

Super Mario All Stars FAQ/Walkthrough

by NMorgan

Updated to v1.00 on Jan 4, 2006

This document Copyright © 2006 NMorgan™. All rights reserved.



ASCII Logo Courtesy of GhostOfLegault

S U P E R M A R I O A L L - S T A R S

Game: Super Mario All-Stars

Console: Super Nintendo

Genre: 2D Action/Platformer

Release Date:

Japan: 07/14/93 (as "Super Mario Collection")

North America: 08/01/93

Europe: 12/16/93

Designed by Nintendo

FAQ by NMorgan

Released January 2006

NicholasSMorgan<at>comcast<dot>net

Thanks to GhostOfLegault for the ASCII Logo

Copyright Information

This FAQ was written for your private use only. This FAQ may not be reproduced electronically under any circumstances unless you have my written permission to do so. It may not be sold nor used in any way to earn a profit, whether it be selling it on a disk or CD, or publishing parts of it in a magazine. This FAQ may not be altered or plagiarized in anyway; doing so is a penalty against the law.

This FAQ is Copyright © 2006 by Nick Morgan (NMorgan).

=====

T A B L E O F C O N T E N T S

t a b l e o f c o n t e n t s

=====

1.) Introduction

- 1.1) Version History
- 1.2) FAQ Introduction

2.) Super Mario All-Stars Information

- 2.1) About Super Mario All-Stars
- 2.2) Game Basics
- 2.3) NES to SNES Changes
- 2.4) Frequently Asked Questions

2.) Super Mario Bros. (Search for "#SMB1SEARCH")

- 2.1) Introduction
- 2.2) Story
- 2.3) Controls
- 2.4) Item List
- 2.5) Enemy List
- 2.6) Full Walkthrough
- 2.7) Warp Zone Locations
- 2.8) Neat Stuff

3.) Super Mario Bros. - The Lost Levels (Search for "#SMBTLLSEARCH")

- 3.1) Introduction
- 3.2) Story
- 3.3) Controls
- 3.4) Item List
- 3.5) Enemy List
- 3.6) Walkthrough Worlds 1-8
- 3.7) Hidden Worlds

4.) Super Mario Bros. 2 (Search for "#SMB2SEARCH")

- 4.1) Introduction
- 4.2) Story
- 4.3) Controls
- 4.4) Characters
- 4.5) Item List
- 4.6) Enemy List
- 4.7) Boss FAQ
- 4.8) Full Walkthrough
- 4.9) Warp Zone Locations
- 4.A) Neat Stuff

 Super Mario Bros. is the game featuring 8 Worlds and 4 Levels in each World, totaling 32 Levels total. You must fight through Land, Underground, Air, Water, and through Dungeons in order to save Princess Toadstool to restore peace to the Mushroom Kingdom.

Super Mario Bros. 2 (1987) [known as "Super Mario USA" in Japan]

Super Mario Bros. 2 is the 2nd game in the Mario series. This title is unique to the traditional "Run, Jump, & Stomp" Mario mechanics, and also is one of the few Mario games with a story OTHER than saving Peach from Bowser. In this title, you must race through 20 different stages of SubCon in order to rescue the SubCon creatures, and defeat the evil Wart. However, it all turns out to be a dream...

Super Mario Bros. 3 (1990)

Super Mario Bros. 3 is the highly anticipated 3rd title in the series. It is considered to many the greatest NES game and is arguably the greatest Mario game in the series. In this game, Princess Peach has been kidnapped by the Evil Bowser. You play as Mario, or a friend can help you as Luigi, and you must fight through 8 full Worlds, over 90 Levels in order to save the Princess.

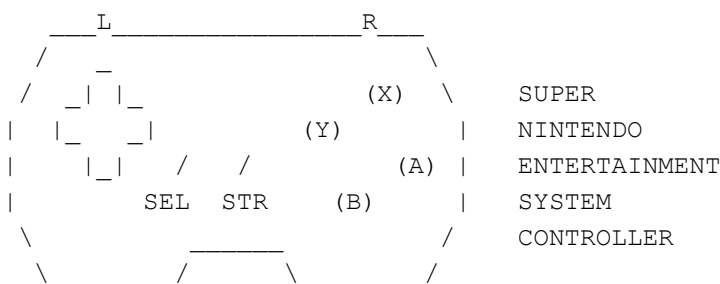
The Lost Levels (Unreleased) [known as Super Mario Bros. 2 in Japan]

The Lost Levels is a game that never saw light on the American market. It was released in Japan as the sequel to Super Mario Bros., and uses a very similar engine that the original Mario game uses. However, due to it being much more difficult than the original Mario game, a decision was made to give American gamers a different Super Mario Bros. 2 title, and that's the reason why this game has never before seen light in America. You must fight through 8 Worlds, 32 Levels, in order to defeat the evil Bowser and restore peace to The Mushroom Kingdom!

+---+
 2.2) G A M E B A S I C S
 +---+

This is just a bunch of basic information about Super Mario All-Stars that you should know already if you are familiar to the game, but if you're not familiar to Super Mario All-Stars, you should definitely give this section a read.

+ Controls: Here are the Controls for Super Mario All-Stars. These are ONLY the Controls when you are in the Super Mario All-Stars portion of the game; when you start playing through one of the 4 Mario titles, the controls will change.



D-Pad - Use Left and Right to toggle through the games at the SELECT GAME

screen. Use Up and Down to toggle through the available files after choosing a game. That's the only use for the D-Pad until you get into a game.

Start - Use Start to get to the SELECT GAME screen, to choose a game, and to choose a file.

Select - Select is used only to toggle through TypeA and TypeB controls. The only difference between TypeA controls and TypeB controls is the function of the B button.

Y Button - Use the Y Button if you want to go back to the SELECT GAME screen after choosing a game.

X Button - Use the X Button if you want to go back to the SELECT GAME screen after choosing a game.

A Button - Use the A Button to continue a file. It wont work to start a new File.

B Button - Use the B Button to continue a file. It wont work to start a new File.

L/R Buttons - No Use.

- + Four File Slots: In Each Game (SMB, SMB2, Etc), there are a four different FILES that you can choose to play in. They are named fileA, fileB, fileC, and fileD. The reason why there are files is because Super Mario All-Stars allows you to save your progress through each game, which will allow you to continue your game after turning off the console.
- + SAVE and LOAD Files: When playing through a game, if you want to SAVE your progress, just press Start, and choose Save+Continue. If you want to stop playing and save your progress, press Start and choose Save+Quit. To Load your file back up, simply choose the file you were in after choosing the same game on the SELECT GAME screen.
- + TypeA and TypeB Controls: After choosing a game in the SELECT GAME screen, you will be taken to a different screen to select your file. In this screen, you can also press SELECT to toggle through TypeA and TypeB controls. The only difference between TypeA and TypeB controls is the function of the B Button. You can set the B Button to either make Mario Jump or Dash. I highly recommend using TypeA controls.
- + Toggle Through Games: As you should already know, there are 4 games that you can toggle through on the SELECT GAME screen. The games are enhanced remakes of Super Mario Bros., Super Mario Bros. 2, Super Mario Bros. 3, and the Japanese version of Super Mario Bros. 2 (labeled as The Lost Levels). Press Start to select and start playing through each game.
- + Star Courses: After Beating Super Mario Bros., there is a 2nd Quest that is called the Star Courses. These Star Courses are exclusive to the enhanced version of Super Mario Bros., and were not in the original version. Basically the Star Courses are the same as the original levels, with faster creatures, reduced time, and smaller elevator platforms. There was something similar to this in the original version, but it was not Star Courses.

lot more like a real slot machine. There is also a Lucky 7 that you can get in the Bonus Game, that will give you even more lives than a Cherry.

- Character colors have been changed: Toad's outfit is multi-colored, and the Princess' hair is now yellow. Furthermore, Pink ShyGuys are now Blue Shyguys.
- There is a liquidy Fade Out and Fade In transition effect when you go through a Warp World.
- In 5-1 and 5-3 it is day time, as opposed in the NES game where it is night.

Changes Only In Super Mario Bros. 3:

-
- "MARIO START" or "LUIGI START" text is displayed with you start a level. This was adapted from Super Mario All-Stars.
 - There is a BATTLE GAME Mode that is available by selecting "BATTLE GAME" on the main screen (where you select 1 or 2 players). The Battle Game is very similar to the battle system in the original SMB3, but it was not available as an option on the title screen in the original.
 - The doorways are actual doors with opening and closing animations, and not just black rectangles.
 - Luigi is taller than Mario, unlike in the original where they were the same size with only different colors.
 - The card at the end of the level (Mushroom, Flower, or Star) has color. In the original they were black and white.
 - The Dollar Sign \$ next to how many coins you have is replaced with a coin.
 - In a Mushroom House, you no longer need to wait for Toad to stop talking in order to move around and select a chest. The Japanese version of Super Mario Bros 3. you can move right away also.
 - The walls in fortresses some some palaces are now blue.
 - There is now background music that plays when you read the letter from the Princess.
 - The transformed states of all the kings are enemies from Super Mario Bros. 2 and Super Mario World.
 - If you had Fire Power in a Mushroom House, your fireballs used to be green. There really wasn't any reason for this, so in SMAS they are the regular red.
 - Hammer Brothers make noises when they throw hammers or boomerangs, and Podoboos make noises when they jump in and out of the lava.
 - In Bowser Stages and Air Ships, there is thunder and lightning to add to the effect.

Changes Only In The Lost Levels:

NOTE: Since this game was not released in America, the changes are being taken from the Japanese Famicom Disk System game.

- An obvious change is that the title screen now says The Lost Levels instead of Super Mario Bros. 2.
- You can no longer pause the game with Controller 1 when the 2nd Player is playing.
- Mario/Luigi gives the peace sign after completing a level, right before he goes into the castle. The peace sign is also given when Mario or Luigi goes into a vertical pipe.
- Hammer Brothers make noises when they throw hammers, and Podoboos make noises when they jump in and out of the lava.
- In Bonus areas, the music is different, and it says "BONUS" in the background.
- In 2 Player Mode, players switch turns after one player finishes a level. In the original, players switch turns after one player dies.
- The music changes to a boss theme when you approach Bowser.
- In Looped castles, a chime is played when you go the right way, and a miss sound is played when you take the wrong route.
- Luigi has green overalls and not white overalls.

3.2)

S T O R Y

(NOTE: Taken from Super Mario Bros. Instructions Booklet for the NES)

"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.

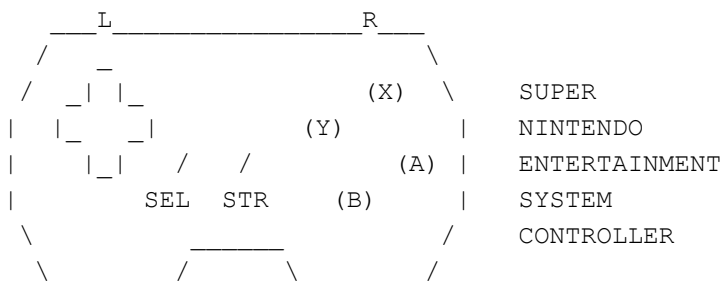
The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is the Princess, the daughter of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa King.

Mario, the hero of the story 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!"

3.3)

C O N T R O L S



D-Pad - The D Pad is the directional pad, and you use it to control the direction Mario walks. While standing on solid ground, you can press left or right to make him walk in the corresponding direction. If you hold the Y button and move, you will run. In addition, the D Pad controls which way you go while underwater. Pressing up will climb vines. Pressing down descends from vines, go down pipes, and if you are Super/Fiery Mario, you can duck!

Start - This is a very important button. It starts the game. While you are playing, press it to pause/unpause when you need a break.

Select - The only use is to select if you want to play a 1 Player Game or a 2 Player Game.

Y Button - Hold it down while moving Mario to make him run.

X Button - When you have acquired a fire flower and have turned into Fiery Mario, press this button and you can shoot fireballs at your enemies!

Points: 400

Description: There is both a red variation and a green variation of the Koopa Paratroopa. They are nothing but winged Koopa Troopas! Some of them fly only up and down, while others fly left to right. Shoot them with fire to kill them, or jump on them twice and kick them far away.

Name: Koopa Troopa

Points: 100

Description: There is both a red variation and a green variation of the Koopa Troopa. They are soldiers of the Turtle Empire, his orders are to find and destroy Mario. The green ones are not very intellegent -- they will walk right off a cliff. However, the red variation has some common sense, because it will turn around when it approaches a cliff. They can be killed by shooting them with fireballs, or jumping on them once and kicking them away.

Name: Lakitu

Points: 200

Description: Lakitu is also a member of the Turtle Empire, whos orders are to hunt down and destroy Mario. Lakitu is the turtle that hides in the clouds and throws spinys down at you. His first appearance is in 4-1, but he will appear several other times after that. He can be killed by jumping on his head, or by using firepower.

Name: Goomba

Points: 100

Description: A Goomba is the most common enemy in the entire game. He is the first guy you come across. They don't do anything special, just walk around. To kill them, simply jump on their heads, or shoot them with firepower.

Name: Pirahna Plant

Points: 200

Description: The Pirahna Plant is only found in vertical pipes. You will never see them in any horizontal pipes. They will rise and lower from the pipes called their home. They can only be killed with firepower.

Name: Podoboo

Points: They cannot be killed.

Description: Podoboos are the lavaengulfed foes that jump out of lava pits when you least expect it. They are only found in Koopa Palace stages. Sadly, they cannot be defeated.

Name: Spiny

Points: 200

Description: The enemy that Lakitu throws from his cloud. To avoid being stomped on, they have a sharp, spiked back. You can only kill them by using fire power, or by kicking a shell at it.

+---+
3.6) F U L L W A L K T H R O U G H

+---+
This is the main section of the Super Mario Bros. section of this Super Mario All-Stars FAQ. This is 1/4th of the document, right here baby!

=====
World 1-1 - Super Mario Bros. Walkthrough
=====

Navigate your character to the right until you come to a question mark block with a goomba hanging around it. Hit the question mark block, and stomp on the goomba. Look right and you should see three more question mark blocks. The leftmost question mark block contains a power mushroom which I recommend grabbing. You can get the two other question mark blocks if you choose; they are only coins. Now, head right until you jump over three pipes and find two goombas wandering around. Stomp on the goombas heads. The pipe to your right is a warp pipe; you can go down it if you choose to, however, I don't recommend it. Head right over the pipe, and you'll see a green hill in the background. Stand so that your back is covering the left side of the green hill, and jump. You should hit an invisible question mark block, and a 1-up mushroom should pop out. Grab the 1-up mushroom before it falls off the edge. Now, jump over the pit to your right; you should see three blocks, the middle one being a question mark block. Two goombas should fall on the blocks, bash them before getting the question mark block. Now, get the question mark block; it is a power up. Now head right and jump over the pit. You should see two goombas, bash them as soon as you can. The lone block above you is a multi-coin block, repeatedly hit it as fast as you can; the faster you hit it, the more coins you'll get. Now head right and you will come in contact with the first koopa troopa of the game. Kill it by jumping on his head, and kicking his shell. A little bit to the right you should see two blocks, the rightmost block contains a starman. Hit the block and grab the starman which will give you temporary invincibility. To the right of the starman, you'll see four question mark blocks. The highest up block contains a powerup, and the three lower blocks contain coins. I recommend getting all four question mark blocks. Now, head right some more and you should see six more goombas that are walking in pairs of two. Stomp all of them, or kill them with star power if you still have it. You should see two question mark blocks that are elevated high in the air. You'll need to jump on the blocks if you want to get them. They both contain coins. Head right some more until you get to the gap in between the third and fourth set of steps. Jump over this gap, and keep heading right. You should see a pipe, which is the pipe that you would have exited from if you chose to go down the pipe at the beginning of the level. To the right of this pipe is four blocks and two goombas. Kill the goombas by bashing their heads, and hit the question mark block, which is a coin. Now head right past a pipe to a larger staircase made out of blocks. Climb up the staircase and touch the flagpole to finish 1-1.

