will reveal a hidden 1-Up Mushroom. Jump over the pipe and grab the coin in the air. Jump over the next pipe and get the coin in the air to its right. You can enter the pipe after this one, if you do, scroll down to the ###. There are three Goombas on the ground and two coins in the air. Make a running jump and try to land on the green pipe. Kill/avoid the next lot of Koopa Troopas, then jump over the pipe.

### Kill the three Goombas and you will approach a pillar four coin spaces high, with some bricks in the air above it. Jump over the pillar and go into the small pit with the Koopa Paratroopa trapped between the two pillars. If you're Fiery Mario, fry the Koopa, if not just stomp it and leave it stunned. Stand exactly halfway between the two pillars and jump up to reveal an invisible coin block. Jump on top of it and jump repeatedly to hit the brick (a multi-coin block) above you. Then, jump over the next pillar and kill the Koopa Paratroopa. Now run across the little islands and you'll come to a row of bricks. Bash the third one from the left to get a hidden Starman. Get the Starman and continue running across the small islands.

Kill the Koopa Troopas and jump over the small pillar and jump across the gap and try to get the two coins in the air. Kill the three Goombas and jump on the pipe. Jump over the gap onto the next pipe, and then onto the next. Stomp the Buzzy Beetle and kick the shell. Jump when it bounces off the staircase. Climb the staircase and drop down. Kill the Buzzy Beetle. Jump across the gaps and grab the two coins in the air. Jump over the pillars with the Koopa Troopa trapped inside and carefully jump across the gaps, as there is a small island you must accurately land on to continue jumping (use the coins in the air as a guide). Kill/avoid the Koopa Troopa and jump over the two pipes. Carefully climb the stairs and don't fall down the gaps. Once at the top jump over to the flagpole.

Secret areas:

Down the fifth pipe you come to is a coin room.

You will encounter:

Koopa Paratroopas  
Lakitu  
Spiny Eggs  
Spinys  
Bullet Bills  
Buzzy Beetles  
Pirahna Plants  
Goombas

Run up to the staircase and stay on the third step. The second Koopa Paratroopa will bounce over you. Now carefully climb the staircase and watch out for the Spiny Eggs Lakitu throws. Drop down from the staircase. The four '?' Blocks contain coins. Run over the small gap and you'll come to a trampoline. Bounce on it and hit the brick directly above the trampoline for a hidden 1-Up Mushroom. Run across the small gaps, avoiding the Koopa Paratroopas, and collect the 1-Up Mushroom when it falls off the edge of the brick row.

Jump onto the two-brick row and jump over the Bullet Bill cannon. Avoid the Koopa Paratroopa and jump on top of the two Bullet Bill cannons on top of each other. You should see two bricks in the air to your right being guarded by a Koopa Paratroopa. Bash the right one to get a Power-up. Carry on past the cannons and you'll approach a green pipe. Jump over it, and past the small gap you'll see another green pipe. What you have to do is walk off the edge so you land on one of the small islands then immediately run across the gap and jump so you clear the gap. It's a bit difficult to explain, but you should know what I mean. After the gap, you can enter the first green pipe. Scroll down to the ### if you take it. Jump over the next pipe and avoid the Koopa Paratroopas.

### Take a running jump over the Bullet Bill cannon and you should also clear the gap. A Goomba will come down the staircase, so avoid it. You'll see a Buzzy Beetle trapped between this staircase and two Bullet Bill cannons piled together. Jump over the cannon and you'll approach the end-of-level staircase. A Koopa Paratroopa will come bouncing down it, so avoid it. Climb the staircase and watch out for the gaps in it. Jump over to the flagpole.

Secret areas:

You can enter the third pipe you come to in the level. It leads to a coin room.

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< > World 8-3  
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You will encounter:

Bullet Bills  
Koopa Paratroopas  
Hammer Brothers  
Pirahna Plants  
Koopa Troopas

You are now at the castle walls. This is probably the most difficult overworld level of the game, as there are multiple Hammer Brothers. If you are Fiery Mario you can put some of this difficulty away. However, if you are a Mario veteran like me, you should have no problem getting through

this rather difficult level. So anyways, jump over the first Bullet Bill cannon. Avoid the Koopa Troopa and jump over the next Bullet Bill cannon. Jump up onto the green pipe. You'll be at two brick rows one above the other, with two Hammer Brothers on them. Kill them by bumping them from underneath, and bash the second to last block on the right on the top row of bricks for a Power-up.

Jump onto the small staircase and jump over the gap. Jump over the Bullet Bill cannon, avoid the Koopa Paratroopa, and jump over the pillar. You'll come to another pillar that is 4x2 coin spaces, and two brick rows to your right with another two Hammer Brothers on them. Kill the Hammer Brothers or do your best to avoid them and jump onto the green pipe to your right when the Pirahna Plant isn't sticking out. Jump over the gap and stomp the Koopa Troopa. Kick the shell and follow it, and it may knock out the two Hammer Brothers ahead. If it doesn't, you'll have to do running jumps over them or run under them when they jump.

Jump over the pipe, and do running jumps or run under the Hammer Brothers. In the background, you should a white line in the castle wall just near the end. This is actually the top of a multi-coin block. Get the coins, and climb the staircase, which is actually a few steps floating in the air (be careful not to fall!) Jump over to the flagpole and prepare for the last castle of the game.

There are no secret areas in this level.

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< > World 8-4  
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You will encounter:

Podoboos  
Pirahna Plants  
Goombas  
Buzzy Beetles  
Koopa Paratroopas  
Cheep-cheeps  
Bloopers  
A Hammer Brother  
Bowser

Walk to the bottom step and jump over the lava pit. Jump over the first two pipes and kill the three Goombas. You'll come to a lava pit with a horizontally moving elevator in it. Wait for the elevator to go across a way then jump over to the other side. Enter the silver pipe. Now jump over the next silver pipe and avoid the Buzzy Beetles. Jump over the next pipe and avoid the Koopa Paratroopa. Jump onto the next pipe and jump over the lava pit. You should see a pipe in the air. Stand two coin spaces to its left and jump up to reveal an invisible coin block. Use this to get into the pipe.

Now jump over the next two pipes and Cheep-cheep will start flying up from somewhere. Jump over the lava pit and enter the silver pipe. You will now be in a water area. Swim past the firebars (how can firebars be in water?) and the Bloopers and enter the pipe at the end. Jump over the next pipe and run underneath the Hammer Brother when he jumps and jump over the lava pit and you'll be at the bridge. Prepare for the ultimate showdown. Flame Bowser or grab the axe, and after your long and grueling battle, Princess Toadstool will be there to greet you and tell you that your quest is over.

She presents you with: A NEW QUEST?!?!?!?

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/ / 207 \ \ STAR COURSES WALKTHROUGH \ \
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| World 1 |=====
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< > World 1*1
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You will encounter:

Buzzy Beetles  
Koopa Troopas

The first '?' Block you come to has a coin in it. Stomp the nearby Buzzy Beetle. Next there are two '?' Blocks between three bricks and a '?' Block above them. The first lower '?' Block contains a Super Mushroom and the other two contain coins. Jump over the two green pipes and stomp the Buzzy Beetle and kick it away. Jump over the third pipe and stomp the two Buzzy Beetles and get rid of them. You can enter the next pipe, but I wouldn't recommend it, as you can get a 1-Up Mushroom and two Power-ups. However, if you choose going down the pipe, scroll down to the ###.

After the pipe you'll see a green hill in the background. It covers three of the overworld block spaces. Stand on the block on the left, and jump up to get a hidden 1-Up Mushroom. You can just about get the 1-Up Mushroom and still get down the pipe if you don't move around too much. Jump over the pit and you'll get to a brick layer with a '?' Block in it. Kill the two Buzzy Beetles, and bash the '?' Block for a Power-up.

Cross the gap and kick away the next two Buzzy Beetles. Below the '?' Block in the air (which contains a coin) is a multi-coin block. Carrying on, a Koopa Troopa will approach you, so rid it. Then, you'll get to two Brick blocks. The second one has a secret Starman in it. Carry on and kill the two Buzzy Beetles. There are four '?' Blocks here. Three are arranged in a layer and there is a '?' Block above it. The three blocks on the bottom have coins in them and the block above it has a Power-up.

Carry on ahead and kill the four Buzzy Beetles. There are two bricks with two '?' Blocks between bricks above them. The blocks contain coins. Jump over the two pairs of staircases and you will approach a pipe.

### Stomp and kick away the two Buzzy Beetle and bash the '?' Block between the bricks for a coin. Jump over the next pipe, climb the staircase and grab the flagpole.

Secret areas:

Down the fourth pipe from the beginning is a coin room (see Section 210

for more info).

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< > World 1\*2

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You will encounter:

Buzzy Beetles  
Koopa Troopas  
Pirahna Plants

Kill the two Buzzy Beetles approaching. The first '?' Block in the row of five contains a Power-up, and the others have coins. Climb over the six pillars and stomp the Buzzy Beetle in the small pit (don't kick it!). There is a Multi-coin block above the Buzzy Beetle. Climb over the next two pillars and kill the two Koopa Troopas. In the air is a W-shaped brick formation with six coins. Bash the coins on the left side if you are Super/Fiery Mario and grab the coins. Then bash the right side of the brick formation and the top brick will reveal a Starman. Kill the Koopa Troopa approaching and run under the brick wall if you are regular Mario, or bash the bricks above you and climb through if you are Super/Fiery Mario.

Two Buzzy Beetles will approach you, so kill them. There is a ledge with four coins on it. Grab the coins and move on. You'll come to a brick formation that looks like a L - some say it's a backwards shaped J. Kill the Buzzy Beetles without scrolling the screen past the L. If you're Super Mario, bash the bricks on the right side of the L and the top one will reveal a Fire Flower (you can only get it while you are Super Mario). Bash the bricks to the left of the brick with the coin on and you'll have a little step to grab the Fire Flower. You'll then come to a 5 x 2 brick layer. Bash the bricks on the right side of it, and the second one up will contain a Multi-coin brick.

Then jump onto the brick platform and take a running jump to the right. You should land on a brick platform with six coins on top. Step to where the sixth coin is, and jump directly up and the brick on the ceiling will reveal a 1-Up Mushroom. Bash the brick to the right if you are Super Mario to make it fall down. Kill the three Goombas and you'll come to three pipes. Enter the first one for a coin room. If you don't do this, keep reading, but if you do enter the pipe, scroll to the ###.

Go over the next pipe and watch out for the Pirahna Plant. Kill the Buzzy Beetle. Jump over the third pipe.

### Jump over the gaps with the bricks in the middle and kill/avoid the two Buzzy Beetles on the staircase. Climb the staircase and jump over the elevators onto the brick platform with a Red Koopa Troopa below it. The last brick to the right of the platform contains a Power-up. Jump onto the elevators. Now, from here, you can enter the exit pipe, or you can ride the elevators to the top of the screen and run across the ceiling to get to warp zone. Check Section 210 for more details. Anyways, if you take the exit pipe, you'll emerge in the overworld at the staircase. Climb it and jump over to the flagpole.

Secret areas:

At the set of three pipes, you can enter the first to get to a coin room (check Section 210 for more info on coin rooms).

Before entering the exit pipe you can access the Minus World if you are Super/Fiery Mario (check Section 210).

If you run across the roof above the exit pipe you get to Warp Zone (see Section 210).

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< > World 1\*3

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You will encounter:

Koopa Troopas  
Koopa Paratroopas  
Buzzy Beetles  
Bullet Bills

NOTE: Bullet Bills appear in this level, exclusive in the second quest.

Run to the end of the platform and jump onto the tree. Then jump into the next one. Above this tree is another tree with a Red Koopa Troopa guarding three coins. The next tree, a little lower than this one, has one coin on it. In the air above the fourth tree are two coins. There are two Buzzy Beetles on the next tree. Jump down to the next tree and grab the two coins on the way down. There are two trees next to the elevator; one on top of the other. On the top tree are four coins, and the '?' Block on the lower tree contains a Power-up.

Jump over the gap and climb to the next tree. If you are Fiery Mario, you should take out the Red Koopa Paratroopa hovering in the air. There is a Buzzy Beetle on the tree to its right. Let it fall before advancing. If you are not Fiery Mario, you will have to do a well-timed jump to reach the next tree.

Hop onto the horizontal moving elevators and collect the two coins in the air. Jump onto the next elevator and get the four coins in the air. Land on the tree and jump onto the next one. Kill the red Koopa Troopa, and see if you can kill the Red Koopa Paratroopa to the right of the tree. Below you is a short tree with three coins on it. In the air between the next two trees are two coins. You will then get to safe ground. Kill the Koopa or use the elevator to get past it. Climb the staircase and jump over to the flagpole.

There are no secret areas in this level.

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< > World 1\*4

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You will encounter:

Podoboos  
Bowser Decoy (Goomba)

Go down the staircase and jump over the lava pit. Then you'll come to a pillar between two lava pits with a '?' Block above it. There is a firerod there, so avoid it by standing on top of the block and waiting for it to rotate. In the '?' Block is a Power-up. Jump over the second lava pit and run through the tunnel, avoiding the firebars. In the next section are six firebars (as opposed to three in the First Quest). Get past them and you'll reach a huge pit. Bowser's fire breath should start coming towards you, so be careful here.

In this huge pit are six invisible blocks in two layers. There are three just above Mario, and the other three are one coin space to the right in the air above these ones. Carry on and you'll come to the bridge with Bowser. Either fry him with five fireballs, run underneath him and grab the axe, or ride the elevator above him and grab the axe to defeat him. Mario/Luigi will approach a Mushroom Retainer who has been kidnapped by Bowser, who will say: "Thank you Mario (Luigi)! But our princess is in another castle!" Well you've not found the princess yet, so keep going.

There are no secret areas in this level.

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+=====+
| World 2 |=====
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< > World 2*1
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You will encounter:

Buzzy Beetles  
Koopa Troopas  
Pirahna Plants

The centre brick of the first three bricks you come to holds a Power-up in it. Kill the Buzzy Beetle coming down the stairway and jump over the stairs and into the Koopa pit. If you are Fiery Mario, I'd suggest that you fry the Koopas because kicked shells bounce around everywhere, and here wouldn't be a nice place to do it. Anyway, stand four coin spaces from the left stairway and jump up to get an invisible coin block. Jump on top of the block then jump straight up again to reveal a second invisible block which holds a hidden 1-Up Mushroom (which will only be there if you got all the coins in World 1\*3, or warped to World 2).

Jump over the wall to your right and avoid the two Buzzy Beetles. Jump over the green pipe and you'll see a Koopa Troopa approach you. Stomp it and kick the shell at the approaching Buzzy Beetles. You'll now be at a set of '?' Blocks shaped like a '=' sign. The very left block on the bottom row contains a Power-up. The other nine hold coins. Kill any more enemies approaching you, and hop onto the brick below the row of four bricks before the pipe. While on the brick, jump and hit the very left brick in the row above you to reveal a Starman. You'll come to seven '?' Blocks with a row of five bricks above them. There are three Buzzy Beetles below, kill them if necessary. The '?' Blocks all have coins, and if you bash the centre brick that is above them, a vine will appear and grow up to Coin Heaven. If you climb the vine, scroll down to the ### (you can find more info on Coin Heavens in Section 210). Carry on reading if you choose not to climb the vine.

Jump over the pit and kill the Goomba. Jump onto the pipe and jump over the gap. Kill the next Goomba, then jump over the pipe, and kill the next Goomba. There is a set of three pipes here, and four bricks above the centre one. Bash the brick on the left for a Power-up. Carrying on, kill the Koopa Troopa or let it walk into the pit, then jump over it. There is a Green Koopa Paratroopa on the island you are on now, kill it. Jump over

the gap and over the wall and kill the two Buzzy Beetles.

### The sole brick is a multi-coin block. Kill the two Koopa Paratroopas approaching you, and bash the '?' Block ahead for a coin. The brick above it and to its right contains a Power-up. Here's how you can reach it:

If you are Regular Mario, get a run up and do a running jump onto the '?' Block. Immediately jump again while still running on the block and hold right hard and you should bump it on the corner. If you are Super/Fiery Mario, you can simply reach it with a full-speed running jump from the ground.

Jump over the pipe and kill the Koopa Troopa. Stand on the brick platform and stand on the brick on the right. Jump straight up to reveal an invisible coin block. Use this or the Springboard to get on top of the wall and jump over to the flagpole.

Secret areas:

When you get to the seven '?' Blocks with five bricks above them, bash the centre brick to get a vine. Climb the vine to get to Coin Heaven.

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< > World 2\*2  
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You will encounter:

Bloobers  
Cheep-cheeps  
Pirahna Plants

Past the pink seaweed are two coins. After the stone platform and the seaweed wall you'll see three coins floating in the water. Past the seaweed are another three coins, and a Bloober. Keep swimming, and you'll get to a bracketed pit with three coins in it. Be careful, as there is an unseen whirlpool at the bottom of the screen and it can cost you a life if you get sucked in.

Swimming on, you'll encounter a rather large group of Cheep-cheeps and Bloobers here. I'd suggest avoiding them rather than fighting them, as they can be mighty tricky to avoid in water. Swim on, and below the stone platform with seaweed on it are three coins. Carry on, kill or avoid Bloober, and grab the three coins floating in the water before the seaweed.

Carry on, and you'll come to another bracketed pit with five coins in it. Swim through the pit, and you'll approach a bracketed pit where the walls are shaped like upside down Ls back-to-back. There are six coins in the pit. Swim back out and continue swimming right, and you'll get to the exit pipe. You'll warp out of the water and to the staircase. Climb it, and jump over to the flagpole to complete the level.

There are no secret areas in this level.

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< > World 2\*3  
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You will encounter:

Cheep-cheeps

Climb the staircase onto the bridge. Here, the best thing you should do is RUN, Cheep-cheeps will start flying up towards you. Some part in the middle of the first bridge there are four coins in the air, then another five in a 'W' shape before the gap. Jump over this gap onto the next bridge. Grab the four coins in the air then jump onto the next bridge. Run to the end and leap to the next bridge, and grab the three coins in the air. The '?' Block here has a Power-up. In the air above the gap between this bridge and the wide stump of grass to the right are three coins.

From the grass, jump onto the broken bridge part, then onto the next bridge. Grab the six coins in the air and jump onto the next bridge. Get the four coins here, and jump over to the next bridge. Then you'll come to three lined up broken bridge parts with six coins above them. Get the coins, jump over to the bridge, then go down the staircase and onto the grass. Jump over the gap, and you'll be at the staircase before the flag.

There are no secret areas in this level.

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<  > World 2*4
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You will encounter:

Podoboos  
Bowser Decoy (Koopa Troopa)

Run to the end of the tunnel and jump over the lava pit, and go to the centre platform. The '?' Block in the air above it contains a Power-up. Jump over to the tunnel that is split up by a horizontal brick platform. Run through it, and watch out for the fire rods. You'll approach two sets of elevators. Jump between elevators and jump to the other side, avoiding the fire rod, and you'll approach a firebar with some coins around it. If you don't want to take any risks, avoid it and just move on.

Carry on past the two empty pits and you'll get to the Bowser Decoy. There are some bricks in the top-left corner of the battle arena, which makes it harder to get to the elevator above him. However it's not much of a problem, and you could run underneath him, fry him with five fireballs, grab the axe, but whatever you do, you'll approach another Mushroom Retainer duo to find out this isn't the castle the princess in either. Oh well, you'll have to carry on anyway.

There are no secret areas in this level.

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| World 3 |=====
+=====+
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<  > World 3*1
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You will encounter:

Koopa Paratroopas  
Buzzy Beetles

Koopa Troopas  
Pirahna Plants  
Hammer Brothers

The first two '?' Blocks you come to hold coins, and the third has a Power-up. Kill the Koopa Paratroopas bouncing towards you. Jump over the silver pipe and avoid the Buzzy Beetle trapped between the pipes. You can enter the second silver pipe to get to a coin room, and if you choose to enter it, scroll down to the ###. Jump over the gap and kill the three Buzzy Beetles and jump over the next two silver pipes.

### Climb the staircase and onto the bridge. Kill the three Buzzy Beetles. Stand on the right hand side of the bridge and jump straight up for a hidden 1-Up Mushroom. Jump over the little pit. In the air is a row of three bricks. The very left brick holds a Starman, and it's easy to get if you're Super/Fiery Mario, while if you're Regular Mario, you'll have to get a bit of speed so you can hit it. Once you get the Starman, kill all enemies on the ground and jump over the pipe.

Carry on and you'll get to two brick rows with two Hammer Brothers. This will be your first encounter with the Hammer Brothers, so I'd suggest bumping them from underneath. On the top row of bricks are two '?' Blocks. The one on the left has a coin in it, the one on the right holds a Power-up. After the Springboard and above the pit you'll see a '=' shaped row of bricks. Take a running jump and land between them. Bash the very right brick on the top row to reveal a vine. If you climb it you'll get to Coin Heaven. If not, carry on reading. Scroll down to the \*\*\* if you take the vine.

Kill or avoid the two Buzzy Beetles coming down the staircase. Leap over the gap and stomp the Koopa Troopa and kick the shell at the Buzzy Beetles approaching you. Here are four clusters of '?' Blocks lodged between bricks. The '?' Block in the lower-right hand corner holds a Power-up, and the other three hold coins. Kill the Koopas ahead.

\*\*\* You'll see a row of five brick blocks here. The second from the left is a multi-coin block. Jump over the wall and you'll come to the stairway with two Koopa Troopas coming. Here, you can perform the 'Extra Lives Cheat' (see Section 210 for more details). Climb the staircase and jump over to the flagpole.

Secret Areas:

Down the second pipe you come to is a coin room.

After meeting the Hammer Brothers you'll see a '=' shaped row of bricks. Bash the top right one for a vine that leads to Coin Heaven. See Section 210 for more details on Coin Heavens.

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< > World 3\*2  
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You will encounter:

Koopa Troopas  
Buzzy Beetles  
Koopa Paratroopas  
Pirahna Plants

Stomp the Koopa Troopa then kick the shell and chase it and it will

collide with several enemies, racking up several points! Watch out though, as it will bounce off a stump and come back towards you! Grab the three coins and bash the block above the pillar for a Power-up. Stomp the Koopa Troopa and kick the shell. You'll come to two small pillars, each two coin spaces high, and with a Koopa Troopa trapped between them. There are two bricks above the Koopa. Fry the Koopa, and start hitting the lower brick above him, which is a multi-coin block. The brick above that one holds a Starman. If you are Regular or Super Mario, you should get the Starman first, use it to kill the Koopa and get the multi-coin block.

Carry on then jump over the gap, over to a small patch of land with a small pillar on it. Just jump across over the gap and carry on running. Stomp the Koopa Troopa and kick the shell. Follow it, and it will hit several more Koopa Troopas and you'll get an extra life, but avoid it when it bounces off the pipe! Get the four coins above the pipe, then carry on running until you reach the staircase. Climb to the top and jump over to the flagpole.

There are no secret areas in this level.

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< > World 3*3
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You will encounter:

Buzzy Beetles  
Koopa Troopas  
Koopa Paratroopas

NOTE: The elevators are shorter so it's a bit tricky when crossing them, so plan your moves carefully here.

Jump up onto the tree, then kill the Buzzy Beetle on the tree next to it. The little tree below the horizontally moving platforms has two coins on it. Jump over onto the next tree, and grab the coin in the air. There are three coins on the next tree. Stomp the Koopa Troopa on the next tree and kick the shell away. The '?' Block has a Power-up. The tree below it has three coins and a Red Koopa Troopa. The next tree has two coins on it. Hop onto the still elevator then immediately jump onto the tree with the coin on it. Jump across from tree to tree getting coins until you end up on the fourth one.

Jump onto the balance-elevator, get the coin, and jump over onto the other side of the balance-elevator and get the next two coins. Jump onto one of the two horizontally moving elevators above the little tree, then jump onto the horizontally moving elevator to its right. Jump over to the tree cluster and get all the coins. If you are Fiery Mario, fry the Koopa Paratroopa and jump onto the tree on the other side of the gap. If you're not Fiery Mario, just leap over the Koopa Paratroopa. There are two Koopa Troopas on the second tree. Jump onto the horizontally moving elevator then jump onto the balance-elevator. Stay on the left side until the right side is just about at the same height as the one you are on, then leap onto the right side and take a running jump. Mario should collide with the top of the flagpole.

There are no secret areas in this level.

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< > World 3*4
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You will encounter:

Podoboos  
Bowser Decoy (Buzzy Beetle)

Run to the end of the tunnel, and at this point, you have to leap over several pillars, avoiding Podoboos and firebars. Once you safely get across, you'll approach three '?' Blocks. The centre one holds a Power-up, and the other two have coins. Jump through the firebars at the right time, then jump through the next two firebars. The next two firebars rotate in opposite directions of the previous firebars, so time your jump and try to get the coins to the right of the firebar on the ceiling.

Jump over the lava pit when the Podoboo isn't jumping up, and avoid the Bowser Decoy's flames, which should start coming towards you at this point. Jump over the lava pits and soon you'll reach the Bowser Decoy. Fry him or grab the axe. A third Mushroom Retainer set will be there to tell you that the Princess is in another castle. Oh well.

There are no secret areas in this level.

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| World 4 |=====
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< > World 4*1  
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You will encounter:

Lakitu  
Spiny Eggs  
Spinys  
Pirahna Plants

Jump over the green pipe. The bottom '?' Block has a Power-up in it, and the one above it holds a coin. Jump over the gap and start running. Grab the four coins, and you'll soon come up to four '?' Blocks arranged like a square. They all contain coins. You can jump onto the top two blocks and stomp Lakitu from here. Jump over the gap and run up to the row of four '?' Blocks that all contain coins. Jump on top of the block row and stand on top of the second block from the right. Jump up to get a hidden 1-Up Mushroom.

Carrying on, jump onto the pillar and grab the coins in the air. Jump onto the pipe and grab the next four coins in the air. You can enter the next pipe. If you do, scroll down to the ###. Now you'll come to a huge cluster of coins above a gap. The lower row has two bricks between them. All of the blocks contain coins apart from the one on the lower row, third from the left block on the left side of the gap. Carry on and jump over the pipe.

### Jump over the two gaps. You'll come to the stairway. Instead of leaping off the top step to get to the flagpole, drop down and you'll see a brick, which is a multi-coin block. Get the coins, and then, do a walking jump onto the block to get a bit of momentum, then leap up to the

flagpole. You can get 5000 with a bit of practise.

Secret areas:

You will come to a pipe with four coins in the air to its right. You can enter the next pipe after it, it takes you to coin room.

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< > World 4\*2

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You will encounter:

Pirahna Plants

Koopa Troopas

Buzzy Beetles

Carefully jump onto the small island, then the even narrower island to its right. Jump over the gap and walk over the bricks. Drop down the little gap and get the three coins. Down here a couple of bricks should be sticking out of the brick rectangle. Bash them, and the second one will have a Power-up. Go through the tunnel, and kill the three Buzzy Beetles. Stand five coin spaces away from where the tunnel opens and jump. You will break a brick. Jump up again and you'll hit a multi-coin block. Carry on to where the '?' blocks are. The first four hold coins. The middle one in the row of three next to the gap has a Power-up in it, and the other two hold coins. Jump onto the elevator and jump over the gap. Stand four coin spaces away from the gap to your left, and jump up to reveal a hidden coin block. Go one coin space to your left and jump up to reveal another hidden coin block. Use these two blocks to climb, and bash the bricks above you. The brick on the very left has a vine in it, which will take you to a Warp Zone leading to Worlds 6, 7 and 8. If you don't take it, then jump over the next two pipes. You can enter the next pipe (scroll down to the ### if you do). Jump over the next pipe and kill the two Koopa Troopas. Climb the stumps and jump onto the pipe.

### Jump over onto the next pillar and jump over onto the elevators. Jump onto the lowest row of bricks, and above you, should be a row of three bricks. Bash the middle one to get a hidden Power-up. Jump onto the next set of elevators and jump over the gap. Jump over the pipe and kill the Koopa Troopa. Jump over the next pipe and stomp the Buzzy Beetle, then kick it away. Jump onto a descending elevator then jump onto the ground to your right. If you are Fiery Mario, use fireballs to kill the Koopa Troopas. There is a long row of bricks with coins on it here. Bash the very left brick (the one without a coin on it) for a hidden Power-up. Run across the brick row and collect the coins and jump onto the staircase. Jump onto the pipe when the Pirahna Plant isn't sticking out. If you are Super/Fiery Mario, you can bash the bricks above you and jump through onto the ceiling and run past the exit pipe to get to Warp Zone, where it takes you to World 5. If you go through the exit pipe, you will emerge at the staircase at the end of the level.

Secret areas:

After the first set of elevators you can find a vine hidden in the bricks which you can access via using hidden blocks. This takes you to Warp Zone where you can get access to Worlds 6, 7 and 8.

There is a pipe just before a Buzzy Beetle with a brick above it. You can enter this pipe to get to a coin room.

If you stay on the ceiling and run past the exit pipe you get to a Warp Zone taking you to World 5.

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< > World 4\*3  
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You will encounter:

Koopa Troopas  
Koopa Paratroopas

NOTE: Some of the elevators are a bit shorter. Watch your step!

Jump onto the first spotted mushroom then take running jump onto the mushroom to your right once the Red Koopa Troopas are not on screen. There are five coins here, and three coins on the mushroom above you to your left. Take a running jump to the next mushroom, and kill the Koopa Paratroopa if you are Fiery Mario. Drop down, kill the Koopa Troopa and get the three coins here. Climb the mushrooms, and bash the '?' Block for a Power-up.

Jump onto the balance-elevator, and get the coin if you're daring enough. You can make the elevator snap for 1000 points and get the other coin by using the vertically moving elevator to its right. Jump onto the next elevator then leap over the patch of mushrooms. There are three coins on the mushroom above the one with the Red Koopa Troopa on it, three on the one to its right, and one coin on the mushroom below that one. Kill the Koopa Troopa on the Mushroom before the balance-elevator. Jump from this elevator to the next one and get the coin if you can, then jump over to the mushroom with five coins on it. Carry on jumping from mushroom to mushroom, and you'll come to a vertically moving elevator. Jump onto this, and wait for it to move up to its maximum height. When it does, take a running jump and you'll reach the flagpole.

There are no secret areas in this level.

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< > World 4\*4  
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You will encounter:

Podoboos  
Pirahna Plants  
Bowser Decoy (Spiny)

This is the first maze castle. Here's how to get through it. Jump over the lava pit onto the pillar. Leap over the next lava pit, then jump up on top of the brick formation. Run right at full speed and Mario will skip over the thin strips of brick. Carry on running and avoid the firebar. Jump through the tunnel and you'll see some awkwardly shaped bricks on a lava pit. Jump up to the top, and you'll see the bricks have been divided into three routes. Take the bottom one. Avoid the firebars, and keep running, and you'll eventually meet up with the Bowser Decoy. There is a firebar on the bridge this time and a Podoboos pops up at times. If you're Fiery Mario, I'd suggest staying in the 'trench' to the left of the bridge and throw fireballs at the Bowser Decoy from a safe distance. Once he's down, carefully cross the bridge. Get the axe, and then you'll find a fourth

Mushroom Retainer group. Seems like the princess isn't here this time.

There are no secret areas in this level.

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| World 5 |=====  
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< > World 5\*1  
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You will encounter:

- Koopa Troopas
- Buzzy Beetles
- Pirahna Plants
- Koopa Paratroopas
- Bullet Bills

Stomp the Koopa Troopa, kick its shell and follow it for many points. Make sure to jump when you see the silver pipe. Jump over the pipe, then jump over the gap and over the second silver pipe. Stomp the Koopa Paratroopa then kick the shell and follow it, remembering to jump again. There is a block formation shaped like a upside down L with three bricks in the air above it. Bump the middle brick for a Starman. Jump down to the ground and kill the three Beetles and jump over the Bullet Bill cannon. Jump over the gap and over the pillar and kill the next line of enemies. You'll approach a pillar with two bricks in the air next to it, to its right. Stand one coin space to the right of the pillar and jump up to reveal the hidden block containing the 1-Up Mushroom.

You can enter the silver pipe to your right above the Bullet Bill cannon to a coin room. If you do, scroll down to the ###. Jump over the gap and jump over the Bullet Bill cannon. Jump over the next silver pipe.

### Jump over the Bullet Bill cannon and kill or avoid the two Koopa Paratroopas. You'll approach the staircase, which now has a gap in it. Jump from the fifth step to the block in the air with the momentum and take a running jump to reach the flagpole. If you fall through the gap, you can use a running jump to get back up, as long as you don't scroll the screen past the stairs.

Secret areas:

Shortly after the 1-Up Mushroom you can enter the silver pipe in the air above and just slightly to the left of the Bullet Bill cannon. It takes you to a coin room.

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< > World 5\*2  
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You will encounter:

- Bullet Bills
- Koopa Troopas
- Hammer Brothers

Bloobers  
Cheep-cheeps  
Pirahna Plants  
Buzzy Beetles  
Koopa Paratroopas

Run up the staircase and jump over the Bullet Bill cannon when it's not firing. Grab the three coins in the air and drop. Avoid the Koopa Troopa and use a running jump to get over the trampoline and the gap, and try to land between the two brick ledges where the three coins are. The very last brick on the right of the top row of bricks holds a Power-up. Next you'll come to a staircase with a Hammer Brother on it. If you're Fiery Mario, simply take him out with a fireball. If you're Super Mario, you can stomp him at the right moment or walk into him and run through him while Mario is flashing. If you're regular Mario, you may have some difficulty getting past him, but you should notice that Hammer Brothers throw hammers at a range, and in patterns. When he pauses throwing the hammers for a second, IMMEDIATELY stomp him.

You can enter the silver pipe past him, that leads to a water area, where you can have an easier time completing the level. If you do take it, scroll down to the ###. Stomp the two Buzzy Beetles and climb the stairs, jumping over the gap while doing so. You'll come to a row of five '?' Blocks with a Hammer Brother guarding them. Bump the Hammer Brother from underneath when he's on the blocks. All the blocks have coins in them.

Carry on and get the coins on the bricks and on the ground. Jump over the gap and kill the Koopa Paratroopa. Jump over the Bullet Bill cannon and approach the silver pipe.

### There will be two Hammer Brothers on the brick ledges if you didn't use the warp pipe mentioned earlier. Anyways, kill them if they are there then bash the brick on the very right on the top row of bricks for a Starman. Now jump over the gap and over the pillar and use the Starman to kill the Buzzy Beetles. Head right, and just before the gap you'll see two low bricks. You can slide underneath them by running and ducking just before you hit them if you're regular Mario, and you can simply run under them if you're regular Mario. The left brick is a multi-coin block, and the other brick holds a Power-up in it. Standing on the blocks, take a running jump and land on the bricks above the pit, then jump down to the ground on the other side. Kill the Koopa Paratroopa and head right. You'll come to a gap with a small island with a silver pipe on it. The brick has a Power-up in it. You can jump off this to the row of bricks above the pipe and get the two coins. You'll then come to the staircase, which has a couple of gaps in it. Carefully climb the staircase and jump over to the flagpole.

Secret areas:

After encountering the first Hammer Brother in the level, you can enter the silver pipe to a water area. A short walkthrough of this area will be included in Section 210.

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< > World 5\*3

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You will encounter:

Bullet Bills

Koopa Troopas  
Buzzy Beetles  
Koopa Paratroopas

Bullet Bills will constantly fly towards you at different heights throughout the entire level, so be careful to avoid them, and don't take any risks. Anyways, run along a little and jump onto the first tree then onto the next one. Kill the Koopa Troopa on the tree above you and get the three coins. Fall down and grab the coin on the tree next to you. Two Beetles should approach; kill them. Get the two coins in the air and leap onto the next tree. Jump down to the next tree and grab the two coins while falling. Use the elevator to get to the tree with four coins on it. The '?' Block in the air above the tree below this one has a Power-up in it.

Jump over onto the next tree, then jump up to the tree after it. If you are Fiery Mario, kill the Koopa Paratroopa hovering around in the gap between the tree you are on and the next tree. Jump up to the next tree then jump onto the horizontally moving elevator and get the two coins in the air. Jump onto the next horizontally moving elevator and get the two coins in the air then jump over to the tree while getting the next two coins in the air. Jump over to the next tree and kill the Koopa Troopa. A Koopa Paratroopa will be floating above the tree with three coins on it. Get the coins if you want a 1-Up Mushroom on World 6\*1, and try to avoid the Koopa Paratroopa if you are not Fiery Mario and you didn't use the Koopa shell to knock it out.

Jump up onto the next tree and get the two coins in the air above the gap while jump over to the next tree. Jump onto the ground and kill the Koopa Troopa or use the horizontally moving elevator to get to the staircase and reach the flagpole.

If you have noticed, this level is actually a remix of World 1\*3, just made slightly more difficult.

There are no secret areas in this level.

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< > World 5\*4  
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You will encounter:

Podoboos  
Bowser Decoy (Lakitu)

Run to the end of the tunnel and jump across the platform, but watch out for the long firebar and Podoboos. The '?' Block above the second platform has a Power-up in it. Carry on through the tunnel and take either route, just watch out for firebars. Next you'll come to two sets of elevators. Cross them, and watch out for the Bowser Decoy's fire that should start appearing here. You'll come to an empty block with a firebar on, and six coins around it. Don't try getting the coin underneath the block unless you're Regular Mario. After, jump across the lava pit and you'll eventually get to the Bowser Decoy. Use fireballs or grab the axe and approach the fifth Mushroom Retainer group who will greet you with that same catchphrase: "Thank you Mario! But our princess is in another castle!"

This level is a more difficult remake of World 2\*3.

There are no secret areas in this level.

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| World 6 |=====  
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< > World 6\*1  
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You will encounter:

Lakitu  
Spiny Eggs  
Spinys  
Pirahna Plants

The first two '?' Blocks have coins in them. Jump over the pit and climb the stairway. Above the top step are two bricks. Bash the one on the left for a Power-up. On the ground to your right there are three bricks in the air. Bash the very right one, as it is a multi-coin block. Head right, jump over the pit, and grab the three coins in the air. Climb the staircase and jump over the pit, grabbing the two coins. Climb the staircase and go underneath the bricks that are attached to the top step. Jump up to reveal a hidden 1-Up Mushroom. Carrying on, jump over the pipe and grab the three coins. Climb the next staircase. There are two '?' Blocks. The one on the left has a Power-up in it; the other has a coin. Climb up the next staircase and you'll see a brick staircase to the right. Stand on the lowest brick step, and if you're regular Mario, you'll be able to step underneath the right-hand brick of the second step. Bash it repeatedly for plenty of coins. Jump over the pit and you'll reach the staircase. Jump over the gap in the staircase and jump over to the flagpole.

There are no secret areas in this level.

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< > World 6\*2  
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You will encounter:

Pirahna Plants  
Koopa Troopas  
Buzzy Beetles  
Bloobers  
Cheep-cheeps  
Koopa Paratroopa

Run past the bricks. You can enter the first pipe. If you do, scroll down to the ###. There is a Koopa Troopa trapped between this pipe and the one to your right. Stand halfway between the pipes and jump up to reveal a hidden block. Jump on top of that block then jump up repeatedly, hitting the middle brick (a multi-coin block) in the row of three bricks above you. Carry on past the next set of pipes.

### You'll come to a spot where there is a Buzzy Beetle trapped between

two pipes with two bricks above him. Bash the right-hand brick for a Power-up. You can enter the pipe after this to a water area. If you take it, scroll down to the \*\*\*. Carry on past the next two pipes, until you come to a pipe with a row of five bricks above it. Stand one coin space to the right of this pipe and jump up to get a hidden block. Now bash the very end block of the row of bricks above the pipe to reveal a hidden vine. You can take this vine to Coin Heaven. If you do take it, scroll down to the ~~~. Jump over the next couple of pipes and jump over the trapped Buzzy Beetle. Jump over the two pipes and you should now see a pipe in the air with one brick on each side of it.