=====
World 1-2 - Super Mario Bros. Walkthrough
=====

You'll start off by getting a mini-movie of you walking into a pipe. You will then fall down into a basement/cave type area which is where you'll gain control of yourself. Two goombas should be coming your way, kill them by stomping on their heads. There are 5 question mark blocks that you should see. The leftmost question mark block is a powerup. The other four blocks are just coins. Get all 5 question mark blocks. Now navigate your way right until you come to a goomba trapped in between two pillars. Bash the goomba. The block above where you are is a multi-coin block. Repeatedly hit this block as fast as you can; the faster you can

hit it, the more coins you'll be rewarded with. Now continue to the right until you come to a pair of koopa troopas on the ground, and a brick formation above your head. Get rid of the two koopa troopas and if you are big, you can break the three leftmost bricks of the brick formation so that you can get the coins. Also, the top right brick contains a starman, if you would like it. Moving on, there is a brick wall that you must bypass it. You can go under it if you are small, or you can break the bricks if you are big. Get past it, and get the four coins sitting on the ledge. Now head right until you come to a brick formation that looks like a fish hook (a coin is caught in the fishhook). If you are big Mario/Luigi, then break the bricks on the right side of the fishhook; the top brick contains a fire flower. To get the fire flower, break the left bricks, and climb up the hook. Carrying on, look to the right of the fishhook brick formation, and you should see another brick formation. The second from the bottom on the right brick is a multi-coin brick. You can get it if you chose to. Now look to your right again, and you'll see a single layer brick formation. Jump on the top of this formation, and make a running start to the right, and jump just before you hit the edge so that you land on another brick formation. This brick formation has 6 coins ontop of it, get them all. Stand where the rightmost coin was, and jump directly up so that you hit the block above you, which will reveal a 1-up mushroom. The 1-up mushroom will continue to go right unless you bash the brick to the right of the 1-up mushroom. Bashing this brick will create a hole for the 1-up to fall down. When (if) the 1-up mushroom falls down, grab it. Carrying on, head right a little and you should see 3 goombas. Kill them if you want, and head to the right until you see a pipe. This pipe is a warp pipe. Wait for the pirahna plant to lower, and you should go down. the warp pipe. If you don't go down the warp pipe, head right over two more pipes (the second being the one that you start from if you did go down the warp pipe.), but be careful that none of the pirahna plants do not hit you. Jump over the two consecutive pits, and head even more to the right until you reach a mini staircase with two goombas coming down it. Kill the two goombas, and stand on the top of the staircase. You should see elevators to your right, use them to jump across the pit. You should see a koopa troopa, remove it. The rightmost brick in the formation is a power up, get it. Now, look right and you should see yet another set of elevators, use them to get across the pit. On the other side of the pit, you should see a horizontal warp pipe, enter it. This warp pipe will lead you back outside to a large staircase. Jump to the right of the large staircase, and touch the flagpole to finish the level.

=====
World 1-3 - Super Mario Bros. Walkthrough
=====

Navigate yourself right and jump onto a tree platform. Jump across the pit onto another tree platform. There should be a koopa troopa above you along with three coins. Kill this troopa, and get the coins. Now, drop toward the bottom right onto a smaller tree platform with a single coin on it. Jump above you and to the right to yet another tree platform. Two goombas should be walking toward you, kill them. Get the two coins above you, and jump onto the higher platform to your right. On this platform, jump off the right side and try to get the two coins. Use the alternating elevator to get across the pit. You should see a question mark block which is a powerup, get this powerup. Jump back on the alternating elevator on your left, and use it to bring you to the higher tree platform to get the four coins. Now, drop down on the right side of the tree platform so that you land on a platform. Jump from this

platform onto a higher platform; you should see the very first koopa paratroopa of the game on your right. Don't try to kill the paratroopa unless you have fire power. Jump onto the platform to the right of the paratroopa. You should see a moving platform to your right; jump on it. There are two coins above you that I recommend grabbing. Now, you should see another moving platform to your right, jump on it. There are four coins above this moving platform that I recommend getting. Now jump off the moving platform onto another tree platform. Jump from this platform to another tree platform that is higher and to your right. This platform will have a red koopa troopa on it, get rid of it by jumping on it and kicking it off the edge. You should see another koopa paratroopa to your right, kill it by jumping on his head twice and kicking him. The tree platform under where the paratroopa was contains three coins, get them all, and jump to the higher platform to your right. As you are on this platform, jump across to another tree platform. As you jump from left to right, there are two coins that you can get, try your best to get them. Now, look to your right and you should see another one of those moving platforms. Jump on it, and from this moving platform, just fall down. You should land on a platform with a koopa troopa, remove the troopa. Now, head right and jump onto a giant three step staircase. Use the staircase to jump to the flagpole and finish the level.

=====
World 1-4 - Super Mario Bros. Walkthrough
=====

Walk down the stairs to your right until you come to a lava pit. Jump over the pit and go right until you come to another lava pit. You should see a swirling fire rod in the middle of this pit with a question mark block above it. When the time is right, jump across the pit onto the platform with the fire rod. You can get the question mark block if you want; it is a powerup. Now, carefully avoid the fire rod, and jump across the lava pit to your right. Now, head right even more and you'll encounter another fire rod. Wait for the right time, and run past it. You'll find two more fire rods that are similar to this one, get past them the same way you got past the first one. In the next area, you'll drop down a step, and find another fire rod on the ground. After this fire rod, there is another on the ground, and then another high on the ceiling, get past all three of them. Upon doing this, you should get fire flames coming your way, which are from koopa king's mouth. Now head right until you fall down another platform. In this lower platform, there are three invisible coins that cut the platform into fourths. Ontop of those three, there are three more coins which are one block space to the right above their lower coins. Get all six of these coins if you would like, or don't; they are only coins. Now head right until this lower platform ends, and jump up to the higher platform. Now, there will be a very small lower platform, which is mainly used as shelter against the koopa king. The koopa king is to the right of this shelter platform. You can kill him by shooting five fireballs at him, but if you don't have firepower, you'll need to touch the ax on the other side of him. To get to the ax, run underneath, or jump over the koopa king, and touch the ax. Upon doing this, the bridge will break, and the screen will scroll to the right. You will find a mushroom man, and he will tell you that the princess is in another castle, which will take you to World 2.

World 2-1 - Super Mario Bros. Walkthrough

=====
Head right until you see three bricks. The middle brick contains a power up, which you should get right now. A goomba should be falling down the stairs, kill him. Now climb up the stairs to your right; you should see two koopa troopas. Try not to kill the koopa troopas, unless you have fire power. You should see a brick formation above you that is composed of three bricks. Stand on the ground to the left of that, and jump to hit an invisible block. Now jump ontop of the invisible block and jump directly up to reveal a hidden block that contains a 1-up mushroom. Grab the 1-up mushroom. Now jump over the wall to your right. You should see a pair of goombas walking together, kill them both. Now, head right and jump over the green pipe. Stomp on the koopa troopa coming your way, and kick his shell at the two incoming goombas. You should see a total of 10 question mark blocks above you right now. The one on your bottom left is a powerup. Hit it, and get the powerup. The other nine contain coins, you can get them if you chose to. Now, start to head right again and kick the upcoming koopa troopa to the right so that it hits two upcoming goombas. Keep going right until you come to a pipe with a few blocks before it. The upper, left block is a star, which you can get by using the lower block to get a boost. Now jump over the pipe, on the other side is seven question mark blocks, and three goombas. Eliminate the three goombas. All seven question mark blocks contain coins. Now, jump ontop of the question mark blocks. One of the bricks in the middle of the two sets of question mark blocks is a vine. If you climb up the vine you will be taken to a Coin Heaven. Carrying on, head right and jump over the pit; there should be a pipe on the other side. Kill the goomba and jump onto the pipe. This is a special warp pipe, if you press down on it, you'll be taken to a coin room. Carrying on, to the right of the warp pipe is a large gap, jump over it. You should see a smaller gap and a goomba coming toward you. Eliminate the goomba, and jump over the green pipe. You'll be confronted with another goomba, kill it. You'll see three pipes to your left with four blocks above them. The leftmost block is a powerup. The other three blocks contain nothing. I highly recommend getting this powerup. Carrying on, to the right of these three pipes is another gap, jump over it. You'll find a Koopa Paratroopa here, kill it by hitting it twice and kicking it. Now, head right and jump over the gap. On the other side of the gap is two goombas and two koopa paratroopas, kill all four enemies. The lone block sitting there is a multi coin block, which you can get if you wish. Onwards, there is a question mark block sitting all by itself, which is a single coin. You may get it if you want. The lone block that is to the above right of the lone question mark block is a powerup. You can get it with a precisely timed running jump. Now jump over the pipe to your right, and you'll be confronted with a koopa troopa, kill it. You'll see two blocks and a springboard. You can get over the large tower to your right by bouncing on the springboard, and pressing the jump button as you bounce. Or, (if for some reason the previous method was too hard for you) you can jump on the rightmost block sitting there. Jump directly up to reveal a hidden coin. Now, jump on the hidden coin block, and you'll be able to safely jump over this large tower. Now, walk to the right and touch the flagpole to end the level.

=====
World 2-2 - Super Mario Bros. Walkthrough

=====
This is the first underwater level of the game. Upon starting the level, you'll get a movie of you walking into a pipe, and then you'll start to

control yourself. Swim to the right over a piece of red seaweed. There will be two coins sitting there along the sea floor, grab them both. You should see a white squid creature that is called a blooper. He can only be killed with firepower, so if you can, kill him. If you can't kill the blooper, then just avoid it. Now swim to the right until you see three coins in the middle of the sea, get all three of them. Now swim farther to the right over the red seaweed and you should see three more coins rested along the sea floor, get all three. Swim to the right and you'll come in contact with two more bloopers. Kill the two bloopers if you can. Continue to swim to the right until you come to a pit where you can fall off the screen and die. If you swim above the pit, there is an unseen whirlpool that will suck you in the gap, so try not to swim too close to the pit. There will be three coins in the pit, you can get them but you'll have to swim fast so that you don't get sucked into the whirl pool. On the other side of the pit, there will be a large amount of continuous cheep-cheeps, and bloopers. Keep on swimming to the right until you get to three coins resting on the sea floor. Get the coins and continue to head right until you approach three more coins in the middle of the ocean. Swim right until you come to another gap. Like the other gap, this one also has an invisible whirlpool that will suck you into the gap, so take caution. There is five coins above this pit that you can get if you are feeling daring. Now head right again over two pieces of red seaweed. You should come to a large block structure with 6 coins in it. You can get the coins if you want, but I don't recommend it. Continue to swim to the right and you'll pass four block structures. Go past the block structures and you'll find a horizontal warp pipe. Enter the warp pipe, which will warp you outside. Now go up the stairs and touch the flagpole to finish 2-2.

=====
World 2-3 - Super Mario Bros. Walkthrough
=====

Walk to the right over the mini pit, up the stairs and onto the bridge. At this time, many flying cheep-cheeps should be soaring in the air. Now keep running. Keep running until you get to the very middle of the first bridge. There will be four coins here, get them. Now run until the end of the first bridge, which is where you should find 5 coins. Get them and jump across to another bridge, which is very short. On this short bridge is four coins. Get them and jump onto the next bridge. There is nothing on this bridge, so just run on it until you get to the end of it. Now, jump to the next bridge. There is three coins in between these two bridges, you can get them if you want. On this bridge, you will find a lone question mark block which contains either a fire flower, or a mushroom, depending on your size. Get the powerup. Now jump to the right so that you are about to land on a green platform. In the air, you can get three coins if you jump the right way. Once you're on the green platform, jump to the right and land on another small bridge that isn't held up by anything. Now jump off of this small bridge, and onto a much larger one to the right. In the middle of this bridge, there are 6 coins that you should get. Now head right and jump to another shorter, and lower bridge. There are four coins in the middle of this bridge. Get them and jump to the right onto another bridge. On this bridge, walk to the end of it on the right. Now, you should see three tiny, consecutive bridges, that aren't held up by anything. In the middle of these three tiny bridges is six coins. Now, jump to the right of the three tiny bridges, and land on another bridge. Follow this bridge all the way to the right, and down the stairs. At this time, the flying cheep-cheeps will no longer fly. Head right over a small pit and up a large stair case. Now, jump to the right and touch the flagpole to finish the level.

=====
World 2-4 - Super Mario Bros. Walkthrough
=====

Head right down a small white staircase, until you reach a lava pit. A podobo will jump up and down in this area, so be sure to dodge him. Now jump onto the platform to your right. From there, jump to the middle platform that contains a question mark block above it. Hit this question mark block, and a powerup will appear! Get the powerup before it falls into the lava pit. Now, jump to the platform to the right of you. From there, jump to the final ledge so that you are on solid ground again, but watch out; another podobo will jump up and down in this area. Okay, now that you are on solid ground again, start running to the right. You will notice a fork in your path, one path leading up, and another leading down. It doesn't matter if you take up or down, as you will end up at the same spot regardless! Now choose which path you will take. Run all the way through the path, you will have to dodge four fire rods. Once you get past the four fire rods, the paths will join back together. Now, jump past another fire rod, and you'll approach two sets of elevators. Jump on the first set, and then from there jump to the second set. Now, jump to the safe ground on the right, but be sure to jump at the right time, or else you'll get hit by the firerod. At this time, you should see a flame from the koopa king. Keep going right until you fall down a few blocks. You should see an empty block sitting there that has six coins around it. Get all six coins. If you are big, to get the bottom middle coin, you'll have to get a running start, and then duck at the right time. Now, keep going right. Jump over two small lava pits while avoiding the koopa king's flames of fire. Go right some more, and jump over two more pits, except these do not have lava at their bases. You can kill him by shooting five fireballs at him, but if you don't currently have fire power, then you'll need to touch the ax on the other side. To get to the ax unharmed, you can run underneath the koopa king. Or, if you don't feel safe running underneath him, you could try jumping over him. For this koopa king, there is a moving platform that you can jump on if you'd like to. However you do it, get to the ax on the right side of the koopa king, and touch it. The ax will make the bridge fall, which will make the koopa king fall into the lava pit, and sadly die. After the koopa king dies, the screen will scroll to the right. You'll find the mushroom man, and he'll tell you the same message that he always tells you (Thank you Mario! But our princess is in another castle!). Then, the screen will go black, and you'll find yourself on world 3-1!

=====
World 3-1 - Super Mario Bros. Walkthrough
=====

Head right until you come across three question mark blocks. When you see the question mark blocks, two koopa paratroopas should be hopping your way. You can either kill them by jumping on them twice and kicking them, or you can shoot them with fire power. Either way, get rid of them. Now, there should be three question mark blocks above you. The two leftmost blocks contain coins, while the rightmost block contains a powerup. Get all three of these blocks. Moving on, run to the right until you come across a pipe. Jump over it, but be sure not to hit the pirahna plant. Now, jump down, and you'll see a goomba walking back and forth. Kill the goomba. Now, there is another pipe to your right. This

pipe is one of those special warp pipes. If you jump on it, and press down, you'll go into the pipe. I only recommend going down the pipe if you are big. Don't go down if you are small. Anyway, keep going past the pipe. You'll have to jump over a pit. On the other side is three consecutive goombas. Kill them all. Now, walk to the right. Jump over a whiteish pipe. You should see a koopa troopa right around here. Don't kill the koopa troopa unless you have firepower, you don't want him bouncing all around, now. There is a single block above you. This block looks as if it has importance, but it isn't any importance. It is just there. Now, jump over another smaller silver pipe to your right. This is the pipe that you would have come out of if you went into the warp pipe earlier on in the stage. Now, keep going right. Jump up a four block stairway, and walk across the bridge. There are three consecutive goombas here, but you don't have to kill them. In fact, I think it'd be better off if you left them alone. There is an invisible 1-up that is a little more than half way across the bridge. Jump up and hit it, and a 1-up mushroom will appear. Get the one up, and go to the right. There will be a water pit. Although Mario can swim in water levels, if you fall down this pit, you'll still die. So, jump over the pit carefully. On the other side of the pit, you'll see three blocks lined up together. The leftmost of these blocks is a star. You can only get the star if you are big, though. On the ground here, there is two goombas and a koopa troopa. Kill the goombas, but only kill the koopa troopa if you have firepower (or a star). Now head to the right and you should see a pipe. Jump over the pipe, but don't hit the pirahna plant. On the other side of the pipe is two hammer brothers that will jump along two lines of bricks. Carefully kill the hammer brothers. To kill them, I recommend bumping them from below, or using firepower. Once they are both eliminated, you can get the two question mark blocks above you. The left question mark block is a coin, and the right question mark block is a powerup. Get the powerup, and continue to the right. You should see a spring board. Use the spring board to bounce ontop of the two block structures to the right of it. If you want, you can use this opportunity to get to a coin heaven. To get to the coin heaven, get a running start and jump in between the two block structures. Now, hit the top right brick, and a vine will appear. Climb the vine, and you'll reach a coin heaven. If you don't go to the coin heaven, then just keep following my instructions. Jump to the other side of the double block structure, so that you are on the other side of the pit. Two goombas will walk down a stairwell. Kill or dodge them. Now jump over the stairwell, and jump to the other side, but be sure to jump far enough out so that you don't fall in the pit. You should now come across two koopa troopas. If you let them be, they will continue to walk off the edge. Farther on, there are three consecutive goombas. Kill them or let them be, whatever you choose to do. Now, you should see four question mark blocks above you, with normal blocks to both sides of them. The bottom right question mark block contains a powerup. If you hit it, it will either release a fire flower, or a power mushroom, depending on your size. Get the powerup. Now head to the right some more, and you'll find yourself face to face with two hopping koopa paratroopas. Eliminate them by hitting them twice and kicking them, or just use firepower. Now head to the right a little bit more, and you'll come across a block structure above your head, and another koopa troopa. Kill the koopa troopa. In the block structure, the second block to the left is a coin cage. Now, to the right you'll see a two step giant stairwell. Climb to the top of it, and jump to the other side. Make sure that you jump out far enough so that you don't fall in the pit. Now, head to the right and you'll approach a large staircase. You should see two koopa troopas walking down the steps. At this time, you can pull off the "128 lives bug" (see section 13.2). Now climb up the stairs and jump to the right. Touch the flagpole, and finish the

level.

=====
World 3-2 - Super Mario Bros. Walkthrough
=====

This is one of the shorter levels, but you only get 300 seconds, instead of 400 seconds. Head right and you'll come across a koopa troopa. Stomp the koopa troopa, and kick it to the right. If you run fast enough, the koopa troopa's shell will eliminate many other enemies. If you don't kick it, and run fast enough, don't sweat it. Keep going and you'll come across 3 goombas, then 2 koopa troopas, then 2 more koopa troopas. Now hop over a small block, and head right until you find three coins. You should see a single question mark block. Jump up and hit it, out will pop a power up. Get the power up, and continue to head right. You should now come across a koopa troopa and three goombas. Kill them all. Now go right some more until you find a koopa troopa trapped by two block barriers. You should see a block above him, which is actually a multi coin block. Do not get this multi coin block unless you can kill the koopa troopa with fire power. You should also notice another lone block above the multi coin block. This block contains a star. Now hit the block and get the star. Now jump to the right and over the pit. You shall see a koopa paratroopa here, kill it with fire power, or your star power if you still have it. Now keep going right and you'll come across a koopa paratroopa and three consecutive goombas. Carefully dodge them, or you can just kill them. Now keep going and jump over a mini pit onto a lone island. There is a very suspicious looking lone block on this lone island, but it has nothing. Continue to the right, jumping out of the island. You should now come across three consecutive koopa troopas. If I were you, I'd not bother with them unless you have either fire power, or star power. Either way, get past them, and keep going right. You'll come across another 2 koopa troopas, and then another 3 koopa troopas. Get by them the same way you got past the first three. Jump ontop of the pipe, and get the four coins. Now jump to the right of the pipe and kill the koopa troopa and the four goombas. Start running right some more, and you'll come across the ever so familiar huge stair case. Jump ontop of it and leap toward the flagpole to finish the level.

=====
World 3-3 - Super Mario Bros. Walkthrough
=====

Run to the right and now jump on a treetop. From here, jump onto the treetop to the right of where you are now, which has a goomba on it. Kill the goomba and look to the right, you should see two moving platforms. Below these moving platforms, there is another treetop with two coins on it. Drop down to this platform and get the coins, now jump to the right onto another tree platform. This platform should have a single coin on it. Now jump to the right until you come across a single question mark block above a platform with a red koopa troopa on it. When hitting this question mark block, a power up will emerge. Get the power up and drop to the platform below to get the three coins there. Now jump back to the platform that had the question mark block and, from there, jump to the right onto a high platform to get two more coins. Now look to the right and you should see an inactive elevator. When you jump onto this elevator, it will drop rapidly. So, jump on it and quickly jump to the tree platform to the right of it which contains a single coin. Now, jump to the right from treetop to treetop until you see an elevator that

is held up by a string. Jump on this elevator, and it will start to come down. Now quickly jump to the other elevator on the right side of it. Make sure you get the coins on these elevators, and jump to the right onto two sidescrolling elevators. From here, jump down to a smaller treetop. From there, jump onto another sidescrolling elevator. Now jump to the right onto a treetop with a single coin on it. There are two more treetop platforms above you that contain three coins total. Jump onto them and get the three coins. Now jump to the right over the red koopa paratroopa, and onto the lowest tree platform. Jump to the tree platform to your above-right, and you should find yourself face to face with two red koopa troopas. Get rid of them by jumping on them and kicking their shells at each other. Now walk to the right side of this platform and jump onto another side scrolling elevator. Now jump to the right so that you land on another balance elevator. Stay on the left side of the balance elevator. Wait for the right side to rise, when this happens, leap onto the right side of the balance elevator and make a running jump toward the elevator, which will finish the level.

=====
World 3-4 - Super Mario Bros. Walkthrough
=====

Run down the mini staircase and to the pit. At this time, you'll have to jump to the pillar, but beware of the podoboos and the firebar. You will have to jump over three pillars until you reach the other side, so do that now. You should see three question mark blocks sitting there. The middle question mark block contains a powerup, which I highly recommend getting. The other two question mark blocks contain coins, get them too. Now, continue to the right. Jump over the small lava pit, and run a little bit more to the right. You should see two firebars, one above the other. When the time is right, jump through them. On the other side, is another set of firebars that are exactly the same. Get past this site the same way you got through the previous set. On the other side of this firebar set is the third and final firebar set, except these spin in the opposite direction as the previous two. Proceed through this set, but be careful. Once through, you can try to get the three coins sitting there, but I do not recommend it, as it is very risky to get them. Now jump to the right over a lava pit so that you land on a higher ledge. Run to the right until you are at the edge of the next pit. At this time, you should see the flames of the koopa king shooting your way. While avoiding the podoboo, jump across the pit. Now, jump across another pit and then another. Run to the right until you see a hole. You can hide in the hole for temporary protection, but you'll have to come out sooner or later. Now run to the right some more and you should find yourself face to face with the koopa king. You can kill this koopa king by shooting five fireballs at him. However, if you don't currently have fire power, then you'll need to touch the ax on the other side. To get to the ax unharmed, you can run underneath the koopa king. Or, if you don't feel safe running underneath him, you could try jumping over him. For this koopa king, there is a moving platform that you can jump on if you'd like to. However you do it, get to the ax on the right side of the koopa king, and touch it. The ax will make the bridge fall, which will make the koopa king fall into the lava pit. After the koopa king dies, the screen will scroll to the right. You'll find the mushroom man, and he'll tell you the same message that he always tells you (Thank you Mario! But our princess is in another castle!). Then, the screen will go black, and you'll find yourself on world 4-1!

World 4-1 - Super Mario Bros. Walkthrough

=====
Walk to the right until you come across a green pipe with a pirahna plant in it. While being cautious about the pirahna plant, jump over it and land on the other side. At this time you should see the very first lakitu of the game. He will drop spiny eggs that will eventually turn into spinys. He is very annoying, and can be killed by jumping on his head. Anyway, you should see two question mark blocks, one will be ontop of the other. The bottom question mark block contains a powerup. Get it. The top question mark block contains a coin, but if you jump ontop of it, you can bash lakitu. Moving on, head right and jump over a mini pit. Get the four coins laying on the other side of the pit. Get them and continue to the right. Keep running to the right until you come across four question mark blocks. All four of them contain coins, however, if you stand ontop of the higher two question mark blocks, you'll have a chance to bash lakitu in the head. Once you get done in that little area, run to the right and jump over a pit. If you wander a little bit past the pit, you'll come across four linear question mark blocks, all of which contain coins. If you jump ontop of the middle/right block and jump upwards, a hidden 1-up mushroom should appear. However, it will only appear if you have gotten all the coins in 3-3. Anyway, keep heading right and jump over a three block structure. You can get the four coins there if you choose to. Keep going right and you'll find a pipe with four coins following it. After that, you'll find another pipe with four coins after it just like the previous one, however, this is a special warp pipe; You can go down it. Anyway, to the right of this warp pipe is an odd looking double block structure made out of four question mark blocks on the top, and six question mark blocks along with two plain blocks on the bottom. There is a powerup in the question mark block to the left of the two plain blocks. Every other question mark block contains nothing but a single coin. Also, you can stand on the top row of question mark blocks and kill lakitu by jumping on his head if you would like. Once finished, head to the right some more. You should come to a pipe. This is the pipe that you'd have exited from if you had went into the warp pipe earlier on in the stage. Anyway, jump over the pipe and continue toward the right. Jump over the two consecutive pits and jump over a three block structure and over another pit. Keep running to the right and you should find a large staircase. When you climb to the top of this staircase, lakitu should turn around and leave you for good. If you drop to the right of the staircase, you should see a single block sitting by it's lonesome. This block just happens to be a multi coin block. Hit it as rapidly as you can. When it is all out of coins, jump on it and jump as high as you can toward the flagpole to finish the level.

===== World 4-2 - Super Mario Bros. Walkthrough =====

The stage will start off with a small movie of you walking into a pipe. When it is done, you will take control of your character. Now run to the right until you come to a cliff. Jump onto the island to your right. From there, jump onto another even smaller, single block island. Now jump off of this tiny island and to the right back onto safe ground. Jump up ontop of the gap, and walk to the right a little bit. Now drop down to the three coins. There is a powerup in the rightmost block above you, get it. Now jump back up the gap and run to the right. Three consecutive goombas should now be coming your way. Kill them by using fire power, or if you don't have it you can kill them the old fashioned

way which is bashing their heads. There is a multi coin block that you can get if you are big mario/luigi. To get it, stand 5 coin spaces from the right edge and jump up so that you hit and break the block. Jump a second time so that your head hits the second block. This second block is the multi coin block. You can hit it multiple times. Now once you're done in that area, run to the right until you drop. You should see seven question mark blocks. All seven of them contain coins except for one, which contains a powerup. The powerup is the middle question mark block of the rightmost question mark block structure. Hit that block and get the powerup that will appear. Now go to the right and jump to the other side of the pit by jumping on the elevators. There is a warp zone that you can access around here, if you want it, check section 13.3 of this guide. Now go to the right until you come to a pipe. When the pirahna plant is not peeking out of it, jump ontop of it and jump ontop of the two blocks to the right of it. If you look below you, you should see a koopa troopa walking back and forth. If you have firepower, kill it with your fire. Now jump down and hit the block nearest the pipe which is a multi coin block. Hit it until it no longer deals coins and then jump ontop of it and, when the time is right, jump ontop of the highest pipe to your right. Now jump down and you should see the very first buzzy beetle of the entire game. The block above the buzzy beetle, but not touching the pipe contains a starman. If you are feeling bold, you can hit this block and get the starman. The pipe to your right is a warp pipe, you can go down it if you choose to. If you did not opt to go down the warp pipe, jump past it and past another similar pipe to the right of it. Go right a bit and two koopa troopas should come your way. Unless you have firepower, I advise dodging them. Now run to the right and jump ontop of a platform made of blocks. From here, jump to the right ontop of a green pipe. Now jump from the green pipe to the right so that you land on another block structure similar to the one you started on. Now, with the assistance to the elevators, jump to the platform to your right. You should notice several platforms above you made by a bunch of blocks. If you stand on the lowest block structure and jump up so that you hit the middle block in the structure above you, a powerup will come out. Get it and continue on the level. Now use the elevators to jump to the safe platform on your right. Jump to the right of the small pipe, you should see a koopa troopa. Kill it and continue on. Now to the right over two more green pipes and over a pit. You should see a buzzy beetle coming your way; dodge it. Now jump up a mini staircase and use the descending elevators to get to the platform on the right. Two koopa troopas should be coming your way, but I advise dodging them rather than to try killing them. You should see a large horizontal block structure. The leftmost block in this structure is a powerup, get it. There are coins ontop of every other block in the horizontal block structure, get every one of them. Now go to the right and up a four block staircase. Jump over the buzzy beetle below you and onto the huge pipe. Now jump to the right over the pit and go into the horizontal pipe. You'll notice yourself outside again. Now jump to the right up the stairs and touch the flagpole to finish 4-2.