\*\*\* Jump onto the brick row in the air or jump over the huge gap to the next set of pipes. Carry on past them, and go past the bricks. There is a staircase with a pipe next to it. You can enter this pipe to a coin room. If you take it, scroll down to the ^^^. Past here, there are two rows of bricks shaped like a '=' sign.

~~~ Stomp, but don't kick the Buzzy Beetles, as there are pipes everywhere and they can make the shells rebound, which you should know by now. Jump over the pipe.

^^^ Climb over the stair of pipes. Jump over the pipe after it, and carry on heading right. You'll arrive at the staircase, which has a pipe replacing steps 3 and 4. A Koopa Paratroopa will come down towards you, so be careful not to get hit. Then jump over to the flagpole.

Secret areas:

You can enter the first pipe to a coin room.

There is a Buzzy Beetle trapped between two pipes near the beginning of the level. You can get to a water area via the warp pipe to its right.

You can take a vine to Coin Heaven which is hidden in some bricks above a pipe, as explained in the walkthrough.

There is a pipe between two small staircases. You can enter it to a coin room.

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< > World 6\*3

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You will encounter:

Bullet Bills

No snow in this version?!? Awww. Run over to the end of the ledge and jump onto the iced tree. Jump into the second iced tree, then drop down onto the third one. Jump onto the elevator and grab the two coins in the air. Jump over onto the next tree then use the elevator on the tree below you and to your right to spring up to the elevator. Use this elevator and the elevator next to it to get the seven coins in the air. From that elevator, jump over to the next moving elevator, which has a '?' Block in the air above it (this contains a Power-up).

Jump onto the vertically moving elevator and then jump onto the iced tree. You should see a balance-elevator to your right; get a running jump onto it and try to get the two coins between the two balanced elevators. Jump onto the next balance-elevator and jump onto the tree to your right with

three coins on top. Drop down onto the tree to your right, and Bullet Bills should start flying towards you. Drop down to the short trees and grab the four coins in the air above the gap between the second and third short trees. Jump up to the next tree and use the elevator on the tree below it to its right to get a high enough jump to reach the horizontally moving elevator.

From here jump onto the balance-elevator and get the two coins. Jump over into the cluster of trees, and you should see some still girders to your right. Once you step on them, they instantly fall, so be quick here. The second girder has two coins beneath it, and the last girder has two coins above it next to the tree. Jump onto this tree and do a running jump, and Mario will collide with the flagpole.

There are no secret areas in this level.

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 < > World 6*4
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You will encounter:

Podoboos  
Bowser Decoy (Bloober)

Jump over the lava pit in the tunnel shortly after the stairs. At the end of the tunnel a firebar is on the ceiling, so be careful. Jump over the lava pit and onto the pillar with the firebar on it and a '?' Block above it. This block contains a Power-up. Jump over the next lava pit at the right time and run under the firebar and into the tunnel. Run through the tunnel, avoiding three more firebars and you'll come into an open area with more firebars. Get past them and you'll come into a large pit with six hidden coin blocks in it (use the same method as in World 1-3). You'll come to a trench which you can use to shoot fireballs at the Bowser Decoy if you're Fiery Mario. If you're not then just grab the axe. A Mushroom Retainer will be there to greet you and inform you that the princess is in yet ANOTHER castle.

There are no secret areas in this level.

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| World 7 |=====
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 < > World 7*1
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You will encounter:

Bullet Bills  
Koopa Paratroopa  
Pirahna Plants  
Hammer Brothers

Jump over the first Bullet Bill cannon. Kill/avoid the Koopa Paratroopa. You'll come to a Bullet Bill cannon on top of another cannon. Above them are three bricks. Bash the left one to get a Power-up. If you're Regular

Mario a Super Mushroom will sprout out and fall off the brick row. I don't think you can get it as Super/Fiery Mario.

After the next cannon is a Koopa Paratroopa guarding four '?' Blocks, all of which are containing coins. Jump over the cannon and you'll come to a Koopa Paratroopa. Avoid it and jump over the Bullet Bill cannons. Around here, you'll see a Bullet Bill cannon in the air with two bricks on each side of it. Bash the brick on its right hand side nearest to the cannon, as it is a multi-coin block. Jump over the next Bullet Bill cannon, then jump over the pit, then jump over the silver pipe. You'll come to two brick rows with two Hammer Brothers on them. Kill the Hammer Brothers, and jump onto the next pipe. Stand on the very left edge of the pipe and jump into the air to get the hidden 1-Up Mushroom (depending on if you warped here, or if you got all the coins in World 6-3). You can enter this silver pipe. If you do, scroll down to the ###. Jump over the Bullet Bill cannon and jump over the next two pipes.

### Jump over the next cannon and jump over the next pipe and you'll come to two more rows of bricks with Hamer Brothers on. Kill or avoid the Hammer Brothers and jump over the pillar, then jump over the two cannons on top of each other. You should see some bricks in the air round about here, and a trampoline on the ground. Bounce on the trampoline and hit the brick in the air directly above you to get a Power-up. Now climb over the stairs and you'll come to another set of stairs with a Buzzy Beetle coming down them (you can do the extra life cheat here, see Section 210). Either kick the Buzzy Beetle into the pit or avoid it, then climb the stairs and jump over to the flagpole.

Secret areas:

You can enter the silver pipe leading to a coin room after encountering the first two Hammer Brothers in the level.

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< > World 7\*2

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You will encounter:

Bloobers  
Cheep-cheeps  
Pirahna Plants

Watch the cool little show of Mario entering the pipe, and then you'll see him drop into the sea. There are two coins and a Bloober after the first pink seaweed. Swim past, and you'll see another Bloober, and three coins floating near the surface. Grab them and swim past the next pink seaweed and get the three coins on the sea bottom. Swim carefully past the next lot of Bloobers and you'll come to a bracketed pit with three coins in it. Get the coins and be careful not to get sucked into the whirlpool. Swim past the next tuft of seaweed and get the three coins on the sea bottom, being careful not to be touched by the Bloobers.

Carry on swimming and you'll see three coins floating on a platform just before some seaweed. Get the coins and carry on swimming and you'll come to a huge gap in the water with five coins near the bottom of the screen. Swim through it and go past the next two pink seaweed tufts and you'll come to another bracketed pit with six coins inside it. Get the coins and now swim past the four platforms and exit through the warp pipe in the wall. You will emerge at the foot of the staircase. Climb it, and jump

over to the flagpole.

There are no secret areas in this level.

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< > World 7\*3  
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You will encounter:

Cheep-cheeps  
Koopa Troopas  
Koopa Paratroopas

Jump onto the tree and climb the staircase onto the bridge. At this point, be alert as Cheep-cheeps will start flying at you and can always sneak up from anywhere. There are four coins above the first Koopa Troopa you encounter, and after him you'll encounter a Koopa Paratroopa. Kill it, and grab the five coins in the air shaped like a W. Jump over the gap onto the next bridge. Kill the Red Koopa Troopa and get the four coins in the air. Jump over the gap onto the next bridge.

Kill the Koopa Troopa and jump over the gap, getting the three coins in the air. The '?' Block in the air above the next bridge holds a Power-up. Jump down towards the tree and get the three coins in the air. Kill the Koopa Troopa on the tree, and jump onto the broken bridge section, then jump over onto the next bridge. A green Koopa Paratroopa flying horizontally is guarding six coins in the air. Kill the Koopa Paratroopa, then get the coins and carry on.

There are four coins in the air above the next bridge. After the next bridge are three broken bridge sections with six coins in the air above them. Then jump onto the next bridge, go down the staircase, jump over the gap, and you'll be at the staircase before the flagpole. Climb it and jump over to the flagpole and end the level.

There are no secret areas in this level.

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< > World 7\*4  
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You will encounter:

Podoboos  
Bowser Decoy (Hammer Brother)

Run through the tunnel and use the falling girders to get across the lava pit. Here, the castle is divided into two routes, as it is a maze. Take the route underneath the brick formation, then you'll come to two rows of bricks. Jump onto the lower row and travel through it, then jump onto the top of the next brick formation. Drop onto the brick stump and you'll see near the ceiling to your right, a row of bricks with a firebar attached to it. Get a running jump onto the top of the bricks and run to the end of the platform. You'll now see some brick rows divided into two levels. Travel across the lower brick rows, then jump onto the top of the brick platform after it. After that, run to the end of the level jumping over the trenches and defeat Bowser. The last Mushroom Retainer set (that's right, the princess is in the next castle!) will tell you that the princess...is in another castle.

There are no secret areas in this level.

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| World 8 |=====  
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< > World 8\*1  
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You will encounter:

Buzzy Beetles  
Pirahna Plants  
Koopa Troopas  
Koopa Paratroopas

This is the longest level in the game, and you only have 300 seconds to get it finished. So time is of the essence. Stomp the Buzzy Beetle, kick the shell and chase it. It will rack up several points from killing all the Beetles, but be sure to jump when it hits the pipe! Jump over the pipe and kill the Koopa Troopas. To get across the small islands run at full speed and Mario will simply skip over them.

After getting past them, stomp the Koopa Troopa, kick the shell and chase it as it kills more Beetles, but be alert when it hits the next pipe. You'll see a Buzzy Beetle trapped between this pipe and another pipe a short distance away. Stand halfway between the pipes, jump up, and you will reveal a hidden 1-Up Mushroom. Jump over the pipe and grab the coin in the air. Jump over the next pipe and get the coin in the air to its right. You can enter the pipe after this one, if you do, scroll down to the ###. There are three Buzzy Beetles on the ground and two coins in the air. Make a running jump and try to land on the green pipe. Kill/avoid the next lot of Koopa Troopas, then jump over the pipe.

### Avoid the three Buzzy Beetles and you will approach a pillar four coin spaces high, with some bricks in the air above it. Jump over the pillar and go into the small pit with the Koopa Paratroopa trapped between the two pillars. If you're Fiery Mario, fry the Koopa, if not just stomp it and leave it stunned. Stand exactly halfway between the two pillars and jump up to reveal an invisible coin block. Jump on top of it and jump repeatedly to hit the brick (a multi-coin block) above you. Then, jump over the next pillar and kill the Koopa Paratroopa. Now run across the little islands and you'll come to a row of bricks. Bash the third one from the left to get a hidden Starman. Get the Starman and continue running across the small islands.

Kill the Koopa Troopas and jump over the small pillar and jump across the gap and try to get the two coins in the air. Avoid the three Beetles and jump on the pipe. Jump over the gap onto the next pipe, and then onto the next. Stomp the Buzzy Beetle and kick the shell. Jump when it bounces off the staircase. Climb the staircase and drop down. Kill the Buzzy Beetle. Jump across the gaps and grab the two coins in the air. Jump over the pillars with the Koopa Troopa trapped inside and carefully jump across the gaps, as there is a small island you must accurately land on to continue jumping (use the coins in the air as a guide). Kill/avoid the Koopa Troopa and jump over the two pipes. Carefully climb the stairs and don't fall

down the gaps. Once at the top jump over to the flagpole.

Secret areas:

Down the fifth pipe you come to is a coin room.

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< > World 8*2
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You will encounter:

Koopa Paratroopas  
Lakitu  
Spiny Eggs  
Spinys  
Bullet Bills  
Buzzy Beetles  
Pirahna Plants

Run up to the staircase and stay on the third step. The second Koopa Paratroopa will bounce over you. Now carefully climb the staircase and watch out for the Spiny Eggs Lakitu throws. Drop down from the staircase. The four '?' Blocks contain coins. Run over the small gap and you'll come to a trampoline. Bounce on it and hit the brick directly above the trampoline for a hidden 1-Up Mushroom. Run across the small gaps, avoiding the Koopa Paratroopas, and collect the 1-Up Mushroom when it falls off the edge of the brick row.

Jump onto the two-brick row and jump over the Bullet Bill cannon. Avoid the Koopa Paratroopa and jump on top of the two Bullet Bill cannons on top of each other. You should see two bricks in the air to your right being guarded by a Koopa Paratroopa. Bash the right one to get a Power-up. Carry on past the cannons and you'll approach a green pipe. Jump over it, and past the small gap you'll see another green pipe. What you have to do is walk off the edge so you land on one of the small islands then immediately run across the gap and jump so you clear the gap. It's a bit difficult to explain, but you should know what I mean. After the gap, you can enter the first green pipe. Scroll down to the ### if you take it. Jump over the next pipe and avoid the Koopa Paratroopas.

### Take a running jump over the Bullet Bill cannon and you should also clear the gap. A Beetle will come down the staircase, so avoid it. You'll see a Buzzy Beetle trapped between this staircase and two Bullet Bill cannons piled together. Jump over the cannon and you'll approach the end-of-level staircase. A Koopa Paratroopa will come bouncing down it, so avoid it. Climb the staircase and watch out for the gaps in it. Jump over to the flagpole.

Secret areas:

You can enter the third pipe you come to in the level. It leads to a coin room.

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< > World 8*3
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You will encounter:

Bullet Bills  
Koopa Paratroopas  
Hammer Brothers  
Pirahna Plants  
Koopa Troopas

You are now at the castle walls. This is probably the most difficult overworld level of the game, as there are multiple Hammer Brothers. If you are Fiery Mario you can put some of this difficulty away. However, if you are a Mario veteran like me, you should have no problem getting through this rather difficult level. So anyways, jump over the first Bullet Bill cannon. Avoid the Koopa Troopa and jump over the next Bullet Bill cannon. Jump up onto the green pipe. You'll be at two brick rows one above the other, with two Hammer Brothers on them. Kill them by bumping them from underneath, and bash the second to last block on the right on the top row of bricks for a Power-up.

Jump onto the small staircase and jump over the gap. Jump over the Bullet Bill cannon, avoid the Koopa Paratroopa, and jump over the pillar. You'll come to another pillar that is 4x2 coin spaces, and two brick rows to your right with another two Hammer Brothers on them. Kill the Hammer Brothers or do your best to avoid them and jump onto the green pipe to your right when the Pirahna Plant isn't sticking out. Jump over the gap and stomp the Koopa Troopa. Kick the shell and follow it, and it may knock out the two Hammer Brothers ahead. If it doesn't, you'll have to do running jumps over them or run under them when they jump.

Jump over the pipe, and do running jumps or run under the Hammer Brothers. In the background, you should a white line in the castle wall just near the end. This is actually the top of a multi-coin block. Get the coins, and climb the staircase, which is actually a few steps floating in the air (be careful not to fall!) Jump over to the flagpole and prepare for the last castle of the game.

There are no secret areas in this level.

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< > World 8\*4  
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You will encounter:

Podoboos  
Pirahna Plants  
Buzzy Beetles  
Koopa Paratroopas  
Cheep-cheeps  
Bloobers  
A Hammer Brother  
Bowser

Walk to the bottom step and jump over the lava pit. Jump over the first two pipes and avoid the three Beetles. You'll come to a lava pit with a horizontally moving elevator in it. Wait for the elevator to go across a way then jump over to the other side. Enter the silver pipe. Now jump over the next silver pipe and avoid the Buzzy Beetles. Jump over the next pipe and avoid the Koopa Paratroopa. Jump onto the next pipe and jump over the lava pit. You should see a pipe in the air. Stand two coin spaces to its left and jump up to reveal an invisible coin block. Use this to get into the pipe.

Now jump over the next two pipes and Cheep-cheep will start flying up from somewhere. Jump over the lava pit and enter the silver pipe. You will now be in a water area. Swim past the firebars (how can firebars be in water?) and the Bloobers and enter the pipe at the end. Jump over the next pipe and run underneath the Hammer Brother when he jumps and jump over the lava pit and you'll be at the bridge. Prepare for the ultimate showdown. Flame Bowser or grab the axe, and after your long and grueling battle, Princess Toadstool will be there to greet you and tell you that your quest is over. But in this version she gives a better speech and the ending is better! I won't spoil it for you, so sit back and enjoy!

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ITEM LIST

- '?' Block - Found in most levels. Some contain coins, some contain power-ups, and some have starmans. Bump them from below to reveal what is inside.
- 1-Up Mushroom - A green mushroom with white spots. They give Mario an extra life when touched, and are found in World x-1 (where x is the world number) but 1-Up Mushrooms in World 2-1 and 8-1 will only be there if you've warped to that world or gotten all the coins from the previous x-3 world.
- Brick - Like '?' Blocks, these blocks can also contain coins, they can also kill some enemies on top of them. Super/Fiery Mario can smash the bricks into pieces, but Regular Mario only makes them bump up.
- Cloud - Found in coin heavens, the clouds move right and Mario can jump from them to grab coins in the air.
- Coin - Some coins are found on the overworld and underworld, while some are in '?' and invisible blocks. Collecting 100 gives Mario an extra life.
- Fire Flower - A white flower giving Super Mario the ability to shoot fireballs. They appear there in place of a mushroom if you are already Super Mario. If you bash one out while Super Mario but get hit by an enemy, you will turn into Super Mario again if you grab the flower.
- Flagpole - Found at the end of level x-1, x-2 and x-3, these give you a certain number of points depending on the height you grabbed the rope. The number of points you can get goes in a range like this:  
  
Top: 5000 points  
Near top: 2000 points  
Middle: 800 points  
Near Bottom: 400 points  
Bottom: 100 points

If you touch the flag while the last digit on the

timer is either 1, 3 or 6, you get a certain number of fireworks (depending on the digit number), and each firework gives Mario 500 points.

- Multi-coin Block - These blocks look like bricks but contain coins. When you hit them, a timer goes off. If you hit the block as many times as you can quicker, you get more coins.
- Springboard - Bouncing on Springboards gives you a good jump height. When you press A when about to launch, Mario goes higher. They give Mario the ability to launch a maximum of 10-and-a-quarter block spaces.
- Starman - A star that bounces along the ground. When Mario grabs it, he will be temporarily invincible, but can still be killed if he falls down a pit. Mario will be invincible for 18 game seconds when in Starman mode. Mario's overalls and shirt flicker when he is invincible.
- Super Mushroom - A red mushroom with white spots. Making Regular Mario touch one will transform him into Super Mario. They move around in one direction, and change direction when they hit something stationary, like a pipe.
- Warp Pipe - Some green pipes give Mario and Luigi the ability to warp to different loactions in the Mushroom Kingdom.

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 / / 209 \ \          ENEMY LIST          \ \
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- Bowser, King of the Koopas - A nine-foot turtle found at the end of each castle level. The first seven castles have Bowser decoys. When you defeat these Bowsers with fireballs they turn into weaker enemies and drop into the lava. The Bowsers in castles 6-8 can throw hammers. They all spit fire.

Can be killed with:

Touching the axe to his right  
Five fireballs

Cannot be killed with:

A stomp  
A kicked shell  
Invincibility  
A bump from underneath

Worth 5000 points (only using fireballs)

When killed with fireballs, the decoy  
Bowsers turn into the following enemies:

Castle 1: Goomba  
Castle 2: Koopa Troopa  
Castle 3: Buzzy Beetle  
Castle 4: Spiny  
Castle 5: Lakitu  
Castle 6: Bloober  
Castle 7: Hammer Brother

- Bloober
  - A squid-like creature that appears in water levels. They move in spurts and in random directions, which makes them difficult to avoid. However, if you are on the sea floor while Regular Mario they can't touch you (duck if you are Super/Fiery Mario, they can still touch you).

Can be killed with:

A fireball

Worth 200 points.

- Bullet Bill
  - A bullet shaped enemy that is either fired from a cannon in some levels, or fired from the right side of the screen in others. Like Piranha Plants, they do not come out of the cannons if you stand on top of, or next to them.

Can be killed with:

A stomp

A kicked shell (this doesn't always work)

Invincibility

Cannot be killed with:

A bump from underneath

A fireball

Worth 200 points.

- Buzzy Beetle
  - These black-shelled beetles act like Green Koopa Troopas, the only difference is that fireballs don't affect them. They replace Goombas in the second game (also known as the 'More Difficult Quest').

Can be killed with:

A kicked shell

Invincibility

Can be stunned with:

A stomp

A bump from underneath

Cannot be killed with:

A fireball

Worth 100 points.

- Cheep-cheep

- These fishy creatures come in two varieties but both do the same things, however, the green Cheep-Cheeps are slightly faster than the red ones. Mario can encounter them in water levels, and they also jump up towards Mario on bridge levels.

Can be killed with:

A stomp (overworld)  
A kicked shell (overworld)  
Invincibility  
A fireball

Worth 200 points.

- Green Koopa Paratroopa

- A Green Koopa Troopa with wings. Green ones tend to hop around rather than fly (except for the ones on bridge levels - they fly horizontally). One stomp will make them lose their wings.

Can be killed with:

A kicked shell  
Invincibility  
A fireball

Can be stunned with:

Two stomps  
A bump from underneath

Worth 400 points (combined total).

- Green Koopa Troopa

- A turtle with a green shell. They fall off cliff edges when they reach them.

Can be killed with:

A kicked shell  
Invincibility  
A fireball

Can be stunned with:

A stomp  
A bump from underneath

Worth 100 points.

- Hammer Bros.

- Turtles that throw hammers at Mario. They can jump through ledges, and usually come in pairs of two. They jump up between throwing hammers, and take some time in getting used to avoid.

Can be killed with:

A stomp  
A kicked shell (this doesn't always work)  
Invincibility  
A bump from underneath  
A fireball

Worth 1000 points.

- Lakitu

- A Koopa sitting in a cloud in some levels. They follow Mario and drop Spiny Eggs. They stay at a high level, but can still be reached. When they are knocked out they will reappear in a few moments.

Can be killed with:

A stomp  
Invincibility  
A fireball

Worth 200 points.

- Little Goomba

- A Mushroom being who betrayed the Mushroom Kingdom. They look like brown mushrooms with eyes. They slowly walk in one direction and change when they bump into something.

Can be killed with:

A stomp  
A kicked shell  
Invincibility  
A bump from underneath  
A fireball

Worth 100 points.

- Pirahna Plant

- These plants pop out of certain pipes to have a chomp at Mario. However, if you stand on top of, or next to their pipes they won't emerge.

Can be killed with:

Invincibility  
A fireball

Can be stunned with:

Standing on or next to their pipes

Cannot be killed with:

A stomp  
A kicked shell

Worth 200 points.

- Podoboo
  - The fireballs that leap from lava pits in castle levels. They cannot be killed.
  - Cannot be killed with:
    - A stomp
    - A kicked shell
    - Invincibility
    - A bump from underneath
    - A fireball
  - Worth 0 points.
  
- Red Koopa Paratroopa
  - Red Koopa Paratroopas fly vertically as opposed to the green ones, which fly horizontally and bounce around. One stomp and they lose their wings.
  - Can be killed with:
    - A kicked shell
    - Invincibility
    - A fireball
  - Can be stunned with:
    - Two stomps
    - A bump from underneath
  - Worth 400 points (combined total).
  
- Red Koopa Troopa
  - Like Green Koopas, these ones act the same but turn around when they encounter a cliff edge. I think they walk slightly slower as well.
  - Can be killed with:
    - A kicked shell
    - Invincibility
    - A fireball
  - Can be stunned with:
    - A stomp
    - A bump from underneath
  - Worth 100 points.
  
- Spiny
  - The red hedgehogs that are hatched from Spiny Eggs. They behave like Goombas, but cannot be stomped because of the spikes on their backs.
  - Can be killed with:
    - A kicked shell
    - Invincibility
    - A fireball

Cannot be killed with:

A stomp  
A bump from underneath

Worth 200 points.

- Spiny Egg
- The red eggs that Lakitu drops. They hatch into Spinys once they reach the ground.

Can be killed with:

A kicked shell  
Invincibility  
A fireball

Cannot be killed with:

A stomp

Worth 200 points.

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/ / 210 \ \ SECRETS \ \

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< > Extra Lives Cheat

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If you are Super/Fiery Mario, stomp a Koopa Troopa or Buzzy Beetle as it descends a staircase. Now approach the shell from the step beneath the one that it is on and have Mario's body just slightly touching the shell. Jump up and Mario should bounce on the shell and he'll begin clocking up 1-Ups. Note that the shell has to be positioned so that it can be touched from below. It's a bit difficult to explain, but you should soon get used to doing this trick.

/\  
< > Warp Zone to Worlds 2, 3 and 4

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If you stay on the ceiling and go past the exit pipe in World 1-2 you will come to Warp Zone. Enter the pipe with the number above it to go to its respective world.

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< > Warp Zone to World 5

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Do the same thing as mentioned in the 'Warp Zone to Worlds 2, 3 and 4' trick on World 4-2 and you will come to a Warp Zone leading to World 5.

/\  
< > Warp Zone to Worlds 6, 7 and 8

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In World 4-2 you should come out a tunnel into an area with seven '?' Blocks. To your right is a pit with elevators descending into it. Jump over the pit. Now you should see some bricks above you. Stand four coin

spaces from the pit and jump up to reveal a hidden block. Stand one coin space to the left of it and jump up to reveal another. Use these blocks as steps to bash the bricks. The left brick in the row of three holds a vine. Climb the vine and you will enter a world with spotted mushrooms. Grab the coins on the mushrooms and head right and you will come to a staircase. Climb it and drop through the small gap and you will see three pipes leading to Worlds 6, 7 and 8.

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< > Coin Rooms

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Here are some ASCII drawings of the coin rooms found in the game through different warp pipes.

KEY

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B = Brick

O = Coin

Coin Room #1

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_____
|  BBBB|BBBBBB  |
|          |
|          |
|   OOOO  |
|  OOOOOO  |
|  OOOOOO  |
|  BBBB|BB  _  | |
|  BBBB|BB  -  |
|  ___|BBB|BB  -  |

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Coin Room #2

```

_____
|  BBBB|BBBBBB|
|  BBBB|BBBBBB|
|  BBBB|BBBBBB|
|          |
|   OOOOOOO|
|  BBBB|BBB|<----Multi-coin block
|          |
|   _  |
|          | -  |
|  ___|OOOOOOOO| -  |

```

Coin Room #3

```

_____
|  Power-up  |
|   |  OO   |
|   |O|OOO  |
|  BBB BB BBB  |
|  BB OBBO BB  |
|  B OB  BO B  |
|  BOB  BOB  |
|   B    B    |
|          |
|          | -  |
|          | -  |
|  _____| -  |