=====
World 4-3 - Super Mario Bros. Walkthrough
=====

Run to the right and onto a orange polka dotted platform. From there, jump to the right onto another orange polka dotted platform with two red koopa troopas on it. Eliminate the two red koopa troopas and get the five coins on it. Now jump to your left onto another higher up orange polka dotted platform and grab the three coins located on it. Now jump

back to the right to the platform that you were just on. Get a running start and jump to the right onto another orange polka dotted platform. You should see a red koopa paratroopa flying up and down to your right I advise you not to touch it. Now drop down to the platform under the koopa paratroopa and kill the koopa troopa on it. There are three coins here, get all three. Now jump ontop of the orange polka dotted platform above you. Hit the question mark block and a powerup will appear. Get the powerup. Now jump onto the left half of the double elevators to your right. Let it lower enough so that you can get the single coin below it. Now jump to the orange spotted platform to your right. Now jump up to the right side of the double elevators and get the coin there. Now jump to the two moving elevators to your right and then onto the lowest orange polka dotted platform with the red koopa troopa on it. Kill the red koopa troopa and then jump onto the three orange polka dot platforms above you so that you get the seven coins on them. Now jump to the platform with the red koopa troopa on it and kill it. Jump onto the left side of another set of double elevators. There is a platform in the middle of the two double elevators, jump on it. Now jump onto the right side of the double elevators. Before it falls off, jump to your right so that you land on the left side of another completely different set of double elevators. Jump to the right side of the double elevators and get the coin on it, and jump to the right onto a safe platform. Now jump to a third double elevator structure. Get the coin on the right side of it and jump to the right of it onto a safe orange platform with five coins on it. Get all five coins and jump to a higher, but smaller platform. Now drop to a lower, but larger platform. Jump onto another platform to your right. You should see a single elevator to your right that is moving up and down; jump on it. Wait for it to reach its peek point and make a running jump toward the right. Touch the flagpole and finish the level.

=====
World 4-4 - Super Mario Bros. Walkthrough
=====

This level is the first of three levels that requires you to navigate a certain way around the level. If you go the wrong way, you will have to repeat the area you were just on. If you go the right way, you'll come to the next part of the level. Ok, here's how to get through the level: run to the right down three steps and jump over two lava pits. At this time you should see a fork in your path that divides it into two. Take the upper path. Make sure you run fast enough to the right so that you don't fall down one of the mini platform holes, if you fall through, you'll have to do this part over again. Keep running right until you pass the platform holes. Eventually you'll come across a firebar. Carefully navigate past it and continue running toward the right until your platform comes to an end. At this time, drop down and jump to the right. Jump ontop of the small, gradually rising platforms that overlook a lava pit until you get to the top floor. Drop down the first hole you see in the top floor. Now walk to the left and drop down a small, single block legnth hole to the lowest platform. Run to the right until you come to a firebar. When you come to this firebar, carefully pass it. At this time, you should see the flames of the koopa king's horrid breath floating within the air. Continue running toward the right until your platform ends. Now jump to the platform above. There should be a bunker to the right of you that is used for protection against the koopa king. If you go to the right of the bunker, you'll find yourself face to face with the malicious koopa king! To kill him, do the same as you always do; get to the right of him and touch the ax. However, there is a twist for this koopa king; there is a firebar and a podoboo on his side. If

you have fire power, stand behind the firebar and fire five accurate shots at him. However, if you don't have fire power, you'll have to dodge four things at once: firebar, podoboo, fire flame, and the koopa king. You'll just have to be patient. When you get the chance, jump to the right of the koopa king and touch the ax. This will cause the bridge to collapse in which will cause the koopa king to fall into the lava pit. This will cause the screen to scroll to the right and you'll be greeted by the mushroom man. He'll tell you that the princess is in another castle. Then the screen will go black and change to the world 5-1 screen.

=====
World 5-1 - Super Mario Bros. Walkthrough
=====

Go to the right just a little bit until you come across a green koopa troopa. Stomp on it once, and then kick it to the right and run with it. The shell should knock six goombas and two koopa troopas, which will earn you an extra life. However, if for some reason you can now kick the shell, just run to the right. Kill three paired koopa troopas, three more paired koopa troopas, and then two goombas. Now there should be a pipe with a pirahna plant to your right. When the pirahna plant is not present, jump over the pipe to the other side. Now there is a pit with another pipe to your right. When the pirahna plant is not out, jump over the pit, and the pipe at the same time. Now go a little bit to the right and you should see a koopa paratroopa. Stomp it until it is a shell, and kick it to the right to knock out three paired goombas. Head to the right and there is another set of three consecutive goombas; kill them. Now go to the right a little bit more. You should come across a koopa paratroopa, which you should now kill. Now if you look toward your right, you should see a block structure with three breakable blocks above it. Jump on it and break the middle block, a starman will appear. Now jump over the pit to your right and you should see three more goombas. Kill them with your star power (if you have it) and continue to the right. Here, you should see the very first bullet bill cannon of the entire game! The cannon will simultaneously shoot bullet bill's, so approach them cautiously. Moving on, jump to the right of the bullet bill cannon and over the pit. Jump to the right of the three block structure, and kill the three goombas and koopa troopa around that area. To the right another three goombas will appear, and then another two koopa troopas. To the right, jump over a block structure that creates a mini wall. You should see a hole formed by a missing block. Fall down the hole. There is a hidden block where the hole is that contains a 1-up mushroom. If you try to get the 1-up mushroom and it is not there, it is because you did not collect every coin from world 4-3. Moving on, jump over the pit to the left. You should see a pipe above you. This pipe is a special warp pipe. To get to it, you need to jump back to where the invisible 1-up mushroom block was and get a running start. With luck, you'll land on the pipe. However, if you cannot go down the pipe, just keep going. Jump over a bullet bill cannon. You should now see a pipe to your right which is the pipe that you would re-appear from if you had gone down the warp pipe that I described to you a few sentences ago. Anyway, keep heading to the right over another bullet bill cannon and past two bouncing koopa paratroopas. Now you should see a huge staircase to your right with a hole in the center of it. Jump to the top of the staircase and make a running jump to the right to touch the flagpole at a higher altitude.

World 5-2 - Super Mario Bros. Walkthrough

=====
Run to the right and up the staircase. Now jump over the bullet bill cannon and make an attempt to jump into the three coins in the air. Below you you should find a koopa troopa and a spring board. Ignore the koopa troopa, and use the spring board to jump to the right onto the highest platform. Run all the way to the rightmost block on the platform that you are currently on, and drop down to the middle platform. Now, jump up and hit the rightmost block, and a powerup will appear. Get the powerup. Now, go to the left of the middle platform and collect the three coins sitting there. Now go to the right, pass a koopa paratroopa and head right until you see a single hammer brother located on a mini staircase. Carefully pass the hammer brother, either by killing him or by dodging him. To the right of where the hammer brother was, there is a pipe with a pirahna plant in it. You can go down the pipe, but I don't recommend it. Instead, just go past the pipe. Now you should see two goombas walking down the stairs, kill them both. Now jump to the right over a mini staircase, a pit, and then over another larger staircase. To the right, you will see five question mark blocks lined up next to each other, with another single hammer brother jumping on them. To kill the hammer brother, run underneath the question mark blocks, and bash the question mark block that he stands on. Now hit the remaining portion of the question mark blocks, which are all coins. There is a hidden coin block two spaces to the right of the row of the five question mark blocks. Jump up and hit the invisible coin block. Now jump ontop of block that you just created and jump up and hit the block above you; this will reveal a vine. Now, you can climb up the vine to a coin heaven if you choose to. If you didn't climb the vine, get the two coins that are sitting on the ledge right of the vine. Now drop down to the lowest platform and get the two coins there, then jump over the pit to your right. You should come across a koopa paratroopa, and another bullet bill cannon; avoid both of these objects. Now head to the right over a pirahna plant infected pipe; you should see two hammer brothers jumping along two block platforms. Do your best to eliminate these two hammer brothers before they eliminate you. The rightmost brick on the top platform contains a starman, which you can only get by standing on the middle platform. Get the starman and continue over a pit to acquaint yourself with three buzzy beatles. If you have star, kill the buzzy beatles with your star power; if you don't have the star, then do not attempt to kill them. To the right there is a double brick structure that only has one block of clearance from the ground. The left brick is a multi-coin block, and the right block contains a powerup. If you are currently big, you must get a running start, and then slide to get these two things. Anyway, jump across the pit. On the other side is a red koopa troopa above you, while below you you'll find two green koopa paratroopas hopping in your direction. Head to the right until you come across a single brick sitting by its lonesome; this brick contins a powerup. Get the powerup. Now use the powerup brick to get ontop of the quadruple block structure which is above the island pipe. Now jump to the right and you'll come across a koopa paratroopa. Avoid the koopa paratroopa, and climb the huge, broken staircase. Make sure you don't fall down the holes in the staircase. Now jump to the right and touch the flagpole to finish the level.

===== World 5-3 - Super Mario Bros. Walkthrough

=====
In this level, Bullet Bills will fly toward you throughout the course of the stage. Anyway, run to the right and jump ontop of a tree platform.

Keep jumping to the right until you see a tree platform with a red koopa troopa on it guarding three coins. Jump up onto that platform and kill the koopa troopa, and grab the three coins. Now from here, drop to the lowest platform and get the single coin that rests on it. Now jump onto the platform to your right. Two goombas should drop onto this platform from the platform to the right of where you are standing; kill both of them. Now get the two coins above you by jumping. Now jump onto the higher platform to your right. Drop down the platform to your right, if you can, try to get the two coins that can only be gotten by jumping in the air. Now jump over the elevator to the right and grab the contents of the single question mark block sitting there, which is a powerup. Now jump onto of the elevator to your left and ride it to the top. When the elevator is at its highest point, jump to the platform to your right and snag the four coins on it. Now jump to the right over two different platforms until you see a red flying koopa paratroopa. Don't try to kill it; instead just jump over it to the next platform. A goomba will walk from the following platform, wait for him to walk off the edge, and jump onto the platform that the goomba fell from. Now jump to the right onto a sidescrolling elevator and get the two coins that it clears. Now wait for the sidescrolling elevator to hit its eastmost point, and jump onto another sidescrolling elevator to the right of it. Get the four coins that you can get on the elevator, and jump onto the platform to the right of the sidescrolling elevator. Now jump onto the platform to your right that has the red koopa troopa guarding it. Kill the koopa troopa. Now jump to the right and kill the flying red koopa paratroopa. Get the three coins sitting on the lowest platform and jump to the platform to your right. Jump to the platform to your right, but make sure you grab those two coins at the peak of your jump. Now jump to the right onto yet another sidescrolling elevator. There is a red koopa troopa underneath you, just ignore it. Follow the elevator to its eastmost point and jump off of it onto a large, three step structure. Use this structure to get a running jump at the flagpole at your right to finish 5-3.

=====
World 5-4 - Super Mario Bros. Walkthrough
=====

World 5-4 is almost exactly the same as world 2-4, except many items were added to make this level much more difficult. Head right down a small, white staircase, and continue to head right until you come across a lava pit. Jump across the pit, and you will find a HUGE firebar spinning in just about every direction. The question mark block in the center contains a powerup, but I don't recommend getting it, because of the dangerous firebar. Either way, jump across two more pits until you have passed the firebar. Now, there is a fork in your path; you can either take the upper path, or the lower path, it doesn't matter. Choose your path and follow it down the long hall that it leads to. Many small firebars will be spinning in this hallway; only pass them when the time is safe. At the very end, the two paths will meet up with each other. When you get to the part where the two paths meet up, there will be yet another firebar, which will be followed by two sets of elevators. Pass the firebar and use the elevators to cross the pit. On the right side of the elevators, there will be another firebar, so jump off according to when the time is safe. When you jump off, you will notice the flames of the koopa king's fiery breath. Keep heading right; you should come to a single firebar that is guarding six coins. If you are big, only get the top three coins; if you are small, then get all six coins. If you are big, you can risk getting all six coins by making a running slide underneath the firebar block, but I do not recommend it. Now keep moving in the east direction; you should soon find a pit which is followed by

another pit, that both have podoboos jumping from them. When the time is right, jump over the leftmost pit so that you are stranded in the middle island, then jump over the rightmost pit. Now continue to the right; you will have to pass two small holes, and then you will find yourself face to face with the world 5 koopa king! I'm sure you know how to kill him by now: run past him and touch the ax. Of course, you could just shoot him with five fireballs if you have firepower; his decoy is lakitu. Or, if you don't have firepower, then you will just have to defeat him the old fashioned way, which is to touch that ax. For this koopa king, there is also a sidescrolling elevator that could be of some use. Another thing, be sure to watch out for the podoboo that is jumping up and down in front of the koopa king. When you finally touch the ax, the screen will scroll to the right, and you will be acquainted with the mushroom retainer. He will deliver to you the same message, which is "Thank you, Mario! But our princess is in another castle!" After that, the screen will go blank, and you will find yourself playing in world 6-1.

=====
World 6-1 - Super Mario Bros. Walkthrough
=====

Run to the right until you find two question mark blocks. Hit both of the question mark blocks from underneath to reveal two ordinary coins. Jump over the pit to your right and climb the narrow stairway. At this time, you should start to see a lakitu come by in his cloud, and start dropping spinys all about. He can be very annoying and very troublesome, therefore, I recommend killing him every chance you get. The first chance to kill him is at the top of the long narrow staircase. At the top of the staircase, you will notice two blocks. The leftmost block contains a powerup. After you get the powerup, jump on the block that released the powerup, and jump on top of lakitu's head to kill him. Now jump over the pit to the right of the stairs, and stop directly after the pit. You should see a row of three blocks elevated off of the ground. The rightmost of these blocks is a multi coin block, hit it as rapidly as you can until it no longer releases coins. Now head east and jump over a pit, and then get the three coins that follows the pit. Keep heading right onto a smaller, four step staircase. Jump over the pit to the right of it, try to get the two coins sitting there on your jump. Keep on going to your right, and climb up a broken staircase. Here is a good chance to kill lakitu. At the top of the broken staircase, you should see three blocks that extend to the right of the top step. There is an imaginary 1-up mushroom here. To get it, stand ground level and stand as close as you can to the rightside of the stairs. Jump up, and a block should appear that will release a single 1-up mushroom (the 1-up mushroom will not be there unless you got all the coins in world 5-3). Now, run to the right and over the pit. Head right over a pirahna plant infested pipe, and get the three coins that immediately follows. Run to the right until you come to another staircase, this one has six steps. To the right of the staircase is two question mark blocks. The leftmost question mark block contains a powerup, while the right question mark block contains a single coin. Get the contents of both of these question mark blocks, and continue to the right. There is a tiny, single block width pit that you should be sure not to jump over. Following that is yet another staircase, this one has seven steps. To the right of this staircase, you'll find three horizontal block structures. The rightmost block in the middle structure is a multi coin block. It's easy to get it as small mario/luigi, but if you are big, then you'll have to getting a running slide. Bash the block repeatedly until it no longer deals coins. Now, head right over a pit, and up yet another staircase. There is a two

block width pit in this staircase, be careful not to fall in. To the right of the staircase is the flagpole; when touched, you will finish world 6-1.