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Coin Room #4

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|-----|
|  BBBB|
|      |
|   Power-up|
|      | |
|  OOOOOO | |
|  BBBB   B |
|  B     B  _|
|  B     B  |-|
|_OOOOOOOOO|_-|

```

Coin Room #5

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|-----|
|  BBBB|
|      B |
|      B |
|   OOOOB |
|  BOOOOBBB |
|  BBBB   B<----Multi-coin block
|          |
|          _|
|          |-|
|_____|_-|

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/\  
< > Hidden Water Area  
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In some levels you can enter a pipe that takes you to a water area. Here is a short walkthrough of this area:

Swim past the three tufts of seaweed and the Bloober. Swim over the two pits with ten coins above them, and avoid the elevators coming down. You'll come to a platform with two tufts of pink seaweed hanging from each end of it. Beneath the platform is a cut off piece of land with two coins on it. Swim on, and you'll come to two platforms, each with four coins on them. After these platforms you'll come to a warp pipe taking you out of this area.

/\  
< > Coin Heavens  
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In a few levels you can find hidden vines in some bricks that lead up to Coin Heaven. You'll see a cloud which moves to the right once you jump on it. Use the cloud to reach the coins in the air. Being Super/Fiery Mario helps a lot, as it makes it easier to reach them. Here are some brief explanations of the two different types of Coin Heavens.

Day Coin Heaven: Jump on the cloud and grab the sixteen coins in the air. Then there are three coins at a higher level in the air, then another sixteen coins, and another three coins. Then, take a running jump off the cloud floor and try to get the three coins above the gap. Falling down this gap doesn't kill you; it simply takes you back to another part of the level.

Night Coin Heaven: Jump on the cloud platform. There are sixteen coins in the air, then past the smiley cloud in the air, there are another sixteen coins in the air. Past the two smiley clouds are seven coins in the air.

Then jump on top of the two smiley clouds next to each other, and you'll see five spaced out smiley clouds with ten coins above them. Run across the spaced out clouds to get the coins. Jump off the cloud floor and get the three coins above the gap.

/\  
< > Koopa Shell Kick 1-Up

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Kick a Koopa shell and follow it. If it hits eight enemies in a row, you'll get an extra life.

/\  
< > Bounce off Walls (thanks to brent4president for giving me this trick)

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If you run at full speed and jump at a wall and hit the jump button again, Mario should bounce off if you hit it at the right angle. I've tried this and it DOES work.

/\  
< > 8-Level Game

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World 1-1

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This level, simple as it may be, does not require any kind of strategy to be completed, but what I do is grab the hidden 1-Up Mushroom and don't take the warp pipe in order to get a Fire Flower for an early start. But you can complete this level any way you prefer.

World 1-2

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Here's the first level where we take a step into getting the game done in 8 levels. First off all, you can do the level any way you want until you get to the two sets of elevators each moving in alternating directions, and a Koopa Troopa and a brick platform between them. Jump onto the elevators moving up, and when the one you are on is near the top of the screen, jump onto the roof of bricks to the right above the exit pipe. Head right to another secret area, and you are greeted with the words: WELCOME TO WARP ZONE! There are three pipes here, and the numbers above each one indicates which world it takes you to. Enter the pipe with the number '4' above it, to be warped to World 4.

World 4-1

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The Lakitu level can be completed any way you wish, as it's yet another irrelevant level to deal with. Just get past Lakitu safely and complete the level. Easy as pie.

World 4-2

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Another level where one has to take a strategic step to make this game shorter. You start the level at the short islands with the gaps. Carefully cross the islands, jump across the giant gap, and head into the tunnel. Three Goombas approach, so be on the ready for them. Head out of the tunnel mouth into an area with some '?' Blocks around, containing coins and a Power-up. Jump over the gap to the right and above Mario you should see some bricks. Go four spaces from the edge to your left and jump to get a hidden block. Go one space to the left and jump up to reveal another hidden block. Use the blocks to reach the bricks, then bash the one with the vine in it and climb the vine. You'll now be in the spotted mushrooms area. Head right and you'll get to Warp Zone. There are three pipes that

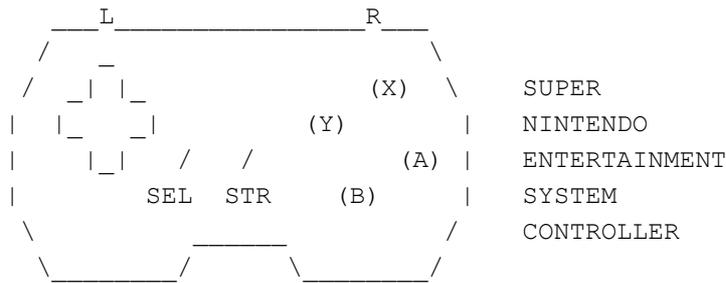






At the end of each level that is x-1 or x-2 you'll face a Birdo of some kind but there are some exceptions. These are the Mini-Bosses. The real Bosses are in each World x-3 at the end of the level, and in World 7-2 for when you are facing Wart.

/ / 402 \ \ CONTROLS \ \  
/ \ / / \ /



D-Pad - These buttons will control your character. When you combine it with the Y or X button, they'll accerlate when walking (holding Left or Right). Up will make you climb ladders or enter doors, while Down makes you crouch or descend ladders when you are in front of them.

Select - Choose your character.

Start - This will make you start your game from the story screen or pause the game or resume when paused.

L Button - No proper use.

R Button - No proper use.

Y / X Button - Use these buttons to accelarate when moving, pluck up vegetables or enemies, and throw them when you are holding them.

B / A Button - Use these buttons to jump or stop the moving slots in the Bonus Round.

/ / 403 \ \ STORY \ \  
/ \ / / \ /

One evening, Mario had a strange dream. He dreamt of a long, long stairway leading up to a door. As soon as the door opened, he was confronted with a world he had never seen before spreading out as far as his eyes could see. When he strained his ears to listen, he heard a faint voice saying "Welcome to 'Subcon', the land of dreams. We have been cursed by Wart and we are completely under his evil spell. We have been awaiting your arrival. Please defeat Wart and return Subcon to its natural state. The

curse Wart has put on you in the real world will not have any effect upon you here. Remember, Wart hates vegetables. Please help us!" At the same time this was heard, a bolt of lightning flashed before Mario's eyes. Stunned, Mario lost his footing and tumbled upside down. He awoke with a start to find himself sitting up in his bed. To clear his head, Mario talked to Luigi, Toad and Princess about the strange dream he had. They decide to go to a nearby mountain for a picnic. After arriving at the picnic area and looking at the scenery, they see a small cave nearby. When they enter this cave, to their great surprise, there's a stairway leading up, up and up. It is exactly like the one Mario saw in his dream. They all walk together up the stairs and at the top, find a door just like the one is Mario's dream. When Mario and his friends, in fear, open the door, to their surprise, the world that he saw in his dream spreads out before them!...

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 / / 404 \ \
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NOTE: Each character has individual skills that make them each unique. They each have different running, jumping, and power skills which could make each different character more appropriate to use in some levels, and another character for others. Included with each bio is a short rundown of their abilities.

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 /\
 < > Mario
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The most popular video-game character of all-time is back for yet another great adventure! Mario is the most well-rounded of all the characters, and he is a perfect choice for beginners.

Abilities

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Speed

Rating: 4 out of 5

Mario is reasonably fast. When holding a vegetable he isn't slowed down too much.

Jump

Rating: 4 out of 5

Mario has a reasonably high jump, similar to the one from SMB, he has a fair amount of air time.

Power

Rating: 4 out of 5

Mario can pull up vegetables fairly quickly.

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 /\
 < > Luigi
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Mario's taller, younger, slimmer brother has joined him to help him rescue the Subcon World, hence the name Super Mario BROTHERS 2! Luigi is better for advanced players, as he has the best jump, but a little weaker than Mario and Toad.

Abilities

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Speed

Rating: 3 out of 5

Luigi has an average running speed.

Jump

Rating: 5 out of 5

Luigi has the best jump out of all 4 characters. He can jump very high, and has plenty of air time!

Power

Rating: 3 out of 5

Luigi is ok here but pulling up vegetables in a quick amount of time isn't one of his strongest abilities.

/\  
< > Toad

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The Princess's servant has decided to aid you in this game. Toad is really great for running and pulling up weeds! But because he's also about as tall as a sandbag, his jumping is quite poor. Like Luigi, he's better for Mario 2 veterans.

Abilities

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Speed

Rating: 5 out of 5

Toad is the fastest character in the game. His speed isn't affected when he's holding something either!

Jump

Rating: 2 out of 5

Toad's weak point. When you're playing a level where much climbing and jumping is involved, Toad won't be very effective.

Power

Rating: 5 out of 5

Toad can pull up items quicker than any other character, so he's best used for pulling up coins in Subspace.

/\  
< > Princess Toadstool

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In Mario and Luigi's previous adventure, they had set out to rescue Princess Toadstool, who had been kidnapped by Bowser in the Mushroom Kingdom. This time she's joining the crew to rescue the SubConians. Princess's floating ability is great to use for beginners.

Abilities

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Speed

Rating: 2 out of 5

Princess Toadstool is the slowest of all the characters.

Jump

Rating: 3 out of 5

Princess Toadstool's jump is one of the best. Her floating ability can allow her to cross vast gaps with ease.

Power

Rating: 2 out of 5

Princess Toadstool can take a bit of time pulling items up.

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/ / 405 \ \ WALKTHROUGH \ \

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+=====+  
| World 1 |=====+  
+=====+

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< > World 1-1  
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You begin the game falling through a now bright sky and landing on top of a big grassy hill, on top of a series of hills. Drop down to the ground, killing the two Blue Shyguys if you'd like. The weed in the third hill contains a vegetable. Head to the ground and enter the door to enter the next area.

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

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

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

Head right and pick up the first weed you come to for a Potion Bottle. A little more to the right is a pair of 2 weeds, a short gap, and a set of 5 weeds. Throw the Bottle down directly between the two sets of weeds and try to enter the Subspace door while all the weeds are on the screen. In Subspace, grab the Super Mushroom, and try to quickly pull up as many weeds as you can for plenty of coins in the gambling game! After leaving Subspace, throw the Hoopster off the vine and climb it into the cloudy area.

Climb the grass pillars, killing the Ninjis and Blue Shyguy if you wish. When you reach the cloud with the vine on, climb it to the top and step onto the cloud to the left. Jump over onto the cloud at the very left of the screen and from here jump onto the cloud with three vines on. Climb either the very left vine or the very right vine but make sure that the Hoopster on it is below you before you begin ascending. After reaching the top of the vine, step onto the centre cloud and climb the vine to the boss area.

#### BOSS FIGHT: Pink Birdo

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Your first Birdo boss. If you haven't played this game before, you may have a little bit of difficulty, but overall, it's not too much of a big problem. Run right across the clouds and jump over onto the dirt and onto the steel platform where you will meet a Pink Birdo with the Crystal (in this version, in its belly O\_o). All you have to do is jump on top of the eggs it spurts at you, pick up the egg while on top of it and throw it back at the Birdo and hit it. Do this twice more to knock Birdo out then grab the Crystal and enter the Hawkhead to the right. If you have coins, then gamble away at the Bonus Chance Slot machine Game.

/\n  
< > World 1-2  
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Leap up onto the middle grass hill and wait for the Pidgit to swoop down. When it does, jump on its head, pick it up, throw it away and fly over the giant chasm, but watch out for Beezos. You'll go past two short grass hills sticking out from the bottom of the screen, and then to the overworld. Jump into the first jar. Pull up the weed at the bottom for a 1-Up Mushroom. Now pull up the weed to the left of this jar for a Potion Bottle and throw it down near the second jar and enter Subspace. Grab the Super Mushroom and pull up the three weeds to the left of the jar for three coins, then leave Subspace. Enter the second jar. Pick up the key being guarded by Phantos and quickly escape from the jar. When you get out, throw the key down STRAIGHT AWAY. The Phanto will stop stalking you, but beware, it will begin chasing you again when you pick the key up again. So grab the key and kill the two Ninjis with it, then head right and unlock the door by walking in front of it and pushing UP on the D-Pad while the key is in your hands. Grab any nearby cherries before you enter.

In this area, a Red Shyguy will approach you, so just jump over it or grab the three cherries and you should have enough to get a Starman. Jump over onto the small dirt island and kill the Blue Shyguy. Then jump over to the next area with the weaker wall. The two nearby weeds are bombs, use this to blow it away. Be careful, there is a Snifit inside the alcove, so be sure to watch out for the nightmare bullets. Climb the ladder. If you look to the right, you'll see some weak stone blocking the way down to the next area. Pull up a weed that is next to the ladder on its LEFT, for a bomb. Throw the bomb onto the weak stone to blow it away. Then pull up the weed nearest the weak stone for a second bomb, and throw this onto the weak

stone to blow another part away. Then pull up the weed that was to the left of the weed you just pulled up for a third bomb. Throw it onto the weak stone to blow the final part away. Then pull up the weed next to the ladder on the right for a Potion Bottle and throw it down the drop you made into the next area, drop down and enter Subspace. Grab the Super Mushroom and leave Subspace. Jump up to the ledge and carry on right. Grab the cherry and try to take out the Ninjis. You'll come to to a wall with the door leading outside, and it can't be reached by a normal jump, so hold DOWN on the D-Pad until your character charges up, and super jump up the wall and leave through the door.

You'll emerge outside underneath a grass hill ledge. Jump up onto it and head left. Pick up the Ninji and use it to take out the Gray Snifit. Get the cherry and pull up the weed for a Potion Bottle. Now head all the way back right and throw it down near the cluster of weeds, enter Subspace, and pull up all those weeds for lots of coins! After leaving Subspace head right and fall off the ledge, and carry on to the door in the big cliff.

#### BOSS FIGHT: Pink Birdo

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Head right to the steel platform where Birdo is. Defeat it by jumping on the eggs it spits at you, picking them up and throwing them at the Birdo three times for another easy victory. Grab the Crystal, head right and enter the Hawkhead to complete the level.

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< > World 1-3  
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You can use the Hawkhead to reach the higher grass hills and grab the cherries, or you can cross the lower ones and climb up to reach them. Kill or avoid the two Blue Snifits. You'll come to a long log resting on grass hills, with two cherries and two weeds to its left. Pull up the weed on the right for a Potion Bottle and throw it down on the log and enter Subspace. Grab the Super Mushroom but DON'T get the cherries until you leave Subspace. You now have to jump over a short series of waterfalls by jumping on the logs resting on top of the narrow grass hills, and watch out for Trouters jumping up from the bottom of the waterfalls. Once you have reached the fourth log you have to cross a waterfall over logs. If you want, try grabbing the two cherries above the waterfall. If you're quite high up you can leap over to the high grass hill with five weeds on it. The five weeds are all vegetables, so pulling up the last one gives you a stopwatch. Cross the next waterfall and you'll come to a log resting on top of two grass hills with five weeds around it. First, get rid of all surrounding enemies WITHOUT using any of the weeds. When that's taken care of, look underneath the log. There are two weeds. Pull up the one on the left-hand side for a Potion Bottle. Throw it down in this area and enter Subspace. Grab the four surrounding weeds for coins and leave Subspace.

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

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

Look up at the top of the screen and you'll see a chain. Grab onto this and climb it like you would with a vine. When you get to the top, kill the Blue Shyguy with one of the four nearby Mushroom Blocks. Then take the four blocks and place them on the steel platform holding the chain. Now

use them to be able to reach the little steel platforms in the upper left-hand corner of the screen and carry on climbing up. When you get up you should see three platforms with Sparks circling them. Carefully climb them watching out for the sparks and enter the door on the top platform.

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

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

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

BOSS FIGHT: Mouser

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Your first World boss, and he may be a little tricky if this is your first time. First of all, blow away the weak wall with some bombs you'll find near it in the ground. When the wall is blown away, the battle can begin. Mouser will throw bombs at you. Catch them (your character grabs them if they land on your head) and throw them back when they start blinking. Mouser moves around on the platform quite a lot, so make sure you know when to throw the bombs. A good place to fight would be on the edge of the platform where the weak wall was. If he's touching the bomb when it explodes, that counts as a successful hit. You need to do this three times in order to defeat him, and when you do, the door with light protruding appears, and you can leave the area to complete World 1!

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+=====+  
| World 2 |=====

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< > World 2-1  
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You've now arrived at the desert. So, head right towards the pile of bones, and watch out for the Cobrat that pops out of the sand. Go past the pile of bones and jump over the jar with the Cobrat in it. Continue past the next set of bones and grab the cherry in the air above the gap with the Red and Blue Shyguys in. Carry on past the next set of bones and jump over the jar, killing the Cobrat if you wish. You'll come to some sand blocks with four weeds on top. Pull up the weed furthest to the left for a

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

In this room you have to dig through the sand to reach your next destination. Start digging at the right hand side of the screen and get the cherry, but watch out for the Red Shyguy. The next cherry is at the left hand side of the screen, but there's also a nearby Red Shyguy. Carry on digging down and approach the ladder. Watch out for the Gray Snifit. There are two cherries near the ladder, get them if you want. Descend the ladder and enter the door to the right.

BOSS FIGHT: Pink Birdo

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Climb the steps and jump onto the platform with Birdo on. This battle may be a touch harder, so pick up the eggs quickly or you may find yourself falling down the gaps at either side. Anyway, just use the normal method of hitting it with eggs three times, and Bob's your uncle.

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< > World 2-2  
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Climb the steps and exit through the light door.

Head right to the pile of bones next to the quicksand. Watch out for the Cobrat in the sand as you cross. There is a line of the cactuses next with two cherries in the air above them. Watch out for the Beezos that swoop down. Get the cherries and carry on heading right. Jump over the jar with the Cobrat in it (you may want to kill the Cobrat to stop it bothering you while you collect the Potion Bottle). Anyway, there are three weeds between this jar and the next two jars to the right. Pull up the one on the left and throw it down near the other two weeds so they are on the screen in Subspace. Enter to get a couple of coins and a Super Mushroom. After leaving, go past the next two jars (the contents are irrelevant). Jump over the three cactuses in the quicksand and kill the Cobrat in the small jar which you can use as a stand. The next area of quicksand sinks quicker, so is therefore harder to escape. Some bones fall down the sand, so you can use them as stands to get across it. So when the bones pop up, jump on them quickly and cross the quicksand. Before the pots there is a door in the wall, enter it.

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

on screen. Enter Subspace, grab the Super Mushroom and pull up the weeds for some coins. Leave this cave area.

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

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

BOSS FIGHT: Red Birdo

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There are two strategies which you could use in this battle. You could either get the three Mushroom Blocks below the Birdo and bring them up to the platform to throw at the Birdo, or you could just go up there and fight it with its eggs. Either way, hit it three times and it's dead. Easy.

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< > World 2-3  
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You start this world underground next to a ladder leading into the overworld. So to start things off, climb the ladder to the top.

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

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

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

In here you're standing on a giant pillar with two great drops to either side. Drop down the right hand side and try to grab the two cherries as

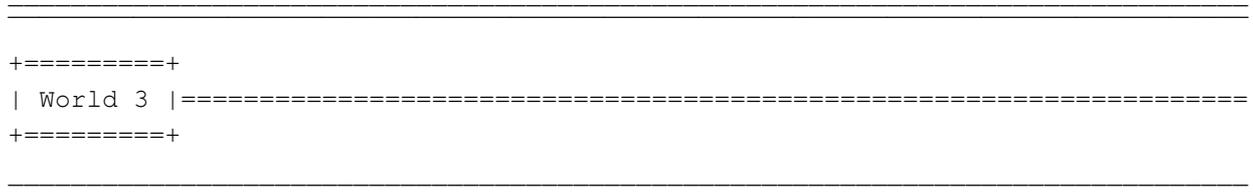
you fall. You'll safely land on a little log bridge with some Red Shyguys. Jump up onto the little platform to the left and pull up the weed for a POW Block, which you can kill the Shyguys with. Now continue falling until you land in an area with some digging sand and a locked door. You now have to dig to the bottom of the pyramid to get the key! So as you start digging, the first cherry is to the right hand side of the sand pit. The second is on the very left side. The third is on the left side, and the fourth on the right side. Remember to watch out for Red Shyguys while you're digging. You'll come to a spot where the path splits in two, but this time, it doesn't matter which route you take. However, you get a cherry in the right route. Both routes meet at the bottom and lead to a door to a room containing the key. Super Jump onto the platform avoiding the Spark. Take the key and quickly get out. When you are out, throw the key down STRAIGHT AWAY to stop the Phanto stalking you. When it's gone, pick the key up again and start jumping up to the top of the sandpit to get to the locked door. All the cherries have been replenished, so it is easy to get a Starman. Remember to throw the key down occasionally to avoid Phanto.

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

BOSS FIGHT: Tryclyde

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This battle is a fair difficulty, but it's your evading skills that count here, not your fighting skills. There are 6 Mushroom Blocks to fight him with, so you should pick three up one at a time, jump onto the block platform to your left and leap over to the three-block platform to drop them off, then throw them at him plain and simple. Be sure to keep away from his flame breath; otherwise you should be fine. If you are really good at this you could defeat Tryclyde in as short a time as 15 seconds, a personal record of mine. :) On to World 3!



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

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

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

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

If you are Luigi or Princess Toadstool, you can jump across the giant gorge to the left of the cloud platform to an area that has a shortcut to the boss. For more info, check the Secrets section. If you head right, there are three clouds with a Panser resting atop the highest one, and four nearby Mushroom Blocks. Use one to take out the Panser. To the right is a very narrow grass hill with two weeds on it. The left one is a Potion Bottle. If you throw it down near where the Mushroom Blocks originally were, you can get a Super Mushroom in Subspace, which lands next to the three Mushroom Blocks. After leaving Subspace and carrying on, past the grass hill are three clouds in a stairway-like fashion, and a Mushroom Block is atop the highest one. Use it to take out the Panser to the right. Head right a little further, and jump over onto the dirt. Head right, and use the Blue Shyguy to kill the moving Panser. Descend the ladder to the area with six weeds. Pull up the one on the very left for a Potion Bottle, and throw it down here for five coins to use in the Bonus Chance mini-game. After leaving Subspace, head back up the ladder (watch out for that Panser), go right, jump over the pit and enter the door in the cliff.

#### BOSS FIGHT: Red Birdo

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There are three steel platforms in this area, and Birdo is on the middle one. This battle is simple as always, and to make it even easier, there are three Mushroom Blocks to the Birdo's right for some easy ammunition. When Birdo drops the key, grab it and Super Jump onto the higher steel platform and enter the Hawkhead.

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An Ostro carrying a Red Shyguy will immediately charge towards you, so pick the Shyguy up off its back and kill the Ostro with it. Head right and jump over the four stumps. Beezos will start coming down here, so be sure to keep a careful foot. Head right past the two grass hills and you'll approach two stumps with two weeds between them. Pull up any for a Young Vegetable and carry it with you to the right to kill the Panser with to get by without any annoyance. Carry on heading right, and watch out for the two Ostros. Ignore the two POW Blocks set in the ground, so carry on heading right. Go past the next three stumps (watch out for the Snifit on the third one). Heading further right, you'll come to some weak stone held in the ground. There are two weeds to its left, and a grass hill with three weeds on, to the right. Avoid the Snifit (throwing it away would be a better choice, actually), and pull up the very left weed on the grass hill for a Potion Bottle. Throw it down where all weeds are on screen, so

you can get some coins, and a Super Mushroom which appears on the hill. Leave Subspace, and pull up a weed to the left of the weak stone floor for a bomb. Blow up the floor and go underground. Head left and descend the first ladder you come to.

This next area requires some quick maneuvering, blowing walls up, and two platforms, which I will name the 'Upper Platform' and 'Lower Platform' for easy convenience. To star off, pull up a weed on the first part of the Upper Platform for a bomb. Quickly drop down off the edge at the right to the Lower Platform, and throw the bomb against the weak wall to blow it up. Go back up to the area where you got the bomb and pull up another weed for another bomb. Quickly take it back down again by dropping off the ledge and blow up the next part of the weak wall. There are two weeds on the ground near the second weak wall which are both bombs, you can use these to blow up the next two weak walls and therefore get through. Three Tweeters will approach you, so dispatch them or avoid them. Carry on left, then jump onto the small ledge to the left, from there jump onto the steel platform, and climb the ladder into the next area.

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

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

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

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

Head left and enter the door.

BOSS FIGHT: Red Birdo

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This boss is relatively simple. Just head left onto the steel platform to meet Birdo. In this fight you have plenty of space to maneuver and escape incoming fireballs. Just use the usual strategy of hitting it with three of its eggs, and get the Crystal after defeating it. Head left and pull up a Mushroom Block to drop down into the lower area, and head right to enter the Hawkhead.

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

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

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

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

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

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

In this next room you have to climb several '+'-shaped platforms to the next area to proceed. When you start in this area, you should see two '+'-shaped platforms separated by a steel platform inbetween them, to your right. A Spark is circling the higher one. Start by jumping onto the first '+'-shaped platform, jumping over onto the steel platform, from there jumping onto the next '+'-shaped platform and jump onto the giant ledge to the left. Get over onto the ladder hugging the very left wall, climb it to the top, and drop onto the giant '+'-shaped platform to the right, but be sure to avoid the Spark circling it. Climb the next two '+'-shaped platforms, and above the top one is a steel platform, and above that is a hollow steel box with two Sparks moving around it (one on the interior and one on the exterior). Jump onto the platform, then leap over and grab hold of the ladder against the right wall. Climb it to the top, then drop left onto the steel box when the Spark surrounding the outside isn't going to touch you. Then jump up to the next steel platform above that and jump over to the ledge to the right with a door on it. Enter this door.

Start climbing to the top of this room via the steel platforms hanging out the walls. Watch out for the two Tweeters. You'll get to an area with a giant steel platform above you and a chain against the left wall. There are two Pansers on the platform that shoot fireballs at angles. Climb the chain to the left, carefully, making sure not to get hit by a fireball. When you get to the very top of the chain, hold right hard so you fall

right, but grab the next chain along that hangs from the ceiling. Repeat this process until you get to the very last chain on the right, and then go over to the door on the left once you've climbed to the top. Avoid or kill the Gray Snifit. Enter the door.

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

Head right and pull up the weed for a Shell. Jump onto the bridge with it and throw it right and follow it to clear your path of five Ninjis. Jump onto the next part of the bridge and then over to the Hawkhead. Get the Crystal and enter it.

BOSS FIGHT: Mouser

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There are two sections of this room with Sparks going around each one. Between the two rooms is a little area between two chains to prevent the Sparks from attacking you. Use this as your fighting spot. Mouser, who is to the right will start throwing bombs at you. Do the same as you did in World 1-3, just pick up the bombs and throw them back. However, this time it takes 5 hits to defeat him, not three. But he's not any much bigger a threat than that. Once he's kicked the bucket, enter the light door and say hello to World 4!

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Your first icy level, and this is where the difficulty starts to go up a notch. Head right across the ice, avoid the Flurry and the Trouters, over the next two ice block platforms and carry on right. Jump over the two approaching Flurrys and keep heading right. Jump up to the next ice platform and head right and jump over the gap. Avoid incoming Flurries in the next part, where there should be two horizontal ice platforms only separated very slightly. On the lower one is a weed, which is a Potion Bottle. Grab it (watch out for Flurrys), and jump over the gap to the next five weeds and throw it down here. Enter Subspace for five coins, then leave. Carry on right and jump up to the next icy platform. Head right, watching out for Flurrys, jump over the little gap, and at the end are some icy stairs. Jump over the gap to the little snow island. On the top of the snow island are two weeds. Pull up the left one for a Potion Bottle and throw it down here. Enter Subspace. Get some coins, and the Super Mushroom, which appears to the right. After leaving Subspace, you'll see a weed underneath the ice blocks hanging off the upper-right corner of the snow island. This weed is actually a rocket which takes you to the next

area. To get it, you have to jump down the little gap to the very right, and hold left hard to do a turn in midair, and you should land on the little ledge with the weed. Pull it up and blast off.

BOSS FIGHT: Auto-bombs

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

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

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

You are now on a cloud above a giant whale. Jump onto the whale to the LEFT of the one you are above, and you'll see three weeds on its back. Pull up the one on the very left for a Potion Bottle. You can either throw it down here to get a Super Mushroom in Subspace (which is on the whale's tail) and a couple of coins, or you can carry it to the right to the three snowy platforms with several weeds for a LOT of coins in Subspace. Either way, it doesn't matter which way you choose.

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

But for now, head back over onto the whale you were above when you first entered this area. Look for where it spits the water, and stand on that spot. When it spits, the bronco will take you up into the air! Jump onto the cloud with the door, then make a big jump to the right onto the icy platform. Jump right across the icy platforms, using the water the whales spit as stepping stones, and grab cherries while you're in the air. You'll come to three snowy platforms. The first two have three weeds and the

highest one has a weed which is a Potion Bottle. You can throw it down here for lots of coins in Subspace, or carry it with you to the right to get warped to World 6 (check Secrets for more info). There are also some icy blocks to the right which hold the Super Mushroom while in Subspace. After leaving Subspace, go past these icy blocks and onto the whale. Stand on the water bronco and jump up to get the cherry when you are shot into the air. Jump over onto the next whale and do the same thing (watch out for the Pink Snifit). Now start crossing the whales and look out for the Blue Shyguys. On the third one, stand on the bronco and when it shoots you into the air, jump onto the icy platform, jump to the right onto the next icy platform, and begin heading right again. Watch out for the Flurry, and at the end of the platform, jump right, over onto the icy platform with steel on, and grab the weed for one of those rocket/firework things.

In the next area head right and drop into the small gap to get the cherry. Jump over the pillar and a Red Shyguy on a Autobomb will approach. Throw the Shyguy away and stay on the Autobomb. It will carry you across the spike pit and you can get cherries while riding. At the end of the pit, jump onto the ledge, avoid the Porcupos, and enter the door.

BOSS FIGHT: Red Birdo

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Head right and jump up onto the higher raised ground. From the end of here, jump right, onto the icy platform in the little tunnel area. Fighting Birdo here will be tough, as you must be careful not to fall down the pits at either side of the icy platform (this means pulling eggs up quickly), watching out for when it spits fireballs, and the slippery ice which can make evasion a little more tricky here. But you know the strategy for beating Birdos, so just heed these warnings, grab the Crystal, head right, jump over the gaps and enter the Hawkhead!

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

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

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

You're now at the castle battlements, and you're at the left castle on the wooden bridge. Between the castle you are at now, and the castle to the right are two weeds in the bridge. Pull up the one on the left for a Potion Bottle, and go left past the door in the left castle. There are

some clouds in the air. Carefully climb them while holding the potion then start crossing the stone battlements with it. Jump over onto the castle on the right and throw it down on one of the stone battlements, but make sure the very end stone battlement is on the screen. Enter Subspace, and grab the Super Mushroom, which appears on the end stone battlement. After leaving Subspace, enter the door in the right-hand castle.

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

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

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

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

Head right across the icy floor and get the Crystal, which is on the steel. Jump over the gap and enter the Hawkhead.

BOSS FIGHT: Fryguy

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

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

The next area is a cave with several waterfalls. To your right are seven weeds, two on the ledge you are standing on, and a cluster of five on the lower ledge next to it. Pull up the one on the right in the set of two for a Potion Bottle. You can throw it down here for several coins to grab while in Subspace. Anyway, once that's done, jump across the gap onto the little dirt pillar. Jump onto the higher section, and cross the giant waterfall by using the falling logs. After you cross four, there's a little ledge of dirt you can jump onto. This next crossing is fairly difficult. You will see Trouters jumping up the waterfall. You have to jump on top of their heads to cross the waterfall. What I do is memorise the places where the Trouters jump, and leap to that area, JUST before the Trouters jump. You should be caught and taken into the air if you do it right. When you cross the waterfall via three Trouters you can jump onto the dirt pillar. You can cross the next section of the waterfall just by using the log that falls down it. The next crossing requires you to jump over Trouters again, and after a three-Trouter span there is a dirt platform with another dirt platform above it, with two weeds on. Pull up the one on the left for a 1-Up Mushroom. The other is a Potion Bottle. You can carry it with you after all the next crossings and get some coins in Subspace shortly before the door. Once you've got some coins, enter the door into the boss area.

BOSS FIGHT: Green Birdo

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When you enter the area, you'll see the Birdo on a steel platform in the air. Sooner or later, though, it'll fall off so you can battle it on the ground. There is a Mushroom Block to the right which you can battle it with. The best method of fighting is NOT GETTING TOO CLOSE. This fight is tough, and the Mushroom Block is your only arsenal. So as soon as you hit the Birdo, you should get the block again while it is temporarily stunned. This may take a few tries to get used to, but you'll get used to it in the end. Get the crystal and enter the Hawkhead.

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

On top of the grass hill to your right are four weeds. None of them are of importance, though. Head right, and you'll see three trees with Hoopsters climbing up and down them. Get past them and kill/avoid the Ostro with the Red Shyguy. Head right and ignore the weed. Super Jump up to the high ledge with three Hoopsters climbing trees. Head past them and you'll see a jar with four weeds around it. The weeds are irrelevant; enter the jar instead. At the bottom of the jar is some weak stone with a weed on it. Pull up the weed for a bomb and blow up the floor to reveal a second area of the jar. Go down here. In this next area are three wooden platforms and two weeds and two Porcupos at the bottom. Pull up the weed on the right for a Potion Bottle and carry it out of the jar with you. Back in the overworld, make sure you can see the ground to the right of the gap at the end of the ledge you are currently on. Throw down the Bottle and get the coins in Subspace and the Super Mushroom that appears. After that, carry on heading right, and watch out for the three Porcupos, Ostro and Red Shyguy. Go right and you'll come to some Hoopsters climbing trees. DON'T KILL ANY OF THEM. Instead, jump on them to get a ride to the top of the trees and you can cross the pits with any bother. To the right of the fifth Hoopster is a Panser shooting fireballs directly upwards. You could kill it with the Hoopster but remember to land on the pillar and continue crossing the gaps carefully. Once you've finished doing that, to the right

is a grass hill with three weeds on it and two nearby Ninjis. To the right are two more weeds. The one on the right is a POW Block which you can take the Ninjis out with. Cross the gap and avoid the Porcupo, and either kill or avoid the Ostro with the Red Shyguy on its back. Then climb the vine into the sky.

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

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

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

BOSS FIGHT: Red Birdo

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Head to the right and jump across the little gap in the bridge to meet Birdo. There is a Troutor jumping out of the water, which you can use to hit Birdo with. You can also use the eggs it spurts. Just don't fall down the gap and you should do fine. Grab the Crystal when it is relinquished, jump onto the higher section of the bridge and head right and enter the Hawkhead to finish the level.

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< > World 5-3  
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NOTE: There is a warp zone in this level that leads to World 7. However, Luigi is the only character who can reach it. See Secrets section for more info.

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

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

You'll come to a weak wall. Super Jump onto the top of it and jump onto the grass with three weeds on it. Pull up the middle one and throw it down onto the ground, next to the weak wall to the left. Blow up the wall with a Bob-omb to reveal a little area with a weed inside. Enter Subspace and a Super Mushroom appears here. Get it, leave Subspace and go back to where you got the Potion Bottle. Drop onto the log to your right and avoid the Bob-ombs. Drop off the edge of the log onto the ground and head left until you get to a ladder. Descend it.

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

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

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

#### BOSS FIGHT: Clawgrip -----

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

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| World 6 |=====

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< > World 6-1  
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Back to the desert. :P When you start, there is a big gap of quicksand ahead of you with a Cobrat in it. Kill the Cobrat to avoid annoyance from it. Then are two piles of bones; there is a Pink Shyguy on the second pile of bones, which you can use to kill the Cobrat to the right. Head right across the quicksand and you'll come to a jar with a Cobrat in it. Throw the Cobrat away and enter the jar. Inside the jar is a Red Shyguy and a weed at the bottom, which is a Potion Bottle. Pull it up and exit the jar with the Potion Bottle. Back in the overworld, see that pile of bones to the right? Throw the Potion Bottle down on that and enter Subspace. The Super Mushroom will fall into the quicksand. Quickly jump on it and grab it before it is totally absorbed. Then leave Subspace. To the right of the two cactuses is a Pokey, I'd suggest killing it or throwing the body parts away. Head right and go past the next couple of cactuses. A Cobrat is in the quicksand, so approach with caution. This quicksand moves very fast, so if you fall in, you'd better start mashing those buttons. To the right of the Cobrat is two piles of bones, a Blue Shyguy and another Cobrat. Use one to knock out the other. To the right of the second pile of bones, there is some sand that doesn't sink, which you can jump to. Then jump right, into the next batch of quicksand, and jump onto the bones. To the right are some jars. However, entering them is unnecessary. To the right of the jars is a pile of bones and two Cobrats. Jump up to the high ledge. There are seven cactuses here, and two weeds. The first one is a Vegetable, which you can use to kill the Pokey to the right. The second is a Potion Bottle. Carry it past the second Pokey, the cactuses and the Panser and you'll come to a door encased in sand blocks with four weeds on top. Throw the Potion Bottle down here, enter Subspace and get the coins and Super Mushroom. After leaving Subspace, enter the door.

In this room is a huge row of jars. The third one from the left has a Mushroom Block on it, but beware, once you pull it up, a Cobrat jumps out. Kill the Cobrat and enter the jar. Dig down through the sand, and at the bottom of the jar are four weeds. Pull up the furthest one on the right for a 1-Up Mushroom, then leave the jar. Head to the end of the row of jars and you'll see a Cobrat lurking in the sixth jar from the end. Enter the jar next to it on the right. Dig to the bottom and you'll find a key and a Phanto. Pick up the key but throw it down immediately to avoid being stalked by the Phanto. When it leaves, pick up the key and exit the jar with it. You know the drill. Just throw the key down whenever Phanto comes near. Anyways, take the key to the right through the tunnel and you'll come to a locked door surrounded by sand blocks. Open the door with the key, and enter.

BOSS FIGHT: Green Birdo  
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This one's a bit frustrating. You and the Green Birdo are cut off by some sand blocks, a dirt pillar and three Mushroom Blocks. Creating a barrier is somewhat effective, but you have to take a Mushroom Block into the area where you are fighting the Birdo, so you must take precaution. Be quick, and try to throw the blocks as fast as you can to

avoid being hit. It's a bit hard to get used to this, but just keep trying, and you'll pull through, then get the crystal and enter the Hawkhead.

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< > World 6-2  
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NOTE: This level involves a big gorge cross and lots of jumping is required, so I strongly suggest using Luigi.

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

To the right is a weed. Pull it up for a Vegetable, and keep it in your grasp. Jump onto an Albatoss heading right. You go past three Albatosses heading left and one of them is on your flight path, so jump between the lower and middle-height flying ones to avoid getting hurt. As you're being carried right you'll come to a Panzer on a dirt island. Kill it with the Vegetable to avoid being hit by a fireball. Jump over the island and back onto the Albatoss. Charge up a super jump to reach the top of the dirt island with two weeds on it and a thinner island next to it. Pull up the weed on the left for a Potion Bottle and throw it down here. Enter Subspace and get the coin and Super Mushroom, which appears on the other pillar. Leave Subspace, and jump onto an Albatoss heading left, and go back to the start of the level. Another Albatoss is heading right at a higher flight-level, jump on this. It will carry you right again, but watch out for incoming Beezos. After the two pillar-islands where you got the Super Mushroom, three Albatosses will fly towards you, so be ready for a jump (a Super Jump if you're really being careful). After a big round of gorge-crossing you'll be taken to a pillar with a weed on it, and a higher ledge to the right. Just jump onto the ledge and ignore the weed. Head right and enter the door in the cliff face.

BOSS FIGHT: Green Birdo

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This boss fight is somewhat easier than the fight in World 6-1, that's a relief. :) The Birdo is on some steel blocks on the floor in the pit. To the left of the steel blocks is a Mushroom Block, and there are some sand-block platforms around the pit. There is a Mushroom Block on the platform above the Birdo. Just perch above it and throw the block down when it's directly below you. Quickly get back down, grab the Mushroom Block next to the steel blocks and carry it to the platform where you got the first block, and throw it down at the Birdo. Repeat the process once more, and that's an easy victory. Get the crystal, head right, jump over the little pit, and enter the Hawkhead to finish this level.

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< > World 6-3  
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Climb the ladder above you into the overworld.

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

The first weed on the right is a Potion Bottle. Pull it up and keep hold. Jump past the three cactuses and onto the pile of bones in the quicksand. Go past the second pile of bones and throw the Potion Bottle onto the first cactus stump (avoid the Pokey!). Enter Subspace and you'll see the Super Mushroom on the cactus to the right. Grab it and leave Subspace.

Keep progressing to the right and watch out for the Cobrat in the sand. After the second set of bones the quicksand stops. Head right and enter the big hole in the cliff to some cavernated area.

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

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

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

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

In this next area, you'll see a Mushroom Block below some steel blocks with a Red Birdo on it. Pick it up, jump onto the Hawkhead and onto the steel platform and fight the Birdo. Just use the normal strategy, this fight isn't too hard. Once you kill it, get the Crystal and enter the Hawkhead for the REAL boss fight.

BOSS FIGHT: Tryclyde

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You'll drop into the next room. Jump onto the higher ledge, and in the pit you'll see a steel block platform and seven Mushroom Blocks on the ground. What you must do is pick up a Mushroom Block, jump onto the platform and throw it at Tryclyde, who is atop the pillar, and evade flames, as they come out very quickly. This fight isn't as hard as it seems. If you just stick to the strategy you used in World 2-3, this fight should be no trouble at all. Once you've killed it, enter the light-door. You're one step away from Wart's lair!

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| World 7 |=====

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

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

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

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

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

Jump onto the cloud platform to the right, and keep heading up, avoiding Sparks. On the third cloud platform, jump up and climb the ladder to the left into the next section with a Mushroom Block barrage with a Spark circling around inside. Jump on the top of the Blocks and charge up a super jump to reach on of the four ladders above you. Start climbing and when you get to the top, climb the ladder which meets between the second and third ladders. Watch out for the Snifit, which is firing bullets from the left. Once you get to the top, climb one of the two ladders on the clouds and enter the grassy house.

BOSS FIGHT: Green Birdo

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A fireball-sputting Birdo with an infinite supply of fireballs. And your great arsenal to fight against it: one Mushroom Block. Heh. A pretty tough situation here. Get the Mushroom Block and jump onto the steel platform. What you should do is throw the Block at the Birdo. When you hit it, it is temporarily stunned, allowing you time to grab the Mushroom Block again and repeat the process another two times. Be quick! Once it's all done and dusted, get the Crystal and enter the Hawkhead, and the final level awaits you...

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

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

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

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

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

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

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

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

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

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

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

Head right. There are two pillars with Mushroom Blocks on them. Take each Mushroom Block with you to the cluster of pillars with the Crystal. When

you pick up the Crystal, the Hawkhead comes to life, and you have to fight it! Just be quick and hit it three times using the Mushroom Blocks mentioned earlier. When you hit it three times, it will open its mouth. QUICKLY jump inside. 'Cus if you're not quick, the mouth will close and you have to fight it again. Don't say I didn't warn you.

BOSS FIGHT: Wart

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Okay, it's the showdown, the finale, the grand daddy of 'em all, the most anticipated battle in the...well, you know what I mean. Wart is tough, but with this strategy I have here for you, you'll be throwing him out of Subcon in no time. So, go to the Vegetable Machine. When it spits a Vegetable out, Wart will fire nightmare bubbles at it from his mouth. Catch the Vegetable and avoid the bubbles. When he opens his mouth again, pop the veggie in. It's then as simple as doing it five more times, he'll then go petrified and die. Enter the light-door. I'm not going to spoil the ending for you, so sit back and watch the great epilogue!

Well done! You have completed Super Mario Brothers 2!

/ / 406 \ \ ITEM LIST \ \  
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- 1-Up Mushroom - Also from Super Mario Brothers 1, only they are red mushrooms with the words 1-UP inscribed on the side, rather than green mushrooms. Anyway, they do the same job of giving your character a life.
- Bomb - You can either find these hidden in the ground, or Mouser will throw them at you. A few seconds before detonating they'll blink, so be sure not to get too close, or you'll be sorry!
- Cherry - They have no use by themselves, but collect 5 of them and get a Starman.
- Clock - After pulling up four vegetables, you'll get this from where the fifth vegetable would be. It temporarily stops enemies moving.
- Coin - Also seen in Super Mario Brothers 1. When in Subspace, pulling up weeds will give you coins (1 coin per weed). At the end of each stage you can use the coins for extra chances on the slot machine game.
- Crystal - Birdos usually hold onto these. Crystals open the Hawkhead mouths to allow you to clear the level.
- Heart - After killing several enemies, one of these will float up from the bottom of the screen. They recover one heart in the life container meter.
- Key - Guarded by Phantos. They need to be used to open the locked doors that are nearby.

- Mushroom Block - Mushroom-shaped blocks that can be used as something to climb to reach high areas that cannot be reached by normal jumping. They can also be used as weapons.
- Potion Bottle - Throwing one of these down creates a Subspace door. Entering it will warp you to the other world for a few seconds, to give you time for grabbing coins and Mushrooms.
- POW Block - These first made an appearance in Mario Bros. Like what they did back then, throwing one down will kill all enemies on screen. Great for taking out great clusters of enemies in a tight spot.
- Shell - Pull this up from the ground and throw it ahead at any enemies. Like Super Mario Brothers 1, it plows down any enemies ahead.
- Starman - Also from Super Mario Brothers 1, these stars will make your character temporarily invincible, and touching an enemy kills it. However, the invincibility time is slightly shorter than it was in SMB, so make sure you use it wisely.
- Super Mushroom - Also seen in Super Mario Brothers 1, these little wonders can grow a shrunk character back to normal size, and they also add another life container heart for the level! They can restore a character to full health, too. Only found in certain locations in Subspace, and up to 2 can be found in one level.
- Vegetable - A common weapon often found in the ground. These greens are used to take out enemies.
- Young Vegetable - Similar to vegetables, only smaller, and can be thrown further.

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ENEMY LIST

- Albatoss - Sometimes you see them carrying Bob-ombs and dropping them down at you; you can also use them as a method of travel like in World 6-2.
- Autobomb - A cannon on wheels carrying Shyguy. Like Ostros, you can ride it if you get rid of the Shyguy.
- Blue Shyguy - Similar to Red Shyguy, only they don't walk off cliff ledges.
- Blue Snifit - These are the worst of all three snifits, they can run and fire bullets at you, which makes it hard to interpret them without getting hurt.
- Bob-omb - Walking bombs that detonate at any moment. Sometimes you can find them in the ground, so be on your toes if you

pull one up by accident!

- Cobrat - These snakes tend to hide in vases or the sand until you get close, then they jump out and start firing bullets while moving around quickly. They're hard to jump onto when moving around.
- Flurry - Usually seen in levels with ice. They tend to mime your actions and follow you around. Leading them into traps is easy, but trying to pick one up can be a little frustrating.
- Grey Snifit - Like Red Snifits, but they can jump while firing and make an attack pattern.
- Hoopster - They're little spiders that climb vines and trees. You can jump onto them for easy transportation up a vine, too.
- Ninji - Ninjis come in two varieties - ones that stand still and jump straight up into the air, and ones that move around that follow you around trying to jump on you. Ninjis usually come in groups of two or more.
- Orange Beezo - Similar to Red Beezos, only these ones fly horizontally and are faster.
- Ostro - Ostrich-like creatures carrying Shyguy on their backs. If you can dispose of the Shyguy you can hop onto its back for a ride.
- Panser - These little plants spit fireballs at you and can come in different varieties - most just tend to stay still and spit fireballs directly up, but some can spit flames at angles, and some can even move! Definitely one of the more annoying enemies.
- Phanto - These are the masks that guard keys to essential places. As soon as you pick the key up it will immediately start following you, so if it gets close, throw the key down quickly.
- Pidgit - They fly yellow magic carpets around and try to swoop at you every so often. When you throw it away you can use its magic carpet for a ride, but watch out, the carpets disappear after a few seconds!
- Pokey - Tall cactuses that follow you. They're quite easy to handle actually, throwing a veggie at the base and taking out the head is the best way to deal with them. Also seen in Super Mario World and Super Mario 64.
- Porcupo - The porcupine-like creatues. You can't jump on them, so the best way to deal with them is by throwing another thing at it.
- Red Beezo - They carry little pitchforks, and swoop at you from above. They're slightly slower than Orange Beezos, so they're a little easier to evade.
- Red Shyguy - The most basic of all enemies in the game. They walk

straight ahead mindlessly and can fall off ledges.

- Red Snifit - They stand still and fire nightmare bullets at you.
- Spark - They travel along platforms, and are easy to kill. Just don't touch them!
- Troutier - Little fish that jump up from the bottom of the screen usually around waterfalls. You can also use them to jump across vast gaps like in World 5-1.
- Tweeter - They're birds that hop around. They often make little jumps, too. They're easy to dispose and are not too big a problem.

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/ / 408 \ \ BOSS LIST \ \
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< > Pink Birdo
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The simplest and most common of all bosses. They spurt eggs at you and
move around and jump a little. You can take her out by picking up three of
the eggs it spits and throwing them back at her.
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< > Red Birdo
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Similar to the Pink Birdos, only they are slightly quicker, and they also
spurt fireballs as well as eggs. Make sure your timing is accurate - you
don't want to be jumping on a fireball by mistake!
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< > Green Birdo
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They're the quickest out of all three Birdo types, and they spit ONLY
fireballs. A pretty tough boss when you've got little to fight with.
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< > Mouser
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The bosses of the first and third worlds. They throw bombs at you and move
about a lot. To kill him, catch one of his incoming bombs and throw it
back when it's about to explode.
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< > Tryclyde
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An oversized, three-headed snake that breathes fire. Scary, no? Found in
World 2, they're not too difficult to defeat, you've just got to avoid the
flames. You're supplied with six Mushroom Blocks to take it out with.
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< > Fryguy
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This large fire-spitting flameball is found at the end of World 4. Once
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defeated, it splits into four smaller Fryguys which are easily taken out with one hit.

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< > Clawgrip

Its name comes in two parts. The 'claw' coming from the giant claw it sports, and the 'grip' from it's great grip it has on the rocks it throws at you. To defeat it, pick up the rocks it throws and throw them back, and prove that he's not the only one who can throw rocks around this place!

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< > Wart

The big baddy of the game. That's right, no Bowser. Wart has kidnapped the SubConians and he has a great dislike for vegetables. Watch out for the nightmare bubbles he shoots from his mouth, and feed him six vegetables to take care of this giant frog!

/ / 409 \ \ BONUS CHANCE MINI-FAQ \ \  
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At the end of each level (except World 7-2, because you've obviously completed the game), there is a little mini-game called 'BONUS CHANCE' in which you can use coins you found in Subspace to attempt for extra lives. There are several different icons on the slot machine that each flash up for spilt-seconds and stop once you hit the B button. Here is a list of the rewards for each of the following combinations:

- Vegetable-Vegetable-Vegetable - 2Up
- Starman-Starman-Starman - 2Up
- Snifit-Snifit-Snifit - 2Up
- Cherry-<<Anything>>-<<Anything>> - 1Up
- Cherry-Cherry-<<Anything>> - 2Up
- Cherry-Cherry-Cherry - 5Up
- 7-7-7 - 10Up

/ / 410 \ \ SECRETS \ \  
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< > Shorcut to Boss in World 1-1

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

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< > Shortcut to Boss in World 3-1

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

/\  
< > Shortcut to Boss in World 6-3

---

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

/\  
< > Warp to World 4

---

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

/\  
< > Warp to World 5

---

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

/\  
< > Warp to World 7

---

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

/\  
< > Commit Suicide

---

\/  
Don't really see much of a point of making this trick, nonetheless it is a funny one to try out. Pause while playing, hold the L and R Buttons and push Select. The character will die.

/\  
< > Wart in 10 Levels

---

\/  
World 1-1  
-----  
This level doesn't require strategy to be completed. Any character can be

picked, and if you want, you can take the shortcut to Birdo to make the level even quicker. You may want to get coins in Subspace for several attempts for extra lives, which will make it easier when you get to Wart quicker.

#### World 1-2

-----

Like World 1-1, this level does not require any specific strategies to be completed with. Be sure to get the 1-Up in the first jar, and get as many coins as you can, as there are several weeds and a potion bottle, for access to many coins.

#### World 1-3

-----

It doesn't make any difference which character you use in this level, but I use Princess Toadstool, as her floating ability makes it easier to cross the larger gaps and waterfalls. After the big waterfall you come to a log resting atop two grass hills, with three weeds upon the log, and two weeds below it. Pull up the weed on the left that is underneath the log for a Potion Bottle. Jump over the gap to the right and go past the warehouse door (remember to watch out for the Tweeters and the Ninjis). Carry it past the door, and throw it down near the jar. Enter Subspace and enter the jar while in Subspace. You will be warped to World 4.

#### World 4-1

-----

Wow, a massive three-world jump. This level is full of slidy ice, so my characters of choice are Luigi or Princess Toadstool, as their great jumps and airtime makes this level easier. There are no specific strategies needed here to make the game shorter, so you can complete this level any way you want.

#### World 4-2

-----

Like World 4-1, this level is very icy and requires some big jumps, so I'd yet again strongly suggest Luigi or Princess Toadstool. Somewhere in the level you should come to three snow pillars with weeds on them. Go onto the third pillar and pull up the weed on the right hand side for a potion bottle. Carry it through the level until you come to a jar underneath an ice platform. Throw the potion down near the jar. Enter Subspace then go down the jar while in Subspace and you will be warped to World 6.

#### World 6-1

-----

A two-world jump, and here no strategies are needed to complete the level, so pick any character you want and just complete the level.

#### World 6-2

-----

For this level, I'd suggest using Luigi. His airtime lets you cross Albatosses safely without having too much trouble, but you should still be careful while you cross the giant gorge. Complete this level normally, as there are no strategies you have to use to make the game shorter.

#### World 6-3

-----

Any character is suitable for this level, so pick any character of your choice, and complete the level!

#### World 7-1





\/  
 In the bottom right-hand corner of the screen are three boxes. After finishing each level you are given a card. The card's symbol appears in the box. Once you have three cards you are given a prize. If you have three Mushrooms, you'll get 2-Up. If you have three Fire Flowers, it's 3-Up. Five Starmans will earn you a 5-Up. If you have a mixture, you'll get 1-Up.

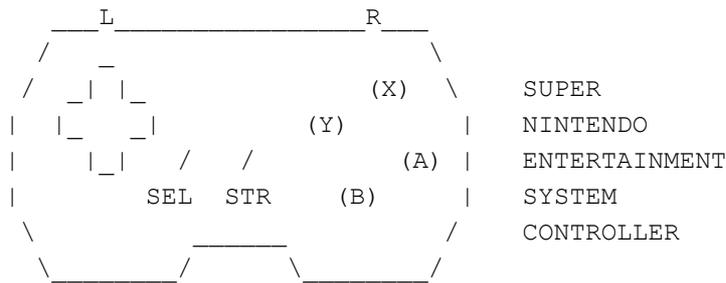
/\n  
 < > Fortresses

\/  
 Each Fortress has different puzzles to solve, but you'll face Boom-Boom at the end of each Fortress. Boom-Boom can sometimes have different attacks, though.

/\n  
 < > Suits

\/  
 Each suits have their own special use. Please refer to the 'Moves and Attacks' section for more detail on how to execute them.

/ / 502 \ \ CONTROLS \ \  
 \ \ / / \ \  
 \ /



D-Pad - This will move Mario around on the map screen. Each direction on the D-Pad will make him move in that particular direction. On the level screen, the Left Button will make him move to the left, while the Right Button will move him to the right, simple. Couple the movement with the Y Button to make him accelerate and gain momentum in the P-Meter. Up will make him climb vines and enter doors or upside down pipes. Down makes him descend vines and go down pipes. The D-Pad, when wearing the Frog Suit in water, will make Mario swim in any direction.

Select - For highlighting different game modes on the logo screen, to choose between 1-Player and 2-Player mode.

Start - Confirms the type of game you wish to play, and pauses / resumes the game.

L Button - No real use in this game.

R Button - No real use in this game.

Y / X Button - The Y Button has a few primary functions. You can use it to pick up shells, open chests in Toad's house, run while

moving (filling up P-Meter more as you run), swing the Raccoon Tail with the Tanooki Suit or Super Leaf, throw hammers or flick fireballs. On the map screen it flips the bottom bar to let you view your inventory.

B / A Button - The B Button is the main action button. Its main function is for jumping, but also for bobbing while swimming, picking cards in Toad's House, choosing items in your inventory, entering stages from the map screen and stop sliding pictures in the picture game.

```
 / \
 / / 503 \ \ MOVES AND ATTACKS \ \
 \ \ / / \ \
```

Combining basic controls can build up to secondary, more complex moves, which can come in very handy during your adventure. Here is a list of moves and how to perform them. Also, this may depend on whether you are regular Mario or Super Mario, and sometimes depends on the suit Mario is wearing. That will of course be notified, though.

```
 /\
 < > Flying
```

```
 \ /
 *Note: You need to have the Super Leaf or Tanooki suit to perform this
 move.*
```

Find a large gap of space and start running and keep running until the P-Meter is full. Then start tapping the B Button to hover in the air temporarily.

```
 /\
 < > Gliding
```

```
 \ /
 *Note: You need to have the Super Leaf or Tanooki suit to perform this
 move.*
```

Jump into the air and keep tapping B. You will fall to the ground slower.

```
 /\
 < > The Shell-Dozer
```

```
 \ /
 Kick a shell and follow it. The more enemies you knock down, the more
 points you will accumulate until you start achieving 1-Ups. Be careful not
 to be hit by the shell if it rebounds off something!
```

```
 /\
 < > Bowling
```

```
 \ /
 If you find a steep surface like a hill, press Down and Mario will
 automatically slide down it. If there are any enemies in your path, they
 will simply be ploughed out of the way!
```

```
 /\
 < > Mario Statue
```

```
 \ /
 *Note: You need to have the Tanooki Suit to perform this move.*
```



mischief as they please in the normally peaceful Mushroom World. They stole the royal magic wands from each country in the Mushroom World and used them to turn their kings into animals. Mario and Luigi must recover the royal magic wands from Bowser's 7 kids and return the kings to their true forms. "Goodbye and good luck!," said the Princess and Toad as Mario and Luigi set off on their journey deep into the Mushroom World.

"We took 7 wands from the 7 kings. Each of us has one. Our father has instructed us to protect the wands."

/ / 505 \ \ CHARACTERS \ \

/\  
< > Mario

\/  
He's the most popular video-game character of all time, and he's back, better than ever, and ready to kick some Koopa Tail in another classic adventure! You will control Mario in a 1-Player game, or Player 1 will control him in a 2-Player adventure. Mario wears a red shirt and blue overalls.

/\  
< > Luigi

\/  
Mario's brother. Luigi possesses the exact same skills as Mario, it's only his look that's different. Luigi is slightly younger than Mario, a tad taller and slimmer. Luigi only appears in 2-Player games. He wears a green shirt and blue overalls. Player 2 controls Luigi.

/\  
< > Princess Toadstool

\/  
Although she's only waving goodbye to you at the beginning of the adventure, she gets more involved as the game progresses...

/\  
< > Toad

\/  
Toad makes several appearances throughout SMB3, and can be a great asset to you throughout the game. You can visit him in his house where he can provide you an extra item for your journey, or he will let you play a game-show like mini-game where you must line up the pictures correctly. He also lets you play a card game for rewards, too. He's the Mushroom Retainer of Princess Toadstool and is loyal to the Mushroom Kingdom.

/\  
< > Mushroom Kings

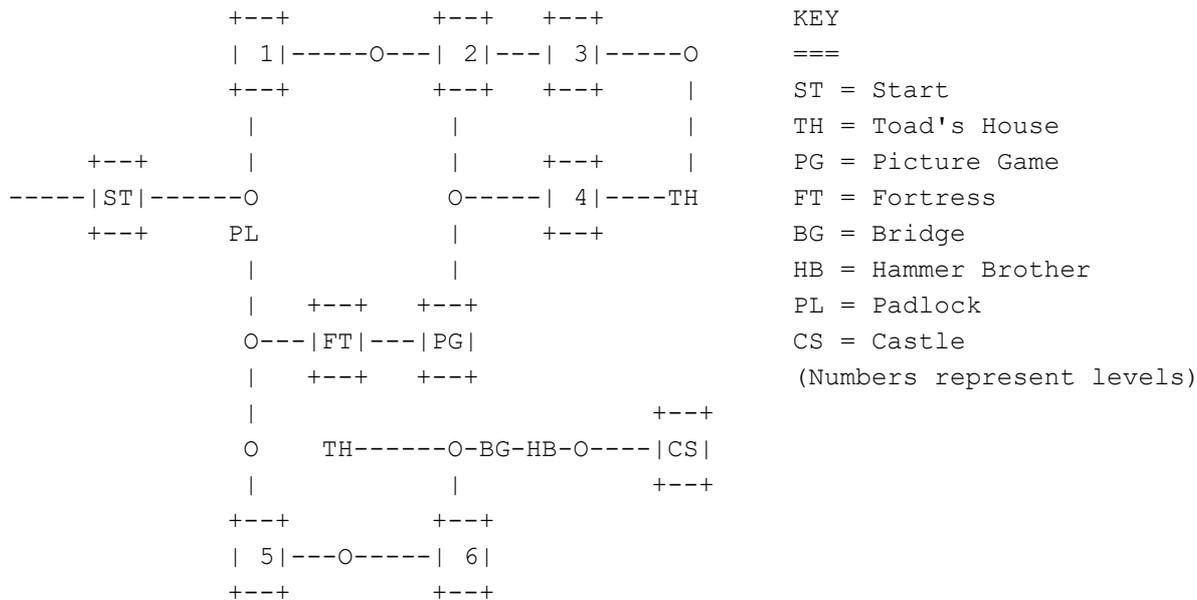
\/  
There are 7 Kings throughout the Mushroom World, and each of them possesses a magic wand. Unfortunately, the Koopalings steal their wands to turn them into animals. Your job is to return them to their normal, old selves.

```

+=====+
| World 1 - Grass Land |=====
+=====+

```

MAP  
===



NOTE: The padlock disappears once you complete the Fortress level.

```

/\
< > World 1-1
\ /

```

Let the adventure begin! Run right and stomp the Goomba. The first two '?' Blocks you come to both contain coins. To the right, there are two more '?' Blocks in the air above the pink platform. The one on the left contains a coin, and the one on the right holds the first Super Mushroom of the game. Grab it. Jump over the pipe with the Piranha Plant in. The next '?' Block contains a coin. On the next green platform is a Red Koopa Troopa. Stomp it and kick the shell to the right to hit the '?' Block on the ground, to reveal a Super Leaf. The '?' Block to the right has a coin in it. Go right, and kill the two Goombas and Para-Goomba to clear the runway. There are two optional routes to take to complete the level here...

Route 1  
-----

Using your newfound Raccoon Tail, run right until the P-Meter fills. At the end, jump, and start flying up the trail of five coins. You'll come to a pink platform in the air. Land here, and get the three coins in the air. Jump onto the little cloud platform to the right, and hit the brick block for a hidden 1-Up Mushroom. Now jump onto the next cloud platform to the right, and grab all the coins in the air above it. Now get a good run up and fill the P-Meter, and jump off the very right end of the



Piranha Plant isn't sticking out first).

You will fall into a room with 20 coins in a 4x5 formation. Grab them, then leave via the pipe to the left.

You arrive back at the pipe just to the left of the one you entered to get to the secret coin room. Now head right and get the coins you used to make brick platforms with. Continue right to the next grass hill, and kill the two Goombas. In the pit is a Red Para-Goomba, and in the air are two music note blocks. Kill the Para-Goomba, and hit the music note block on the right for a Super Leaf. Head right, slide down the hill and kill the two Goombas. You will come to a pipe with a Piranha Plant in it. Go past it and cross the pit, using the music note blocks if you have to. The third music note block contains a Starman, so I suggest hitting it from beneath so you can grab it as it emerges to save it from falling down the pit if it jumps to the left. Kill the Goombas trapped between the pipes. The '?' Block in the air above the hill past the next pipe contains a coin. Head right, down the hill and avoid the Micro-Goombas that the Para-Goomba drops down at you.

Head right into the dark area and grab the card to finish the level.

/\n  
< > World 1-3  
\\

---

Run right, stomp the Green Koopa Troopa and pick up its shell. Carry it to the right and use it to take out the Boomerang Brother. Carry on right and you will come to a cluster of brick blocks, music note blocks, '?' Blocks, and you should see a Red Koopa Troopa on top of the highest row of bricks. Stomp it, and kick the shell to the left so that it hits the higher music note block, and it will take out some bricks and get the coins from the '?' Blocks, and creates a gap. The arrangement of bricks you are on now should be shaped like a backwards 'C'. The brick on the highest row, second from left, is a multi-coin block. On the bottom row of the bricks, the brick on the very left is actually a disguised block, which contains a Super Mushroom/Super Leaf.

There are two routes you can take here to complete the level...

#### Route 1

-----

Stand one block space to the right of the 2x3 cluster of bricks to your left. Jump up and you should reveal a Red Music Note Block. Jump onto it and press B as you spring up (as you would a trampoline in SMB) and you should go rocketing into the sky.

In this cloudy area you'll see some clusters of coins floating in the air in zigzag patterns. If you have a Raccoon Tail, take a long run to fill up the P-Meter then start flying when you come to about the third zigzag formation of coins. You should see a brick in the air surrounded by a circle of coins. Bump the brick from underneath and a hidden 1-Up Mushroom will emerge. Grab it, and fall back down to the cloud ledge. Finish grabbing the rest of the coins, and go down the green pipe at the end of this area. (Scroll down to end of Route 2 to carry on with walkthrough.)

#### Route 2

-----

If you don't take the red music note, then just head right as usual. There is a wooden platform in the air, and a Green Koopa Troopa below

it. It would be best to ignore the Koopa. To the right is a wooden pillar four blocks high. Jump over it and stomp the Goomba. To the right is another wooden pillar, three blocks high. If you touch the top block from the side, a Super Leaf will pop out. Now go past the pillar, and kill the Red Para-Goomba. Grab the three coins in the air, jump over the next pillar, and grab the next three coins. Jump over the final wooden pillar, and jump over the gap in the ground. Kill the Boomerang Brother. Go right, jump over the next gap, and two Goombas will approach you; kill them if you wish. Grab the coins on the pink and blue platforms.

NOTE: There is a secret cheat here to get a Warp Whistle. See the Secrets section for more info!

Head right and avoid the Para-Goomba.

Routes join up here

-----

Head right into the dark, get the card, and finish level 3.

/\  
< > World 1-4  
\/

---

When the screen scrolls right, jump onto the first platform of bricks. From here, jump onto the moving platform and grab the three coins if you can, and quickly jump onto the next brick platform. Get the three coins in the air, and use the moving platforms to reach the lower brick platform. There is a secret 1-Up Mushroom here.

```
.---.---.---.
| | | | |
'---'---'---'
  ^
  |
  |
  Secret 1-Up
    Mushroom here
.---.---.
| | |
'---'---'
```

From here, jump onto the moving platform, then over to the 'L'-Shaped formation of bricks, and get the three coins in the air. Jump over to the next 'L'-Shaped formation of bricks and get the 3 coins in the air above that too. There is a hidden Super Leaf in the next 'L'-Shape. To the right of it is a brick platform with a Red Koopa Troopa on it. You can kick its shell at the brick, or hit it from underneath using the platform below.

```
.---.
| |
:---:---.
| | |
'---'---'
  ^
  |
  |
  Hidden Power-up
    here
```

From there, jump onto the moving platform halfway up the screen, and from there, jump onto the brick platform near the top of the screen. If you

have the Raccoon Tail, whip the brick on the end that is sticking up, and grab the 1-Up Mushroom that comes out. Now use the moving platforms to grab the coins in the air and get onto the next brick platform. To the right is a vertical line of 8 coins, and a moving platform. When the platform is in the course of the coins, jump onto it so you can swipe the coins as you fall. Remember to jump onto the 'L'-Shaped brick platform before it hits the bottom of the screen! Above, you should see two stacked bricks in the air, the top one is a multi-coin block, but you can only reach it if you are Super/Raccoon Tailed/Fiery Mario. From there, use the moving platforms to reach the 1x3 vertical and horizontal brick platforms. To the right is a Red Koopa Paratroopa with three coins above it. Grab the coins if you're careful. If you're Raccoon-Tailed Mario, you should safely bounce on the Koopa Paratroopa's head, but I'd strongly suggest not bouncing it if you do not have the tail. To the right is a green pipe; go down it.

You will arrive in the darkness area, go right and snag the card to finish the level.

/\  
< > World 1 Fortress  
\\

---

Head right and ascend the stairs. Jump over the lava pit and watch out for the Podoboos. Cross the next lava pit, and from the highest point of this platform, jump over onto the steel platform with the '?' Block in the air above it. The '?' Block holds a Super Mushroom/Fire Flower. Now jump over the other side of the lava pit. Run through the tunnel and watch out for the Roto-Disc. Jump up the stairs and watch out for a second Roto-Disc. The next lava pit has two Podoboos in it, so jump across when you feel it is safe. Then jump onto the next steel ledge (watch out for the Roto-Disc). From here, cross the final pit. The '?' Block here contains a Super Leaf. A Dry Bones will approach from the right, stomp it to prevent it from bothering you.

NOTE: Here there is another chance to find a second Warp Whistle. For more info, check out the Secrets and Side Areas section!

Go right and through the door.

This next room has a crushing spiked ceiling. From the start, find the gap in the ceiling and stand directly below it so you are not harmed as it falls. When the ceiling goes back up, jump over the pit and onto the little island, then quickly jump over the second pit and run right to the other end of the room, where there is a gap in the ceiling. As it comes down, duck, and you will not get hurt. As the ceiling goes back up a door will emerge from the floor; enter it.

MINI-BOSS FIGHT: Boom-Boom

-----

Run to the end of this room where you'll find Boom-Boom. When you approach him, he'll jump up and start running around. You can kill him with three stomps, five fireballs, or a combination of stomps and fireballs. When he vanishes, grab the crystal to open the padlock on the map.

/\  
< > World 1-5  
\\

---

You start the level sliding down a tunnel and killing four Buzzy Beetles in the process. You then fall into a shallow pool. Grab the five coins

here. Go up the hill and you'll come to a Piranha Plant popping in and out of a pipe in the ceiling. Kick the Buzzy Beetle's shell at it, or just run past when it retreats into the pipe.

Level divided into two routes here...

Route 1

-----

You can jump onto the ledge and run along to an overworld area.

NOTE: At the mouth of the cave that leads into the overworld, you can find a Red Music Note Block against the left wall.

```
      |           |
      |.---.      |
      / | | \     /
      / '---'<---/-Hidden Red Music Note Block here
-----'         /
                /
-----'
```

This block leads to a coin heaven identical to the one in World 1-3. Check the walkthrough for that level for a brief description of this coin heaven.

Jump out of the underground area and head right. In the small pit are two Green Koopa Troopas, kill them or avoid them. Head right and cross the pit leading into the underground.

(You arrive here if you went to the coin heaven)

(Go to end of Route 2 walkthrough to continue with level walkthrough)

Route 2

-----

If you go underneath the ledge, head right and you'll come to a pool with five coins. Get the coins, and continue progressing right. Go past the two little pools and you'll come to a slightly bigger pool with a '?' Block bobbing on the surface. It contains a Fire Flower (if you are Super Mario). Get it if you wish, and head up the slope and into the overworld.

Routes join up here

-----

Down the next slope is a Green Koopa Troopa. Kill it if you want. Go down the pit, but watch out for the fireball-emitting Piranha Plant at the end of the slope. Go past the two pipes and you'll see a pipe hanging from the ceiling with a Piranha Plant poking its head out. Get past it and exit via the pipe in the ceiling at the end.

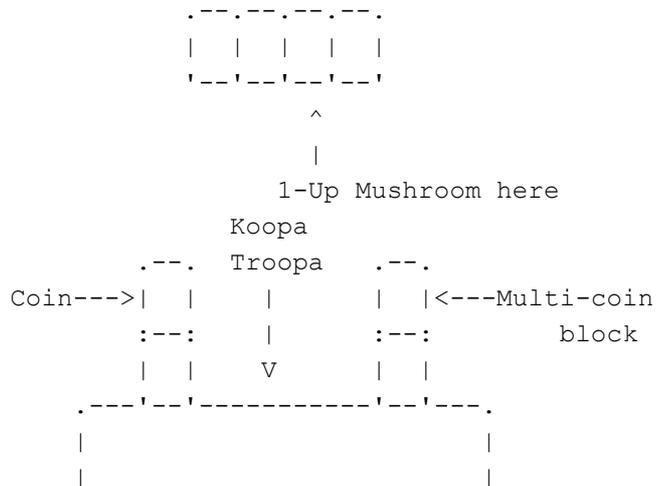
You emerge next to the dark area, so head right and grab the card to finish off this ridiculously easy level.

/\  
< > World 1-6  
\/

---

Jump across the 'T'-Shaped platforms. On the third one is a Red Koopa Troopa and three coins. Kill the Koopa, get the coins and jump down to the platform with the '?' Block above it, which holds a Super Leaf. Then jump on top of the block and onto the next high 'T'-Shaped platform. To the

right is a platform moving up and down a 'Z'-Shaped wire. Carefully jump onto it, and use the music note blocks to the right to reach the next platform. Jump over the Red Koopa Paratroopa and onto the ledge with the cluster of bricks. Stomp the Koopa and kick the shell so it breaks the bricks on each side (be sure to keep out of its way!). Look at the diagram for locations of the 1-Up Mushroom and hidden blocks.



Leap onto the next platform and use the grass hill on it to reach the wooden ledge being held up by ropes at the top of the screen. Jump onto the 'T'-Shaped platform and drop down onto the wooden block. Jump onto the platform on the wire. You are carried right but when you come to the point with two coins above you, be aware of the Red Koopa Paratroopa. At the end of the line, the platform will drop off, so jump onto the 3-block-long wooden platform. When the horizontally moving platform approaches, jump onto it. It'll carry you right, to a wire with a platform on it. When you jump onto the platform, it will begin moving up and down the wire. Jump over the Red Koopa Paratroopa, onto the ledge, and run right into the dark area and snag the card to finish the level.

```

/\
< > World 1 Castle
  \
  
```

The king's been transformed into a Cobrat! Toad is upset, and it's up to you to get back the stolen magic wand! You'll see Mario/Luigi approaching the airship and climbing the anchor.

Head right, jump over the two cannons and the Bullet Bill cannon (keep an eye out for cannonballs and Bullet Bills). Go past the Bullet Bill cannon but watch out for the two cannons on the ceiling. To the right is a '?' Block near a rotating cannon. It contains either a Super Mushroom or Fire Flower. Jump over the pillar and continue right, over the two cannons and the Bullet Bill cannon, climb the staircase, and enter the silver pipe.

**BOSS FIGHT: Larry Koopa**  
 -----

Your first Koopaling boss fight. And it's not a tough one either. Larry fires circular waves from the wand, so these are the only major things to avoid. He jumps around the room too, so evasion is the key. When you stomp him on the head he'll retreat into his shell and jump around the room, so be sure to avoid him. When you stomp him three times he'll spin away and drop the Magic Wand. Fireballs are also a good method of beating him, but it takes a lot of fireballs, so stomping is a better method. Grab the Magic Wand and you are automatically returned to the castle.

Once you get back, the King is returned to his old self again, and gives you a letter from the Princess.

```

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

```

And today's mystery prize jewel is...a P-Wing!

```

=====
| World 2 - Desert Hill |=====
=====

```

MAP - Part 1/3

===

|   |   |
|---|---|
| <pre> +---+      +---+  PG ---O---  2    O---O   TH +---+     +---+                      +---+       O---O   O   O   3 ----BB                +---+ +---+      +---+        +---+   1        FT ---O---O--- WP  +---+      +---+        +---+                        +---+          O  TH--- WP    O-RK---O          +---+             PL        +---+        +---+  ST ---O---O---O    PG  +---+ </pre> | <p>KEY</p> <p>===</p> <p>ST = Start</p> <p>TH = Toad's House</p> <p>PG = Picture Game</p> <p>FT = Fortress</p> <p>BB = Boomerang Brother</p> <p>WP = Warp Pipe</p> <p>PL = Padlock</p> <p>RK = Rock</p> <p>(Numbers represent levels)</p> |
|---|---|

NOTE: The Rock can be taken out using a Hammer.

NOTE: The Padlock disappears once you complete the Fortress level on map screen Part 2.

MAP - Part 2/3

===

|  |   |
|--|---|
| <pre> O-----O   TH-----O-----  4 ----O-RK             +---+       +---+  +---+    </pre> | <p>KEY</p> <p>===</p> <p>TH = Toad's House</p> <p>PG = Picture Game</p> |
|--|---|

```

O   | 3|---O---|AS|           O
|   +---+           +---+   |
|   |   +---+   |   +---+   |
---O-----O---|WP|   O   |CS|   O
      |   +---+   |   +---+   |
      |           +---+   |   +---+
      O-RK-O   | 5|           O---|PY|
          |   +---+           +---+
          |   |           |
          +---+   |           |
          |PG|-----O-----HB-O-----O
          +---+

```

HB = Hammer Brother  
 AS = Angry Sun Level  
 RK = Rock  
 PY = Pyramid Level  
 WP = Warp Pipe  
 CS = Castle  
 (Numbers represent levels)

MAP - Part 3/3

===

```

+---+
---| 4|---O---Y---TH
+---+ |           |
      |           FB
      O           O
      |           |
+---+ |           |
|CS|  O           O-----O
+---+ |           |
      | +---+   |
      O--|PY|           O
          +---+
          |
          |
-----O-----O

```

KEY  
 ===  
 TH = Toad's House  
 FB = Fire Brother  
 PY = Pyramid Level  
 CS = Castle  
 (Numbers represent levels)

NOTE: You get a Warp Whistle for defeating the Fire Brothers.

/\
 < > World 2-1
 \/

Start off by heading right, and you'll come to a cluster of bricks. Be aware that some are Pile-Driver Micro-Goombas. The '?' Block between the two clusters of bricks holds a Super Leaf. After here, you've got to go past three brick pillars, and watch out for the Pile-Driver Micro-Goombas that are lurking atop each pillar. There are two '?' Blocks next to the third brick pillar. The first one holds a coin, the other a Starman, so grab it! Kill or avoid the Red Koopa Troopa walking about on the ground. Jump over the brick and head right. Use your invincibility to kill the Pile-Driver Micro-Goomba and Firesnake. Past the next brick on the ground are two Music Note Blocks in the air. Use them to get atop the metal structure and kill the Goombas if you want.

Two optional things to do here. If you have a Raccoon Tail, get a run-up and fill the P-Meter then fly into the air about the left-hand side of the metal structure, and you should see a red pipe atop some wooden blocks in the air, surrounded by bricks. Fly into the bricks from underneath to smash them and get into the pipe.

In this dark room is a P-Switch on the floor. Step on it. Sixteen white coins appear in the air; quickly grab them. Then exit via the pipe and you'll arrive at a second metal structure (scroll to the \*\*\* to carry on with the walkthrough).

If you don't want to take the pipe or are not able to, then drop off the

pipe at the right-hand side. To the right are two wooden blocks in the air that separate the first metal structure from the second. Jump straight up in between them to reveal a hidden music note block. Jump on the block and bounce over towards the wooden block to the left and hit it on the side. A Super Mushroom or Super Leaf will pop out. Now that you are in Super Mario state, go back to the left metal structure and hit the lower brick to create an entrance inside the structure. Go inside to get four coins and hit the centre brick to get a hidden 1-Up Mushroom, but watch out for the Firesnake! If you are Raccoon-Tailed Mario, whip it with the tail attack to take it out. Now get out of the structure and go over to the next metal structure to the right, the same way as you did the first one.

\*\*\* Get inside the structure either by breaking the brick to make an entrance on the bottom right-hand side of the structure, or if you hit the P-Switch in the secret room and it is still in effect, the bricks in the top should be turned into coins and you can simply drop in. There are 23 coins inside the structure. Once you've got them all, get back out and go right. You'll come to two pipes with Piranha Plants and lots of bricks between them. One of the bricks is a Pile-Driver Micro-Goomba, so be on your toes. Go past the pipe-and-brick set and into the dark area to get the card and finish off the level.

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< > World 2-2  
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Start the level by going up the hill and stomping the Goomba. Go right and cross the quicksand pit with Piranha Plant in it. Up at the top of the next slope is a wooden block. Touch it from the side for a Super Leaf. Now cross the pit and get the 3 coins if you're careful, and land on the green pipe. Cross the next quicksand pit, but watch out for the Piranha Plant inside the pit; it shoots fireballs. Now jump over the small wooden block stump and onto the platform. It'll carry you to the right, over the big river. Past the Green Koopa Paratroopa are three coins in the air. Then two brick blocks; the second one holds a P-Switch. After that are four more coins and six brick pillars you have to jump over. Then jump over the Green Koopa Paratroopa then a large brick pillar four bricks high. You can then safely drop to the ground and enter the pipe.

You'll emerge next to the dark screen. Head right and grab the card to finish this really short level.

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< > World 2 Fortress  
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Go down the flight of stone stairs. Stomp the Dry Bones and head right. There are two more Dry Bones ahead. Either stomp them or avoid them as you go right. There is a little ledge here and a Thwomp in the ceiling. Stand near to the area where the Thwomp will directly drop. As it flies back up, quickly run right and get through. There are another two Dry Bones ahead, stomp or avoid them and climb the next flight of stairs. Go down the stairs, head right, and you come to another ledge with a Thwomp waiting above. Just to the right of the Thwomp is a Boo Buddy, make sure you keep an eye on it at all times and don't turn your back to it too often. Get up the next flight of stairs and watch out for the Dry Bones descending them. Go up the pipe in the ceiling.

You are now taken to a higher floor of the Fortress. From here, go right and up the next flight of stairs. Stand on the top step and jump over the pit of spikes and onto the stone ledge (watch out for the Thwomp!). Jump over the second half of the pit to the platform made from a stone block

and silver brick (which contains a Super Leaf). There is a Boo Buddy here, be aware and keep it away at all times. Now head right, get past the next four Thwomps and enter the door at the end of the tunnel.

This next room has ledges with spikes on the top and bottom that go up and down, and has a few Boo Buddies in the room. When the first set of spikes, two blocks long, raises, quickly run underneath and stop at the gap between this one and the second platform with spikes. Wait for that to fall and rise, then quickly run underneath again. The next spiky platform has some blocks on top. You can use these to cross as it is a bit risky to run underneath because it is a fairly large platform. Do the same for the next spiky platform. After this, you'll see a door emerging from the floor. Enter it.

#### MINI-BOSS FIGHT: Boom-Boom

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Run to the end of the room to meet up with Boom-Boom a second time. Just use the same strategy to beat him as you used before: three stomps, five fireballs, or a combination. Once you've got him beat, grab the crystal he drops to open up the padlock on the map.

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< > World 2-3  
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To your very right from the start is a pyramid of platforms with a hollow gap in the middle. A Red Koopa Troopa and Firesnake roam around this pyramid, it's just the Firesnake you have to watch out for. On the top of the pyramid are two '?' Blocks on top of bricks. You can get rid of the bricks by hitting them from beneath if you are Super Mario, or use the Red Koopa Troopa shell to smash them so you can reach the Blocks. The '?' Block on the left holds a single coin, and the one on the right has a Super Leaf in it. When you've got everything, jump over the pit to the right, with three wooden blocks in the air above it. The next pyramid you come to has two hollow areas and two Firesnakes jumping around it. There are two '?' Blocks on top of the pyramid, on top of bricks like the first. The one on the left has a coin in it, and the one on the right holds a Starman. This is useful for killing off Firesnakes, but use it wisely and quickly, the effect doesn't last long! After the next gap is a third pyramid, this time with no hollow gaps. There is a Firesnake and two Green Koopa Troopas here, so kill them with your Starman invincibility if you still have it. At the top of the pyramid is another two '?' Blocks on top of bricks. The one on the left has a Super Leaf; the one on the right has a coin. Go past the next pit and you'll come to a fourth pyramid, but this one is made entirely out of brick blocks. You'll see a Green Koopa Troopa descending the pyramid on the left hand side towards you. Stomp it and kick the shell away. Head to the top of the pyramid, and beware of the Pile-Driver Micro-Goomba that rests atop the pyramid. Okay, there's a hidden 1-Up Mushroom here. You see the wooden block touching the pyramid? Stand beneath that, on the third row of bricks from the bottom. If you have a Raccoon Tail, start swinging. You'll find a hidden block with a 1-Up Mushroom in it, in the middle of the fourth row of bricks. To the right is a second brick pyramid. Go past it, and you'll see a few bricks in the air, watch out for some Pile-Driver Micro-Goombas hiding around. If you have a Raccoon Tail, get a run-up in this area and fly up to find a platform with some coins. Then go back down and head right to a final brick pyramid. Go to the top and drop through the gap at the right-hand wall. Stomp one of the Green Koopa Troopas and kick the shell then get out. The shell will take out the majority of the bricks, and reveals the pipe, which you can now go down.

You emerge at the dark screen area, so proceed to the right, snag the card and finish the level!

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< > World 2 Angry Sun Level

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It would be a good idea to use the P-Wing you received at the end of World 1 for this level to fly by easily.

If you want to save it for later/you already used it/you warped here, here's a normal walkthrough.

Jump over the first sand pit. Jump over the next one and watch out for the Red Koopa Paratroopa hovering about at the other side and the Piranha Plant in the sand that spurts fireballs. Now if you go right, you have to cross a HUGE sand pit with two fireball-spitting Piranha Plants in it, so get a good run-up first. Then kill or avoid the Green Koopa Troopa at the other side of the pit. Then run right at full speed and jump straight into the tornado, and you should be spat out the top and you can head on right. Then there's a row of 8 bricks on the ground. Go past them. You'll come to a row of another 8 bricks on the ground. At this point, the Angry Sun will start swooping down at you. You should jump over him when he gets to the lowest point. There is a Green Koopa Paratroopa bouncing around on the third row of 8 bricks. Past the next row of bricks, and a fifth one with another Green Koopa Paratroopa. Then cross the sand pit, go up the high slope, cross the big sand pit, down the other side, into the dark area, and grab the card.

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< > World 2-4

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From the very start of this level, there are two routes you can take to complete it.

#### Route 1

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If you have a Raccoon Tail, get a run up at the start area and fill the P-Meter. If you look at the left hand side of the ceiling you'll see some bricks. Fly up and smash the bricks to come to a new area. There is a pool with a couple of brick platforms bobbing on the top with 9 coins above. Drop into the pool using the gap between the platforms, and hit the third brick from the left for a P-Switch. Hit it to turn all the bricks into coins, and quickly get as many as you can. Watch out for the Green Cheep-Cheep in the water as well. Then climb out of the pool and get moving right again. Ahead are several pairs of coins, get them all. Then there's a brick platform with more pairs of coins in the air above it. Get them, then go past the two Red Koopa Paratroopas. You then come to some scattered bricks and coins. Hit the brick on the end of the third level of coins for a P-Switch, and use it to quickly get the coins that are made from the bricks. When they change back, get the rest of the coins, you can jump off the edge down to the ground, and even use the music note blocks for a shorter drop (the last music note contains a Super Mushroom/Super Leaf power-up). Go to the end of the Route 2 walkthrough to carry on from here.

#### Route 2

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Head right and kill the Red Para-Goomba. The first '?' Block you come to has a coin in it. Stomp the Red Koopa Troopa on the first wood stump and kick the shell away. Cross the pit carefully, and stomp the Red Koopa

Troopa on the right-hand stump and kick the shell to the left so that it rebounds off the other wooden stump and hits the '?' Block in the pit for a Super Mushroom or Super Leaf, which is helpful if you don't have one or the other. Then get moving to the right. You can kill or ignore the Red Koopa Troopa on the stone block. It is best you kick the shell, pick it up, and cross the pit to kick at the '?' Block on the ground for a power-up. Watch out for the Boomerang Brother. There are five coins in the air in an arc to get as well. Now go right, kill or avoid the Green Koopa Paratroopa, and go past the stone block with the Red Koopa Troopa on it. To the right is a pit with two wooden blocks hovering in it. Above it are four coins, but if you're going to get them, beware of the boomerangs that the Boomerang Brother throws. After this, cross the giant pit, and hit the '?' Block for a Super Leaf power-up. On the stone block is a pipe with a Piranha Plant in it that shoots fireballs but that shouldn't pose a serious threat. Go past the rest of the stone blocks. Watch out for the Boomerang Brother on the third one. Grab the four vertically laying coins on the side of the first set of stone blocks. Now cross the stone blocks and get the eight coins in between the first couple of gaps.

Routes join up here

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Go right into the dark area. When grabbing the card, watch out for the nearby Boomerang Brother.

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 < > World 2-5
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At the very starting area of this level there's a Chain Chomp. So you gotta make a great jump to get over him! If you're brave enough to go for the '?' Blocks, I'll tell you that the one on the left has a coin in it, and the one on the right has either a Super Mushroom or Super Leaf in it. Go right, and use the cluster of platforms to get over the next Chain Chomp. To the right of the Chain Chomp are four wooden blocks in a vertical formation with a few gaps. Touch the bottom wooden block to reveal a Super Leaf. Go through the blocks and ignore the Koopa Troopa and the bricks, and just go right and cross the pit. A Goomba descends the platforms, so stomp it if you must. Remember to stay well above the Chain Chomp. Just remain on the top of the platforms, and kill any Goombas you come to. Then you'll drop onto some wooden blocks. Cross the tiny water-filled gap into the next section of platforms. There are two Red Koopa Troopas here; stomp one and kick the shell to the right so that it hits the brick for a coin. Up next you'll see a couple of formations of wooden blocks with some bricks on the ground. To the right is a nearby Red Koopa Troopa whose shell you can kick into this area to reveal a vine that leads to some secret platforms. Check the diagram to see exactly where it is.

(Bricks on the ground in this area)

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      .---.---.
      | | |
      .---:---:---:
Secret Vine --->| | | |
      '---'---'---'
  
```

Ok, so climb the vine and at the top, drop left onto the cloud platform. Get the four coins here, jump onto the next platform to the left and get the coins. Carry on jumping across the cloud platforms to the left until you come to a warp pipe, which you can enter.

Stand on the bottom brick and jump straight up to reveal a hidden P-Switch. You then just have to find some way to get it; it isn't possible with Regular Mario. Also, the bottom right-hand corner brick contains a Super Leaf. Be sure to get it before you leave (the pipe at the right end of the room).

You'll then emerge out of an upside-down pipe onto a cluster of platforms in the sky. On the top of these platforms are four '?' Blocks. The first three have coins in them; the fourth holds a Super Mushroom/Super Leaf. Then drop off the platform to the ground. Now just move right into the dark area screen and get the card (beware of the Chain Chomp!).

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< > World 2 Pyramid Level  
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This entire pyramid is made of stone when you start from the outside, but there is a platform you can run through to enter the door. So go inside.

Go up the staircase and jump over the Buzzy Beetle that comes down it. At the top of the stairs is a Buzzy Beetle trapped between two stacks of bricks, and a '?' Block that contains a Super Mushroom or Super Leaf. Now go down the slope and enter the middle tunnel. If you have a Raccoon Tail, you can smash the bricks to advance, or you can kick a Buzzy Beetle's shell at them to smash them and move on. You should come to a pipe. There is a crossroads here. Jump onto the ledge above you to your left. Go to the next opening above you, and you'll see a Buzzy Beetle walking along the right platform, which is the one you need to take. There's another brick wall you need to smash; do the same as last time. You'll see an upside-down pipe in the ceiling surrounded by wooden blocks. Stand three block spaces to the right of the vertical row of wooden blocks, jump up, and you should reveal a hidden block with a coin. Use this to get inside the alcove and access the pipe.

Outside, there are two rows of bricks with coins on them. Hit the lone brick beneath the lower platform for a hidden P-Switch. Hit it so you can access some coins. When they change back, you can get more coins, then exit via the pipe against the right-hand wall.

You'll re-emerge in a different pipe. Head up the slope to your right. In the tunnel you'll see a Buzzy Beetle on the ceiling, which drops and rushes toward you with a spin attack when you come close, and a regular walking Buzzy Beetle. Go past them and you'll see another ceiling walker. You've got to advance past the next brick wall, so use your Raccoon Tail or a Buzzy Beetle shell if you don't have a tail. Then go past the pipe, run along to the end and exit via the pipe in the ceiling.

A Boomerang Brother awaits you here. Kill or avoid it then run right and grab the card for access to the castle!

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< > World 2 Castle  
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The king has now been transformed into a Hoopster, and you've got to morph him back using the magic wand. You'll view a small cut scene of Mario or Luigi boarding the airship, and then the level begins.

Start by jumping onto the second Bullet Bill cannon, and jumping onto the high platform. A cannon is attached on the side here, watch out for the cannonballs it shoots. Drop down onto the next part of the ship. Leap over

the first Bullet Bill cannon, and go under the one that's on a wooden pillar being upheld by a screw, but make sure there's no Bullet Bills being fired from the cannon to the right. Then jump onto the next part of the ship. The '?' Block holds a Fire Flower (if you are Super Mario). Get it if you want, then jump over onto the wooden boxes and drop down and through them, under the wooden pillar and climb the next load of boxes to reach the next part of the airship. Look out for three Rocky Wrenches that appear here. Now go past the next two cannons and enter the silver pipe.

BOSS FIGHT: Morton Koopa

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 Ok, so this guy isn't that tough. He's almost identical to Larry, but has a lower but broader jump. Just attack the same way as you did with Larry. A few stomps and fireballs here and there, and you'll do fine. When he drops the wand, grab it!