=====
World 6-2 - Super Mario Bros. Walkthrough
=====

Head to the right past three consecutive blocks. You should see a green piranha infested plant to your right, it just happens to be a warp pipe that leads to a bonus room. You can go down it if you choose to. To the right of pipe, there is a green koopa troopa walking back and forth. Do not kill it unless you are going to kill it with firepower. If you stand exactly half way between the two pipes that trapped the koopa troopa, and jump up, then you'll reveal a hidden coin. Jump on top of the hidden coin block, and hit the middle of the three block above you to reveal a multi coin block; hit it as many times as you can until it no longer gives off coins. Now, continue to the right over a semi-tall green pipe, past another small pipe that is raised above ground level, and past two more small ground level pipes. A green koopa paratroopa will hop toward you; kill it. Continue to the right, and over another semi-tall green pipe. A buzzy beetle and two blocks are to the right of this pipe. Avoid the buzzy beetle, if you can. The rightmost block is a powerup, which I recommend you get right now. The tall green pipe to your right is a warp pipe that will take you to a small underwater zone. I don't recommend taking this warp. Instead, jump over that warp pipe. You should see a goomba trapped inside two pipes with a small elevated pipe above you. Kill the goomba and continue to the right. Jump over two small, ground level pipes, and then jump onto a medium sized pipe. You should see a series of five regular blocks above you that are lined up into a horizontal structure. The rightmost block is a vine. Hit the vine, and you will notice that you cannot get onto the vine. To get to the vine, there is an imaginary coin block one horizontal space to the right of the vine. You can go to the vine; it takes you to a coin heaven. I, however, am not going to cover that part in my guide, so I recommend you ignore the vine. Jump over the two pipes to the right of the vine, and you'll see another buzzy beetle walking back and forth. Once again, I do not recommend messing with the buzzy beetle. Jump to the right of the beetle and overtop of three more green pipes. Now you should see a pipe above you with a single block on both sides of it. Jump on the rightmost block, and then onto the higher single block to the right of you. From there, jump onto the horizontal block series to your right, and follow that over the pit below you. Now, drop down from the long set of horizontal blocks. Now start heading right over two very tiny, green, piranha infested pipes. Look up and you'll see two sets of horizontal blocks. The leftmost block of the higher set of blocks is a star. To get the star, you'll have to stand on the edge of the rightmost block of the lower platform. When the star emerges, grab it. Jump over those two mini pits, and past two more block structures until you come to a three step staircase. Jump over the islanded pipe to your right, and over the block structure to the right of the islanded pipe. There is another buzzy beetle to your right, but don't mess with it unless you still have star power. There are two sets of lateral, horizontal blocks above you that are set up in sets of three, but they don't do a single thing. By the way that they are set up, they look like they might be used to jump onto the elevated pipe to your right, but that is not what they are for; they don't serve any purpose. Keep going right, and there is a goomba hanging around that vicinity; kill it. Now jump over the green piranha infested pipe to your right. Keep heading right, and jump over three pipes that

rise in height, and then over another green pipe. To the right, there is a staircase that has one of it's steps comprised of another green, pirahna infested pipe. The staircase also has a green koopa paratroopa hopping down it. Kill the koopa paratroopa, and jump over the pirahna plant. Now, climb to the top of the staircase, and make a running jump to the flagpole to finish 6-2.

=====
World 6-3 - Super Mario Bros. Walkthrough
=====

The first thing that you will realize about this level is that the surrounding atmosphere looks as if it were from an old black and white movie. There are only a few items that remain their actual colors. Anyway, run to the right and jump onto three platforms until you see a small elevator rising and descending. Jump on the elevator, and wait for it to rise to its greatest point, then get the two coins sitting there. Now jump to the right onto yet another platform. From there, jump to the right again onto a platform that has a spring board on it. Use the spring board to jump onto the side scrolling elevator above you. Use the next two side-scrolling elevators to obtain the 7 coins in that vicinity. Jump onto another sidescrolling elevator to your right that hovers under a question mark block. Hit the question mark block to reveal a powerup; get the powerup. Now jump to the right onto a vertical rising elevator, and then jump onto the platform to the right of it. Now jump onto the left side of the balance elevator to your right. As you jump to the right side of the balance elevator, try to grab the two coins that are sitting in the air. If you did not get the two coins the first time around, you can always jump back onto the left side again for another attempt at the coins. When you get both coins, jump onto another balance elevator to your right. Get onto the right side of this balance elevator, and jump to the platform at the top with the three coins on it. Now get the three coins. Drop from the platform that had the three coins on it to the platform below it. Now jump to the platform to your right; at this time, a bullet bill will shoot at you, which will be followed by more bullet bills. From here until the end of the level, be cautious of the bullet bills. Now drop to the right of the platform that you are now on so that you land on the platform below the cloud. Jump onto the platform to the right of you. Now jump to the platform to the right of you and grab the four coins in the air during you leap. From the platform that you are on now, jump to the platform that is higher and to the right. Now drop to the lower platform to your right and use the spring board to get onto another sidescrolling elevator above you. Wait for the sidescrolling elevator to reach its rightmost point, and jump onto another balance elevator. Get the two coins in the middle of this elevator, and then jump off of the balance elevator, and onto the platform to the right. Now drop down to the lower platform to your right. Look to your right; you should see some still-elevators. As soon as you jump onto it, it will rapidly drop, so jump quickly. Jump onto the first still-elevator, and quickly onto the second which contains two coins. Let the second still-elevator drop so that you can get the two coins there, and then jump to the right onto still-elevator number 3. Quickly jump off of elevator number 3 onto elevator number 4. Jump off of elevator number 4 onto the side platform, but make sure you grab the two coins in the middle of your jump. Now make a running jump to the right, and touch the flagpole to finish world 6-3.

=====
World 6-4 - Super Mario Bros. Walkthrough
=====

=====
Run down the mini staircase and jump over the small lava pit. Run to the right, until you see another lava pit. There is a firebar on the ceiling that can possibly harm you, so be cautious of it. When the podoboo is vacant, jump over the lava pit so that you land in the middle island. There is a firebar in the middle, and a question mark block above you. The question mark block contains a powerup, get it now. Now jump over the lava pit to your right at the right time so that the firebar will not harm you. Run through the tunnel past four different firebars until the tunnel drops by one block, and turns into a large room. There are many firebars in this room. In fact, there are five firebars in all; two on the top and three on the bottom. Get past all five of them, but be very cautious about it, because this room is very easy to become damaged in. Once you get past them all, you should start to see the flames of the koopa kings fiery breath! Keep running to the right until the ground that you walk on drops. In this lower platform, there are three invisible coins that cut the platform into fourths. Ontop of those three, there are three more coins which are one block space to the right above their lower coins. Get all six of these coins if you would like, or don't; they are only coins. Now head right until this lower platform ends, and jump up to the higher platform. Now, there will be a very small lower platform, which is mainly used as shelter against the koopa king's fiery breath. Now, jump over this shelter hole, and you'll find yourself face to face with the terrifying, malicious, beastly, evil minded koopa king! However, this koopa king is much different than all the previous koopa kings. This koopa king will throw hammers similar to the way the hammer brothers throw them. There is also a podoboo hopping up and down in the lava. To defeat the koopa king, you'll have to touch the ax on the other side. To get to the ax, wait for the koopa king to jump and run under him. Or, you can jump over him. However you do it, touch the ax on the right side of him, and the bridge will fall, and the level will finish. Now, the screen will scroll to the right and you'll be acquainted with the 6th mushroom retainer of the game. And, as you probably would have guessed, he gives you the same message that all the previous mushroom retainers give: "Thank you Mario! But our princess is in another castle!"

=====
World 7-1 - Super Mario Bros. Walkthrough
=====

Run to the right until you come to a bullet bill cannon. Jump over the cannon and you will come across a green koopa paratroopa. Kill the koopa paratroopa and continue to the right until you see a tiny, single block length bullet bill cannon beneath a larger bullet bill cannon with three bricks above them. The leftmost brick contains a powerup, but the powerup can only be retrieved if you are small mario/luigi; if you are big, it will turn into a fire flower, and you cannot jump high enough to obtain it. Anyways, run to the right over the next bullet bill cannon. You should see four consecutive question mark blocks and a green koopa paratroopa below them. Don't kill the koopa paratroopa, but hit all four of the question mark blocks; they all contain coins. Now jump over the three block height bullet bill cannon to the right of you. You will see another green koopa paratroopa; I don't recommend killing it unless you have firepower. Now run to the right and jump over another double bullet bill cannon. There is another koopa paratroopa here, but like the other one, I only recommend killing it if you have firepower. There are four breakable bricks above you that are divided into twos. The leftmost brick in the right pair of bricks is a multi coin block. I don't usually

get this, because I don't feel safe with the bullet bill cannon to the right of you that could shoot a bullet at any second; if you get it, be very cautious. Now jump over the bullet bill cannon to your right, and then jump over the pit, and then over the pirahna plant infested pipe. Two raging hammer brothers occupy two brick platforms. Kill them if you are feeling bold. Now, jump ontop of the pipe to the right of the hammer brothers. Stand on the left edge of this pipe and jump up; this will reveal a 1-up mushroom if you got all the coins in world 6-3 (if you did not collect all the coins in 6-3, the 1-up mushroom will not appear). The pipe that follows the hammer brothers is a warp pipe that will take you to a secret bonus room, you can go in if you choose to. Run to the right and jump over the small bullet bill cannon, and then over a pipe. kill the green koopa troopa here, and over the small pipe, which is the exit pipe for the bonus room if you chose to go in it. Now jump over the bullet bill cannon and then over the following pipe. Two more hammer brothers follow this pipe, you can either kill them or dodge them, it does not matter. To the right of where the hammer brothers are is a pillar that is three blocks in height; jump over it. Now jump over the double bullet bill cannons. There is a spring board here; use it to spring yourself up to the block above which contains a powerup. Now jump over the staircase, and you'll find another staircase on the other side. A buzzy beatle will be walking down the stairs, jump over it. Now, jump to the other side of this staircase, and touch the flagpole to finish the level.

=====
World 7-2 - Super Mario Bros. Walkthrough
=====

You will start off the level with a clip of you walking into a pipe. Then you will fall into the water, which is where you will take control of yourself. Swim to the right over some red seaweed and collect the two coins sitting there on the sea floor. A blooper (squid enemy) will swim toward you, just swim past him. Keep swimming; just before you come to some more seaweed, there will be three coins with a blooper guarding them. Get all three of the coins while avoiding the blooper. Now swim over the seaweed, and get three more coins that are sitting on the sea floor. Swim past another blooper, then two sets of seaweed, then two more bloopers; you should come to a pit with three coins in it. Get the three coins if you are feeling daring. Now swim past some cheep cheeps (fish enemy) and then past three bloopers, and then over another tuft of seaweed. Swim past two more bloopers and then get the three coins laying underneath a platform with seaweed on it. Swim a little bit farther to the right until you see three more coins resting a little bit to the left of a platform below. Now swim to the right over another tuft of seaweed until you come to another pit similar to the previous one in this level. Grab the five coins that are shaped like a smiley face, but be careful not to get sucked in by the imaginary whirlpool. Now swim to the right out of the pit area and over two more tufts of seaweed. Swim a bit more to the right until you see another pit, except this one is enclosed. If you are feeling extra daring, then you can try to get the six coins that are in the enclosed area of the pit. Beware that there is a blooper in the area that could trap you in the pit, and also beware of the invisible whirlpool that will try to suck you into the pit. Weather or not you get the coins, swim to the right of the enclosed pit area and you will come to four platforms that have two bloopers swimming around them. Dodge the bloopers, and swim into the horizontal warp pipe which is located at the right of the four platforms. The warp pipe will warp you to a staircase outside. Climb the staircase, and make a running jump

to the flagpole at the right to finish world7-2.

=====
World 7-3 - Super Mario Bros. Walkthrough
=====

Jump onto the tree platform, and then up the staircase to the bridge. At this time, a large amount of cheep cheeps will start flying through the air; do your best to avoid them. Run exactly half way through this bridge and you'll find a green koopa troopa walking to the left that has four coins above him. Get the four coins, kill the koopa troopa, and continue on your journey. A little bit farther down the same bridge, there will be a bouncing green koopa paratroopa; kill it. A little to the right of the koopa paratroopa is the location of five coins which you should now get. Now, walk to the right edge of this bridge, and jump to the right onto bridge number two. There is a red koopa troopa on this bridge, kill it. There is also four coins on it. Get the four coins, and jump onto bridge number three. The only thing on bridge number three is a red koopa troopa which you should kill. Now walk to the right edge of bridge number three, and make a leaping jump onto bridge number four; be sure to get the three coins that are in the air in the middle of your jump. Now that you are on bridge number four, hit the single question mark block sitting on it. A power up will emerge, grab it. Now walk to the right edge of bridge number four and jump to a lower tree platform; be sure to get the three coins that are in the air in the middle of your jump. There is a red koopa troopa on this tree platform, kill him. Now walk to the very right of this tree platform and jump onto bridge number five, which is an extremely small bridge that has no supports. Jump to the right of bridge number five, and onto bridge number six. On bridge number six, there is a gliding green koopa paratroopa guarding six coins, which just happens to be the very first gliding paratroopa of the game. Kill it by jumping on it twice and kicking it. Now, grab the six coins that he left behind. Now walk to the very right of bridge number six, and jump onto bridge number seven, which is a two blocks lower than bridge number six. You will see another green floating koopa paratroopa here, kill it the same way you did the previous one. Now, get the four coins that it was guarding. Now walk to the right edge of this bridge, and jump onto bridge number eight. Walk to the right edge of bridge number eight, and jump onto bridges number nine, ten, and eleven which are three consecutive extremely small bridges, with no supports, that are all exactly the same. Be sure to get the six coins above these three elevators. Now, after you have gotten all six coins, jump onto bridge twelve. As soon as you jump onto bridge number twelve, the flying cheep cheeps will cease, making it easier for you to finish the level. Follow bridge number twelve to the end, where you will find a tiny staircase that will lead you to another tree platform. Go to the right edge of the tree platform, and jump over the small pit area. Now climb the huge staircase to your right, and make a running jump to the right to touch the flagpole, which will lead you to world 7-4.

=====
World 7-4 - Super Mario Bros. Walkthrough
=====

Run down the tiny staircase, and to the edge. Now jump onto the falling elevators. As soon as you jump on them, they will rapidly fall, so jump quickly. When you make it to the other side, there will be two routes in which you can take (overhead, or underneath). Take the underneath route.

Follow the underneath route until the path is divided into three. At this time, you should take the middle route. So, jump onto the lower row of bricks, and follow it to the right edge. At the right edge, you can take to paths (upper or lower). Take the upper path. Follow the upper path to its right edge and then fall off of it to the platform below. Travel as far right as you can until you see a lava pit, and a firebar, and various platforms. Now, use the "stump" platform to the left of you, and use that to jump onto the platform above the firebar. Carefully navigate yourself past the firebar, and the two holes on both sides of the firebar. Walk to the right edge of this platform, and you will see some more horizontal platforms, that make up three rows. Take the middle row. There are holes in the middle row. If you fall down one of the holes, quickly jump back up onto the middle row again. Follow the middle row to the its end. Look to the right and you will see a brick formation that is shaped like a sideways L; jump onto that and follow it until it ends. Now jump off of it, and continue to the right. Jump over two bunkers in the ground. At this time, you will start to see the vile flames of the koopa kings gruesome breath. Continue to the right over three more bunkers. Continue to the right, and you will find yourself face to face with the evil koopa king himself. Watch out, though. This koopa king is one of the hardest koopa kings to defeat. Infront of him, he will have a podoboo jumping in and out of the lava, and he also constantly chucks an enormous amount of hammers. If you have firepower, then shoot him five times, and he will die. However, if you don't have firepower, then you'll have to touch the ax to the right of him. I don't recommend trying to jump over him, because the hammers could hit you. instead, I recommend trying to run under him on one of his jumps. However you maintain to do it, touch the ax on the right side of him, which will make the bridge fall, and the koopa king fall into the lava pit. Then, the screen will scroll to the right, and you will be greeted by (yet another) mushroom man. He will deliver the same message that the previous six mushroom men said, which is "Thank you Mario! But our princess is in another castle!"