So you're returned to the castle, the king is himself again, and you receive another letter...

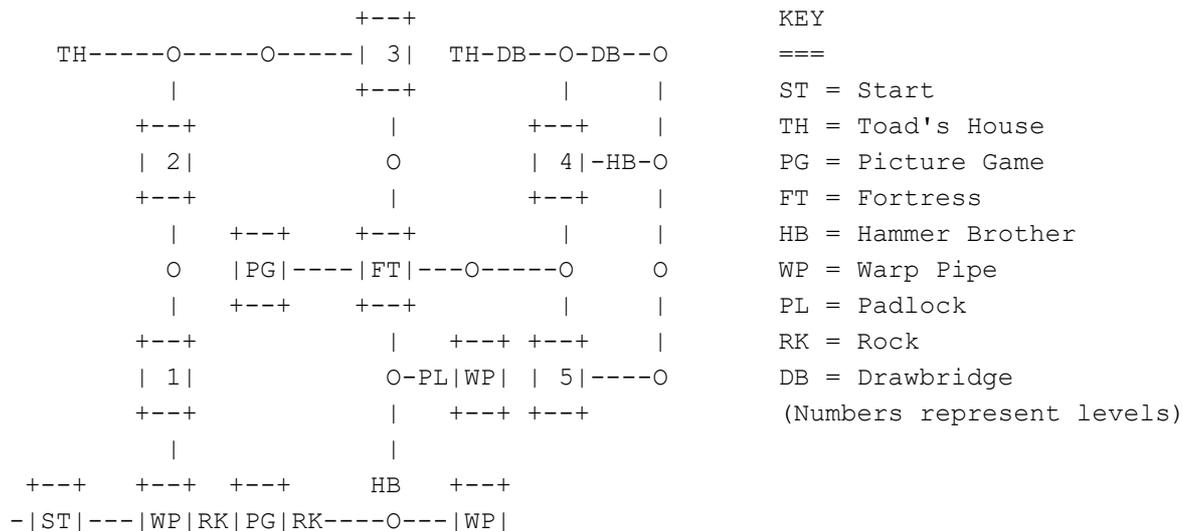
```
+-----+
| Greetings,      |
|                |
| You can stomp on |
| your enemies using |
| Kuribo's shoe.  |
| I have enclosed a |
| jewel that helps |
|   protect you.   |
|                |
|                |
|   Princess      |
|   Toadstool.    |
+-----+
```

Today's letter gift brings our heroes...a Jugem's Cloud!

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=====+
| World 3 - Ocean Side |=====
+=====+
```

MAP - Part 1/5

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+++ +--+ +--+ +--+

NOTE: Rocks can be taken out using a Hammer.  
NOTE: The padlock disappears when you beat the Fortress level.  
NOTE: Drawbridges open when you beat a level. They connect when you beat another level.

MAP - Part 2/5

===

|  |                            |
|--|----------------------------|
| TH-DB--O-DB--O---  6 BG---O---  7 -----O | KEY                        |
| +++ +--+ +--+ +--+                       | ===                        |
|  | TH = Toad's House          |
| DB                                       | PG = Picture Game          |
| +++   +++ +--+ +--+                      | FT = Fortress              |
| 4 -HB-O   8 BG---O--- PG --- FT          | HB = Hammer Brother        |
| +++   +++ +--+ +--+                      | WP = Warp Pipe             |
| PL                                       | PL = Padlock               |
| HB +--+ +--+ +--+                        | RK = Rock                  |
| --O-----O O O-BG-  9 -- WP   WP          | BG = Bridge                |
| +--+ +--+ +--+                           | DB = Drawbridge            |
| +++ +--+                                 | DK = Dock                  |
| WP    5 -----O-RK--O-----O----DK-BT      | BT = Boat                  |
| +++ +--+                                 | (Numbers represent levels) |

+++  
|WP|  
+++

NOTE: You can only board and leave the boat at a dock.  
NOTE: Rocks can be taken out using a Hammer.  
NOTE: The padlock disappears when you beat the Fortress level.  
NOTE: Drawbridges open when you beat a level. They connect when you beat another level.

MAP - Part 3/5

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|                      |                   |
|----------------------|-------------------|
| BG---O---  7 -----O  | KEY               |
| +++                  | ===               |
|                      | TH = Toad's House |
| +++ +--+             | PG = Picture Game |
| BG---O--- PG --- FT  | FT = Fortress     |
| +++ +--+ +--+        | WP = Warp Pipe    |
| PL  PG ---TH         | PL = Padlock      |
| +++ +--+ +--+ +--+   | DK = Dock         |
| BG-  9 -- WP   WP    | BT = Boat         |
| +++ +--+ +--+   +--+ |                   |
| DK---TH--- PG        |                   |
| -----O----DK-BT +--+ |                   |

NOTE: You can only board and leave the boat at a dock.  
NOTE: The padlock disappears when you beat the Fortress level.

MAP - Part 4/5

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DK---TH KEY  
===

TH = Toad's House  
PG = Picture Game  
DK = Dock

```
+---+
|PG|---TH
+---+
|
|   +---+
---TH---|PG|
      +---+
```

NOTE: You can only board and leave the boat at a dock.

MAP - Part 5/5

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---TH

KEY

===

TH = Toad's House  
WP = Warp Pipe  
DB = Drawbridge  
CS = Castle

```
          +---+          +---+
DB        |CS|-----O---|WP|
          +---+          +---+
```

NOTE: Drawbridges open when you beat a level. They connect when you beat another level.

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< > World 3-1
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Water level! Whee! First off all, if you look to the left of your starting position, there's a little gap. Drop down here and you'll see a '?' Block. Swim up to it and bash it for a Fire Flower; grab it. Now go back up to where you started and swim to the right. Go past the coral and the pipe blowing bubbles and watch out for the Blooper. Go past the next pipe and swim downwards when you come to the blue pipe. There's another Blooper down here, kill it with fireballs, or avoid it if you want to play safe. Go past the pipe, and to the right you'll see a Lava Lotus. Grab the 8 coins above it if you're quick, and watch out for the lava balls it releases. Now continue swimming right and go past the blue pipe. You'll encounter another Lava Lotus with two '?' Blocks above it and six coins surrounding it. The '?' Block on the left holds a Fire Flower, and the one on the right holds a coin. However, I suggest not trying to get them, as the rebound from hitting the blocks can make you fall down right onto the Lava Lotus. Now swim up, and right past the blue pipe hanging upside down from the wood. After the pink platform is a Blooper Nanny, avoid! Just continually move right and enter the blue pipe in the ceiling at the end.

Back in the overworld, move right and get the card!

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< > World 3-2
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NOTE: Cheep-Cheep in the water can jump up at you. Stay well above them, and don't fall in!

From the starting ledge, jump right onto the platform moving on a wire in a vertical zigzag direction. Then onto the next one, then jump over to the

next platform suspended by ropes. There is a '?' Block in the air between some falling blocks, which holds a Fire Flower. Now to your right you'll see a wooden platform on the end of the wire. Jump onto it, and it will immediately move you to the right. It'll go past an 'L'-Shaped array of wooden blocks. Then there's three coins in the air, a '?' Block with a coin in it, six more coins, and a Red Koopa Paratroopa. The Cheep-Cheep will start jumping around a lot now, watch out! The next '?' Block has a coin in it. Now the wire goes in a zigzag movement. Above the second zag are three coins; grab them if you want. Then you'll come to the end of the line. Quickly jump onto the two falling blocks and hit the '?' Block for a coin. There is an emergency wooden block bobbing on the water in case you fall in. Now jump onto the next platform on the wire. Get the three coins, and you'll begin moving right. Watch out for more Cheep-Cheep and a Red Koopa Paratroopa on the way. Before the end, there is a brick platform which you can jump on to get three more coins in the air. Use it to safely cross to the warp pipe (watch out for the Piranha Plant).

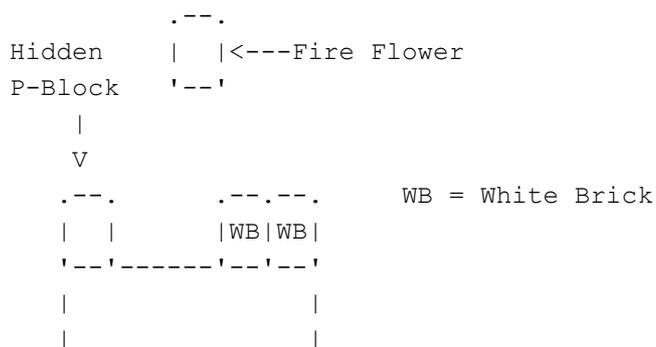
You'll emerge in another area on a connection of wooden platforms suspended by ropes. Watch out for the Cheep-Cheep lurking around here. Go right and end the level by getting the card!

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< > World 3-3
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Always, always, ALWAYS remember to stay away from Boss Bass! No matter which state Mario is in, a simple swallow will kill him in one. Remember to stay away from jumping Cheep-Cheeps as well! From the start, cross the first large gap, then over the next three little gaps, before another big gap. There's a row of bricks and a music note block, which releases a Fire Flower if you step on it. Just move over to the end of the brick platform and jump onto the next little platform. Jump over to the next, then stand on the stump. Wait for the rotating platform to stop spinning, then jump onto it and cross the next gap onto a platform with two bricks and two white bricks. You can pick up white bricks and kick them at things as if it were a Koopa Shell, although it will break upon contact. If you kick one at the brick on the platform you are on, you can get a hidden P-Switch. See diagram for location.



Use the P-Switch to turn some coins into bricks, and quickly cross the huge gaps. Then, at the 'L'-Shaped platform, there should be two bricks in the air to your upper-right hand side. Jump onto them. Wait for the rotating platform to the right to stop spinning, then jump onto it, and from there, jump to the right onto the next 'L'-Shaped platform and enter the pipe.

Jump over the watery gap to the right and head right to finish the level.

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< > World 3 Fortress (1)

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Then you'll approach two '?' Blocks. They both hold coins. The '?' Block above the wooden block holds a coin. Watch out for Para-Goombas, which appear here. They drop Micro-Goombas. Up next are two bricks with an upside-down pipe above them. If you can hit the one on the right, it reveals a P-Switch. Hit it to reveal LOTS of white coins; grab them while you can! The block above the next wooden block contains a Fire Flower, and the last two '?' Blocks contain coins. Now proceed right, up the little slope. When you come to the row of six bricks. Lakitu appears here! Also, what makes Lakitu more annoying than he was in the original SMB is that he throws the green eggs at an angle, and several at a time. These six lined up bricks are actually disguised blocks. The second one from the left holds a 1-Up Mushroom, and the rest contain coins. Now start crossing the gaps and the little islands. There are then two more '?' Blocks. The one on the left has a coin in it. The one on the right: a Super Leaf. Now run down the slope and get the card to finish the level.

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< > World 3-5

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NOTE: This is a huge water-filled level. A Frog Suit can come in rather handy here, so you can fish one out of Toad's house if you haven't already got a Frog Suit.

Run off the end of the pipe and dive into the water. Swim directly down and you can get three coins between the coral hoops. Go back up to the surface of the water. Swim past Jelectro, and you'll see a gap of wooden blocks being guarded by another Jelectro, and if you go down a bit, you'll encounter Big Bertha. Stay above her. The three '?' Blocks contain (in order from left to right): a Super Mushroom/Fire Flower, a coin and another coin. The three bricks also have coins. When you swim above the pipe it will blow you up, but watch out for another Jelectro. Go right and under the platform, and you can get six coins. Swim right past the Jelectro, and the upside-down pipe will blow you down, so you can get four coins, but watch out for the pit. Stay at the bottom and continue moving right for some more coins. Then there's a pipe that blows you up, but be careful as there is a Cheep-Cheep above! After it, there is a row of three '?' Blocks, with a Jelectro above and below. The blocks contain a coin, Super Mushroom/Fire Flower, and a coin. Now swim past the two pink pillars and get past the Cheep-Cheep and go down. Swim past the pipe that blows you down, and watch out for the Jelectros to your right. Get past them and you'll come to three coins and a Blooper Nanny, so avoid that! Also keep an eye out for Big Bertha who is floating about here. Swim up, and enter the pipe in the wall.

You're spat out of a pipe in another wall. Now hop onto the wooden platform. Then jump across to the land, run right into the dark area, grab the card and finish the level.

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< > World 3-6

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NOTE: You have to be able to cross the bridge on the map to access this level, and to do so the bridge needs to be connected. The bridge opens every time you complete a level, and connects when you finish another, and repeats. So if the bridge is open, you need to go back and complete another level.

A scrolling-screen level. Having a Raccoon Tail would really help here. Start by moving right and jumping onto the platform of falling rings. There is a longer platform next to it with a '?' Block above it, which

contains a Super Mushroom or Fire Flower. Jump onto the wooden platform and wait for the red platform to stop spinning, quickly jump onto it then jump onto the next platform of falling rings and onto the higher wooden platform to the right to stay safe. Beware of the Red Koopa Troopa. If you have a Raccoon Tail you can drop down to the lower level and swing it against the brick and get the three coins. Moving on right, there is a long wooden platform resting atop of three wooden blocks. Jump onto it. There is a falling ring and white block somewhere in the middle of the platform. You can use the white block to take out the Red Koopa Troopa nearby. Get some coins in the air. At the end of the platform is another wooden platform with a brick on the end, which you could bash if you had a tail or with the white block mentioned earlier. Now jump over the big pit with the Red Koopa Paratroopa hovering about in it, onto another wooden platform with a brick on. Then prepare to make another long jump onto a wooden platform with a Red Koopa Troopa and brick on it. To the right is another wooden platform with some white blocks beneath it. Jump onto the white blocks. In the block lodged in the platform is a 1-Up Mushroom, but it's a bit risky to go for it. If you are Super Mario you can break some of the bricks in the cluster of 4x2 and jump onto the higher platform, and from there, you can jump onto the platform of falling rings. If you are Regular Mario, you'll have to jump onto it from the bottom. The next part is rather tricky. You'll need to hop around on the platform to stop the rings from falling. When the spinning platform stops spinning, jump onto it (avoid the Koopa Paratroopa) and stay on the right side, above the pipe. When it spins again, you'll drop through. Go down the pipe.

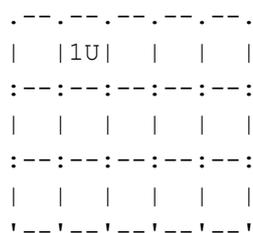
You emerge on a wooden platform. Jump onto the next wooden platform and take care of the Green Koopa Paratroopa if you have to. Then jump right once more to get to safe ground, next to the dark area, where you can proceed to run right, grab the card and finish the level.

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< > World 3-7
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Right above you when you start is a '?' Block. Bash it to retrieve a coin. Go right and you'll come to three grass platforms with two Spikes on them. Just run past. Cross the pit and you'll come to some more grass platforms and Spikes, go past these too. Then you'll come to a cluster 15 bricks above a single wooden block. There is a hidden 1-Up Mushroom here, but you can only achieve it if you are Super Mario. Here is a diagram (1U stands for 1-Up).



Now carry on right and look out for more Spikes. Jump over the pit and you'll come to a small island with two wooden blocks on each side and a Green Koopa Troopa and Spike. Kill them or avoid them. Jump the next gap. Get over the pipe and jump the next gap. There are a couple of grass platforms here, some brick arrangements, three Spikes and a Green Koopa Troopa. Kill them if you want. There is a vine inside the very left block in the higher row of bricks here. Use the higher grass platform to the left to be able to reach it.

Climb to the top and go left across the cloud platforms, and get the

coins. On the longest cloud platform is a brick with a P-Switch inside it. Press the switch and quickly go back down the vine and get some extra coins. Now jump the next gap and get past the pipe with the Venus Fire Trap inside it. There are two grass platforms and a Spike here, get past them and jump over the next pipe, which contains a Venus Fire Trap. Then you come to a big stairway of blue blocks with wooden blocks on the end and some Spikes.

You can touch the second wooden block up on the side for a Fire Flower, and watch out for the Green Koopa Paratroopa descending here. Use your Fire powers to take him out and any Spikes to avoid their spiked balls that they throw at you. Drop down off the edge and run right into the dark area. Watch out for the Spike, and collect the card to finish the level.

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< > World 3 Fortress (2)
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Jump into the water and descend the pipe.

In this next area, swim through the narrow passageway and past the Roto-Disc and the Cheep Cheep. You'll come to a '?' Block, which holds a Super Mushroom/Fire Flower. Watch out for the Cheep Cheep here, and carry on swimming to the right, past a second Roto-Disc and another Cheep Cheep, and go down the pipe at the end of the room.

You will have to swim very precisely in this next room. Just to the right of the pipe are two Stretches. It's okay to touch them, but not the Boo heads that come out. Once you get past, swim across the gap and you come to another three Stretches. Swim past them and go down yet another pipe.

Run to the end of this room to meet another Boom-Boom.

MINI-BOSS FIGHT: Boom-Boom

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There are two blocks in this room to let you gain air, but also limit your jumping...barely. Stomp, stomp, stomp, fireballs. It's all in the mind. Grab the crystal once you are finished and unlock the padlock below the fortress on the map.

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< > World 3-8
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Remember to stay away from Boss Bass at all times! If you have a Fire Flower, take him out at any opportunity. Jump onto the high end of the platform you start on, jump two gaps and you'll be on a platform with two bricks and a Green Koopa Troopa. You can kick its shell against the bricks for a vine, and you can climb up it and jump on top of the Music Note Block for a Power-up to fall onto the land below. Drop down and grab it if you need it.

Now jump the gap onto a pillar, then again onto a higher pillar with two white blocks and a brick all piled up. Kick the white blocks away and stand under the brick and jump repeatedly - it is a multi-coin block. Now jump over across the pillars until you approach a platform with three coins and a brick. Grab the coins and jump onto the next platform. There are five coins in the air, which you could grab if you bounce on the Green Koopa's head. Remember to be aware of Boss Bass. Kick the Koopa's shell to get another vine. Climb it and wait for the water to lower.

Drop to the right onto the next platform, quickly get the coins and jump

onto the next platform and bash the brick to make another vine appear, and quickly climb it to safely stay away from Boss Bass. The quickly drop down and jump across the gaps and over the pillars until you get to the highest one. Jump on top of the steel formation and run right. Jump over the three bricks and keep going right and enter the pipe.

You arrive on a bridge suspended above water. Run right and drop off at the end to enter the dark area and get the card.

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< > World 3-9

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Move right and drop off the platforms, and you'll come to three bricks and a Green Koopa Troopa. Go past and you come a large upside-down pipe that has a Piranha Plant occasionally popping out. When it goes inside, go past the pipe. There is a Bullet Bill cannon here, and the Para-Goomba will drop Micro-Goombas, so beware. Run right and you'll have your first encounter with Bob-omb. Jump over him onto the green platform, jump onto the higher white platform to the right and then onto the wooden blocks.

In the four '?' Blocks here are four coins. Now go right, past Bob-omb and drop off the edge. Run right and you'll come to some white blocks and Music Note Blocks. Jump onto the Music Note Block in the middle and kick away a white block so you can achieve the Power-up. Move right and kick the Bob-omb away and grab the three coins. There is a Green Koopa Troopa inside the alcove here. Pick up one of the white blocks and kick it at it to kill it, and then hit the brick above you to get a 1-Up Mushroom. Now quickly get right of some white blocks so you can get out and grab the 1-Up Mushroom.

Get the three coins in the air, go past the Green Koopa Paratroopas and kick away some of the white blocks so you can enter the warp pipe.

You now enter a huge area full of water. There is no use swimming left, so go right and between the wooden blocks. Watch out for the two green Cheep Cheeps. Enter the upside-down pipe to emerge at the dark area, run right and grab the card.

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< > World 3 Castle

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The king has been transformed into a Dino-Rhino from Super Mario World! Anyway, you'll see a cut-scene of Mario or Luigi approaching the airship and climbing up.

When you have control, jump over the pillar just to your right and look out for Rocky Wrenches on the deck. Jump over the Bullet Bill cannon and climb onto the high ledge. Drop down (watch out for cannons) and run through the little passage and jump up onto the next ledge. The '?' Block above the third cannon holds a Super Mushroom or Super Leaf.

Now carefully get through between the four cannons. Jump onto the pillar and do one of two things: use the bolt to get across the long screw by jumping on it repeatedly (if you have a Raccoon Tail you can glide across) or drop down, avoid the flamethrowers and get to the end of the screw.

Now jump onto the pillar at the top of the screen and advance right; watch out for Rocky Wrenches. Jump the next gap where there should be a screw top, climb the steps and drop down through the silver pipe.

BOSS FIGHT: Wendy O. Koopa

At the start, Wendy will fire a ring that flies around the room. Avoid this at all times. Stomp her and she'll fire another, so you'll have to be twice as wary now. Stomp her a third and final time and the rings will disappear and you can achieve the Magic Wand!

When you return and are greeted by the King, you get another letter from the Princess...

+-----+
| Greetings, |
| | |
| The White Block |
| contains magic |
| powers that will |
| enable you to defeat |
| your enemies. |
| I have enclosed a |
| jewel that helps |
| protect you. |
| | |
| | |
| Princess |
| Toadstool. |
+-----+

Let's see what our lucky contestants win today...a Music Box!

=====+
| World 4 - Big Island |=====
+=====+

MAP - Part 1/3

===

+++ +--+ +--+ KEY
---|ST|-BG-|WP| TH----| 6|-----O ===
+++ +--+ +--+ ST = Start
| | TH = Toad's House
| +--+ | +--+ PG = Picture Game
O |CS|-----O SB-O-BG-|FT| FT = Fortress
| +--+ | +--+ SB = Sledge Brother
| | WP = Warp Pipe
+++ +--+ +--+ BG = Bridge
|WP| |PG|---| 5|-----O CS = Castle
+++ +--+ +--+ (Numbers represent levels)

NOTE: A path to the castle appears when you beat the Fortress level.

MAP - Part 2/3

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+++ +--+ +--+ KEY
TH----| 6|-----O-----O |WP|-PL-|FT|---HB-O ===
+++ | +--+ +--+ TH = Toad's House

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      | +---+ | | +---+ PG = Picture Game
-----O HB-O-BG-|FT| SB-----O O-----|PG| FT = Fortress
      | +---+ | | | +---+ SB = Sledge Brother
      | | | | | WP = Warp Pipe
+---+ +---+ | | +---+ BG = Bridge
|PG|---| 5|-----O-----O O-----| 4| PL = Padlock
+---+ +---+ +---+ CS = Castle
      | (Numbers represent levels)
      |
      TH

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NOTE: The padlock disappears when you beat the first Fortress level.  
NOTE: A path to the castle appears when you beat the second Fortress level.

MAP - Part 3/3

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+---+ +---+ +---+ +---+ KEY
|WP|-PL-|FT|---SB-O---| 3|-----O---| 2|
+---+ +---+ +---+ | +---+
      | +---+ | |
-----O O-----|PG| TH O
      | | +---+ |
      | +---+ +---+ +---+
O-----| 4| TH-RK-|WP|--| 1|
      +---+ +---+ +---+
      |
      TH (Numbers represent levels)

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NOTE: The padlock disappears when you beat the Fortress level.  
NOTE: The Rock can be taken out using a Hammer.

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< > World 4-1
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Start by advancing past the two giant pipes straight ahead of you at the start. Watch out for the Piranhacus Giganticus in the second one. You then come to a giant '?' Block, which holds a coin. Then you'll see a brick and wooden block with a Red Giant Koopa Troopa patrolling it. Stomp it and kick it to the right so it smashes the brick underneath the giant '?' Block, which you can now bash to retrieve a Super Mushroom or Super Leaf.

Now cross the gap and onto the normal sized pipe, and get the three coins if you're careful. Move right and you come to a green Colossal Koopa Paratroopa. Avoid it and jump into the waterfall between the four pipes. Swim through it and drop out the other end. You'll see a stack of three bricks. Go past them and stomp the Grand Goomba. In the air you'll see a giant '?' Block above a normal sized brick. Jump onto the brick to reach the block, which holds a Super Leaf Power-up.

Now go through the gap between the four giant bricks and you come to a giant pipe. Jump onto it and from there jump onto the cloud, then jump to the right again onto a cloud platform with a Red Giant Koopa Troopa. Stomp it and kick its shell to the right so it takes out another Red Giant Koopa Troopa on the brick platform - jump onto this and collect the coins. Then jump over onto the giant '?' Block, stomp a third Red Giant Koopa Troopa and kick the shell away. Then jump onto the giant pipe to your right. If you budge the screen enough, you can see a giant pipe with a Venus Fire Trap occasionally popping out. When it's inside, jump over it. If you have a Raccoon Tail, you can glide down safely. Watch out for the Green

Gargantua Koopa Troopa on the ground, and enter the pipe.

You emerge at the dark area, so run right and get the card to finish your first giant level!

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< > World 4-2

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Another flooding level...oh god. Beware of Cheep Cheeps trying to jump up at you as well. Start by jumping onto the green giant pipe to your right, this should keep you out of the water. When the water lowers, jump right onto a second giant pipe and kick the Red Giant Koopa Troopa to the right so it KO's the Red Giant Koopa Troopa on the third pipe. Jump onto there, and onto the fourth pipe when the Piranhacus Giganticus isn't sticking its head out. On the next pipe are some white blocks. Pick one up and kick it to the right and it should bust open the nearby giant '?' Block, and you can get a Super Mushroom or Super Leaf if you are quick enough.

Now you're on a bridged area. Cross the giant pipe that has a Venus Fire Trap in it. At the end of the bridge, make a huge jump to the right to reach the high giant pipe (beware of the Venus Fly Trap in this). Then jump right again and you'll see a huge stack of bricks with a P-Switch next to it. Hit the P-Switch and start getting as many coins as possible, if you collect enough you can visit the White Mushroom House.

To the right in the air above the next pipe is a row of bricks (coins if the P-Switch is still in effect) and a '?' Block, which contains a Starman, so grab it and start advancing right. Over the next pipe with a Piranhacus Giganticus in it, to some more coins and bricks. Several Cheep Cheep will start flying up now, so be on your toes. Run to the end of the bridge and make a long jump to the right at the end of the row of wooden blocks so you can get on the end platform and enter the pipe.

Run right and grab the card to finish the level.

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< > World 4-3

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As you run right you will encounter a Sledge Brother. Now beware, as the rumble jump can stun Mario and leave you open for a hammer attack. What I suggest you do is that when he jumps, as he comes down, jump up and stomp him on the head. So after you've taken care of him, go past the two giant bricks and you'll meet another Sledge Brother. You can jump onto the smiling cloud above to perch on him and stomp when he isn't throwing hammers. Enter the vertically standing pipe after the Sledge Brother.

Move right and you'll encounter three Buzzy Beetles (one on the ceiling that drops down and spins towards you), so either kill them or avoid them. Now take a running jump onto the floating platform. Kick away the Buzzy Beetle. In the four '?' Blocks are coins. Now make a running jump to the right (get the coins above the gap if you have a Raccoon Tail) and onto the next high platform. Above you are some wooden blocks with a Buzzy Beetle wandering around on them, so when it drops down and spins towards you, jump over it. Now jump to the right onto the little floating platform and bash the '?' Block above it to get either a Super Mushroom or Super Leaf.

Jump to the right to safe ground. On the ceiling is an Upside-down Spiny, who will drop down and spin towards you in similar fashion as an upside-down Buzzy Beetle. Don't stomp him, though. Take out or avoid the



retreats quickly get in the pathway, run right and duck so you slide through the tiny gap. Then go past some more Hot Foots and a Thwomp, and jump onto the high steel platform and bash the '?' Block for a Super Mushroom or Super Leaf. Then get past the next horizontally moving Thwomp and past the pipe.

Routes join up here

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Run to the end of the room to encounter yet another Boom-Boom.

MINI-BOSS FIGHT: Boom-Boom

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There is a steel platform in the middle of the room, which limits your jumping. Stomp him once quickly and stay on the platform and jump onto him from there three times.

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< > World 4-4

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In this level you are swimming, and Lakitu throws Spiny Eggs, which hatch into Spinys, into the water. Oh lordy. So start by moving right, and you can bash the '?' Block for a Fire Flower. Now drop down the small gap to the right. At the bottom, swim right through the tunnel. Lots of Spinys will start dropping in here. It's all simple; just swim past the giant blocks and seaweed and avoid the Spinys. At the top of the giant wooden staircase enter the pipe. You re-emerge at the dark area, so just run right and get the card!

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< > World 4-5

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Jump over the pit and climb the pyramid of giant blocks, but beware of the Green Gargantua Koopa Troopa and the green Colossal Koopa Paratroopa. On the right side of the pyramid is a '?' Block, which holds a Super Mushroom or Super Leaf. Use the giant Koopa's shell to bash it. Then jump over the next pit and go past the pipe. You come to two cannons, which fire Bullet Bills and Missile Bills, so avoid them. There are three '?' Blocks between the cannons, which contain coins and a Power-up, which you should get if you need it. Between the second and third cannons are three more '?' Blocks that hold coins. After that, jump the gap and onto the wooden block platform with the cannon on it. From there, jump onto the giant pipe and onto the next wooden block platform.

Now jump across the last gap to a pipe with two cannons to its right. Stand on top of the second cannon and make a long jump to the right onto a third cannon, which is highest of the four cannons in this location. Jump over the pipe (avoid the Piranhacus Giganticus inside it and progress past some more Missile Bill cannons. Stand on the wooden platform three block spaces long, and from there make a jump onto the giant pipe. Now jump over the last cannon and enter the pipe on the ground.

Run right into the dark area, get the card, and finish this tedious level.

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< > World 4-6

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Go past the green Colossal Koopa Paratroopas, and a brick formation with a Green Gargantua Koopa Troopa inside it. Now cross the gap and get the four coins if you can. Go past the pipe and you'll see a doorway in the platform. Enter it and this will reverse the 'gigantism' effect - all

giant enemies will now become regular sized enemies!

Now that all enemies are normal again, continue progressing right. Jump over the small gap and the pipe. Bash the '?' Block for a coin. Go past the Green Koopa Paratroopa and eventually you'll come to a formation of wooden blocks and bricks. Look at the two wooden blocks stacked on top of each other at the left underneath the bricks. If you touch them from the side a Starman will appear, so grab it!

Now progress right and stomp the Goomba and jump in between the two pipes. Against the right-hand pipe are three invisible blocks in the air in a row. Bash them all. The very left one holds a 1-Up Mushroom, so grab it quickly. Cross the next gap to get to some platforms, Red Koopa Troopas, and another giant-normal reverse effect door. Don't enter this one. Instead just carry on heading right.

After the pipe you'll see some floating brick platforms with Red and Green Koopa Troopas on them. Just kill or avoid them, then after that, you get to safe ground next to the dark area, so proceed to run right and finish the level by snagging the card!

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< > World 4 Fortress (2)  
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Start by climbing up the stairway and walking to the edge of the platform. Now jump over onto the platform of falling rings, and now quickly keep jumping across them. Remember, if you stay on too long, you'll plummet into the lava and die, no matter what condition Mario is in. On one ring platform is a Dry Bones, and above it is a '?' Block, which has either a Super Mushroom (which you should get) or a Fire Flower (which you shouldn't bother for if you already are Fiery Mario). Remember to jump around on the platforms to stop them from falling. Then jump across three more falling ring platforms before you reach the safe steel ground.

Go into the tunnel and stomp the Dry Bones. Go right, down the stairway and stomp another Dry Bones. At the end, stomp a third. At the end of the hallway you'll see a block (beware of Dry Bones that fall from the high ledge), which holds a P-Switch. You can either push this P-Switch to get a secret door for one route, or carry on. Anyway, when you hit the switch, seven white coins appear to the left. They are surrounding an invisible doorway, like so:

OOO      O = Coin  
O#O      # = Doorway  
O#O

You've got two optional routes to complete the level from here on.

Route 1  
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Enter the hidden doorway that you've found. You'll now be standing on a large, green pipe, and to your left is a directional platform, which goes in the direction of the arrow printed on its surface. Stand on this one, and it will take you up. Once you are high up, jump onto the wooden block platform to your right. Now you'll come to a '!' Platform. This changes direction whenever you jump on it, as long as you stay on. It will start by moving upwards, then left, up, right, then up again. So jump on it so it takes you up, then jump on it to make it move to the left so you should just be able to stay above the Piranha Plant, and duck beneath the pipe on wooden blocks above.

Now jump onto the next moving platform, which will take you upwards. When it takes you through the gap in the two horizontal pipes, drop off to the right. There are two pipes hanging from the top of the screen here; enter the one on the right. Hit the '?' Block here for a Fire Flower power-up, then return to the previous screen by going back down the pipe again.

Now enter the other of the two pipes. It takes you to a secluded area of pipes. Enter the one to your right that is hanging vertically. Now you'll see another '!' platform to your right. Step on it then jump so it moves to the left. When it's below the gap in the pipes above you, jump on it and it'll move upwards. Beware of the Piranha Plant that sticks out of the pipe on the right. If you are Fiery Mario, pluck him with a fireball. When you're through the pipes, jump on the platform again so it moves to the right. When you're below the gap in the wooden blocks, jump on the platform yet again to make it go upwards, then jump to the left and enter the green warp pipe here.

In this next room are nine coins. Grab them then jump onto the orange pipe. Stand on the left side and jump up to trigger an invisible coin block. Stand on this and jump one block space to the left to get another invisible block. You then have to stand on this, and jump one block space to the left. You won't be able to see Mario, but if you did it right, you should hit a block with a 1-Up Mushroom in it, which falls to the ground. Collect it then go down the orange pipe.

An underground pipe area. Hit the giant '?' Block to cause a tremor and three 1-Up Mushrooms will appear. At the very left end of the ceiling you'll see a brick. If you have a Raccoon Tail, fly up and bash them to enter another secret area and get a lot of coins. Now exit this area via the pipe at the right end side of the room.

You arrive back at the fortress. Scroll down to the end of Route 2 Walkthrough to carry on with walkthrough.

Route 2  
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Get on top of the brick with the P-Switch by either stomping on a Dry Bones and holding A so you can rise high enough to land on it, or get a good run-up and jump on. If you have the Raccoon Tail, then you can simply fly up to the high ledge. Move right and you'll encounter three more Dry Bones, a pipe, and a Roto-Disc.

Routes join up here  
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Get past the Roto-Disc, run to the end of the tunnel and drop down into the battle arena to encounter Boom-Boom.

MINI-BOSS FIGHT: Boom-Boom  
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There are three steel platforms around the room to limit your versatility, so stomp him with accuracy, in the usual three stomps formula, or take him out with five fireballs. When you have the all clear. Get the crystal, and a bridge to the castle appears on the map!

/\n  
< > World 4 Castle  
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Oh my. The king has been transformed into a Monty Mole!

So anyways, on with the level. You see Mario or Luigi climbing the airship. When you have control, get moving to the right to encounter a flamethrower. Just above and to the right of it are three coins, which you can collect if you want. Past the next flamethrower you can drop down and collect the eight coins and head back up and travel across the long screw on the rolling nut, or you can just cross the deck as long as you keep an eye out for the flamethrowers.

At the end, if you are on the higher deck, move right and get past Rocky Wrench. You can bash the '?' Block for a Super Mushroom/Super Leaf. If you were on the deck, just get past the flamethrowers carefully and then jump up onto the platform with a flamethrower on it. From there, make a long jump onto the platform with a flamethrower on the bottom firing flames downward.

Now either make a massive jump to the right to reach the high platform with a flamethrower on the end, or just drop down, move right, and climb up through the flamethrowers (just don't get roasted alive!). Then enter the silver pipe for another Koopaling encounter.

BOSS FIGHT: Iggy Koopa

-----

Iggy tends to make quick, low jumps, and fires rings at a high speed, but not too often. When you stomp him twice, he'll start jumping very high so just watch out here, although it won't be much of a problem. Just keep your distance and stomp him good to get the wand back.

So Mario returns and is given another letter from the King.