=====
World 8-1 - Super Mario Bros. Walkthrough
=====

Run to the right and jump over the buzzy beatle, and then over the four goombas that follow. Now jump over the green pipe, and you'll find two koopa troopas on the other side. Kill the koopa troopas, and look to the right. You will find several small one block length pits. To get across all of the tiny pits, run at full speed, and Mario/Luigi will glide right over all of them. To the right of all the tiny pits is a green koopa troopa, just jump over him and he will walk himself into the pit. Grab the lone coin, and then jump over the three goombas that follow it. Now head right and jump over the pirahna infested pipe. You will see a buzzy beatle trapped in between two pipes. Don't try to do anything with this buzzy beatle; just leave him alone. Now jump over another pirahna infested pipe, and grab the lone coin to the right of it. Now jump over yet another pirahna infested pipe, and get the lone coin that follows. Now walk up to the next pipe, which just happenes to be a special warp pipe. If you go down the pipe, you'll be transported to a bonus room. Moving on, use the top of the pipe to jump up and grab the two coins in the air, and then bash the three goombas below you. The following pipe is the exit pipe for the bonus room if you chose to go in it earlier on in the level. To the right of that pipe is five green koopa troopas. Stomp the leftmost koopa troopa and kick him to the right. He will knock the remaining four koopa troopas off the screen, but make sure you dodge

the shell when it bounces off the pipe and ricochets back at you. Now, head to the right and jump over the pipe there, and kill the three goombas in that area. Now go to the right and jump over a four block structure. You will find a flying koopa paratroopa here, but try to avoid it. There is an invisible coin brick block half way in between the two pillars. Jump up to reveal it. Now jump ontop of it, and jump up to reveal a multi coin box. Now, jump over the pillar to your right and there will be another set of small one block length pits. To get across them, run at full speed and you will glide right over them. There are also, two green koopa paratroopas in the middle of the small pits, so you'll have to dodge them as you glide across. Anyway, on the right side of the small pits, you will find a row of bricks. The thirdmost left brick contains a starman. Get the starman, and take it to the right to glide across the small pits, and kill the two koopa troopas there. Jump over the small, two brick pillar. Run to the right and jump over the large pit, make sure you get the two coins in the air of your jump. Now bash the three goombas in that area. Now look to the right and you will see a small pit followed by a pipe. While taking careful notice of the pirahna plants that will pop out of the pipes, jump on the pipe, and then jump on the two following pits to get across the pit. Now you will see a buzzy beetle, run past it. Now, run to the right past three goombas, then past two more pairs of goombas (seven in all). Now jump over a six step staircase, you will find a buzzy beetle. Kill the buzzy beetle, and grab the two coins in that vicinity. Now jump over the two consecutive pits, but make sure you get the two coins in the midpoint of your leap. Once on the other side of the two pits, run to the right and you will find a koopa troopa trapped inside two small pillars. Ignore the koopa troopa, and keep running. You will soon find another set of consecutive pits similar to the previous one, except the middle platform is a mere single block space. I find this obstical easier to do without a running jump. So, just get a normal jump, and don't stop in the center island, or you will lose momentum. Instead, just keep your pace and jump to the other side. Once past this horrid obstical, run to the right past four green koopa troopas until you come to a pipe. Jump over this pipe, and then jump over a smaller pipe that follows. Carefully jump to the top of the staircase to your right, making sure that you don't accidentally fall into one of the pits. When you get to the top, make a running jump to the flagpole at the right to finish 8-1.

=====
World 8-2 - Super Mario Bros. Walkthrough
=====

Run to the right over a green koopa paratroopa, and over a tiny pit. At this time, you should notice a lakitu above you that will drop little spinys. Try to ignore the lakitu for now. You should see another koopa paratroopa to your right. Jump over it and let it hop into the pit. Now climb to the very top of the staircase. At the top of the staircase, you will have a chance to kill the annoying lakitu. If you want to kill him, just bash him ontop of his head. Now jump off of the staircase to the right. You will see four question mark blocks, all of which contain coins. Hit them all and proceed to the right. Jump over a tiny pit and you will come to a springboard. When you jump on the springboard, the lakitu will leave the screen never to be seen again (if you did not already kill him). Bounce on the spring board and hit the brick directly above you to reveal a hidden 1-up mushroom. The 1-up mushroom will slide on the brick formation above you to the right. So, run to the right over several single brick pits, and past three koopa paratroopas. When the brick formation above you ends, the 1-up mushroom will fall, which is

when you have the opportunity to grab it. Run to the right over two pits and overtop of a bullet bill cannon. Ignore the koopa paratroopa, and jump over the koopa paratroopa. Run overtop of the double bullet bill cannon, and ignore the koopa paratroopa to the right of it. You will see a double brick structure here; bash the right brick to reveal a powerup. Get the powerup, and then direct yourself over another bullet bill cannon. Try your best to ignore the buzzy beetle that is hanging around this vicinity. Now jump over the tiny bullet bill cannon, you will find two buzzy beetles here along with another cannon above you. Ignore all of these objects, and then jump over a relatively tall cannon to your right, and you will come across a tiny green pipe. Jump over the green pipe and continue over a small pit until you come across a second green pipe. Now, look to the right of the green pipe, and you will see two tiny island platforms followed by a huge pit. To get across the huge pit, make a running jump onto the rightmost island platform, and as soon as you touch the island platform, jump off of it. If done correctly, you will clear the pit with a few blocks of leighway. As soon as you make it across the pit, you will find a green pipe. This green pipe just happens to be a special warp pipe; you can go in it if you choose to. If you do not go in it, then jump over it and run up to the following green pipe. This is the exit pipe from the warp pipe that you could have gone in earlier on in the level. Now run past the three koopa paratroopas (which may or may not be there depending if you took the warp pipe or not). Jump over an island brick that contains a bullet bill cannon so that you safely land on the right side. Jump over the two goombas that occupy the staircase. Jump past a double bullet bill cannon that is trapping a buzzy beetle with the staircase. Now run to the right until you find a broken staircase with a koopa paratroopa hopping down it. Avoid the koopa paratroopa and carefully navigate your way to the top of the staircase. Now make an honest jump to the flagpole to finish world 8-2.

=====
World 8-3 - Super Mario Bros. Walkthrough
=====

Run to the right and jump over a bullet bill cannon. Avoid the koopa paratroopa, and jump over another, taller bullet bill cannon. Continue running to the right and jump onto a green pipe that contains a pirahna plant. To the right of you is two parallel horizontal brick rows that are occupied by two hammer brothers. While taking careful notice of their flying hammers, kill them both by bashing them by underneath or by spitting fire at them. When they are both dead, jump onto the lower brick platform, and bash the second to last brick in the top row to reveal a powerup. Grab the powerup, and continue to the right. Jump over a pit and onto a small staircase, and then over the following pit. Keep running to the right and jump over another bullet bill cannon. Avoid the koopa paratroopa that follows, and jump over a three brick pillar. Now continue running to the right until you come to another pillar that is wider and taller than the previous one. Jump ontop of it, and then look to the right; you will find another set of parallel horizontal bricks occupied by two hammer brothers, very similar to the previous one in this level. Kill the hammer brothers the same way you killed them earlier on in this level. Bash the second brick in the top set of bricks to reveal a powerup. Now, grab the powerup. Now jump to the right over a pit and onto a green pipe, and then over another pit. You will see a green koopa troopa; jump on his head and kick him to the right. Follow the shell to the right, and it may knock out two more grounded hammer brothers. If the shell doesn't kill the hammer brothers, then you will have to either kill them with firepower, or avoid them. To avoid them,

you can either do one of two things; get a running start and jump over their heads, or run under them on one of their jumps, it doesn't matter how you do it. Run to the right past two hammer brothers. You will now come to a pipe. Jump over the piranha infested pipe, and drop to the right of it. Now, run to the right, and you will find yourself facing a hammer brother. Kill/avoid him the same way you did the previous two, and then you will be faced with another hammer brother; kill this one the same way you did the previous three in the level. Look just a little bit past where the last hammer brother was, and you will find a white line in the background. This white line is actually a multi coin brick that is disguised with the background. Hit the multi coin brick as many times as you can until it runs out of coins. Now walk to the right and jump over a small two block pillar; you will see several floating bricks in the air. Hop on them, and jump to the top as if they were skipping stones. When you get to the top, make a running jump to the flagpole at the right to finish this level.

=====
World 8-4 - Super Mario Bros. Walkthrough
=====

World 8-4 is basically a huge maze level; if you go the wrong way you will be lost. I will provide you with the correct path. Run down the staircase, and jump over the lava pit. Run to the right over two white pipes, both of which contain piranha plants. Kill the three white goombas that are walking back and forth, and then jump above to a higher platform. You should see a huge lava pit to your right. Luckily for you, there is a sidescrolling elevator at the base of the lava pit. Use the sidescrolling elevator to safely cross this pit. Once on the other side, you will see a huge white pipe that is barely sticking out of the ground. Go in it. It will lead you to the next part of the level. Now, head to the right and jump over a pit. Ignore the two buzzy beetles that are walking back and forth in that vicinity. Now jump over another white pipe, and kill the two green flying koopa paratroopas that are hopping in that vicinity. Jump over another pipe and the lava pit that follows it. You should see a pipe above in the air that you cannot reach and two more koopa paratroopas hopping your way. Eliminate the two koopa paratroopas by bashing them twice and kicking them. The pipe that you see in the air is the pipe that you need to get into. To get to it, there is an invisible coin block that you need to hit that is located two brick lengths to the left of the pipe. Hit this coin brick, and then use it to jump to the top of the pipe. Now, go in the pipe. When you come out of the exit pipe, direct yourself in the right direction and jump over a pipe. As soon as you jump over this pipe, a horde of cheep cheeps will start flying across the screen. Now run to the right over another piranha infested pipe and you will find yourself at a lava pit. Jump over the lava pit, and go down the first pipe to the right of the lava pit. This will lead you to an underwater area. In the underwater area, swim to the right past a firebar and the room will become much wider. Swim past the blooper (squid enemy) and past another firebar. Remember that as long as you are walking on the seafloor, the bloopers cannot touch you. Now swim past another three firebars, and two more bloopers, and you will see a horizontal pipe. Wait for the firebar to position itself safely for you, and then walk into the pipe. This pipe will lead you onto dry land. Now run to the right and jump over a pipe. Now, there will be a lone hammer brother throwing a massive amount of hammers. Carefully, do the best that you can to kill him by bashing him on the head. Now jump over the podoboos infested lava pit to your right. You will now start seeing the flames of the koopa king's fiery breath.

Super Mario Bros. - The Lost Levels (or "TheLost Levels" for short) was originally released in Japan as the sequel to Super Mario Bros., so it was called Super Mario Bros. 2 in Japan. However, American gamers recieved a completely different sequel to Super Mario Bros. There was a game called Super Mario Bros. 2 released in America, but it was completely different to the Super Mario Bros. 2 that Japanese gamers recieved.

You might have heard people talking about The Lost Levels, and not thought anything about the name, but that's exactly what they are to American gamers -- lost. This game is commonly refered to as The Lost Levels, but believe it or not, it was never called "The Lost Levels" until Super Mario All-Stars came around and gave it that name. Before hand it was always just called Super Mario Bros. 2 (Japan), and never really had a better name. Personally, I think The Lost Levels is a much cooler name.

Now that you understand what happened, you might be wondering: why? Why did Nintendo release a different Super Mario Bros. sequel to the American gamers? If they already had the game developed, why didn't they just release it? The reason for this is quite insulting. Basically, a bunch of idiotic CEO officials at Nintendo decided that The Lost Levels was too hard for American gamers. They decided that all American gamers don't like challenges and find great satisfaction in themselves when they beat an easy game. Of course, this wasn't their exact words, but that's basically what they thought. After all, The Lost Levels IS much harder than the original Mario game. It's is a lot more challenging, but that's still a bit of an insult. After all, who wants a challenge? (sarcasm)

Anyway, the solution that our big name CEO personelle officials came up with was to take an already existing Famicom game, change the main characters into Mario Bros. characters, mildly change the graphics, change the title screen, and BAM, new game. And this is exactly what happened. Nintendo took the already existing game Yokemojo Doki Doki Panic (Translation: Dream Factory Throbbing Panic), made some tweaks, and BAM!, it was turned into the American version of Super Mario Bros. 2. If you think about it, the American Super Mario Bros. 2 was so much different from all other Mario games, and that's because it originally wasn't a Mario game at all! Observe this timeline:

- Super Mario Bros. (J) is the same exact game as Super Mario Bros. (U).
- Super Mario Bros. 2 (J) was released in Japan, but was never brought to America until Super Mario All-Stars. It was also released as a bonus called "Super Mario Bros. for Super Players" onto Super Mario Bros. Deluxe for Gameboy Color. It was never released in America as it's own game.
- Yokemojo Doki Doki Panic, a game for the Japanese Famicom console, is essentially what American gamers recieved for Super Mario Bros. 2. After much editing and facelifting, Yokemojo Doki Doki Panic was turned into Super Mario Bros. 2 (U). The characters were turned into Mario, Luigi, Toad, & Peach, and the title screen was changed to say "Super Mario Bros. 2", rather than Japanese text saying "Yokemojo Doki Doki Panic". Also, many sprites were altered a little bit, and Nintendo also added the scene at the end where Wart dies, and you see Mario sleeping.
- Here's an interesting twist. Many years after this whole ordeal took place, Japanese gamers recieved a game called "Super Mario USA", which was the American version of Super Mario Bros. 2. With the exception of a simple title screen change, the two games were completely identical.

Name: Bullet Bill

Points: 200

Description: He is the bullet that gets launched out of cannons in level 8, and in some other parts of the game. Jump on top of him to defeat him.

Name: Buzzy Beetle

Points: 100

Description: They have a tough black shell, which makes it invulnerable to fire power. The only way it can be killed is to jump on it, and kick it off a cliff. Be sure not to jump on it and kick it at a pipe, because it will bounce back at you!!

Name: Cheep Cheep

Points: 200

Description: Cheep Cheeps are the annoying flying fish. They don't always fly, though, sometimes they are found swimming around with the Bloopers. You can kill them by shooting them with fireballs if you are Fiery Mario, or by jumping on them. However, you can only jump on them if they are above land.

Name: Hammer Brother

Points: 1,000

Description: The Hammer Brothers are the green foes that throw an endless supply of hammers. They are seen in various parts of the game, but are notorious in World 8-3. To kill them, shoot them with fireballs, or jump on them. It's dangerous to attempt to jump on them, because you might get clipped with a hammer; be careful.

Name: Koopa Paratroopa

Points: 400

Description: There is both a red variation and a green variation of the Koopa Paratroopa. They are nothing but winged Koopa Troopas! Some of them fly only up and down, while others fly left to right. Shoot them with fire to kill them, or jump on them twice and kick them far away.

Name: Koopa Troopa

Points: 100

Description: There is both a red variation and a green variation of the Koopa Troopa. They are soldiers of the Turtle Empire, his orders are to find and destroy Mario. The green ones are not very intelligent -- they will walk right off a cliff. However, the red variation has some common sense, because it will turn around when it approaches a cliff. They can be killed by shooting them with fireballs, or jumping on them once and kicking them away.

Name: Lakitu

Points: 200

Description: Lakitu is also a member of the Turtle Empire, whose orders are to hunt down and destroy Mario. Lakitu is the turtle that hides in the clouds and throws spinys down at you. His first appearance is in 4-1, but he will appear several other times after that. He can be killed by jumping on his head, or by using firepower.