```
+-----+
| Greetings,          |
|                    |
| The thief who stole |
| the Whistle has    |
| escaped to the east |
| side of the Sand   |
| Dunes.             |
| I have enclosed a  |
| jewel that helps   |
|   protect you.     |
|                    |
|                    |
|   Princess        |
|   Toadstool.      |
+-----+
```

The star prize of today is...(drum roll)...a P-Wing!

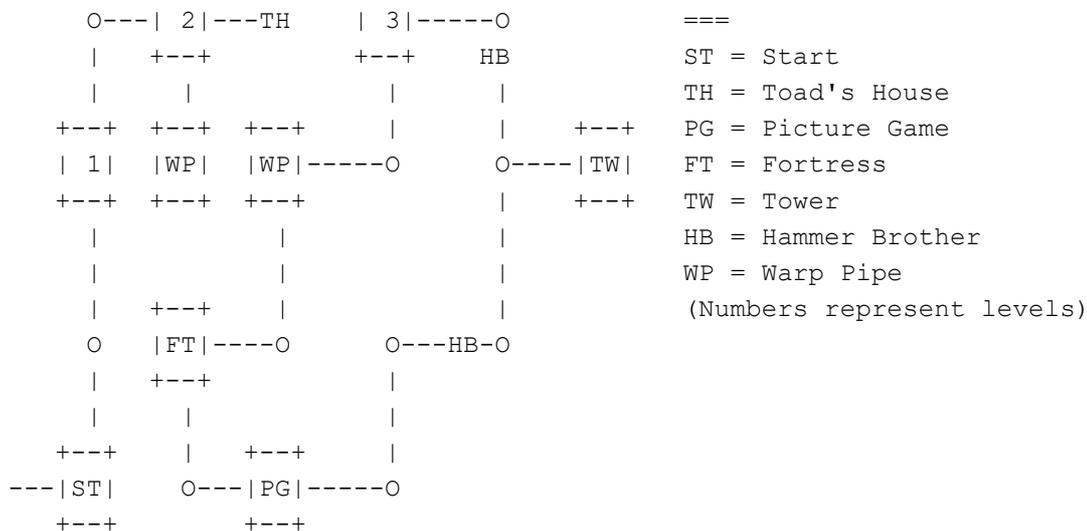
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+=====+
| World 5 - The Sky |=====+
+=====+
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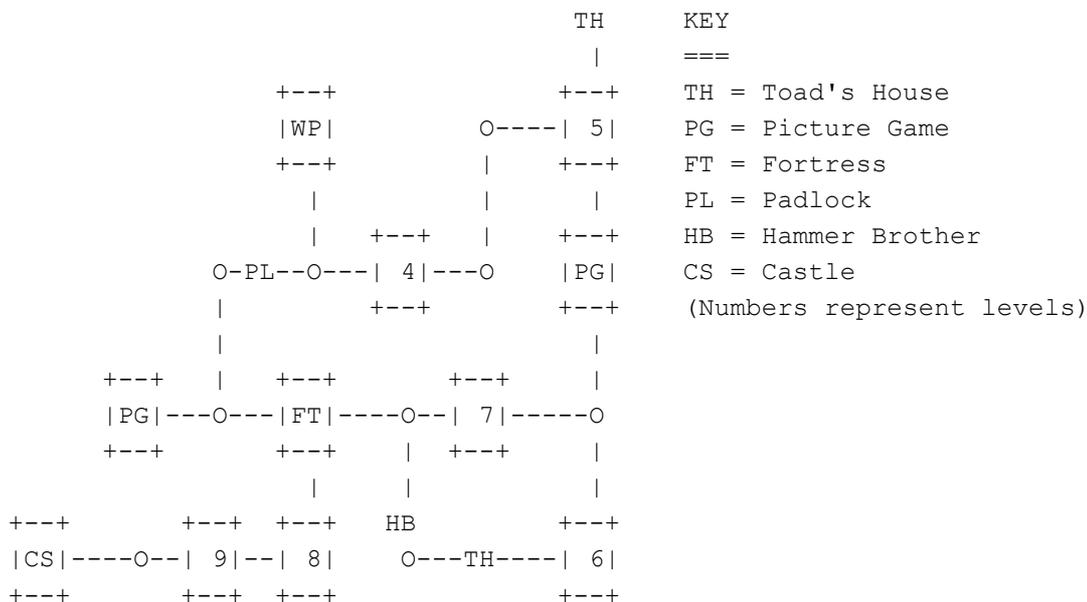
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NOTE: A bridge linking the two islands appears when you beat the Fortress level.

MAP - Part 2/2

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NOTE: The Padlock disappears once you beat the Fortress level.

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< > World 5-1
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Jump over Buster Beetle as he charges towards you. Go onto the staircase of bricks. If you touch the wooden block from the side, it will reveal a Super Leaf power-up. Now to the right is a Chain Chomp, so carefully jump onto the steel platform above him. To the right of where you are now is another Chain Chomp. If you can get past him you can bash the '?' Block for a Power-up and escape this area via the brick above it.

Now jump over the pit in the steel structure with the Chain Chomp in it. The next '?' Block here holds a coin. Now jump on top of the block so you can jump over the Nipper. Head up some more steps, avoid another Nipper, and watch out for another Buster Beetle charging down the stairs. So after the last Nipper you're at the top. Walk over the three bricks and jump over the Chain Chomp. You'll arrive at a row of six '?' Blocks. They contain coins, and the fourth holds a Starman, so as soon as you get it, run right at top speed!

After dropping off the structure, go right and jump over the first Nipper and get the coins. Watch out for the Para-Goomba who makes a landing here. Jump over two more Nippers and a stack of three bricks. Run right into the dark area and get the card, and look out for the Nipper below the card box.

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< > World 5-2  
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Run up the slope and enter the pipe. From here on you have two immediate routes to finish the level.

#### Route 1

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This is a lot easier if you have a Raccoon Tail. As you enter this next area, start gliding as you fall. You can reach some brick platforms to start ascending. If you don't, just pray you hit one of the Music Note Blocks to get onto the bricks. At the top is a brick platform that has two Green Koopa Troopas that drop onto it. Dispose of them and enter the vertical pipe.

When you emerge out of the pipe, jump to the top of the slope and slide down it, killing all the Goombas on the way. Climb a second slope and slide down again, taking out more Goombas. Enter the first pipe that you come to.

You enter a room with a giant '?' Block in the centre, encased by a square of bricks. If you are not Super Mario to be able to bash your way in, hit the brick that is sticking out of the left-hand side of the bricks for a Super Mushroom, or a Fire Flower if you are already Super-sized. Bash the giant block to cause a tremor and gain three 1-Up Mushrooms. Then exit by the silver pipe at the bottom-right area of the room.

You re-emerge in the previous area. Head up the slope and you come to four '?' Blocks. Stomp the Koopa Paratroopa twice and pick up its shell and kick it at the block on the ground for a coin. The three blocks in the air contain coins as well. Now run to the end and enter the pipe. Scroll down to the end of Route 2 walkthrough to carry on with walkthrough.

#### Route 2

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When you enter the pipe, fall to the bottom while collecting coins, and eventually you will plummet into water. At the bottom of the water are three green pipes. Go down the middle one.

You then fall down a waterfall into another pool of water with a Cheep Cheep. Climb out, and move right. Watch out, as Buster Beetle will pick up the white block and hurl it at you, so jump or duck from the block. When Buster Beetle charges at you, jump over him so he runs into the water. Now go right, pick up the white block, and kick it away. Go past the two upside-down pipes and watch out for Piranha Plants sticking their heads out. Go down the slope and watch out for Buster Beetle, who'll hurl a white block at you, so stomp him. Go past a third upside-down pipe (look out for the Venus Fire Trap inside) and kick away the white block. After the third pipe are three '?' Blocks, which all contain coins. At the top of the slope are two white blocks and Buster Beetle, so avoid!

Go down the other end of the slope and you'll encounter some more white blocks and Buster Beetles, which you must stay away from. Kill them and move on. Go past two more upside-down pipes and a Buster Beetle in between them, avoid or kill another Buster beetle and enter the pipe at the end of the cave.

Routes join up here

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You'll emerge out of a pipe at the dark area, so you can immediately run right and get the card to finish the level!

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< > World 5-3

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NOTE: This is the only level in which you get to use the Kuribo's Shoe. Enjoy it while you can!

When you start, go down the pipe to the right. Head left, go past the pipe, and you'll see a row of four bricks in the air with a '?' Block in the middle, and a Spiny on the ground. Bash the '?' Block for either a Super Mushroom or a Super Leaf. Now continue moving to the left, jumping over the pipe with a Venus Fire Trap in it. You'll see four bricks between the next two pipes. Wait for the Goomba in the Kuribo Shoe to stand on a brick, then bump it from below so you can get the shoe for yourself!

Head left and DON'T TOUCH ANY of the Spinys. Go left and you'll see some rows of bricks and another Goomba in a Kuribo's Shoe. Some of the bricks hold coins. Proceed to the left, over the next pipe, and you'll encounter Bob-omb. Go past him, jump over the wooden block and go past the Spinys.

The next area has some Munchers on the ground. If you have the Kuribo's shoe on, though, you can safely stand on the Munchers and get the coins, and a 1-Up Mushroom from inside the second brick from the left in the row of five. Jump over three more pipes and go down the pipe at the end.

In the next area you'll see a Goomba in Kuribo's shoe encased in some bricks with white blocks on the side. Just grab the coins above it and move on. Now go over the gaps with the Munchers between, and jump over the Spinys after that. Then jump over another pipe (watch out for the Piranha Plant inside), cross some more gaps with Munchers, another pipe, and you'll see a Bob-omb and three '?' Blocks. Inside they hold (from left to right): a coin, a Super Mushroom/Fire Flower, and a coin.

Stand on the row of bricks and jump onto the pipe when the Piranha Plant isn't sticking out. Start crossing more gaps with Munchers in, jump over another pipe, get the coins, jump over the last pipe and you're on safe ground. Avoid the Spiny and stand on the pipe to jump over so you can reach the three coins in the air. Now enter the pipe.

You arrive at the dark area, so you can run right and get the card to finish off the possibly most fun level of the game.

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< > World 5 Fortress (1)

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Start by crossing the pit. You'll have to simultaneously avoid the Roto-Disc and the Podoboo, it can be annoying at times. Next, get past the Thwomp (let him drop down first then run past as he moves back up), then you come to four bricks against the ceiling. Break either the second or

third brick along if you are Super Mario, you need the other brick to stand on. Jump up and you'll see two bricks and a '?' Block. The block, which is just possible to reach, holds a Super Leaf. Now head back down to the ground.

Now, go past the Roto-Disc, climb the stairs and get past another Roto-Disc. You come to another Thwomp. On either side of him are bricks. Hit the one on the left for a Super Mushroom or Super Leaf. Hit the other for a coin. Now go past the Thwomp and two Roto-Discs above and below you.

Go down the stairs and you'll see a Boo Buddy, and a Roto-Disc to the right. Get past the Roto-Disc, but keep an eye out for the Boo Buddy. Then get past the Thwomp and past another Roto-Disc/Thwomp combination. Then jump the lava pit, and you'll see a small island with a Thwomp above it, surrounded by lava. If you have a Tanooki Suit or Raccoon Tail, this is going to be a lot easier. You need to jump just close enough to Thwomp so he drops down, but you can safely stay on the island to the left. As the Thwomp goes back up, jump onto the little island then quickly make another jump to the right. Climb the staircase and enter the door.

In this next room, run to the end of the hallway and you'll have yet another encounter with yet another Boom-Boom yet once again.

#### MINI-BOSS FIGHT: Boom-Boom

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For some strange reason they made it simple here. He does not grow wings, run fast, there are no platforms to limit your jumping, and it still takes three stomps or five fireballs to beat him. Oh so simple...

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< > World 5 Tower  
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Head right, past the platform, and past the Roto-Disc. Then jump over the pillar with the Roto-Disc circling it. You'll come to a '?' Block with a Roto-Disc circling it. You can bash this block for a Super Mushroom or Super Leaf. Go past one more Roto-Disc and enter the pipe in the ceiling.

In the next area, go left and past the Thwomp. Keep heading left, jump over another stump in the ground, and get past another Thwomp. Head up the staircase and enter another pipe in the ceiling.

You'll now on the top of the tower. From this battlement, jump over to the right onto the next battlement, and get the coins if you want. Be careful as there is a Pile Driver Micro-Goomba on the edge of this battlement. If you have the Raccoon Tail, swing against the middle brick to reveal a hidden 1-Up Mushroom. Jump onto the next battlement and watch out for the Pile Driver Micro-Goomba. Enter the upside-down pipe hanging from the bricks above.

You arrive back inside the tower. Now move right, and go past the Thwomp and the spike pit (avoid the Roto-Disc, too). Jump over another spike pit and enter the pipe at the end in the ceiling. Head left, up the staircase and enter the next pipe in the ceiling.

You arrive back on the top of the tower. Jump to the right onto the cloud platform and kick away the Koopa. Grab the coins above the bricks and blocks, bash the '?' Blocks for some coins, then bash the brick to reveal a vine. Climb it to the top, drop onto the little cloud platform, jump up onto the next cloud platform and enter the blue pipe. You arrive at a new area in the sky...

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< > World 5-4

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Immediately from the very start of the game there are two ways to complete the level. If you have a P-Wing, Tanooki Suit or Raccoon Tail, it is best to take Route 1, although both Routes are optional. If you do not have flying ability, then take Route 2.

Route 1

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On the cloud runway on which you start, get a good run-up and start flying up and right and you'll come to another cloud platform with four pairs of coins on it. Then jump over to the next platform to the right, which has another four pairs of coins. Then from here, take a running jump and fly right and don't stop. You'll eventually reach the very end of the screen and you can fall down to land on the pipe and enter it to emerge next to the dark area. Scroll down to end of Route 2 to carry on with walkthrough.

Route 2

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Go right to the end of the platform and jump over the spinning platform in the gap to reach a cloud platform. Then make another running jump over the next spinning platform to get to another cloud platform. In the air to the right of you is a platform, which will rotate slowly while you are standing on it. Jump onto this then making a jump onto the platform to your right when it isn't spinning, then jump right once more to a platform that rotates while you're on it, then jump right onto a cloud platform. Now jump over the spinning platform on some wooden blocks. You can swim through the waterfall to reach the other side of it, or jump across. Then jump up onto a second waterfall, which is shorter and a bit easier to get through. Now jump onto another platform, then jump over the Red Koopa Paratroopa and onto the platform. Jump onto the next platform when it isn't spinning, and repeat once more, then jump onto the cloud platform with a pipe at the end, and kill or avoid the Green Koopa Paratroopa. Enter the pipe.

Routes join up here

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You're at the dark area. Be aware of Lakitu, who'll throw Red Spinys down at you. Go right and get the card to abolish him and finish this cheesy level.

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< > World 5-5

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The ground here is all made of the falling rings, so you must be active at all times, and try to find any platforms or blocks to keep still if you are getting tired of all the jumping around you may have to do within this level.

You start on a wooden block. Jump right and onto another wooden block and carry on advancing right. Watch out for the Green Koopa Paratroopa at the next wooden block, and whatever you do, DON'T LET THE PARA-GOOMBA DROP MICRO-GOOMBAS ON YOU. If he does, you have to stay in one place as you shake them off and plummet to your death, and you cannot jump well. So avoid at all costs. After the next wooden block and a Green Koopa Paratroopa, you'll see three wooden blocks stacked up together and the falling ring bridge is raised a bit. To the right is a pipe with two

bricks on it that you can smash if you have the Raccoon Tail, although you can't enter this pipe. However, you can get into the next one.

You fall down while grabbing coins into an area with a giant '?' Block, which you can bash for a Tanooki Suit! Once you have it, exit by the pipe at the right end of the ceiling. Scroll down to the \*\*\* if you took this.

Carry on and you'll see four '?' Blocks below a pipe with a Venus Fire Trap in it. The first one holds a Super Leaf, while the others have coins. Moving on, jump over another pipe (watch out for the Venus Fire Trap inside it) and you'll come to another raised part of the falling rings. Underneath are coins, which you can grab if you fall on a ring and jump up in time, but it's risky and I wouldn't recommend it. Just head right and look out for a Para-Goomba dropping Micro-Goombas and a Fire Chomp. Then, jump over onto the pipe when the Venus Fire Trap isn't sticking its head out and jump to the other side.

\*\*\* To the right you should see a formation of wooden blocks with three bricks in the middle. Quickly bash out the bricks from below if you are Super Mario. The brick on the left has a coin in it, and the brick on the right has a Super Leaf Power-up. After that, kill or avoid another Green Koopa Paratroopa and run to the end of the falling ring bridge to safe ground. Proceed to run right and grab the card!

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< > World 5-6  
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A side-scroller level. We haven't seen one of those in a while. So...uh, anyway, hop onto the stack of four wooden blocks at the start. You'll see some flying Beetles coming towards you. Use these to stay airborne, but jump carefully. When you land on one, it will drop down for a second, then begin to fly back up again. It's easier if you have a Raccoon Tail.

From the start you should get some coins and keep jumping on the beetles and go in according heights you'd like. Soon you'll see a low '?' Block above a cloud, but don't bother going for it, it's too much bother. Avoid the Koopa Paratroopa and use the Music Note Block to bounce up to the wooden blocks. You can get some coins here that are arranged in zigzags. You'll then have to cross a gap and use a Music Note block to keep up, so be very careful.

After that is a brick platform and you'll have to start moving across on the brick platforms while avoiding a Fire Chomp. Very difficult. After that you'll arrive at a pipe below some bricks, so quickly enter it before the Fire Chomp explodes.

Quickly run right and grab the card before Lakitu takes you out. Oh, and by the way, I VERY strongly suggest you skip this level. It'll make your life a lot easier.

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< > World 5-7  
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Head right and jump over the pillars of bricks and you'll see some bricks in the clouds with some '?' Blocks above them. Bash these for coins, and a Fire Flower in the wooden block on the top of the brick stack that you can touch from the side. There are three more '?' Blocks with coins. Now climb the brick wall and watch out for Pile Driver Micro-Goombas on top. Now drop down the gap between the wooden blocks after this, onto the pipe (but watch out for the Venus Fire Trap inside it). You can bash the '?' Blocks

on each side for coins. Now climb out again and continue heading right, but watch out for more Pile Drive Micro-Goombas in the bricks. When you drop down, you can bash the brick sticking out of the side for a coin and proceed to head right. Lakitu will appear here, so it's time to kick the gears up.

After the gap and above the pipe is a brick. Stand on this and stomp Lakitu so he won't be of bother. Continue moving right and jump over the cannons and watch out for the Pile Driver Micro-Goombas. Drop off the edge and run right across the cloud and into the pipe at the end. Lakitu will be waiting for you on the other side, so quickly run right and snatch the card to finish the level off.

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< > World 5 Fortress (2)

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From the steel platform you are on, make a careful jump onto the steel block to the right (look out for lava and Podoboos). Then jump onto the pipe and enter it.

You land on a secluded area of a bridge. Cross the gap (avoid the Podoboo) onto the next part of the bridge, then cross another, wider gap, onto a smaller part of the bridge. Two Podoboos jump out of the lava here, and one goes higher than the other, so jump with caution. At this next part you'll see Podoboos jumping out of the ceiling, so you have to be even more careful now. On the next part of the bridge are '?' Blocks. Watch out for the Dry Bones, though. One of the blocks has a Starman, so be quick and grab it! There is a Boo Buddy next, so avoid this, and cross the gaps on the tiny parts of the bridge.

Then, above the long stretch of bridge are two '?' Blocks, which hold a Super Mushroom/Super Leaf and a coin. Then jump onto the next bridge and make your way across it but look out for Podoboos that jump out and a Boo Buddy. After the Dry Bones, enter the pipe in the ceiling.

Jump over the gap and run to the end of the hallway.

MINI-BOSS FIGHT: Boom-Boom

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Simple again, like the last Boom-Boom. But this time he grows wings after a stomp and loses them. It's still simple, though, just three simple stomps to take him out and finish the level when you grab the crystal that he drops to open the padlock on the map.

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< > World 5-8

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No, what, Lakitu again?! Best to keep on your toes for this level. Start by making a running jump onto the higher cloud platform to your right. The four '?' Blocks contain coins and a Super Leaf Power-up. After that, start crossing platforms. There some Koopas on some of them, and you must be quick. Start climbing the clouds upwards and watch your footing. Enter the pipe at the end of the high cloud platform to emerge at the dark area. Lakitu is waiting at this end, so quickly run right and get the card to finish the level.

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< > World 5-9

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Oh no, a scrolling screen level. Start by jumping over the Red Koopa

Paratroopa onto the higher cloud platform then onto the wooden platform. Carry on jumping across the wooden platforms as they arrive to your right. On the eighth platform a Fire Chomp will arrive to attack you, so it is best to take him out with a stomp to prevent him exploding and knocking you out. Another will appear, so you have to kill him as well. When the last platform takes you to the cloud platform, enter the upside-down pipe. You emerge at the dark area with Lakitu waiting yet again, so run right and snag the card.

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< > World 5 Castle

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This time the King has been transformed into an Albatoss, so press B and view the cut-scene of Mario or Luigi climbing the airship's anchor. When you have control over Mario/Luigi again, start moving right, and avoid the cannon and flamethrower and jump over them. The '?' Block next to the crate holds a Super Mushroom or Fire Flower. Look out for the cannons below. After the next crate, jump over the pillar with the cannon on it. You then come to a big board with cannons on. You can stand on top of the cannons to get by them easier. After that is another rotating cannon above a pit you can take cover in.

Then quickly climb out and head right across the deck. Jump over the cannon bolted to the floor and watch out for four cannons above you and four below you. Jump over the last cannon and enter the silver pipe.

BOSS FIGHT: Roy Koopa

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Roy has a rumble jump attack similar to that of a Sledge Brother. So watch out when he jumps. He hasn't got good jumping power, but when he lands on the ground it'll shake and temporarily stun you, and you cannot afford for that to happen. So jump when he lands on the ground, and avoid the rings he fires from the wand. When he retreats into his shell and jumps around that'll cause a quake too, so beware of that. When you stomp him three times, get the wand to return to the castle and receive a letter from the Princess.

```
+-----+
| Greetings,          |
|                    |
| Be careful in the  |
| ice world. The     |
| creatures trapped in |
| the ice will come to |
| life if warmed.    |
| I have enclosed a  |
| jewel that helps   |
|   protect you.     |
|                    |
|                    |
|   Princess        |
|   Toadstool.      |
+-----+
```

Da da dada! A Jugem's Cloud, courtesy of Princess Toadstool.

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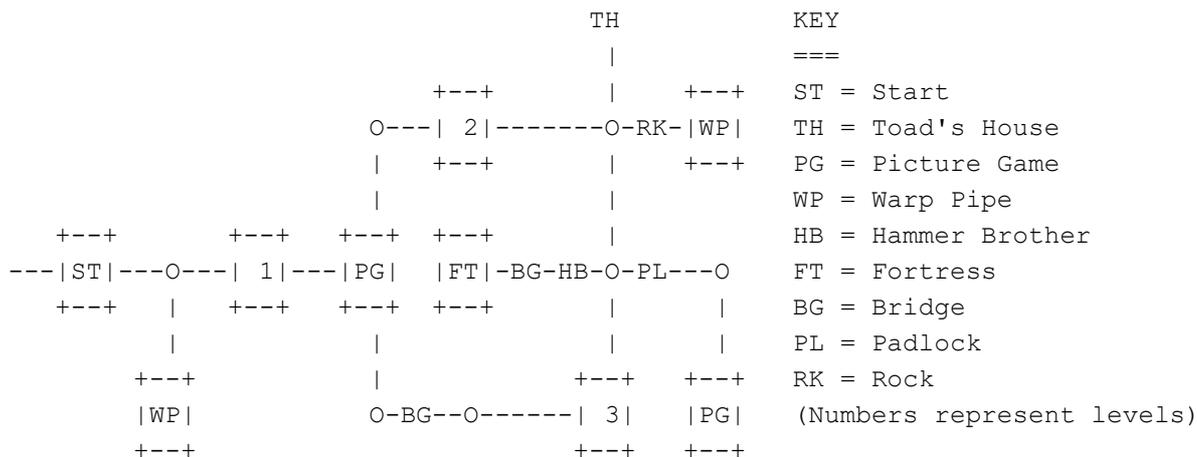
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+=====  
| World 6 - Iced Land |=====

+=====+

MAP - Part 1/5

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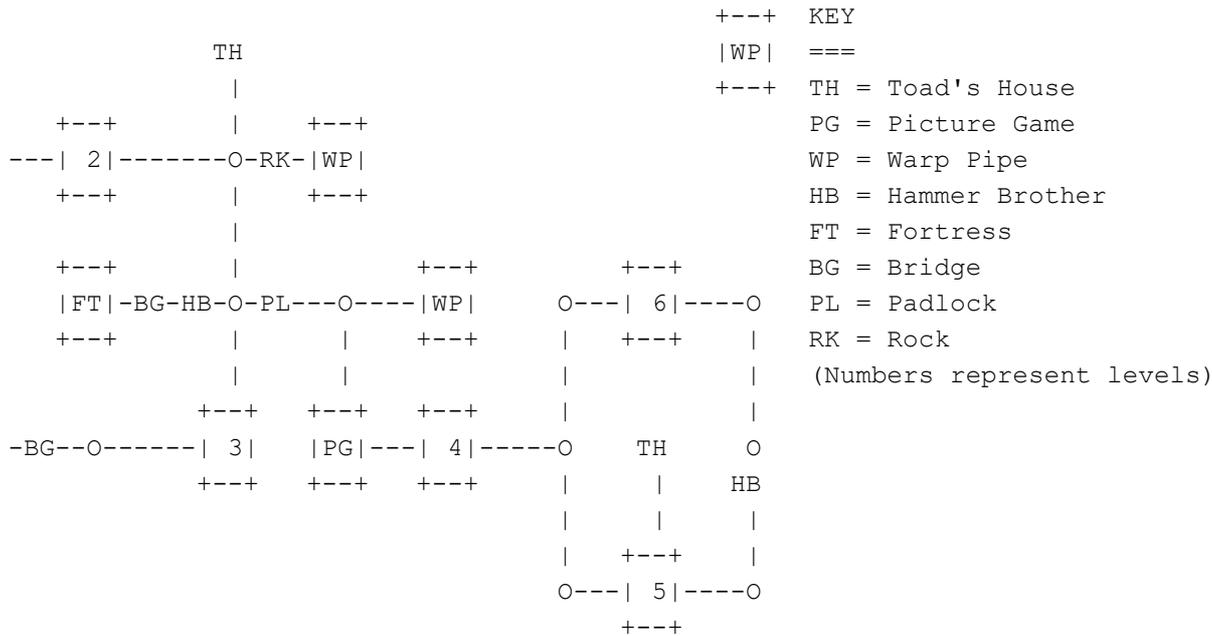


NOTE: The Padlock disappears once you beat the Fortress level.

NOTE: The Rock can be taken out using a Hammer.

MAP - Part 2/5

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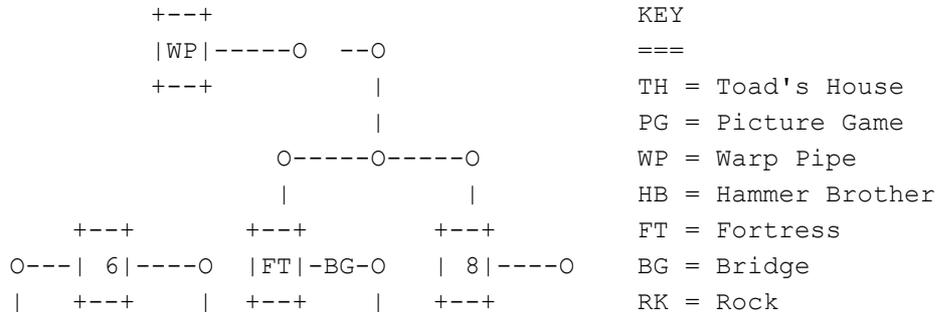


NOTE: The Padlock disappears once you beat the Fortress level.

NOTE: The Rock can be taken out using a Hammer.

MAP - Part 3/5

===



```

      |           |           |           (Numbers represent levels)
      |           |           | +---+
-----O   TH   O-----O-RK--O---| 7|
      HB     |   |   |           +---+
      |     |   |   |           |
      HB   +---+ |   |   +---+   |
      O---| 5|-----O-----O---|PG|-----O
           +---+           +---+

```

NOTE: A path to the Warp Pipe appears after you beat the Fortress level.

MAP - Part 4/5

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```

BG--O
|
|           +---+
----O-----O   | 9|---O-----O
           |   +---+           |
           +---+           | +---+   |
BG--O   | 8|-----O-----O |FT|-BG-O-PL--O   RK = Rock
|   +---+           |   +---+   |   (Numbers represent levels)
|           |           |
|   +---+           |           +---+
RK--O---| 7|           O-----O---|10|
           +---+           +---+
           |
+---+   |
--|PG|-----O
+---+

```

KEY  
===  
PG = Picture Game  
FT = Fortress  
BG = Bridge  
PL = Padlock  
RK = Rock  
(Numbers represent levels)

MAP - Part 5/5

===

```

---O-----O
|
+---+   |           +---+
|FT|-BG-O-PL--O-BG--O-BG--O---|CS|
+---+   |           +---+
           |
           +---+
---O---|10|
           +---+

```

KEY  
===  
FT = Fortress  
BG = Bridge  
PL = Padlock  
CS = Castle  
(Numbers represent levels)

```

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< > World 6-1
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Jump onto the ice platform and jump onto the one onto the right. There are two bricks and a '?' Block above you, which contains a Fire Flower. This can be helpful, but remember, if you use it against enemies trapped in ice, they come to life. Anyway, there's a Ptooie in the pipe to your right. Take him out with the Fire Flower if you got it or jump through the gap between him and the spiked ball when he blows it high up. Then after are three coins and a walking Ptooie, who you should take out with fire or avoiding by jumping through him and the spiked ball when he blows it really high. Jump over the next pipe which has a Piranha Plant in, and the '?' Block you come to has a coin in it. Jump over the small pit and get the three coins. Jump over the next small pit and go over the pipe when the Venus Fire Trap isn't sticking out.

Go past the two Ptooies after this, and bash the '?' Block for a coin. Jump over the pipe and bash the '?' Block for a Super Leaf. Jump onto the next ice platform for three coins and watch out for the spiked ball being blown up by the Ptooie, it is possible to hit you. Keep jumping platforms and you'll go past a Red Goomba and another walking Ptooie on the ground. In the pipe at the end of the platform is a Ptooie. If you've got Fire Power fry him or jump through when the spiked ball is high. After one last gap to jump you can run right into the dark area and get the card.

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< > World 6-2

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Another scrolling-screen level. You start on a platform of wooden blocks. Jump right onto the next wooden block platform, and make a jump over onto the higher of the two cloud platforms moving to the left, then onto the ice platform and get the coins. Jump onto the cloud platform approaching then down onto the ice platform down near the bottom with the white block and '?' Block on it. Kick the white block against the '?' Block for a Super Mushroom or Super Leaf.

To the right is a wooden platform with a pile of bricks on it. Climb over them using the clouds that float through it or bash them with a Raccoon Tail if you have one. Then jump onto the ice platform (best to leave alone the Red Koopa Troopa), get the three coins in the air, onto the next ice platform with some bricks on it, get some more coins in the air, then onto the wooden platform, jump over the pile of bricks, jump onto the next wooden platform and get the coins if you're careful enough.

Now you'll see some more clouds approaching before a huge wooden block pillar. The screen starts to move upwards so you have to stay on the clouds and if you fall through the bottom of the screen...you guessed it...you die! At the top of the wooden pillar, make a jump onto the ice platform then the wooden platform to the right of it two white blocks and a brick on it. If you kick away the white blocks quickly enough you can start hitting the brick, which is actually a multi-coin block. Jump onto the next wooden platform after this and kick away or avoid the Red Koopa Troopa.

Jump onto one of the cloud platforms and the screen will start moving back down again. There's an ice platform to jump onto, then a wooden block platform with three coins above it. Use the cloud platform to reach the next wooden platform and carry on jumping across until you reach a green pipe. Enter it.

You arrive next to some water at some white hills (must be the snow). Run right and get the card in the dark area to finish off this annoying level.

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< > World 6-3

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Run right and jump onto the Music Note Blocks and bounce high. Hug the ice wall to your right and you should land on a moving wooden platform. It's easier if you've got a Super Leaf. When it takes you under the ice wall, if you are Super Mario, duck so you can squeeze under. Now jump up onto the ice platform with the Red Koopa Troopa on it, stomp and kick the shell to the right and see if it can hit the '?' Block to the right for a Power-up. Run or jump across the little ice pillars and then watch out for the Red Koopa Troopa on the huge ice blocks, you may collide if you do not stop quickly.

Jump onto the 'L' shaped row of ice and kick away a second Red Koopa Troopa. Then, to your right, you should see some bricks. Cross them and you'll arrive on a platform of ice. Then, make a running jump onto the next little ice platform, then again onto another one with a brick above it; this is a multi-coin block.

Then, carefully drop down onto the ice block, jump over onto the next small platform of ice, then over to the right you should see a stack of ice with a wooden platform moving to and fro underneath it. Jump onto this wooden platform and carefully jump over the stack of ice and then onto the top of the 'J' shaped ice platform. Using the brick as a stepping-stone, jump onto the next stack of ice and get the coins if you want. Then drop down onto the moving wooden platform. You then have to jump over the two Red Koopa Paratroopas or bounce on them to get a lot of air, cross the large gap and run right into the dark area to get another card.

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< > World 6 Fortress (1)  
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When you start, drop down through the steel and jump onto the blue blocks on the wire and it'll start carrying you across. Podoboos will jump up from the lava to attack, so beware. If you can, bash the '?' Block on the way up for a Power-up. It'll then take you through a narrow tunnel with spikes on the bottom, so stay still. It'll then take you down through an area full of Roto-Discs that come into contact with you if you stay on the platform, so jump when it's about to touch you. After the third Roto-Disc, go into the alcove on the right and enter the doorway.

In the next room, to the right is a steel pillar with two Roto-Discs simultaneously going around it. Carefully get past it and bash the '?' Block just to the right of it for a Power-up. Then you come to another two Roto-Discs. Between them are five '?' Blocks. In the very left one is a Starman, and in the other four are coins. It'll bounce around a lot though, so when you try to catch it, stay away from the Roto-Discs!

Climb the little staircase and jump over the spikes onto a steel platform with a '?' Block above it with a Roto-Disc going around it. Bash the block for a Power-up, then jump over the other side of the Spike pit and enter the doorway. In this next hallway, run into the open to have yet another encounter with Boom-Boom.

MINI-BOSS FIGHT: Boom-Boom

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There's two steel blocks in the room but they'll hardly be of bother. When you stomp Boom-Boom, he'll grow wings but he's still easy to topple with another couple of stomps or with 5 fireballs so he vanishes and leaves the crystal behind for you to get, unlock the padlock on the map and carry on with this world.

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< > World 6-4  
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Above you when you start are three coins resting on falling rings, which you can reach if you have a P-Wing equipped, or if you make jump from the iced platform to the right and glide over with a Raccoon Tail. Anyway, get the coins or not, cross the first gap onto the platform with a small icy hill on it, then to the right is a spinning platform. When it has stopped spinning, jump onto it then onto the giant ice block after it. Then jump onto the small pair of ice blocks with a wooden block on top of it. To the right are some icy stairs with Goombas going down them; once all the

Goombas have gone down, jump over. At the bottom of the stairs you can see a brick, which holds a 1-Up Mushroom but it's a bit risky to go for as you may slide off the ice block beneath it.

Anyway, get the Mushroom or not, climb onto the ice platform above the stairs and jump onto the top of the large ice block wall. Afterwards you'll see a wooden platform on a wire. Step on it and it will start moving. Quickly jump onto the top of the two giant ice blocks and wait for the wooden platform to come out from under the ice. When it goes, jump back onto it and it will take you to a spiral in the wire. To the right of the top of the spiral is a '?' Block, which contains a Super Leaf Power-up. You can get some coins along the spiral.

After that, you'll see a horizontally moving platform at the bottom of the screen. Jump onto this, then onto the two wooden blocks to the right of it. To the right of these is a platform moving along a slanted rectangle wire. Jump onto it, then another one to the right and when this one is at the top of the wire, jump onto the top of the giant ice blocks, then hit the P-Switch on top of the high stack of bricks to turn them all into coins. Quickly jump onto the long platform of giant ice blocks and start running right, going past the spinning platforms, collecting coins, jumping gaps and ducking under some ice blocks. At the end you'll see a non-stop spinning platform on the edge of the platform underneath a giant ice block. Jump through the gap and over the pit and run right, into the dark area, and get the card to finish the level.

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< > World 6-5  
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NOTE: This is a very unorthodox level. You need to have a Raccoon Tail in order to be able to reach the exit, and at the 'end' of the cave is a pipe, which leads to a small area with a Super Mushroom/Super Leaf Power-up. You can use this as well as another block in the cave to get Raccoon status. This walkthrough will refer to what to do if you are Raccoon Mario. If not, go to the end of the cave to retrieve the power-ups so you can therefore complete the level.

Climb over the giant ice block staircase and enter the green horizontal pipe in the ice wall. You arrive underground, and you should see some Buster Beetles run off to the right. Follow them and run past a pipe hanging from the ceiling and you'll come to some white blocks. Watch out for Buster Beetles throwing these, stand near them and duck so they just fly over you and stomp the Buster Beetles when they are out of ammunition. Above these white blocks is a '?' Block that holds a Super Leaf Power-up, which helps you to get Raccoon status if you need it.

So after this, run up the slope and watch out for two Buster Beetles near some white blocks; take them out if you find it necessary. Now you come to a stack of white bricks and a Green Koopa Troopa to the right. Whatever you do, don't touch the Koopa...yet. Go past him and look out for the white block that the Buster Beetle throws. Dodge it and stomp the Buster Beetle.

Now here's where being Raccoon-Tailed Mario comes in. Stomp the Green Koopa Troopa in this area and make a run to fill up the P-Meter and pick up the shell while doing so, then fly up through the gap in the ceiling that is between the stack of three white blocks to your left, and the four bricks on your right. Once you're up at the top of this area, kick the shell to the right into the gap between the bricks with the Nippers in. It'll kill the Nippers and the bricks, giving you room to enter the

pipe to your right.

Remember, if you aren't Raccoon Mario, you can always go back and get another leaf. Anyway, once you're out of the pipe, run right into the dark and get the card to finish this level off!

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< > World 6-6  
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Another level in which we start by entering a pipe. So, do that now.

When you emerge in the cave, head right and climb onto the platform by using the wooden blocks. Jump over the Spike, and watch out for the spiked ball that he'll throw. Head up the slope and get the coins. In this next part, you'll have to watch out, as a Cheep-Cheep will repeatedly jump from one pool to another, and you don't want to be involved in that equation. At the end, stomp the Spike in the pit and bash the '?' Block for a Super Mushroom or Fire Flower if you need it.

Now, go back down to where you started, and now take the bottom route. After going down the stairs you'll see another of those series of pools with a Cheep-Cheep jumping around in each pool. As you cross the pools, you'll see an upside-down pipe that has a Piranha Plant popping out of it every so often. You'll have to be careful to get by here; use your Fire Power if you still have it to take out the Cheep-Cheep for less annoyance.

After getting past that, kill or avoid another Spike and jump onto the top of the slope to the right. Go down the slope and jump over the pipe at the bottom (watch out for the Venus Fire Trap inside it). Go back up the other side of the slope and past another pipe in the ceiling, which also has a Venus Fire Trap in it, then enter the water after it.

Swim through the tunnel and watch out for the Cheep Cheep in it. Wait until it swims off to the right before you can go into the open. There are several more Cheep Cheep here, so do your best to avoid them. Swim right and past a rectangular platform then head to the surface of the water. Here you'll see some wooden blocks and two '?' Blocks crammed between them, which contain a coin, and a Super Mushroom or Fire Flower, which is good for fending off the Cheep Cheeps.

Swim to the bottom of this block structure to see another structure of wooden blocks shaped like a 'L'. Swim right past this and keep going right, past some more wooden blocks and Cheep Cheeps, and four pipes with Piranha Plants sticking their heads out of them. Also watch out for another Cheep Cheep while swimming through the pipes. If you have fire power it'll be a lot easier. After that, climb out the water.

Drop down into the narrow tunnel. When you head right, you'll have to deal with three Spikes, and with no room to jump, it's going to be a toughie. However, if you still have the Fire Flower, it'll be easy. After that there's a pipe in the ground with a Venus Fire Trap. Get past that and you come to some more little pools with a Cheep Cheep jumping around them. When you get past those there's a Spike to take care of before entering the pipe at the end of the cave.

Once you emerge, jump over or kill the Spike and continue to run right to get the card and finish the level.

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< > World 6-7

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Oh god...another screen scroller. Start by jumping off your starting platform onto the platform of falling rings. Jump right, over onto a next one, then onto the ground. Bash the '?' Block for a Super Leaf, which can prove very essential. To the right of the platform holding this block is a falling ring. Stand on this so you can access the next area of the stage. Watch out for the Fire Chomp in this area.

Jump onto the platform of four falling rings and try to kill the Fire Chomp if you can, then jump right and down onto the ice platform. Jump onto the next ice platform to your right and get some of the coins in the air. Then make a jump to the right onto another platform of falling rings, then another platform, which has a '?' Block above it, containing a coin. Carry on moving to the right and jumping across the falling ring platforms. Remember, it's essential to get as many coins as possible to access the White Mushroom House.

Anyway, after a big set of those falling ring platforms is an ice platform near the bottom of the screen, and above it are two bricks and a '?' Block. This holds a Fire Flower, but I for one, don't recommend it. The Super Leaf is far better for completing this level with. After that, climb on top of the 'J'-shaped array of ice then hop onto one of the two falling rings. When it falls jump right onto the platform of three falling rings against the two ice blocks.

As you move along the falling ring platforms, the screen will start to go up. Climb up with the screen and at the top is a green mushroom platform, and a nearby Fire Chomp, who you should stomp straight away. After two sole falling rings in the air, jump onto the high ice platform and step on the falling ring. When it falls jump right onto the Music Note Blocks so you can safely enter the pipe.

You fall down onto a cage of iced coins with a Koopa Paratroopa hopping around inside it. You can melt the ice if you have a Fire Flower equipped. If not then just proceed to run right into the dark area and get the card to finish off the level.

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< > World 6 Fortress (2)

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NOTE: This entire fortress is made of ice. Be careful on the slippery floors, especially when you are facing Boom-Boom at the end. It is recommended you use a Super Leaf during this level.

Head right and climb onto the ice platform. Above you is a Boo Buddy, so keep an eye on him. Move right as quickly as you can and drop down the gap before the frozen horizontally moving Thwomp gets a chance to hit you. Go right and at the end of the ledge above you is a '?' Block that holds a Super Mushroom if you are Regular Mario, or a Super Leaf if you are in any other state of Mario. This leaf will come in handy, so try your best not to lose it.

When you stand on the ice platform to the right of the block, the Thwomp above you will be triggered. When he just goes past you on his way back to the left, immediately jump up through the gap, run right and jump over the ice stump so you are safe. Run right through the tunnel and you'll come to some more drops. When you stand above the Thwomp he'll also be triggered, so as he moves back across, when he goes past you, drop down to the floor to carry on.

Run right, and then you'll see a pile of six giant ice blocks, and a Thwomp at the top of the room. Get near enough to make him move and as he retreats back to his original resting position, quickly jump on top of the giant blocks, run right and duck so you slide under the two ice blocks sticking under the ceiling, drop off the edge of the giant blocks and jump over the gap.

This next platform has two Roto-Discs, so be careful to avoid them. Bash the '?' Block above to get a Super Leaf if you didn't already have one, and continue moving on right. The Thwomp will be triggered, so you can quickly get through the gap and jump over the stump, but watch out for the two Roto-Discs, and the Boo Buddy below. Carry on right, and at the end of the platform, below is another Thwomp. Trigger it off, and before it starts moving back, quickly drop through the narrow gap and onto the ground. Run right and look out for a horizontally moving Thwomp at the end of the tunnel. Jump onto the ledge of giant ice blocks and enter the doorway. Now run to the end of this next room for another encounter with Boom-Boom.

#### MINI-BOSS FIGHT: Boom-Boom

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There are a few obstacles to overcome here. First of all, there are a couple of ice blocks in the room and a platform against the right wall to limit your jumping. Boom-Boom starts on this platform. He doesn't fly here, but after one stomp he makes some very high and quick jumps, and after a second stomp he'll start moving from side to side very quickly, so it is best to perch on him from the platform. The usual three stomps or five fireballs will do the trick, and you can get the crystal to create a bridge across the lake on the map screen and finish the level off.

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< > World 6-8  
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For some strange reason or another, it's become grass land in this level. Oh well, there must be at least ONE warm spot in the ice land. Anyway, when you start, to your right you'll see a pile of five white blocks, and on top of the hill is a '?' Block. Pick up a white block and kick it against the '?' Block to retrieve a Super Leaf Power-up. Now just below and to the right is a pipe with a Ptooie sticking out. When the spiked ball it is blowing is low, jump over and onto the grass. Go past the Green Koopa Troopa in the small pit, and continue advancing right.

In this next little pit are some Nippers, so jump over them and make sure they don't bite you. Jump over a standstill Nipper, go right and jump over two moving Nipper Plants. After them get past three Spikes and a Buster Beetle. Slide down the slope and you'll come to a '?' Block encased in white blocks. You can use the white blocks to take out any enemies if they approach you, and to bust open the '?' Block for a Super Leaf Power-up.

Then, you come to four white blocks. Watch out for the Buster Beetle nearby that'll throw them at you. Take him out and keep moving right to a stack of white blocks shaped like an 'H'. A Buster Beetle will rush up and start to throw the blocks. If you have any leftover white blocks from just before, you can take him out when he opens up a little passage. Now, get through the blocks by kicking some away and making space to run through.

Head onto the top of the hill and jump over the three Nippers, then slide down the other end of the slope to take out Buster Beetle. Watch out at the bottom though; make sure you don't fall down the pit! Jump over onto

the wooden blocks, and avoid the Buster Beetle who'll throw a white block at you. When he has no ammunition, stomp him. Then continue to proceed right and get the card to finish the level off!

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< > World 6-9  
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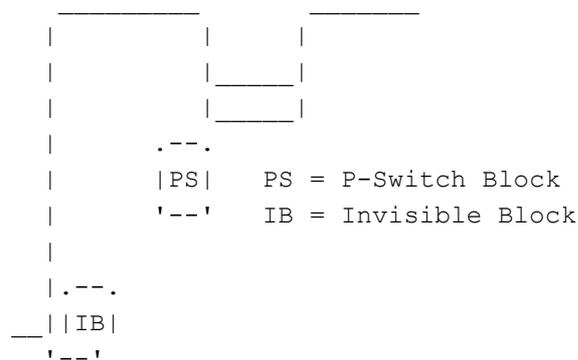
When you start there is a pile of giant ice blocks to your right with a pipe between them. Enter this pipe.

You are spat out of the pipe into a big pool of water in an underground cave. When you fall into the water, go down and swim right, past the Cheep Cheep, and watch out for the Blooper Nanny here, who can disperse its babies, even onto land. When you see it, swim up to the surface of the water and jump onto the wooden block and then onto the ledge.

You'll see four Munchers between two wooden block stumps up here, so jump over them. Now, you'll see a gap, and on the other side are some more Munchers between wooden stumps and in the ceiling is an upside-down pipe with a Piranha Plant sticking out. So, when it's not out, jump across and land on the wooden stump. If you fall down the pit, you'll have to avoid Big Bertha and swim back to the left and do it all again. Anyway, once you're across, jump over the Munchers and you'll see a Music Note Block. Hit this from below to make a Super Mushroom or Fire Flower appear, and then grab it.

To the right are some small gaps with Munchers in and an upside-down pipe with a Piranha Plant occasionally peeking out. If you got the Fire Flower, use its powers to kill the Piranha Plant, and then the tricky part. Get a good enough speed and run over the gaps with the Munchers in and Mario should step over them, then jump back into the water.

Swim past the Cheep Cheep and resurface (look out for a Blooper Nanny that disperses its babies). Go onto land and you'll see four Munchers between the wooden blocks. Jump over them and climb onto the next ledge. Up on the ceiling you'll see an upside-down pipe with a brick next to it. When you hit this brick a P-Switch emerges but you cannot reach it unless you use the invisible block as a stand. See diagram for details.



When you hit the P-Switch, all the Munchers will turn into coins, so be quick and waste no time in grabbing them! After a pit full of Munchers now turned into coins, there's a small gap with a Music Note Block above it. Jump over that and over the wooden block platform. There is a pipe here with a Piranha Plant that occasionally pops out, so go past it. Then, to the right of that is a narrow gap and a pipe in the ceiling above another pipe that has a Venus Fire Trap in it. Try to kill the Venus Fire Trap if you can. If not, wait until it goes back into the pipe and jump on top, then enter the pipe in the ceiling.

Back in the overworld, run right and jump over the giant ice block and continue running right into the dark area to get the card and finish off the level.

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< > World 6-10  
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Start by jumping the gap onto the next platform of big ice blocks. On the ice platforms above you are Red Koopa Troopas; so deal with them or just ignore them, then cross onto the next giant ice block platform then jump over another gap so you arrive on a platform with pipes on each side. Ignore the pipes; to the right you'll see a platform of six bricks and a '?' Block. Bash this block for a Fire Flower Power-up. Kill or avoid the Red Koopa Troopas on here too.

On the next part of the ground you'll see a big wall of bricks being supported at the bottom by six white blocks, and to the left are two white blocks and two bricks. Buster Beetle will start picking up the white blocks in the wall and making his way through. When he gets through, greet him with a fireball or kicked white block and then slide-duck under the wall.

In the next part of the level you'll see some more white blocks on the ground and three '?' Blocks. To the right are some extra white blocks and a Buster Beetle that throws them around. Kill this Buster Beetle and start raking your rewards out of the three '?' Blocks; two coins and a Super Mushroom/Fire Flower. Now to the right you'll see some frozen coins and frozen Munchers. Use fireballs on the frozen coins to thaw them and collect them, but not on the Munchers or they'll come to life! Now, jump over the pipe and kill the red Para-Goomba. Next are nine frozen coins arranged in a big squared formation. Thaw them and collect the coins.

Now hop onto the platform with frozen Munchers (careful not to thaw them). To the right is a big gap that you have to cross. If you've got the Super Leaf it'll be a doddle; if not, stomp the Red Koopa Paratroopa's head and hold the jump button to bounce high and get some airtime so you can finish the gap.

Next you'll be on a long platform of frozen coins and Munchers. You'll see some white blocks and a nearby Buster Beetle, so when he throws them, take him out and continue to advance right. As you move ahead you'll come to more white blocks and Buster Beetles; but just repeat the process. Then, at the end of the platform, you need to make a massive jump over onto a pillar of giant ice cubes, then jump onto the rotating platform when it is stationary then jump onto the next pillar of giant ice cubes (careful of the Red Koopa Troopa).

Carry on jumping over the giant ice cube pillars and when you get to safe ground, advance to run right and into the dark area so you can collect the card and finish off the level.

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< > World 6 Fortress (3)  
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The ceiling above you is spiked from the start. Run right, and jump onto the pillar with the two Roto-Discs circling around it, then jump over the spikes and onto the conveyor belt, before jumping over the rest of the pit and onto another pillar with Roto-Discs going around. There is a Boo Buddy here also, so keep an eye on it at all times.

Jump over the next pit of spikes onto yet another conveyor belt. There's another Boo Buddy up above, so watch out for that also. At the end of the belt, make a jump onto the steel pillar. There's a Stretch on the ground, so beware of that. Above the end of the Stretch is a '?' Block. If you're daring, you can step on the Stretch and bash this block for either a Super Mushroom or Super Leaf. Then, cross another Stretch and jump over another steel pillar (watch out for a Boo Buddy nearby). Then, after going past yet another Stretch there's another pillar with a Roto-Disc circling it.

Jump onto this, and head right and get past the Thwomp. Then make a jump onto another conveyor belt to your right, which has a Roto-Disc going around the middle of it. Finish running across this conveyor belt and drop off onto the ground. Now carry on going over two Stretches with two Roto-Discs circling around in opposite directions in the gap in the middle of the Stretches. At the end of the second Stretch, make a long jump over the rest of the spikes and enter the doorway.

You fall into a room. Don't move while you fall. You'll land between a group of three Boo Buddies. The floor will start to move upwards. When it finishes moving, enter the doorway on the right hand side of the screen. Run right to the end of this hallway for another encounter with Boom-Boom.

#### MINI-BOSS FIGHT: Boom-Boom

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This fight is a rather tricky one. There are five steel blocks scattered around the room in some sort of zigzag pattern, which can affect your jumping. Boom-Boom attacks in the same method as he did in the second fortress, so be very careful with your timing. Three stomps is the usual to take him out so you can get the crystal and unlock the path to the castle on the map.

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< > World 6 Castle  
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The king has now been transformed into a Monty Mole, and you've got to get the wand back. Yeah, we've heard that one five times before now. Anyway, you see the ship climbing scene, then you have control over the Mario Brother you are playing as.

Go right, across the deck and you come to one of those long screws with bolts. Carefully jump repeatedly on the bolt to move across and be careful not to fall! When you're safely across jump onto the other side of the deck. Climb the steps and below you'll see two screws and bolts. On the top one, keep moving right until near the end, then jump onto the second screw and jump repeatedly on that to move right, until you can reach safe ground.

Now start going down through the steps and watch out for the flamethrowers. Cross a gap and go through three more flamethrowers. Then, climb up at the end and the screen starts to move up. To the left you'll see two '?' Blocks, they hold a Super Mushroom/Super Leaf in the left one, and a coin in the right one. Then, the ship will start moving to the right. Take the lower route and climb up and jump over the pillar and climb into the warp pipe.

#### BOSS FIGHT: Lemmy Koopa

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This guy is relatively easy, surprisingly. He'll roll around his flat room on a ball and fire more balls at you. You can bounce on top of

these balls and you won't get hurt, but just don't let them hit you from above. When you stomp him three times, he's history and you return to the castle and receive another letter from the princess.

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+-----+
| Greetings,          |
|                     |
| I am well. Please  |
| retrieve the Magic  |
| Whistle hidden in  |
| the darkness at the|
| end of the third   |
| world.              |
| I have enclosed a  |
| jewel that helps   |
| protect you.       |
|                     |
|                     |
| Princess           |
| Toadstool.         |
+-----+

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Reward number 6 from the princess is...a P-Wing!

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| World 7 - Pipe Maze |=====
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MAP - Part 1/3

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+---+          +---+          +---+          KEY
|ST|----O----O  |WP|          |WP|          ===
+---+          |  +---+          +---+          ST = Start
|          |    |          |          PL          TH = Toad's House
+---+ +---+ +---+ |  +---+ |          WP = Warp Pipe
| 1|--|WP| |WP|  TH  |WP|---PP---  PG = Picture Game
+---+ +---+ +---+          +---+          PL = Padlock
                                     PP = Piranha Plant Level
                                     (Numbers represent levels)

+---+ +---+          +---+ +---+
|WP|--|WP|          O---| 4|---|PG|----O
+---+ +---+          |  +---+ +---+ |
|          |          |          |
+---+ +---+ +---+          +---+
| 2|--|WP| |WP|          | 3|
+---+ +---+ +---+          +---+