Name: Goomba

Points: 100

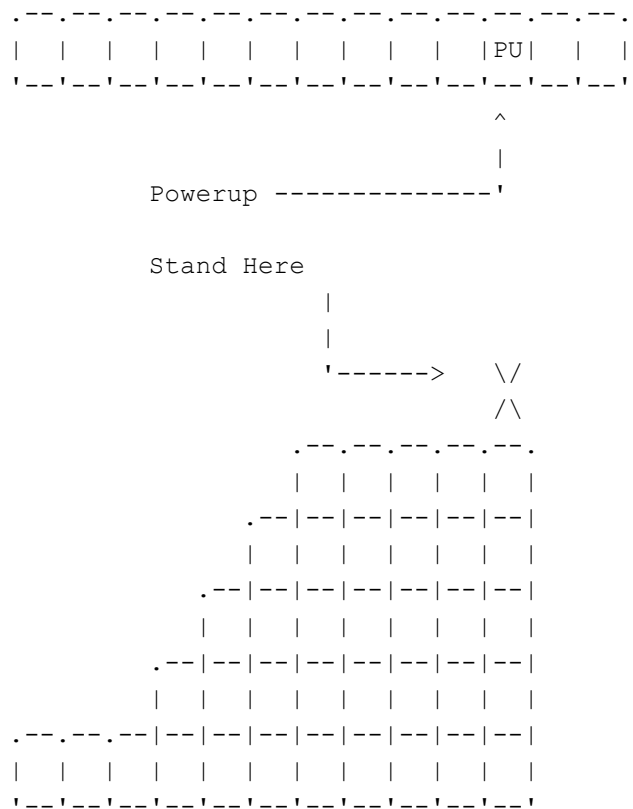
Description: A Goomba is the most common enemy in the entire game. He is the first guy you come across. They don't do anything special, just walk around. To kill them, simply jump on their heads, or shoot

a row of 4 Question Mark blocks beneath it. The left 3 blocks contain coins, while the right block is a Powerup, which is possibly a Fire Flower. Now continue to the right past a Koopa Troopa, another Pirahna pipe, and a Goomba. Climb the huge staircase to the top, and make a huge leap toward the flagpole, and the level is completed!

=====
 World 1-2 - The Lost Levels Walkthrough
 =====

In this underground action scene, ignore the Green Koopa Paratroopa, and then get a running start to the right and jump over the huge pit. Be sure to make your jump BEFORE the lone block. If you try to stand on the lone block and then jump over the pit, you will not have enough momentum, and you'll fall in. So be sure to get a running start and jump BEFORE the lone block.

Walk to the right some to the top of the staircase. There is a powerup above, which is hard to get, follow my ASCII map to see where it is.



After hitting the Powerup, there still lies the extra tough realization of obtaining it. If the Powerup is a Fire Flower, then you will not be able to get it, so give up now. However, if it is a Power Mushroom, then follow it to the right past the Pirahna pipe and two Goombas, and it will drop from above, this is where you grab the Power Mushroom. Now continue over another Pirahna pipe, and you'll see a Buzzy Beetle below. There is an invisible coin block above the Buzzy Beetle. The invisible coin block is there to aid you in getting to the blocks above. If you wish to get to the blocks above, which will essentially allow you to run overtop of the entire level, then hit the invisible coin block, jump on it, and then jump onto the bricks there, and run overtop of the entire level, and skip to 1-3. However, if you're taking the harder, fairer way, continue with this text.

Continue to the right and you'll see a standing still elevator platform. As

soon as you jump on this, it will lower, so jump on it, and quickly jump to the next elevator platform to the right. There are four of these elevator platforms in a row, so navigate through all 4 of them. When you pass these elevator platforms, continue past 7 more Pirahna pipes, and then eliminate the three Koopa Troopas there. Jump over the pit to the right and land on another still standing elevator platform. Quickly jump off of it onto an ascending set of elevators to the right, then land gracefully on solid ground to the right. Jump over the two small pits and go into the pipe.

In the new area, go to the right, and climb up the huge staircase, and lunge as high as you can at the flagpole. This ends the level.

=====
World 1-3 - The Lost Levels Walkthrough
=====

Get a running start to the right and jump onto the lone tree platform. From there, jump to the right onto the balance elevators, and then onto the tree platform to the right. Get the five coins here, and kill the red Koopa Troopa, then drop to the platform below. Kill the two Red Koopa Troopas there, and you will see a Blooper out of water! You can kill the Blooper by jumping on his head if you wish. Head to the right over two more pits, a red Koopa Paratroopa, and onto the sidescrolling elevator platform. From here, jump to the tree platform above and collect the coins there. Another Blooper will annoy you now, kill it if you wish. Now make a long jump onto the balance elevators, and from there, onto the tree platform below. Defeat the red Koopa Troopa there, then jump onto the double set of bricks, and then onto the high tree platform to the right. Continue to the right past 2 more tree platforms, and defeat the red Koopa Troopa there. There is a Question Mark block which contains a powerup, which I highly advise you to get. Jump to the right onto the next tree platform, get the four coins there, and then jump onto the side scroller elevator. From there, jump onto the balance elevators, and then onto the next tree platform. Now jump to the tree platform to the right, and then make a huge leap towards the flagpole, as huge a leap as you can! Touching the flagpole will end the level, sending you to 1-4!

=====
World 1-4 - The Lost Levels Walkthrough
=====

Head to the right past the first firebar, and jump over two lava pits. Hit the Question Mark block and a powerup will emerge, which is always a good thing to have inside the walls of a castle. Jump over the next pit to the right and dodge past the next firebar. Continue to the right until the platform you are on ends. Now there will be a row of horizontal bricks with two firebars on it, which divides the path in half. You can either go ontop of the bricks or underneath them, but I recommend going above them. So go above them, and navigate past the two firebars there, and jump over the pit to the right. Walk up the small staircase, past two more firebars, and defeat the green Koopa Troopa there. Continue past two more firebars to the edge of the platform there. By now, you should start to see Bowser's flames shooting toward you, which is an extra obstical you will have to dodge. Continue to the right over a pit, and past the firebar there. Continue past several small pits (you can run over them if you're going fast enough), and then overtop of

three small pillars. Now continue to the right and BAM!, it's the evil Koopa King also known as Bowser. There is a small moving elevator platform you can use to get by him, or you can just jump over him. If you have firepower, you can also shoot him five times with fireballs to kill him. Either way, just touch the ax that Bowser defends, and the screen will scroll to the right, thus ending the World. You will free Toad from the bag he was put in, and Toad will tell you that Princess Toadstool is in a different Castle, which is your cue to go to World 2.

=====
World 2-1 - The Lost Levels Walkthrough
=====

Run to the right and go up the staircase. Continue to the right, and five green Koopa Paratroopas will hop your way. Ignore them all. There is also three Question Mark blocks there, the outer two are coins, but the middle Question Mark block is a powerup, so be sure to hit at least the middle one. Continue to the right and jump over the huge water pit. Start going up the stairs there, and you'll see a set of three bricks above. Hit the middle brick and a Power Star will emerge. Grab the Power Star, and head to the right. When you get to the edge, jump onto the Pirahna Pipe below. Don't worry about hitting the Pirahna, because the Power Star will automatically kill it. Jump to the right onto two more Pirahna pipes, and then onto a tree platform. Walk to the right and jump onto the side scrolling elevator platform, and then jump onto the tree platform to the right. There is a spring board here. This is a super spring board. Jump on it, and it will spring you very high and very far. Be sure to press Y as you bounce on the spring board to spring high into the air. Spring high into the air and to the right, and you will skip the water pit below. When you land back on solid ground, continue to the right to a Pirahna Plant pipe. Wait for the Piranha to descend into the pipe, and jump ontop of the pipe. One of the bricks above will reveal a vine when you hit it, and a few below are invisible coin blocks. View my ASCII map below:

```
.--.--.--.--.--.--.--.
| | | |VN| | | | |
'-----'-----'-----'
      ^
      '-----Vine Brick

      .--.--.--.--.--.--.--Invisible Coin Bricks
      v v
      .--.--.--.--.--.--.--.
      |IC|IC| | | |
      .-----'-----'-----'
      |_____|
      |_____|
      |_____|
```

I highly advise you hit this vine brick. However, if you do not want to hit it, then just move to the right to the set of four Question Mark Blocks, and skip the paragraph below.

Climb up the vine into the Bonus Area. Walk to the right and jump on the cloud. This will cause the cloud to move to the right. Stay on the cloud

— |
|IC| <-'
'--'

—

Now you know where the Invisible Coin Blocks are. Hit the lower Coin Block, and then jump on it, and hit the higher Coin Block, then jump on it. Wait for the Pirahna plant to lower into the pipe, then jump onto the pipe, and then jump all the way to the right to the other side of the pit. Continue past two Koopa Troopas, a Pirahna pipe, a pit, a red Koopa Troopa, two Goombas, a green Koopa Paratroopa, and continue to the right until you get to a pit. Jump onto the set of three bricks above, and from there, jump across the pit. Climb the giant staircase, and dodge the set of three Goombas. From the top of the staircase, jump to the right into the flagpole to finish the level.

=====
World 2-3 - The Lost Levels Walkthrough
=====

World 2-3 is a bridge stage, meaning that there are many bridges, which means that you will have to jump a lot.

Start 2-3 off by running to the right up the 3 stairs, and continuing onto the bridge. Jump over (or kill) the three Koopa Troopas there, then jump to the right over two pits two bridges to the right. Flying Cheep Cheeps should start attack you at about now. Continue three bridges to the right past a green and red Koopa Paratroopa, then you'll see four Question Mark blocks above you. The top left Question Mark block here is a Powerup, so hit it for either a Mushroom or a Fire Flower, depending on your current size. Continue to the right past a red Koopa Troopa, and an Air Blooper. Jump over the pit to your right, and you'll be on a tree top. Continue to the right onto another treetop, and then retire from the treetops onto a set of 3 small bridges. Kill the green Koopa Paratroopa, and get the 4 coins there, then make a long jump to the right of the 3 small bridges onto another treetop platform. Jump over the pit to the right onto another treetop platform, and then over another pit onto the small bridge there. Continue to the right onto a longer bridge with a red Koopa Troopa on it and 9 coins. Collect the 9 coins and kick away the Koopa Troopa, then jump over the pit to the right onto the treetop platform. From there, continue to the next treetop platform, and from there, make a long dashing leap towards the flagpole to finish the level.

=====
World 2-4 - The Lost Levels Walkthrough
=====

Walk down the 3 steps, and continue to the right. When you get to the wall, jump to the platform above, then kick away the green Koopa Troopa there. Walk a few more steps to the right until you get to the edge of the platform, and

wait there for the three Goombas to unknowingly walk themselves into the pit below. When this happens, fall down the pit, and hold RIGHT so that you land on the platform and do not fall into the lava pit. Continue to the right past a set of two Koopa Troopas, and then a set of three Koopa Troopas, totaling five of them all together. A firebar is spinning from a used block, positioned at the base of a lava pit. To successfully get across the lava pit, you must wait for the firebar to spin down low, and then quickly run onto the used block, and then make a leap across the huge pit. Once across the pit, walk up the three steps. There is a hidden powerup block here, use my ASCII map below to see where it is:

```

      |
    .--.
    |PU|
    '---'-----

```

```

      .-----
      |
      .--|
      |  |
      .--'|
      |  |
      .--'|
      |  |
      .--'|-----

```

lavapit

I highly recommend to get the powerup. It is designed so that you you can't get to it if it's a Fire Flower, but if it's a Fire Flower, you can still get it by slowly walking to the right so that the block space to the left of the powerup is HALF off the screen, then walk all the way back to the left and jump up (the screen will then push you into the Fire Flower).

The area to the right gets pretty hard. There are two rows you can take, and firebars and a Podoboo will infest each row. If you choose the bottom row, you will have to run across those tiny one-block length lava pits. When you get past this part, jump over a Podoboo infested lava pit and land on the ground. To the right is a clockwise spinning firebar spinning on a used block. When the time is safe, quickly jump on the used block, and then quickly onto the two block length platform slightly to the right. There is another firebar to the right, this one is spinning counterclockwise. When the time is safe, drop down from the platform you are on onto the used block, and then quickly run across the one-block length lava pit to the right onto a small clean platform. There are two more lava pits to the right, Podoboos infest both of them. Wait for the Podoboos to fall back into the lava homes, and then jump over both pits. After jumping over both pits, the battle against the vile Bowser will begin. Bowser is easy. You should know how to kill him by now. Just jump over him and touch the ax to make the bridge fall, making you victorious. If you have Fire Power, you can also shoot him with five fireballs. On a side note, there is a coin box located in the bottom right box of the left brick formation. After beating Bowser, you will open a bag, but it will not be Princess, it will be two Toads. Set them free, and they'll inform you to try the next castle. Well, it's onto World 3...

=====
World 3-1 - The Lost Levels Walkthrough
=====

Walk to the right, and you'll see two Hammer Brothers jumping on two rows of horizontal bricks. Defeat these two pests, then hit the 5th brick to the left on the bottom row for a Starman. Jump over the pit to the right, and there will be a row of Question Mark blocks. Get the 3 leftmost Question Mark blocks for single coins, but leave the rightmost block alone, as it contains a Poisonous Mushroom. Stand on the lone brick, and hit the Question Mark block above it for a Powerup. Quickly grab it if it's a Power Mushroom, but take your time if it's a Fire Flower. Continue on the Question Mark blocks platform to the right, and jump over the pit. Defeat the Red Koopa Troopa and Red Koopa Paratroopa there. When the Pirahna Plant is inside his pipe, jump onto his pipe, and jump up where the brick is missing to reveal a hidden coin block. To the left of this pipe, use the lone block there to jump up onto the horizontal brick platform to the upper right, and continue along this platform until it ends.

Past the pipe there, defeat the 3 Red Paratroopas and the Green Troopa. Jump over the small pit to the right, and jump ontop of the Bullet Bill Cannon. To the right, there are 3 Question Mark blocks. There is a powerup in the leftmost one, so if you want to risk hitting a Green Koopa Troopa, or getting shot at by a Cannon, then try to get this Powerup, but if you already have Fire Power, or don't want to risk it, I don't recommend trying for it. Jump over the two Cannons to the right, and then kill the Red Paratroopa there.

Jump ontop of the Pirahna pipe there, you might need to get a running start to do this. Once ontop of the Pirahna Pipe, there are 3 more pipes to the right of you. The leftmost of these 3 pipes you can go into, which will lead you to a bonus room. If you want to go into the bonus room, read the rest of this paragraph, but if you want to skip it, skip down to the next paragraph. Inside the bonus room, get as many coins as you can, and then exit via the pipe to the bottom right. You will be brought back into 3-1 from a pipe that you already passed. When this happens, there is a hidden block pressed up against the left side of the vertical blocks, hit it to reveal a Powerup. Get the Powerup, and stand ontop of the used block that the Powerup came from, and then jump up to break a brick above, then jump through this hole you just made, and fall to the right. Continue past a Pirahna Pipe, 3 Red Paratroopas, a small pit, a Cannon, 3 Koopa Troopas, 3 Question Mark Blocks, 2 more Cannons, and over one more Pirahna Pipe, and you will be back at the same pipe that you started from. You can go into the bonus room as many times as you'd like, but don't do it too many times, as Time runs out quickly.