```

NOTE: The Padlock disappears when you beat the Fortress level on the second part of the map.

MAP - Part 2/3

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```

+---+          +---+ +---+ +---+ +---+          +---+          KEY
|WP|          |WP| |FT|--|PG|--| 6| | 7|          ===
+---+          +---+ +---+ +---+ +---+          +---+          TH = Toad's House

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|          PL          |          |          |          WP = Warp Pipe
|  +---+  |  |  +---+  +---+  +---+  PG = Picture Game
TH  |WP|---PP-----O---|WP|  |WP|  |PG|  PL = Padlock
    +---+          +---+  +---+  +---+  PP = Piranha Plant Level
                                     FT = Fortress
                                     (Numbers represent levels)
+---+  +---+          +---+  +---+  +---+
---| 4|---|PG|-----O---| 5|--|WP|  |WP|
+---+  +---+          |  +---+  +---+  +---+
                                     |
                                     +---+  +---+  |
                                     | 3|--|WP|  TH
                                     +---+  +---+

```

NOTE: The padlock disappears when you beat the Fortress level.

### MAP - Part 3/3

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+---+  +---+  +---+          +---+          KEY
|PG|--| 6|  | 7|-----O---|WP|          ===
+---+  +---+  +---+          +---+  +---+  TH = Toad's House
    |          |          |          |WP|  WP = Warp Pipe
+---+  +---+  +---+          +---+  +---+  PG = Picture Game
|WP|  |WP|  |PG|-----O---| 8|----TH  PL = Padlock
+---+  +---+  +---+          |  +---+  BG = Bridge
                                     FT = Fortress
                                     PP = Piranha Plant Level
+---+  +---+  +---+  +---+  +---+  CS = Castle
---|WP|          |WP|PL-| 9|-----O-----|FT|
+---+  +---+  +---+  +---+  +---+  (Numbers represent levels)
    |          |
    |          +---+  |
    TH          |CS|----O-BG--PP
                +---+

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NOTE: The Padlock disappears when you beat the Fortress level.

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<  > World 7-1
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Jump onto the set of three pipes, go right and enter the doorway. In this next room you'll see a small pipe on the ground and to the left in the air is another small pipe with three '?' Blocks above it and a Red Koopa Troopa. From the first platform jump onto this and kick the Red Koopa Troopa away. Bash each block for a coin. Then, to the right you'll see another small pipe with two upside-down pipes above it. Jump onto this small pipe and enter either of the upside-down pipes. Next, you'll be in a secluded area of pipes. To the left are some horizontal pipes that have Piranha Plants peeping out of them. There's an upside-down pipe touching the pipe on the left; enter this when the Piranha Plant in the horizontal pipe is not looking out.

When you emerge at the other end of the pipe there are three '?' Blocks above you. They all hold coins. Drop onto the lower end of the pipe to your left and kick away the Red Koopa Troopa. Above you are two pipes side by side. Enter the one on the left. Next, you'll emerge at the side of a bending pipe with a Red Koopa Troopa and two '?' Blocks on it. If you have a Raccoon Tail I suggest swinging it against the blocks. The one on the left holds a Super Leaf, the one on the right a coin. Above this are some bricks and a '?' Block, which also has a coin. Only kick the Koopa's shell against these blocks if you plan on not getting the coin in the bricks, so

you can safely get the shell.

Now, to the left you'll see a Music Note Block. If you bounce on this and hold the jump button so you go high, move right while in the air so you land on a floating horizontal pipe. Above you are two bricks, which are actually blocks that hold coins. Jump on top of these bricks and jump left onto the small pipe with the wooden block on it. Then jump through the gap in the pipes above you to get to the next level. Kill or just ignore the Koopa here.

On the right hand side of the screen are some more pipes, start climbing these. Watch out for Piranha Plants occasionally peeking out of them, though. Then make a jump onto the pipes to the left in the centre of the screen (look out for Piranha Plant in one of them). To the right in the air are two Music Note Blocks. Bounce on these to land on top of the pipe to the right (make sure the Piranha Plant isn't peeking out of it). There's another Music Note Block to the left and just above it here, too. Bounce on this so you can reach the two wooden blocks sticking out of the pipe arrangement.

Jump over onto the next couple of wooden blocks above and to your right and enter the pipe above them. Now this next part is a little tricky. To the left you'll see two Green Koopa Troopas approaching. Stand underneath the gap on the very right and when one Koopa approaches, stomp it and hold down the jump button so you actually fly up through the gap and onto the next part. Above these pillars of wood are some coins arranged like this: ^^ . Collect them and look out for the Red Koopa Paratroopa that hovers through one of the gaps. Once that's all done and dusted, enter the upside-down pipe on the very right end of the room.

When you emerge back into the overworld there are two pipes to your right. Jump over them and run right into the dark area, so you can get the card and finish off the level.

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< > World 7-2  
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Start by running right and jumping over the Nipper. Jump over the first pipe you come to that has white coins in it. Next you'll come to two '?' Blocks on top of two white blocks. You can kick away the blocks and do a running slide under the blocks and bash them while you slide through, swing them with a Raccoon Tail, or kick the blocks against them to be rewarded a Super Mushroom/Fire Flower and a coin.

Enter the next pipe you come to and swim to the very left into a room of coins and hit the P-Switch. You can then swim back out into the previous area and get the coins, then continue to swim right. Keep swimming past the pipe that spits the force bubbles out and enter the very next pipe you come to. To the right are four pipes in ascending height, and one of them has a Venus Fire Trap in it. Dodge its fireballs and kill it off if you have a Fire Flower, then climb over the pipes. Enter the second pipe that you see that goes through the ground, but before doing so, jump around in this pit to expose some invisible Music Note Blocks.

Once you've entered the pipe you emerge next to a '?' Block that has a Super Leaf Power-up in it. Grab this and go back to the previous area, go back to the four pipes going in height order and enter the pipe that goes into the ground. Swim left and enter the next pipe you come to so you re-emerge to the left of the four pipes going in height order. You can now cross the gap using the Music Note Blocks without worry of falling through

and having to do it again.

Enter the next pipe after the row of Music Note Blocks. In this next area, go right and jump over the Nippers, then onto the platform you'll see after. Run right past the two pipes in the ceiling and bash the '?' Block for a Fire Flower if you need it. Now go back through the pipe you used to enter this area. Now start crossing the pipes and watching out for the occasional Piranha Plant, Venus Fire Trap and a Nipper. Near the end of all these pipes is a pipe that you should see going into the ground (fourth pipe from the end). Go down this one. You'll be spat out next to another pipe, enter this and you emerge at the dark area so you can proceed to run to the right and grab the card.

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< > World 7-3  
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NOTE: This is a really infuriating level in which you have to put up with Lakitu and the annoyance of his green eggs that follow you everywhere. I suggest skipping this level if you have a Jugem's Cloud, but if you have to, want to, or need to complete this level anyway, here's the walkthrough.

There is a '?' Block next to you when you start. Bash it to retrieve a Starman and run as fast as you possibly can to the right down the slope and killing all the Koopa Troopas and then you'll come to four '?' Blocks. Quickly bash the lower left one and if you are still invincible, another Starman will appear. Grab this, then use the top couple of blocks to jump over the gap and repeat the running process as you plough down some more Green Koopa Troopas and Paratroopas, then bash the same block as before for another Starman, and run down the slope, kill the Spiny, jump over the narrow gap and when the slope goes into a ramp at the end, jump onto the pipe to kill the Venus Fire Trap then jump the next gap.

Lakitu will appear here. In the '?' Block above the brick is a Fire Flower. If you get this you can take out Lakitu with a fireball or stomp him from the block that holds the Fire Flower. Run right, jump across a pit and bash the brick you come to for a P-Switch. Hit the P-Switch and some white coins will appear, so grab them quickly and be sure to evade Lakitu and the green eggs. If you have the Fire Flower, use fireballs to take out the green eggs.

Keep running to the right and you'll see a pipe lying on the ground with two bricks on each side, but don't dawdle trying to bash them; they only have coins. Keep moving right and now start to cross the ascending hill and be careful not to fall down the gaps. After that, there are two Green Koopa Paratroopas to get by and then the end of the level, where you can get the card and safely away from Lakitu!

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< > World 7-4  
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Ah...the ol' Spiny Cheep-Cheep level. Start by entering one of the two crossed pipes to your right (they both lead to the same place, so it doesn't matter which one you enter).

Swim right and get the five coins, then under the formation of coral hoops on the wooden blocks, but beware of Spiny Cheep-Cheeps and a Lava Lotus. If you are Fiery Mario, you can toast the Spiny Cheep-Cheeps, although it bugs me on however Mario manages to use fireballs in water. But anyway, the next '?' Block you come to holds a Fire Flower Power-up if you did not

have one already, and you can use this to kill off the Spiny Cheep-Cheeps. As you go right you'll encounter Big Bertha, so use Fire Powers against her if you can. And just be sure to move along with the screen as it goes.

After Big Bertha the screen starts to move upwards, then eventually to the right again. Now here's a tricky part; you have to swim through an immense school of Jelectros, while dealing with Big Bertha, and a couple of Blooper Nannies after that. The screen starts to move back down and when you see the ground you can move safe now.

Deal with some more Spiny Cheep-Cheeps, and after a column of coral hoops is a '?' Block that holds a Fire Flower. Now start swimming right again, under the coral hoops but avoid the Lava Lotus. Then you'll encounter another Big Bertha, so use fire or avoid her otherwise. Swim through the coral, collect the coins above the Lava Lotus and enter the pipe. You can now run right and get the card to end this level.

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< > World 7-5  
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Enter one of the pipes at the start, they all lead to the same place. In the next room, kill or avoid the Green Koopa Paratroopa. Run right and deal with another Green Koopa Paratroopa, and enter the pipe hanging from the ceiling.

In this next room are some brick platforms with Koopas on them. Just ignore them, and enter the pipe on the right. Bomb-ombs will approach you in the next area, so kick them away and stay free from the explosions that they create. Doing a running slide under the bricks. Run right, kick away the white blocks, and carry on advancing right. Deal with the Green Koopa Troopas. Above are five '?' Blocks. Bash these for some coins and enter the pipe at the very end of this room.

Next, hit the '?' Block to the left for a Super Mushroom or Super Leaf Power-up. When you try to jump through the gap, you uncover an invisible coin block. Guess you can't get out this way. Go back down the pipe. Now hop onto the steel platform under the five blocks you bashed earlier, move left and enter the very first pipe you come to. Try to jump through the gap to uncover another invisible block with a 1-Up Mushroom inside it. When you see the mushroom emerge, very quickly go back down the pipe and enter the next pipe to the left and get the mushroom.

Now jump through the gap and move left until you get to the wall and go down the pipe. You emerge at where you started, but next to a '?' Block that contains a Fire Flower Power-up. Now jump back down to the area where you started and start running to the right again. And remember to keep an eye out for Bob-ombs! Now, go back up the pipe you used to grab the mushroom while it was moving towards you. This time, start moving to the right. Drop down the gap and enter the pipe at the end.

Grab the three coins and kill or avoid the Green Koopa Paratroopas here. There is a pipe in the ceiling here, half-surrounded by a 'L'-shaped formation of bricks and two '?' Blocks that both hold coins. Use these as stepping-stones to get inside the pipe.

Next part. Drop off the right end of the pipe and jump up to reveal hidden blocks, so you can't get back to the pipe from here. Run right and look out for the Bob-omb. To the right of the pipe are some white blocks with a Koopa Troopa trapped inside. Ignore this though, hop onto the platform and above are two more platforms. Try to jump through the gaps to reveal

hidden blocks. Move left and use the next platform to climb up and run right across the higher platform. Drop off at the end and before you enter the pipe, jump up against the right wall to reveal a hidden 1-Up Mushroom! Get this, then go down the pipe.

You drop onto a formation of steel shaped like an 'L'. Drop off it and jump up around the gap between here and the steel pillar to your right to reveal a row of hidden blocks. Then go to the left and enter the pipe just left of the one you used to enter this room. You re-emerge in the area you were in just before, at the white blocks. Get through them and go around to the pipe you entered before. You can now run over the uncovered blocks and enter the pipe at the end of the room. Then it's all a matter of getting the card to finish the level off.

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< > World 7 Piranha Plant Level (1)
  
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Immediately when you start there is a pipe that you have to jump over, although it can't be done with a standing jump. You have to make a running jump and time it right so the Venus Fire Trap doesn't hit you. Then, do the same again for the next pipe. Across the gap you'll see some small pipes with Munchers that look out then go back in every alternating two seconds. So you need to make an accurately timed jump across so they're not looking out the pipes when you land. Now go across these sets of pipes and be careful when the Munchers switch, and look out for Piranha Plants when they stick out.

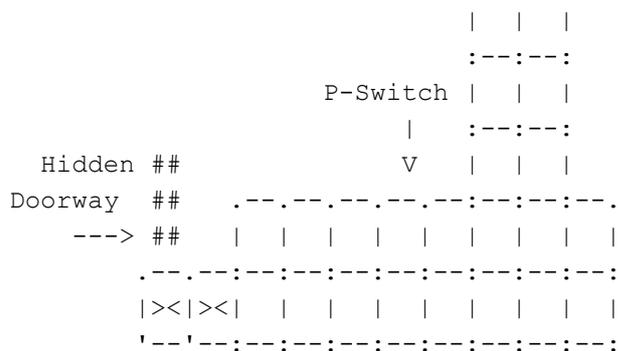
After that, make a jump over the gap and keep an eye out for the Venus Fire Trap above the gap in the pipe at the top of the screen. Jump over the next two pipes and enter the third. In the next room, touch the treasure chest to reveal a P-Wing, and automatically finish the level off.

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< > World 7 Fortress (1)
  
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You need to be Super Mario or better to get to the end of this level. So if you start this level as Regular Mario, go to the end of the room made of bricks that you start in, and enter the doorway. Head to the right end of this next room and enter the doorway and in the next room you'll see a platform sticking out of the wall with a '?' Block above it. Reach it by jumping over the lava pit and onto the steel platform to the right. The three '?' Blocks here hold coins. After bashing them, stand on top of them and make a running jump over to the left so you can bash the block for a Super Mushroom to get Super-sized or a Fire Flower. Then go back to the room composed of bricks.

In the middle of this room is a brick formation hanging from the ceiling. There is a hidden P-Switch in one of them that turns all the bricks into coins. See diagram for details.





So, once you hit the P-Switch, fall to the bottom of the room and collect as many of the coins as you can. When they return to bricks, enter the doorway. Go back through the door you just came in. This time, hit the P-Switch again and enter the hidden doorway that appears on the steel blocks (shown in diagram).

In this next room you appear in, run right and you come to two pipes. Enter the vertically standing one and you fall into a room with a giant '?' Block in it. Bash this block for a Tanooki Suit. Keep hold of this, you'll need it. Exit via the pipe in the ceiling on the right-hand end of this room. You emerge just where you were before. Now enter the pipe in the wall.

When you re-emerge out of the pipe, drop onto the three '?' Blocks, then glide down to the left and enter the doorway at the bottom left end of the screen. In this next room, start running around and filling your P-Meter and start flying up. Look around for a silver pipe in the ceiling (it's located just to the left of the Stretch bar to the left of the entrance door). Then run right for a Boom-Boom encounter.

MINI-BOSS FIGHT: Boom-Boom

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Nothing to be of an obstacle in this room surprisingly, although Boom-Boom grows wings after the first stomp, although he loses them again after a second stomp. Just the usual three stomp routine to take him out and get the Crystal.

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 < > World 7-6
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Run right, jump over the pipe and enter the doorway. In this next room, move left so you travel across to the other side of the screen. Start travelling up the stairs and get coins while you're at it. Look out for Green Koopa Troopas moving down the stairs, too. When you get to the top of the stairs, you'll see a pipe resting on top of two '?' Blocks, that both hold coins. Travel through the left side of the screen so you emerge on the right again.

To the left you will see a Music Note Block between two of the falling rings. Use this as a platform so you can jump onto the '!' platform to your right. It travels up, so jump on it to make it move to the left. When there is some open space jump on it again to make it move up. Then jump on it once more so it moves right, and you can jump onto the floating pipe. Above it is a '?' Block that holds a coin. Step on this so you can reach the platform that moves upwards. As it moves, stay on the left hand side so you go past the '?' Block with spikes on top. Then move onto the right hand side of the platform to go past another '?' Block with spikes on top.

Then you'll see a platform that moves left. Above it are two '?' Blocks that hold coins. Jump onto this platform and when it moves, jump onto the pipe just to its left, when the Piranha Plant isn't sticking out. Then, after the platform goes through the pipe, drop back onto it. It'll carry you through the screen, then enter the pipe on the right hand side when you come to it.

There is a platform moving to the left above you when you emerge in the

next area. Jump on this and as it carries you to the left, bash the '?' Blocks just in the air above you. You get some coins and a Super Leaf as the reward. Then jump onto the '!' platform just below, this is more significant for travel through the level. Use it to get above the blocks you bashed and then through the gap in the spiked ceiling, then jump onto the platform moving left. Bash the two '?' Blocks underneath the right-moving platform for a couple of coins, then jump onto the platform moving up before jumping onto this one. Duck and bash the three blocks for coins if you want them.

When you are taken across to the other side of the screen, jump on top of the blocks. Bash the two '?' Blocks above you for a couple of coins, then jump on top of these blocks and make a jump onto the '!' platform to the right. Use it to travel through the gaps, and enter the upside-down pipe above the pipe with spikes on it. You can then run right in the next part, into the dark area, and get the card to finish off the level!

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< > World 7-7

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NOTE: This level is rather unorthodox. You must use continual Starman power to stay alive as you advance to the right.

Start the level off by entering the pipe to your right. Jump over the next two pipes when the Piranha Plants aren't sticking out. In the '?' Block is a Starman, grab this and run to the right as quickly as possible, over the plants. In the next '?' Block is a Starman; if you are Super Mario grab it by ducking while you are running to slide under and then jump to hit the block. Keep running right before having to jump through two sets of pipes and then bash a block next to a stack of wooden blocks for another Starman. Continue to run right, duck-slide under a very low hanging pipe. After jumping over a large pipe at the end, enter the pipe on the wooden blocks and run right into the dark area so you can get the card.

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< > World 7-8

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Run right and jump over the pipe (beware of the Piranha Plant inside it). In the air are two pipes with Venus Fire Traps in them, on top of four '?' Blocks, which you can bash for coins. Do a running jump to get over the next pipe, and then make jumps over the gaps and use the pipes to cross. Be very careful not to hit the Piranha Plants or get flamed by the Venus Fire Traps. Once you get to safe ground again, you'll see three '?' Blocks above the blue and pink platforms. The very left block has a Starman in it (get this!), and the other two hold coins. Go right, up three ascending pipes in height, and get past the Nipper on the brick platform.

Drop down and walk right. Get past the upside-down pipe when the Piranha Plant isn't sticking its head out, and watch out for the Ptooie (get past it by going through the gap made when it blows the spiked ball up high, or lure it out of the way). After that you'll come to a set of three pipes with a Ptooie patrolling them. Next to the set of pipes are two bricks; the one on the right is a multi-coin block. The next part is a bit tricky; you have to get past the Ptooie and Venus Fire Trap at once. Having Fire Flower power would help.

Now make a running jump to get onto the next pipe, but watch out for the Piranha Plant and Venus Fire Trap. Try to make sure neither are sticking out of their respective pipes. Cross the broken segments of bridge and don't fall or you'll suffer a fate of teeth marks. On the last segment of

bridge you need to make a long jump onto the pipe to the right; it helps if you have a Raccoon Tail. Then make another jump to the right over a gap onto another pipe.

Next you need to get past two Ptooies; one in a pipe, and one walking. And then jump over the pipe (watch out for the Venus Fire Trap inside it). Then are some rows of bricks and '?' Blocks and a couple of Nippers. Avoid! One shoots a stream of fire! After getting past them you can run right and get the card to finish off this really frickin' annoying level.

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< > World 7-9  
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Ah...another maze level. I love mazes. Start off by heading to the right and you'll come to three Music Note Blocks. Bounce on these to get through the crack in the pipe (hitting the middle Music Note Block reveals a Fire Flower). Anyway, jump through another crack in a pipe and kill the Red Para-Goomba, and jump through a third crack in a pipe. Then turn left and kick away the white blocks so you can get through. Go left and kick some more white blocks away again. Jump through the crack in the pipe and start moving right. Kill any Goombas you encounter.

At the end once you drop off you'll see two wooden platforms and a wooden block in the air. Use these to cross and stay on the top of the next part of the steel structure. Next time you drop off you'll see some Music Note Blocks, but this time, don't go to the top of the next part of the structure. Rather, kick away some white blocks on the left of the Music Note Blocks. Jump through the crack in the pipe, go left and kick away some more white blocks.

Drop down past the wooden blocks and move to the right. Kill or avoid the Green Koopa Paratroopa and at the next part you'll see three '?' Blocks. The left and right ones have coins in them, while if you are Regular Mario, you can bash the middle one for a Super Mushroom that will slide off for you to collect. Go right, jump up through the crack in the pipe and kick away some white blocks. If you're Super Mario, you can bash some bricks to get money, then head right and kick away more white blocks to get out into an open area of the structure, where you'll see some wooden block platforms in the air.

Use these to climb up and onto the ledge to the right. Kick away the white blocks and enter the next area. Get the coins and kick away the white blocks below the ones you just kicked away. You can bash the '?' Block here for a Fire Flower Power-up, then drop through the crack in the pipe. Collect the line of coins then move right and kick away the white blocks. Jump up through the crack in the pipe and drop down. Before you enter the pipe, go to the right to get some coins. Now enter it.

You'll emerge out of another pipe next to the dark area, so just travel on to the right and get the card to finish off the level!

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< > World 7 Fortress (2)  
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This level already starts off with a risk of losing a life. You need to make a long jump onto the pipe when the Piranha Plant isn't sticking out. If you have the Raccoon Tail it'll be a lot easier. You then have to make another jump onto a lower pipe to your right while making sure the Piranha Plant in that pipe isn't peeping out and keeping an eye on the nearby Boo Buddy. Then make a jump onto the pillar with the Roto-Disc circling around

it, but keep your eye on the Boo Buddy. Then jump over onto the next pipe, and cross the lava pit using the bricks and jumping onto the next pipe, and from there, making a jump onto a taller pipe to the right when the Piranha Plant is inside.

From there, make another jump to your right onto a lower pipe and look out for the Piranha Plant inside it. You then need to cross to the next pipe while simultaneously avoiding the Thwomp above it. Do this by jumping as close to the pipe as you can so you trigger the Thwomp off, then jump onto it as it slowly moves back up, then make another jump onto the pipe to the right. Stand on top of the next pipe after this and make a long jump over the lava pit and Boo Buddy onto a set of pipes (look out for Piranha Plants in them).

Walk across them and then jump onto the next pipe and then get through the set of two pipes opposite each other when the plants aren't sticking out. Continue jumping across the pipes, and when you get to once with a '?' Block above it, bash it for a Power-up. Jump across to the next pipe and repeat the pipe-crossing/Thwomp avoiding routine like you did earlier. From the high pipe after the Thwomp, face left just so the Boo Buddy comes a little closer so you can safely make the next jump onto the next pipe. Then make another jump onto the steel pillar coming out the lava, then jump down and swerve left so you land on the pipe (easier if you have a tail), and then enter it.

Next, move to the right and you'll see a steel wall hanging from the ceiling with a small gap in the bottom, and a Roto-Disc going around. Wait for the Dry Bones to come through the gap, though. Make accurate timing, then run and slide under the gap but be careful for the Roto-Disc. Do this again but avoiding a Thwomp whilst doing so. Climb the staircase and drop off at the end. Move right a little and you'll encounter Boom-Boom.

#### MINI-BOSS FIGHT: Boom-Boom

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There are three steel blocks in the room but these aren't much to worry about. Remember to be quick in your attacks on Boom-Boom. After one stomp he'll start slowly moving about but then make insane jumps, so make your stomps quickly. Three stomps as usual will destroy him so you can get the crystal.

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< > World 7 Piranha Plant Level (2)

Use the horizontally lying pipe to reach the next pipe when the Piranha Plant isn't sticking out of it. You then need to cross the small pipes with Munchers coming out every few seconds, with a Venus Fire Trap at the end. After that, go past some pipes in the ceiling, then jump over the next pipe and you can use the Music Note Blocks and Red Koopa Paratroopa to get over the pit of Munchers. There is a set of three pipes at the end; go down the middle one. In this next room, touch the chest for a Super Mushroom and finish the level off.

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< > World 7 Castle

This time the king has been transformed into...Yoshi?!?!?!?! So you start the airship as usual by climbing it. After you cross the deck you see another bolt on a long screw. Use this to progress across but watch out for the flamethrowers, but I usually jump across the platforms with the flamethrowers on, then you get to the next part of the ship. If you drop

down and bash the '?' Block you get a Fire Flower Power-up. Next, use the bolt to get across the next part, avoiding the flamethrower. After the next part, jump onto the platform with the flamethrower in the middle then make the long jump back onto the ship.

Rocky Wrenches start attacking on the next part of the deck. If you hit the bolt on the screw underneath the platform it'll move out to the left so you can jump onto it and reach the '?' Block for a Fire Flower. Grab it if necessary, and carry on moving right. There's another little screw with moving bolt but really, you could just jump this part. Then make another long jump onto the next part of the ship and stomp Rocky Wrench. Carry on jumping across the various parts of the ship.

You'll then eventually come to a part with three screws. Use each different screw to advance across them then jump over the wooden pillar. You can then enter the pipe for your final Koopaling fight.

BOSS FIGHT: Ludwig Von Koopa

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Ludwig Von Koopa is really just about identical to Roy. He has poor jumping and can make rumble jumps when he hits the ground. He is bigger and easier to hit, therefore. Just do the usual three stomp and look at Roy's strategy on how to beat him, then you get the wand and return to the castle.

You receive another letter...but it's not from the princess!

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+-----+
| Yo!           |
|               |
| I kidnapped the |
| princess while you |
| were running around. |
| She's here in my |
| castle,if you dare |
| to try and rescue |
|   her.          |
|               |
|               |
|   Ha ha ha...  |
|               |
|   Koopa Troopa |
+-----+
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No prize jewel today, unfortunately.

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+=====+
| World 8 - Castle of Koopa |=====
+=====+
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MAP - Part 1/4  
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+--+ KEY  
|WP| ===  
+--+ ST = Start

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                PL      WP = Warp Pipe
+++++      +---+  |      TL = Tank Level
|ST|      |WP|   O      LS = Lava Ship
+++++      +---+  |      PL = Padlock
|          |     |
O-----TL-----O-----LS

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NOTE: The padlock disappears when you beat the Lava Ship Level.

MAP - Part 2/4

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                +---+      KEY
                |WP|      ===
                +---+      WP = Warp Pipe
                |          DG = Dungeon Level
+++++      +---+  |      AL = Airship Level
|WP|---AL    |WP|PL--O    PL = Padlock
+++++  |      +---+
|
|  +---+---+---+---+---+  +---+
O--|DG|  |DG|  |DG|--|WP|
    +---+---+---+---+---+  +---+

```

NOTE: While moving across the dungeon squares, a hand can grab you at random and pull you into a level. You can also enter these dungeons optionally, although it is not necessary.

NOTE: The padlock disappears when you beat the Airship Level.

MAP - Part 3/4

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```

+++++      +---+      KEY
|WP|-----O  |WP|-----O-----O-----O  ===
+++++  |      +---+      |  |      WP = Warp Pipe
        |          |      PL  FT = Fortress
        +---+      +---+  |  +---+  PL = Padlock
O----| 1|      |FT|-----O  |WP|  (Numbers represent levels)
|  +---+      +---+      +---+
|
+++++  +---+      |      +---+
| 2|---|WP|-----O-----O-----O---|WP|
+++++  +---+      +---+

```

NOTE: The padlock disappears when you beat the Fortress Level.

MAP - Part 4/4

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                +-----+  KEY
                |+---+|    ===
|WP|---TL-PL--O-----O-----O---||CS||  WP = Warp Pipe
+++++      +---+      |+---+|    TL = Tank Level
                +-----+  PL = Padlock
                CS = Castle

```

NOTE: The padlock disappears when you beat the Tank Level.

< > World 8 Tank Level (1)

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Jump onto the first tank and jump over to the second, and look out for the two cannons on it that fire horizontally and diagonally. The next cannon on this tank fires Bob-ombs, so jump over them or kick them away with caution and be careful not to get caught in their explosion blasts. Go past another cannon and Bob-omb cannon and some more cannons that fire diagonally. There is a flamethrower on the front of the third cannon as well as a Rocky Wrench inside, with a cannon on the end that'll fire Bob-ombs to the right.

Jump onto the next tank and stomp or avoid Rocky Wrench, who is inside the top. There is a short gap before the next tank, with a cannon firing horizontally on the front and another Rocky Wrench on top. There are two cannons on the front of the next tank, and one is on the ground, so time your jumping carefully. On the rear end of the tank is a cannon that fire Bob-ombs onto the ground. Be careful of these when you drop off the tank.

There is a Power-up available on the next cannon after Rocky Wrench; it's in the '?' Block (a Super Mushroom or Super Leaf). Grab it or not, and make a jump onto the next tank. There's a Rocky Wrench here and two cannons on the end that shoot cannonballs diagonally and Bob-ombs. If you have a Raccoon Tail, it is easy to get across to the next tank if you glide onto the top of the cannonball and float over.

The end of this cannon and the front of the next cannon both shoot Bob-ombs to the ground, beware of these, as well as a Rocky Wrench on the next cannon, and two cannons on the end. The bottom cannon shoots Bob-ombs to the ground. You'll have to go on the ground as it's a big gap to the next tank. Just stay away from the Bob-ombs (kick them away if they get too close). There is a cannon on the bottom of the next tank that fires in a trajectory on the ground, so be sure to jump in time!

Be careful in this next part, there is a giant cannon on the next tank that shoots giant cannonballs! So duck when you see it coming! On top of this tank is another Rocky Wrench and cannons that fire in opposite directions. Go past these and make a jump onto the final tank and enter the silver pipe on the top. Then, the level finishes off easy. Just defeat the Boomerang Brother in this room with one simple stomp or fireball, then pick up the chest it relinquishes for a Starman and to complete the level.

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< > World 8 Lava Ship

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You start the level jumping on top of a cannon. A few steps to your right you'll see Rocky Wrench peeking, so stomp him to take him out. Jump on top of the next part of the ship, and look below to see a '?' Block being guarded by two cannons. This block contains a Super Leaf Power-up, so only get it if you really need it (it's risky though). Next, jump onto the cannon and stomp Rocky Wrench. Stand on top of the cannon here and make a jump to the next part of the ship.

Take out Rocky Wrench, and to your right you'll see a giant cannon. To the right is a big gap to cross to the next part of the ship. Make sure you are not in the cannonball's path when you do that. You can actually leap into the lava and jump back out again onto the ship.

Jump onto the cannon next to avoid being blasted, then jump onto the next cannon. Stomp Rocky Wrench and jump onto the two wooden pillars to the right then move across to the right, while avoiding wrenches being thrown

by Rocky Wrench. Then, is another giant cannon. Make sure it has fired before stepping down and making the jump onto the next part of the ship, which also has another giant cannon on it, so jump on top of it when you see it appear on the screen!

To the right you'll see a Bob-omb cannon, and to the right of that are three cannons lined like steps. These fire cannonballs in order from lowest to highest. Jump over when it's safe. Then, make a jump over the little gap and after one last giant cannon, enter the silver pipe.

MINI-BOSS FIGHT: Boom-Boom

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You know what to do. Three stomps to get the victory.

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< > World 8 Dungeon (1)

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You start on one end of a bridge with a Fire Brother on the other end. Stomp him or flame him or jump over him and drop down onto the next bridge. Go right and you'll see the Hammer Brothers on two brick ledges. Take them out by bopping them from below to avoid being hit by their annoying hammers. On the bottom row of bricks, hit the third from the right to reveal a Power-up and hit the two on its right for coins. Bash through the higher row or jump up onto it to advance right onto the next bridge. Take out the Boomerang Brother if you can, and go right to meet a Sledge Brother. Take him out if you can, then enter the pipe to the right. Touch the chest to the right in this next room to get a Super Leaf and automatically end the level.

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< > World 8 Dungeon (2)

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Climb the steps, hop onto the broken bridge and start jumping across the big lava pit, using the broken bridge segments as stepping-stones, and watch out for the Podoboos jumping up from below. Grab coins in the air while you jump, then finally jump onto the steel ground and enter the upside-down pipe. Touch the chest for another Super Leaf and to end the level.

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< > World 8 Dungeon (3)

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Head right and step onto the bridge. Cheep-Cheeps will start flying up at you, just like in SMB1. In the two '?' Blocks on the first segment of bridge are coins, before you have to start making more jumps across the lava using the bridge segments as stepping-stones while avoiding the Cheep-Cheeps. After the bridge with two wooden blocks floating just above it is a bridge segment with a '?' Block above it. Bash this for either a Super Mushroom or a Super Leaf. Then run right and go through the wooden obstacles. Jump across a few more bridge segments then you'll see a row of coins shaped like '^ ^'. Get these then enter the pipe at the end of the room to get the chest and a third Super Leaf.

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< > World 8 Airship Level

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No wonder Bowser is hated so much...he has to have the toughest levels in his land. This one is one of the toughest by far. The screen scrolls at a very fast pace, so a Super Leaf, or even better, a P-Wing is very strongly recommended. It'll make this level literally like, five times as easy.

The first segment of the ship you start on has a Rocky Wrench and flamethrower on. You won't have time to make any stomps, so just make quick jumps over to the second, then third part of the ship, which has a little stump on it. Make a long jump onto the next part of the ship (look out for Rocky Wrench), jump onto the wooden pillar and make another jump to the right onto the next part of the ship.

From this next part, make a jump to the right to a higher area of ship and carry on jumping to the right while looking out for Rocky Wrenches and flamethrowers. After some more little segments of ship you come to one with a big crate on it. Use this to jump onto the next part, which is rather high, then jump to the next ship segment near the bottom of the screen and make a long jump to your right onto the next ship segment. Make another high jump, then down low again and keep jumping right and just avoid these wrenches being thrown. Then on the last part of the ship, enter the silver pipe.

MINI-BOSS FIGHT: Boom-Boom

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Yet again, three stomps is all it takes to beat the guy. Just bear in mind that he'll grow wings after one stomp, so be quick to stomp him again to make him lose them, then when you have finished him off, grab the crystal to take the padlock off the map.

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< > World 8-1  
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Go right and jump over the gap. The first '?' Block you come to has a coin in it. Step on top of this to jump onto the pipe here when the Venus Fire Trap isn't sticking out. Then make a jump to the right onto the next pipe when the Piranha Plant isn't sticking out of it. Repeat again onto the next pipe (avoid Venus Fire Trap in this), again to the right onto a pipe floating on top of some wooden blocks, then jump down to the ground.

Head right and you'll see two rows of bricks, a Green Koopa Paratroopa, and some Bullet Bill cannons. Use the brick rows to jump over onto the top of the cannons. Then to the right is another stack of Bullet Bill cannons to jump onto (I wouldn't go for the '?' Block, it's too risky), then jump onto the ground underneath the steel.

Head right and jump onto the cannon. Above you are lots of '?' Blocks and a brick. The brick actually holds a 1-Up Mushroom, and the '?' Blocks hold coins. Keep an eye out for the nearby Boo Buddy. Go right and pass the cannon being held up by the metal (run under if you are Regular Mario, run and slide under it if you are Super Mario). Bash the brick you see here for a Super Leaf Power-up, then jump over the pit and you'll come to a couple of green platforms.

Kick away the Red Koopa Troopa on one of these platforms. Above the higher platform are two '?' Blocks, these contain coins. Jump right, over the next gap and bash the '?' Block next to the pipe for a coin. Then, jump over the pipe here (avoid the Venus Fire Trap inside it). Now go right, past the Green Koopa Troopa and you'll come to a Bullet Bill cannon. Stand on top of this. To your right is a big gap that can only be completed if you get over the high stack of Bullet Bill cannons. Bounce on the Red Koopa Paratroopa's head and hold the jump button down so you bounce high and you should be able to make it.

When you land, drop down and collect the coins and jump over the next

stack of cannons to your right (be careful for the Bullet Bills that they fire). There's an invisible block that should help make the jump. Next part is really tricky. You'll see, on the end of the ledge, a Music Note Block, to the right: a large gap and a giant pipe that can't be made by an ordinary jump. So, get a good run up, make a jump onto the Music Note Block and bounce while holding right so you can get onto the top of the pipe!

Now, make another jump over the pit onto another pipe whilst making sure the Piranha Plant inside it is not sticking out, drop off and run right into the dark area to collect the card and finish this god forsaken level!

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< > World 8-2

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Run right, go up the slope and jump over the quicksand. Go right, down the sand steps and look out for the Red Para-Goomba. Go right, up the next slope and jump over the three quicksand pits with Venus Fire Traps in them. Go down the slope but watch out for the Venus Fire Traps halfway down. In the brick next to one of the Venus Fire Traps is a P-Switch. Quickly hit this and start running right as quickly as possible.

The Angry Sun then appears! Cross the vast pit using the bricks that have appeared from the coins when you hit the P-Switch. Remember that they'll soon become coins again though! Use the Music Note Blocks if that happens. Once you've cleared the gap, start going uphill and watch out for the Venus Fire Traps.

At the top of the hill are three coins to grab, then go down the slope. Cross the next pit by bouncing on the Koopa Paratroopa's head and the Music Note Block. Then run right and while avoiding the Angry Sun, head into the dark area and get the card.

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< > World 8 Fortress

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By far the most mazy and difficult of all fortresses. Ah well, here we go anyways. Move to the right, jump onto the high ledge and drop down to the right and go past a Roto-Disc. After the next pillar, you can bash the brick for a coin and you'll come to two alternating Roto-Discs. Get past these and jump on top of the steel enclosing the door in the ground. Bash the brick above you for a Power-up. Go right, past two more Roto-Discs. Jump over the steel pillar and stomp the Dry Bones located here. Now that you are Super Mario, bash the bricks around the orb that the Roto-Disc is orbiting and enter the door encased in the bricks.

Think fast! You appear on a conveyor belt touching a boiling pool of lava. Make a jump to the right onto the steel in the lava. Jump onto the next steel island (don't enter the door though). Jump across the conveyor belts to your right until you get to the steel and see a Thwomp. To the right of him should be a '?' Block. Bash this for a Super Mushroom/Super Leaf Power-up. Continue moving right, jumping across the conveyor belts until you get to a steel platform above the right end of the lava pit with a door; enter this.

In this next room, walk right and you'll spot a P-Switch. Hit this, and now start running to the right as quickly as possible. After all the obstacles that you should just get past at top speed while jumping the Dry Bones, you'll spot a white doorway at the end of the room; quickly enter this.

Go right, past the Boo Buddy and go to the end of the conveyor belt. Below you'll see a Thwomp moving horizontally. When he moves back into position, jump down, head left and jump over the steel stump and run left. See the two bricks holding the conveyor belt? Hit the one on the right, and a P-Switch will be revealed. Get back up and hit this P-Switch and a white doorway will appear on the conveyor belt. You can quickly go into the room it reveals to achieve a Fire Flower Power-up, then head to the end of the conveyor belt and jump right onto the steel block sticking out the wall and enter the doorway that appears here.

In this next room you'll fall onto a conveyor belt. Duck and it'll carry you right, under a set of spikes and then, another encounter with Boom-Boom!

MINI-BOSS FIGHT: Boom-Boom

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It's just fighting on the conveyor belt that you've got to be really worried about, although this guy ain't not so much of a tough cookie. Use the simple three stomps/five fireballs routine to knock him out and get the crystal to finish off the level.

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< > World 8 Tank Level (2)  
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You're now at the castle walls, so get yourself prepared. The first tank immediately approaches you, with a cannon on front. Jump on top of it. Above and to the right is another segment of tank with a cannon on its roof that fires cannonballs down at you, so avoid them. On the tank you are standing on are three cannons firing cannonballs upwards. Get past these, and then you'll see another cannon in the ceiling above you, a Bob-omb launcher, and two horizontally firing cannons to the right. Interpret and avoid the cannonballs and Bob-ombs before moving onto the next tank.

There are Rocky Wrenches all over this next tank; they're all easy to get away from as long as you keep an eye out for the nearby cannon up at the higher end of this tank. Then, jump onto the ground and above you'll see three cannons. Two of them shoot in your path, watch out for these. Onto the next tank - after the first three cannons on it you'll come to a Bob-omb launcher, another cannon and two cannons firing horizontally. Climb onto the end with the two horizontally laid cannons and stomp the Rocky Wrench. Apres ca, make a jump onto the next tank and go down the silver pipe.

MINI-BOSS FIGHT: Boom-Boom

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Not him again! Don't worry, this'll be your last Boom-Boom fight and they made it easy for you! Yay! Just use the simple three stomps to take him out, but just remember that he'll grow wings after one stomp, so be sure to do this quickly, and after you beat him and get the crystal, the path is laid out for you to enter into Bowser's castle...

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< > World 8 Castle  
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Start the level by making a big run to the right at full speed, filling up the P-Meter and going past the Gray Bowser Statues that fire lasers directly down at you. If you have a Raccoon Tail, it would be a better choice to fly over them as you still may get caught if you run under them.

Now, climb the staircase and you'll see a gap in the ceiling. Stand directly under this and a lift will out of nowhere appear and take you up. Once it's at the top, jump into the tunnel to your right.

Move right and you'll see a falling ring blocking a drop down. Stand on it and as it drops hold Right on the D-Pad so you go into an alcove. Move right and go past the Hot Foot. Start climbing the steep staircase and avoid the Roto-Discs on it. At the top of the staircase, drop down the gap to the right and go down the staircase while avoiding the Roto-Discs from the other side.

Run right through the tunnel and you'll come to a big lava pit with some falling rings above it. At the right end of this lava hallway are four alcoves. Take either the top one or the third one down. The second one down has a Power-up and a falling ring that'll take you down to the third alcove so you can continue moving on. If you take the top alcove, follow the Route 1 walkthrough. If you take the third alcove, take Route 2.

#### Route 1

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Run right and look out for the Gray Bowser Statue. Jump on top of it and jump across the Gray Bowser statue. Some won't fire lasers though, so that's not too bad. After advancing past the statues, you'll see fireballs moving from one side of the screen to the other, and if you remember which game this was from, you can tell that Bowser's not far away! Cross the lava pit using the falling rings as stepping-stones, but be quick while you do so! After the pit you'll see that Bowser's not there, but a doorway is...go through this doorway. Scroll down to the end of Route 2 to carry on with the walkthrough.

#### Route 2

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Go right and avoid the laser that the Gray Bowser statue will fire at you. Hop on top of it, jump over the second Gray Bowser statue and bash the '?' Block for a Power-up. Advance past some more Gray Bowser statues before eventually arriving at a lava pool. Flames will come across the side of the screen towards you. Interpret these as you cross the lava pool using the floating bricks. After getting across the pool you'll come to a doorway; enter this.

#### BOSS FIGHT: Bowser

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It's time to give this brute the punishment he deserves. In the middle of the room is a big cluster of bricks, and Bowser will appear on the right hand side of the room, next to a locked door. Stand in the middle of the brick cluster, and as he fires flames at you, jump, duck or avoid them, then he'll launch himself into the air. Quickly jump out of the way and he'll come down with a massive ground pound and sabotage some of the bricks. He'll fire some more flames at you, so avoid them, and wait for him to go back to the platform above the door. Repeat the process again. Once he's cleared a whole gap in the bricks he'll fall through and make a rather nasty fall to only the Mushroom God knows where he'll land! After the big thud that follows, the locked door will open. Enter it.

Congratulations on beating Super Mario Brothers 3! I'm not going to spoil this ending for you, so sit back and enjoy! Well done on completing the game!

- 1-Up Mushroom - Similar in looks to the Super Mushroom, only these have green dots on top, rather than the Super Mushroom's red. Picking one of these up will give Mario/Luigi an extra life.
- '?' Crystal - Boom-Booms hold these. When you defeat Boom-Boom, he'll relinquish it. Pick it up to finish the fortress level and unlock a padlock on the map.
- Anchor - Use this to pin down the airships on the map. Quite handy, but rare.
- Coin - These things are scattered about the entire Mushroom World, and can either be found just lying about in the overworld or hidden in blocks. They were also seen in SMB and SMB2. Like in SMB, collect 100 of these and you will gain an extra life.
- Fire Flower - Another of SMB's antics. Grabbing one of these will make Super Mario become Fiery Mario, and gives you the ability to flick fireballs.
- Frog Suit - When Mario is wearing one of these, he will be able to swim much more smoothly by using the D-pad directional buttons. Not much use on land, though.
- Hammer - Another item used on the map screen, this allows Mario/Luigi to smash rocks to visit extra, or hidden parts on the map screen.
- Hammer Brother Suit - With this on, Mario can throw powerful hammers. What more?
- Jugem's Cloud - These items are used on the map screen. They allow you to bypass a level. They are quite tough to find though, so saving them until a dire difficult level to get by is probably the best idea.
- Kuribo's Shoe - The rarest of all items, and only in World 5-3. Pity. Allow you to stomp tough enemies, cross rough surfaces and looks pretty cool to travel in.
- Magic Wand - Each of the Koopalings has stolen a Kingdom's king's magic wand and used it to transform the king into an animal. Your goal is to get these back. When you defeat a Koopaling, it'll relinquish this item.
- Music Box - Used on the map screen only, this sends all Hammer Brothers, Boomerang Brothers, Fire Brothers and Sledge Brothers to sleep so you can easily sneak past without any difficulty.

- Music Note Block - These bouncy blocks can give Mario a spring, and sometimes contain hidden items.
- P-Switch - When you get one of these magical switches they'll turn all bricks into coins and all coins into bricks. They can also make invisible white coins appear!
- P-Wing - Activate it on a map screen, and Mario/Luigi start flashing. Pick a level, and you'll see that Mario/Luigi have a Raccoon Tail on, and the P-Meter is full. Get the idea? In other words, you can fly about for the whole level.
- Red Music Note Block - When Mario bounces on these, hit B and you'll go soaring into coin heaven!
- Starman - Also from SMB and SMB2, grabbing one of these will grant you the power of invincibility for a short time. But what's new, if you jump while in the possession of a Starman, Mario and Luigi do somersaults!
- Super Leaf - Snagging one of these will make Mario grow a raccoon tail. This thing has some good powers, if you press the Y button, Mario will swing around, and the tail will knock out most enemies that come in contact with it. While falling, repeatedly tapping the A button will make Mario glide with the tail to fall at a slower rate. If you get a good run up and fill the P-Meter, you can fly with it if you hit the B button quickly and repeatedly.
- Super Mushroom - Also from SMB. Touching one while Regular Mario will turn him into Super Mario. If hit while Super Mario, you will become Regular Mario again. They are new mushrooms with white spots on top.
- Tanooki Suit - This is the same as a Super Leaf, only if you hold the Down button on the D-Pad and the B button, Mario will temporarily become a statue and cannot be hurt.
- Warp Whistle - There are very few of these coveted items in the whole game, and they're usually well hidden (but not hidden well enough so that this FAQ couldn't expose them. Heh heh). These whistles allow you to warp to a screen that allows to you to pick a world from 2 to 8. There are three rows. If you are warped to the higher row, you can warp to World 2, 3, or 4. The middle row lets you access World 5, 6, or 7. The bottom one lets you get to World 8.

- Angry Sun
  - The sun in the sky that swoops at you. He can only be taken out with a shell or by grabbing the card at the end of the level.
- Baby Cheep
  - Small fish that are spat out and sucked in again by Big Bertha.
- Big Bertha
  - Similar to Boss Bass, but they can spit out Baby Cheeps, which can also harm Mario.
- Blooper
  - From SMB1 with a totally new design. They're shorter and swim around faster, but still as cheesily difficult to get by.
- Blopper Nanny
  - Same as Blooper, but carries babies with it. Don't touch the babies either.
- Bob-omb
  - Back again from SMB2, these walking bombs will move around for a short while before lighting their own fuses. They'll rapidly grow and shrink before exploding. You can stomp them and kick them to take out other enemies in a similar fashion to what you did in SMB2.
- Boo Buddy
  - These ghostly enemies that can't be harmed will freeze when your character is facing them but chase you when your back is turned. Keep a close eye out at all times...
- Boomerang Bros.
  - A new enemy in the Mario games that made its debut here, this guy throws boomerangs at you, but they are not difficult to avoid. Taken out usually by the same method as taking out Hammer Bros.
- Boss Bass
  - Those really big fish that appear in water levels and stalk you about, they're looking for a bite! No matter whether you are Regular, Super, Fiery, Raccoon, or any other type of Mario, you will be killed instantly in one swallow from this fish. So stay away! A fireball takes it out though.
- Bullet Bill
  - They appear in SMB1, either as enemies flying from the side of the screen in a particular level, or shot from cannons. Here, they are shot from cannons.
- Buster Beetle
  - These blue beetles have the ability to pick up white blocks and throw them at Mario.
- Buzzy Beetle
  - Another SMB enemy, who usually appear in dark or cave areas. They behave like regular Red Koopa Troopas, but cannot be

hurt by fireballs.

- Chain Chomp
  - Those gnashy dudes that are held back by chains so they don't have a broad reach. But don't get too close; these guys have a rather vicious tendency to bite anything that comes in sight.
- Cheep Cheep
  - An old enemy from SMB, who appears in water. They can be found in green and red.
- Colossal Koopa Paratroopa
  - These huge Koopa Paratroopas may look intimidating but really are just taken out the same way as a normal Koopa Paratroopa would. They come in two colours: Red and Green.
- Dry Bones
  - These are the skeleton form of a Koopa Troopa and are a new addition to the Mario series. When you stomp them, they will collapse but soon be restored to life.
- Fire Bros.
  - These guys shoot fire from their mouths, which is rather difficult to overcome, but they can be easily taken out with a simple stomp.
- Fire Chomp
  - Black balls with mouths and a fire tail. You can stomp them but if you take too long in doing so they explode. Be somewhere else when they do so!
- Fire Snake
  - Snakes of fire that chase you around in the desert levels and can climb and go through obstacles. They can be taken out with the power of invincibility, or the swing of a Raccoon Tail.
- Goomba
  - Remember this guy from SMB? Well, although he didn't make an appearance in SMB2, he's back now, and has an ever-so-slightly new appearance. He's still killed the same way as before: a simple stomp or fireball, but can also be taken out with tail whips, shell kicks, and most other attacks.
- Grand Goomba
  - It's only being tall that's different about them. Despite the size, they're just about the same as regular Goombas.
- Gray Bowser Statue
  - These are the statues found in Bowser's castle. If they spot Mario in their eyesight they'll fire lasers at him, so run past as quickly as you possibly can.
- Green Gargantua Koopa Troopa
  - These are the especially humongous Green Koopa Troopas you see in World 4. However, they are exactly the same as a normal Green Koopa Troopa, only bigger. They are killed in the same method as a normal

Green Koopa Troopa, too.

- Green Koopa Troopa
  - Like the Goomba, these guys appeared in Super Mario Brothers, and did not appear in Super Mario Brothers 2. Here, they are taken out the same way as they were in SMB, a simple stomp and a kick of the shell.
- Green Koopa Paratroopa
  - These ones aren't so good at flying, so they tend to bounce in arcs or sometimes horizontally. Stomp them once to make them lose their wings, and they become normal Green Koopa Troopas.
- Hammer Bros.
  - Often seen in pairs in SMB, these now usually appear alone in this game. You can find them hanging around on the map screen or in levels. They throw hammers at Mario, but are a little easier to evade than in Super Mario Brothers.
- Hot Foot
  - The candles in some fortresses release their flames, which come to life, these are Hot Foots. You cannot kill them unless you have invincibility, a Hammer Brother suit, or swinging them with a Raccoon Tail.
- Jelectro
  - An electric Blooper that doesn't move, but can be a pain to get by in some areas. Learn how to swim around them.
- Kuribo's Goomba
  - All in the name. A Goomba in a Kuribo Shoe. Take him out to get the shoe for yourself.
- Lakitu
  - From the original SMB he stays true to his attack methods. He'll drop red or green Spiny eggs from above and try to hit Mario. You can stomp him or hit him with fireballs to temporarily take him out, but he will return sooner or later so progress as fast as you can while he is out of action.
- Lava Lotus
  - Plants that appear in water levels, and like to release little lava balls at you, which are a must-avoid. However, they're rather easy to escape from.
- Missile Bill
  - Similar to Bullet Bills, these flash and home in on Mario. You can stomp them to take them out like regular Bullet Bills, and stand next to their cannons to prevent them from being fired, too.
- Mugger Micro-Goomba
  - These REALLY small Goombas aren't so strong enough to attack, but they will attach themselves to Mario or Luigi's

body, and reducing their running and jumping. To shake them off, just repeatedly and quickly tap Left and Right on the D-Pad.

- Muncher
  - These small black plants with jaws cannot be hurt, however you can turn them into coins if you hit a nearby P-Switch.
- Nipper Plant
  - These white plants stay in one place at a time, and when you jump over them they'll jump up and try to bite you. You can take them out with the use of a Raccoon Tail, though. Don't try stomping!
- Piranha Plant
  - They appear inside pipes and pop out to attack Mario. Some just flap their jaws around, some spit fireballs, and some can attack from pipes hanging from the ceiling.
- Piranhacus Giganticus
  - Giant Piranha plants that are specifically found in World 4. There is no difference between them and normal Piranha Plants, just the size.
- Podoboo
  - Remember these from SMB1? They were the balls of fire that jumped out of lava pits to try to scorch Mario. And here...they do the same. They cannot be killed, like in SMB.
- Ptooie
  - These plants, found in pipes or moving around, blow up a spiked ball and balance it in the air. You should jump between them when it blows the ball up really high to create a big enough gap.
- Red Giant Koopa Troopa
  - Giant Red Koopa Troopas. Only the size that's different. They are killed in the exact same way as a regular Red Koopa Troopa.
- Red Koopa Paratroopa
  - These tend to fly vertically over pits. They are taken care of the same way as Green Koopa Paratroopas.
- Red Koopa Troopa
  - Another of SMB's antic foes who's back in SMB3. They are the same as their Green counterparts, but they don't walk senselessly off ledges.
- Rocky Wrench
  - They appear on the airships, often hiding inside the flooring. They pop up and hurl spanners at you, but aren't too difficult to dispose of.
- Roto-Disc
  - The energy balls that move in circles in Fort levels. They cannot be killed.

- Sledge Bros.
  - These extremely huge Hammer Brothers can toss hammers but also have a rumble jump. So when they land on the ground, make sure you're not on it, as you'll be temporarily stunned, leaving you wide open for attack.
  
- Spiny
  - Back again from SMB. These red hedgehogs hatch from red Spiny Eggs that are dropped by Lakitu and move around in any direction like a Goomba. He cannot be stomped, but you can use invincibility, fireballs, or a tail swing to knock him out.
  
- Spiny Egg
  - These come in two colours: Red and Green, and are dropped by Lakitu. Red ones drop straight down and hatch into Spinys when they hit the ground. Green eggs fly in any direction and do not break when they hit the ground, but will roll at Mario, so you had better be on your toes to get away from these. Fireballs will do the trick, though.
  
- Spiny Cheep-Cheep
  - These spiny fish are quick and try to harm Mario in the water. Use fireballs to safely take it out. They are only in World 7-4 though, so feel relieved once you've finished this level!
  
- Stretch
  - This is a long white bar, which grows Boo Buddies out of it that move around on the surface.
  
- Thwomp
  - Another new addition to the Mario series that made their debut in this game. Thwomps drop directly down at a fast speed, intending to crush Mario or Luigi. However if you stand a little distance away from directly below the Thwomp's dropping path, it should come down but you will not be hit. You cannot kill these enemies.
  
- Venus Fire Trap
  - A Piranha Plant-like creature that spits fireballs at Mario at a slow speed. You can take them out with fireballs and tail attacks.

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< > Boom-Boom
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These are the mini-bosses that you face in the Fort levels. They usually take 3 stomps to defeat and are relatively easy to get by. Some of them

can grow wings, but they aren't very tough to beat.

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< > Larry Koopa

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The boss of the Airship in World 1. Larry fires waves from his magic wand and jumps around in his shell whenever hit. He's not too difficult to beat at all.

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< > Morton Koopa

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The boss of World 2's airship. He attacks in the same way as Larry, but because of his massive bulk, doesn't jump around as much.

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< > Wendy O. Koopa

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The boss of the World 3 airship. She fires white and red rings around her room, which you must avoid. Stomp her as quickly as possible, as she fires more rings. She doesn't jump around very much though.

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< > Iggy Koopa

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The World 4 airship boss. Iggy has low, broad jumping at first, and fires the rings quickly but not as often as Larry and Morton. After two stomps, he'll jump higher than usual. He's still quite easy if you keep your distance and are careful.

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< > Roy Koopa

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Head Honcho of the World 5 airship. Roy has poor jumping, but can cause tremors when he lands, like a Sledge Brother, and stun Mario. When you stomp him and he retreats into his shell to bounce around, the room will quake when he lands too. Be in the air when he lands.

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< > Lemmy Koopa

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Lemmy Koopa is World 6 airship's boss. He is a bit of an oddball compared to the other Koopalings in that he has a different attack method than usual. He'll balance on a ball and roll around his room and fire more balls at you from his wand. You can stomp these balls and not get hurt as long as you don't let them hit you on the head.

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< > Ludwig Von Koopa

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The boss of World 7's airship. Ludwig Von Koopa is identical to Roy, but is a bigger target, so is easier to stomp. Just look at Roy's strategy on how to beat him.

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< > Bowser

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The boss of the World 8 castle. He's definitely the toughest of all bosses. He'll shoot flames at you and use a ground pound attack by jumping in the air and coming down with a huge landing. Use the bricks in the

ground to your advantage by letting him ground pound them to bash some away before he eventually wears them out and falls through! Once you've beaten him, you get a game conclusion you truly deserve upon beating this brute.

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< > Mario Bros. Mini Battle Game
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  In a 2-Player Game, when one person is playing, move to your partner's counter and press the B Button to enter a Mario Bros. Battlefield. You attack your opponent and take out 5 enemies. The first person to get most coins in their counter wins. You can steal cards your partner is holding, and have them transferred into items in your inventory. This only works if you have 2 controllers.
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< > Secret Warp Whistle in World 1-3
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  Before the end of the level, you'll see a white platform in the air. Kick the Koopa off and duck on top of the block. Keep crouched for a few seconds and you'll fall through and land behind the scenery. Quickly run right and behind the dark area. You'll enter Toad's house. Open the chest to get the Warp Whistle.
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< > Secret Warp Whistle in World 1 Fortress
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  At the end of the first room in the Fortress is a '?' Block just after a lava pit, and before a Dry Bones. If you are Super Mario you can bash the block for a Super Leaf. Fill up the P-Meter by running around and fly up the wall above the block. Hold right until the screen moves, and run right until the screen stops moving. Now press Up and you will enter a door that you can't see. You'll automatically arrive in another room. Touch the chest to reveal a Warp Whistle.
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< > Quick Route to World 8
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  Get two Warp Whistles (one in World 1-3 and the other in the World 1 Fortress). Ok, when you are on the map screen, press Y to view your inventory, and select the Warp Whistle to visit Warp Zone. In Warp Zone, don't visit any Worlds. Instead, press Y to go to your inventory again. Choose the other Warp Whistle and you will be brought to Warp Zone again but you are on the bottom row. You can now enter World 8.
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< > Lots of P-Wings
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  Finish the game and restart again to play all over, but with a full inventory of 28 P-Wings.
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< > Different Thanks from the King
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Complete an airship stage while wearing a Tanooki Suit, Frog Suit or Hammer Brother suit. The King will give you a different thanking when you change him back to his normal state.

/\  
< > White Platform Trick

---

On white platforms, stand on top and duck. Stay ducking for a few seconds and Mario will fall through and land behind the scenery. You can use this trick to get the Warp Whistle in World 1-3. It also works in a few other levels.

/\  
< > White Mushroom Houses

---

These very rare houses are found only once in a world (apart from World 8). In a certain level you must collect a certain amount of coins to get to a White Mushroom house. You'll be rewarded a P-Wing or Anchor here. Here is a list of levels and the amount of coins needed to get to each World's White Mushroom House.

WORLD 1  
Get 44 coins in World 1-4.

WORLD 2  
Get 30 coins in World 2-2.

WORLD 3  
Get 44 coins in World 3-8.

WORLD 4  
Get 22 coins in World 4-2.

WORLD 5  
Get 28 coins in World 5-5.

WORLD 6  
Get 78 coins in World 6-7.

WORLD 7  
Get 46 coins in World 7-2.

There is no White Mushroom House in World 8.

/\  
< > Coin Ship

---

A very rare secret, and I've only managed to get this a few times. You need to be in World 1, World 3, World 5 or World 6. There must be at least one Hammer Brother on the map. You have to get your coin total in a certain level to a multiple of 11 (11, 22, 33, 44, 55, 66, 77, 88 or 99). You need to 10's digit in your score to be the same number as the 10's digit in your coin total (if you have 33 coins, your score would need to be 0015630). Then you need to finish the level with the timer on an even number. The Hammer Brother on the map will then transform into the coin ship. The ship has coins everywhere for 1-Ups. Just before the pipe on the very right end, there is an invisible block with a 1-Up Mushroom in the air a couple of steps to the left of the pipe.

For every 80000 points you achieve an N-Spade card will appear on a map. When you enter it you will play a game of 'pairs' in which you flip over two cards to see if they match. They contain symbols from in-game items. So, for example, if you get a pair of Starman cards, you are rewarded a Starman, and an extra life if you get a 1-Up Chest, etc. If you miss twice, you're out and return to the map. There are eight different layouts of the cards, like so:

KEY

===

10 = 10 Coins

1U = 1-Up

20 = 20 Coins

FF = Fire Flower

SM = Super Mushroom

ST = Starman

PATTERN ONE

```
+---+ +---+ +---+ +---+ +---+ +---+
|1U| |SM| |10| |SM| |FF| |ST|
+---+ +---+ +---+ +---+ +---+ +---+
```

```
+---+ +---+ +---+ +---+ +---+ +---+
|SM| |10| |ST| |20| |20| |FF|
+---+ +---+ +---+ +---+ +---+ +---+
```

```
+---+ +---+ +---+ +---+ +---+ +---+
|ST| |1U| |FF| |SM| |FF| |ST|
+---+ +---+ +---+ +---+ +---+ +---+
```

PATTERN TWO

```
+---+ +---+ +---+ +---+ +---+ +---+
|SM| |FF| |20| |SM| |10| |ST|
+---+ +---+ +---+ +---+ +---+ +---+
```

```
+---+ +---+ +---+ +---+ +---+ +---+
|FF| |1U| |SM| |10| |1U| |20|
+---+ +---+ +---+ +---+ +---+ +---+
```

```
+---+ +---+ +---+ +---+ +---+ +---+
|ST| |FF| |ST| |SM| |FF| |ST|
+---+ +---+ +---+ +---+ +---+ +---+
```

PATTERN THREE

```
+---+ +---+ +---+ +---+ +---+ +---+
|FF| |ST| |1U| |FF| |1U| |SM|
+---+ +---+ +---+ +---+ +---+ +---+
```

```
+---+ +---+ +---+ +---+ +---+ +---+
|10| |SM| |FF| |ST| |SM| |10|
+---+ +---+ +---+ +---+ +---+ +---+
```

```
+---+ +---+ +---+ +---+ +---+ +---+
|ST| |20| |20| |SM| |FF| |ST|
```

+++ +++ +++ +++ +++ +++

PATTERN FOUR

+++ +++ +++ +++ +++ +++  
|SM| |FF| |1U| |FF| |ST| |ST|  
+++ +++ +++ +++ +++ +++

+++ +++ +++ +++ +++ +++  
|20| |ST| |SM| |10| |1U| |FF|  
+++ +++ +++ +++ +++ +++

+++ +++ +++ +++ +++ +++  
|20| |SM| |10| |SM| |FF| |ST|  
+++ +++ +++ +++ +++ +++

PATTERN FIVE

+++ +++ +++ +++ +++ +++  
|FF| |ST| |1U| |FF| |20| |SM|  
+++ +++ +++ +++ +++ +++

+++ +++ +++ +++ +++ +++  
|10| |SM| |20| |1U| |SM| |10|  
+++ +++ +++ +++ +++ +++

+++ +++ +++ +++ +++ +++  
|ST| |FF| |ST| |SM| |FF| |ST|  
+++ +++ +++ +++ +++ +++

PATTERN SIX

+++ +++ +++ +++ +++ +++  
|FF| |10| |1U| |FF| |1U| |SM|  
+++ +++ +++ +++ +++ +++

+++ +++ +++ +++ +++ +++  
|ST| |SM| |20| |ST| |SM| |10|  
+++ +++ +++ +++ +++ +++

+++ +++ +++ +++ +++ +++  
|ST| |FF| |20| |SM| |FF| |ST|  
+++ +++ +++ +++ +++ +++

PATTERN SEVEN

+++ +++ +++ +++ +++ +++  
|SM| |FF| |20| |FF| |10| |ST|  
+++ +++ +++ +++ +++ +++

+++ +++ +++ +++ +++ +++  
|20| |1U| |SM| |10| |1U| |FF|  
+++ +++ +++ +++ +++ +++

+++ +++ +++ +++ +++ +++  
|ST| |SM| |ST| |SM| |FF| |ST|  
+++ +++ +++ +++ +++ +++

PATTERN EIGHT



If you wish to send any questions, comments, suggestions, additions or any other paraphernalia involving this FAQ, please make sure that the topic is something sensible, like "Super Mario All-Stars Question", otherwise I may mistake it for spam and delete it.

When I say please do not send pointless E-Mails, I do not accept the following: Junk Mail, Spam, Porn, suggestions to join a website, flames that do not help with my FAQ such as "This guide is trash. Remove it now or I'll send your Screen Name to every pest I know." I'll just block all E-Mails coming from that address in future.

If you wish for me to post this FAQ on your website, then please contact me by the address. I will most likely let you, you just have to ask me first, because it's illegal if you do it anyway.

/\  
< > MSN Messenger: coldcutter\_87(at)hotmail.com

\\  
I'm usually on MSN Messenger out of the messengers I use. Feel free to add me to your list, but remember, I wish to use MSN to talk only, and maybe send and receive files if I trust you enough. I don't want people trying to bombard me with any junk files sent through the system, because I'm on a shared computer, and my dad would not like that. I will just block you if you do. Also, do not add me then ask who I am. Because you'll know who I am. If you do so, I'll probably ignore you or block you. So if you add me to MSN, I would like to talk and nothing else.

/\  
< > AIM Messenger: RHarrison0987 / RyanHarrison2k4

\\  
Both of these Screen Names are generally always open for adding, and I spend roughly about the same amount of time on each one. The same rules generally apply from MSN contact. I'm not on AIM as often, and do not expect me to talk to you straight away if you send me an IM.

So remember, act polite, and I'll be polite back. Act nasty, and face a permanent blocking.

/ / 602 \ \ CREDITS \ \  
\\ / / \ \

I would like to thank the following people and websites who have made the creation of this FAQ possible.

The Mushroom Kingdom - [www.classicgaming.com/tmk](http://www.classicgaming.com/tmk)  
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For reference on many of the Mario things you see in this guide. This site is one of the best around, and it is where I got many of the researched things in this Super Mairo All-Stars FAQ. Thanks very much for Deezer for making this site, I couldn't have done it without you man!

Shigeru Miyamoto  
-----

The gaming genius who made Mario all the way back in 1981 and for making such a phenomenon in video gaming, all because of a little red-dressed plumber with the big moustache. You rock!



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604 ABOUT THE AUTHOR

Hey. I'm Ryan Harrison, and I am 16 years old, and am a student at the Nelson Thomlinson School in Wigton. I live in a small town called Aspatria, near Carlisle in England of the United Kingdom. I love to play PS2 and GameCube, but I love the old-school NES games. My favourite types of games are Action and Adventure (Mario, Sonic, as well as many others), RPG games (Final Fantasy in particular) and fighting (mainly Super Smash Bros. series). In my spare time I go to Carlisle for shopping for games, play a bit of rugby, or do Jackass or anything that's stupid (you name it and I'll attempt it). That's about all of it for me.

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