Continue to the right past two more Pirahna Pipes that both have Red Troopas on them. As you progress, avoid the Green Paratroopa, and jump over the small pit. The springboard there is a super spring board, which will spring you high above the level. It will actually allow you to BYPASS the flagpole to end the level, BUT DO NOT DO THIS!! If you spring yourself over the flagpole, you will be forced to go into a Warp Pipe that leads back to World 1-1! I recommend jumping over the 2nd pit without the help of the springboard, but if you must use the springboard, be sure you do not fly over the flagpole (and if you do, you can still jump on it from the right side, or if you landed too far to the right, just let time expire).

After the springboard and the pit, walk up the staircase, and get a good jump toward the flagpole to end the level.

=====
World 3-2 - The Lost Levels Walkthrough
=====

Ah, the first underwater stage!

Swim to the right past a Blooper and a pit. Continue past a 2nd Blooper, and there will be 3 coins directly above a 2nd pit, get them if you are feeling risky. Continue swimming to the right past several miscellaneous fish, and you will soon come to an area where there are bricks down low, and up high, which will force you to swim through the center of the stage. Do this, and then get the 4 coins directly afterwards. Continue to the right past some seaweed, and get the long string of horizontal coins, but avoid the Green Koopa troopa that seems to be holding his breath just well. Continue past another Blooper and two more pits, then another Blooper. Continue past the red Koopa Paratroopa somehow flying underwater, and then swim over the row of Horizontal blocks, and under the seaweed. Get the coins that follow, and then swim clear of the pit.

Swim past a Red Koopa Troopa, another Blooper, and a pit, you can get the 3 coins at the left side of the pit if you are feeling risky.

Continue swimming to the right past 3 pits and some random seaweed, get the five coins in between the seaweed if you want. Continue past a block structure that looks like a backwards C with a block missing on the bottom. Continue to the right past this pit, and avoid the Red Koopa Troopa walking along the sea surface, but get the coins he is guarding. A little bit more to the right is the pipe that leads back onto dry land. Go into this pipe. Back on dry land, continue up the giant staircase to the right and make a large leap into the flagpole to end the level.

=====
World 3-3 - The Lost Levels Walkthrough
=====

Another tree level. This is one of my favorite levels in the game.

To the right, jump onto a tree, then drop onto another tree that has 3 Koopa Troopas on it. Proceed past them, killing them if need be, and drop onto a lower tree platform with 3 more Koopa Troopas on it, kill them to. To the right, jump onto another, smaller tree platform and kill the Koopa Troopa that will fall from it, then jump onto the high tree platform with the Pirahna pipe on it. Jump over the Pirahna pipe, and onto the left side of the Balance elevators.

Let the left side descend, because this will rise the right side. When the right side is high, jump onto it, and then onto the tree platform to the right. Fall down onto the Pirahna pipe underneath you, and then jump onto the next tree platform, and then onto the next Pirahna pipe. Use the springboard there to ONLY spring ontop of the tree platform above you. I highly do not recommend using it to spring farther into the level, as there are many holes, and you can't control where you land, and chances are high that you'll fall in one as you descend.

Once ontop of the tree platform above the springboard, grab the 3 coins there,

eliminate him from your list of troubles, or you can shoot him with fire also if you have Fire Power. To the right of these stairs, there is a set of 3 Question Mark blocks, but definitely DO NOT GET the right of these Question Mark blocks. It is a Poisonous Mushroom, and this is a trap set up so that you can't get out of the little area. You can get the coins if you want, but do not mess with the Poisonous Mushroom.

After this Poisonous Mushroom area, jump over the Pirahna Pipe, and head to the right. You will come to two Question Mark blocks, which are a Coin and a Powerup respectfully. There is also a row of 6 Question Mark blocks that have 3 Pirahna Pipes sitting on them, but all 6 of these are only coins. The left of these 3 Pirahna Pipes leads to an underwater area, but I don't recommend it. To the right, jump over a small grounded Pirahna Pipe, and you will see a single Question Mark Block down low, and a single brick up high. The brick is actually a vine that leads to a bonus area, lots of coins. If you want some extra coins, then hit this vine and enter Bonus land. To the right, jump over two more Pirahna Pipes, and you'll see the staircase that ends the level. Careful not to run into the Goomba that will descend from the staircase there. From the top of the staircase, get a good jump to the flagpole. There is a single brick length pit directly in front of the flagpole that actually a surprisingly large amount of people fall into, due to there only being one brick of running room at the top of the staircase, as opposed to the ordinary two. Anyway, just touch the flagpole to end the level. Viola!

=====
World 4-2 - The Lost Levels Walkthrough
=====

Run to the right, and you will inevitably see a single Question Mark block that is sitting right in between three sets of Bullet Bill cannons. This Question Mark Block is a Powerup, so it's a desirable item. If you want to take the risk, though, then you can go ahead and try for it, but when a Bullet Bill is shot at you and you have no time to react, don't say I didn't warn ya...

After the Bullet Bill cannons there is a row of 3, an ordinary Block and two Question Mark Blocks, which is a Power Star and two Coins respectfully. I recommend to get the Star. Kill the two Buzzy Beetles nearby with Star Power, and run to the right until you come to a springboard. At this time, stand there until your Star Power has been depleted. When your Star Power is up, use the Springboard to spring to the platform high and to the right. There is a possibility for a few 1-Ups here if you do this correctly. A Lakitu will appear on screen. First, jump on the Red Koopa Troopa to knock him into his shell. Wait for Lakitu to throw down TWO Spiny shells, then kick the red shell at the Spinys. The red shell will deflect down, and will ricochet twice, until it reaches the bottom, where it will continue to the right. Follow the red shell as it rushes to the right. Follow it as it goes to the right. If done correctly, it will knock out the 2 Spinys, 2 Goombas, 3 Koopa Troopas, and then 2 more Koopa Troopas. If you hit all these guys with the red shell, two extra lives will be earned. In addition, it will hit a pipe and ricochet back at you after hitting a pipe. You can jump on the shell, and then kick it back at some more Spiny's that Lakitu will drop for even more 1-Ups.

To the right of the Pirahna Pipe, there is a row of 9 Question Mark blocks. The left Question Mark block is a Powerup, while the right Question Mark block is a Poisonous Mushroom, and the rest of them are just coins. Due to the Bullet Bill cannon right underneath the Powerup, it's difficult to get the

Powerup if you are big, it's designed only for small Mario. Though, it is still possible to get it if you are big, just duck and jump.

After this, head to the right a bit more until you come to a Hammer Brother. Take out the Hammer Brother, and immediately afterward you will see a long row of bricks. I highly recommend that you jump ONTOP of these bricks, as going underneath is MUCH harder. Continue to the right past another Hammer Brother, and another Pirahna Pipe.

Here, there are two single bricks sort of down low, a Green Koopa Paratroopa flying above them, and a row of two horizontal bricks above. Jump on the right single brick, and from there, jump up onto the set of two horizontal bricks that are above. Here, get a running start to the right, and make a huge leap at the flagpole to end the level. Be sure to get a good jump, though, because that water gap doesn't look too friendly...

=====
World 4-3 - The Lost Levels Walkthrough
=====

This is probably the first level where Nintendo starts to really get tricky with the levels.

Get a running start to the right, and make the largest leap you can across the first gap. With a large leap, you will cross the pit, but anything short of that will result in death. After that pit, use the Spring Board to spring onto the Dropping elevator above, and then quickly jump onto the Left&Right elevator platform. From there, jump onto the left side of the balance elevators, and let the left side drop so that the right side rises. When the right side rises, jump onto it. From there, jump onto the 2nd Left&Right elevator, and then leave this platform and land on a Tree platform. You will have to jump over a red Koopa Paratroopa to do this. This is the tricky part.

Slowly and carefully, walk as far to the right of this tree platform as you can. Now, walk back to the left side, and then back to the right side. Doing this will scroll the screen as far to the right as it can go. Scroll the screen until you see another Red Koopa Paratroopa on the very right side of the screen. He should barely be there, and will be flying up and down. Stand at the left side of this tree platform, and patiently wait for this Koopa Paratroopa to lower. This is what you'll have to do: When the Paratroopa is at a low position, run and jump. The gap is too big to jump across yourself, so you will need to land on the Paratroopa's head, and his his head to get an extra spring upwards so that you can cross the huge pit. This is not an easy task for those that have not done it before, so read this paragraph over again until you understand exactly what you must do, then do it. Use the Paratroopa's head to cross the pit!

Once across this pit, get the 5 coins that are sitting there. Do not worry about the 2 single coins that are to the top right. They are designed there to tempt you to use the Spring Board to get them, which is extremely dangerous and usually results in death. Instead, ignore the Spring Board, and simply jump onto the Left&Right elevator platform. If you want a Powerup, there is one in the Question Mark block there, but remember that there is a pit below you and you should not take any risks. When you are ready, jump onto the tree platform to the right.

From here, jump onto the next tree platform, which is to the right and slightly

higher elevated. From there, jump onto the Dropping elevator there, and quickly jump onto the left side of the Balance elevators. Wild Bullet Bill cannons will start shooting your way from the right side of the screen, so be sure to avoid them. Let the left side of the Balance elevator drop, and then when the right side is risen, jump onto it, and get a running jump to the right, and land on a high tree platform there. Get the 5 coins on this tree platform, and then jump on the Dropping elevator to the right, and then jump to the tree platform to the bottom right. Ignore the two Red Koopa Paratroopas that are there. To the right of this platform, there are two single bricks that you must jump on. Jump on the first one, and then the 2nd one, and get as big of a jump as you can to the right straight into the flagpole to end the level.

=====
World 4-4 - The Lost Levels Walkthrough
=====

When you start, the best way to safely get across the first pit is not to jump, but instead just get a running start, and your momentum will carry you across the first pit.

The third Question Mark block is a Powerup, but the giant Firebar makes it quite a challenge to get. The rest of the Question Mark blocks are just coins, but they're not worth the risk with that giant Firebar there. Get the Powerup if you want to risk it.

After the huge Firebar, jump up to the platform above and pass 3 Goombas and an ordinary sized Firebar. Continue walking to the right until you get to the edge. When you're at the edge, you will be able to see another giant Firebar. When it is safe, jump onto the platform that the giant Firebar is on, and quickly drop to the platform to the bottom right before the giant Firebar comes around for another rotation. This 2nd platform also has a Firebar on it, but it is an ordinary sized one. From here, jump onto the small elevator to the right, and use it to squeeze through the narrow opening that leads farther to the right.

Walk to the right, and 3 Green Koopa Troopas will drop from a ledge above. The area you're in is very narrow, so you can't just jump over them. Instead, jump on the first one, and kick his shell to the right, which will kill the other two Koopa Troopas, but be sure to jump over the shell yourself when it hits the wall and ricochets back at you. Then, wait for the right time with the Firebar, and get a running start, and land ontop of the single brick that the Firebar is coming from, then quickly jump up to the platform above where the 3 Koopa Troopas came from.

To the right, use the small Dropping elevator to drop down, and go into the next narrow opening to the right. I advise ducking, then jumping into the narrow opening if you are Super Mario or have Fire Power. Once in this narrow opening, ignore the Firebar, and you'll come to a Hammer Brother. The way I like to get past this Hammer Brother is to shoot him with Fire, but I don't always have Fire Power, so this is my alternative: get really close to the Hammer Brother, so close so that he throws all of his hammers over your head, and wait for him to jump. When he jumps, just run underneath of him. However you do it, after the Hammer Brother, head to the right, and jump up to the ledge above. Continue until you get to a Pirahna Pipe. Wait until the Pirahna plant is inside his pipe, then jump ontop of the Pipe. From here, it really doesn't matter if you proceed to the right up high, or down low, or via the

ordinary Pirahnas, but they are found inside upside down pipes, and are red instead of green.

Start by walking to the right and jumping on the Buzzy Beatle and kicking him to the right. The four Question Mark blocks there are all coins, so you should get them. To the right is the first upside Pirahna of the game. Nimbly run underneath him, and jump over the pit. Run underneath another upside down Pirahna. To the right is 3 pits, all with upside down Pirahna pipes directly above them. To get across these pits you must jump at the right time, which is when the Pirahnas are inside the pipe. If you have Fire Power, I recommend killing them with fire before jumping over the pits. However, if you do not have fire power, you will have to jump over the 3 pits while avoiding the Pirahnas. Good luck!

Directly after the 3 pits is a green Koopa Paratroopa, just jump over him to avoid him. Continue some more past a set of two Bullet Bill cannons piled ontop of each other, and continue to a pipe. You can go inside this pipe if you want for a bonus area. If you go into the bonus area, get the coins, and know that there is a Powerup and a Multi-Coin block to the left and the right of the ceiling, respectfully. After leaving the bonus room, you will be two pipes forward of the entrance, so if you didn't want to go into the bonus room, just proceed two pipes forward.

To the right, climb up the huge staircase here, and stand close to the top, and wind will start to blow! The wind is also a new thing in the Mario series introduced in this level! This part is very tricky. You must jump across a total of 3 HUGE pits. The wind can throw you off, because it pushes you to the right, but it is actually necessary to get across the HUGE pits, because it will give you an extra boost. My advice is: once you start jumping, do NOT stop. If you stop on an island platform to regroup, you will lose all your momentum, and most likely not be able to get another good jump. So like I said before, DO NOT STOP until you've jumped over the 3rd huge pit.

After you've passed the 3rd huge pit, drop down to the ground, and jump over another smaller pit, and approach a Bullet Bill cannon and the wind will stop.

To the right are two vertical pipes, both with Pirahnas coming out of them. However, the pipes are positioned so that one is above, and one is below, making one of the Pirahnas upside down. If you have firepower, this is easy, but it is very difficult if you are small or are Super Mario. To safely get through it as small Mario or Super Mario, you have to wait for the area to be clear. The top Pirahna moves faster than the bottom Pirahna, so eventually the path will be clear. I like to stand ontop of the left edge of the bottom pipe, and wait for the path to be clear. When it is, run through. Good job.

To the right, advance past 3 Pirahnas, a Koopa Paratroopa, a Buzzy Beatle, two Goombas, another Pirahna, 6 Green Koopa Troopas, and another Pirahna Plant, and finally you will come to an area where there is a pit, and a single block located on the ground to the left of the pit. It looks like this:

```
          .---.---.
            | | |
          .--|--|--|
            | | | |
          .--|--|--|--|
            | | | | |
          .--|--|--|--|--|
            | | | | | |
          .--|--|--|--|--|--|
            | | | | | | |
```


| | | | | | | |
'- - - - -'

If you hit this Powerup, and you are small Mario, then it will be a Mushroom, and you will have to follow it from underneath as it moves to the right. However, if you are Super or Fire Mario, it will be a Fire Flower, and you can easily get it by breaking the bricks, and jumping up to it.

Moving on, as you pass another Pirahna plant, there is a row of horizontal bricks, which creates two "paths", and upper path and an under path. The upper path contains a Red Koopa Troopa, and the under path has a few Buzzy Beetles. It really doesn't matter which path you take, just follow that path until they meet up again.

Jump ontop of the large Pirahna Pipe there, and drop to the other side. Carefully jump over the small pit there, and avoid the two Goombas. Climb the staircase, and there will be two more Pirahna pipes that are sitting right next to each other. Wait for the left one to go into his pipe, then jump on the left pipe, then do the same for the right one. Drop to the platform to the lower right, and pass an upside down Pirahna plant, and then jump over the pit.

The leftmost brick after you cross that pit is a Multi Coin brick, so hit it for some extra coins. To the right is a HUGE pit, but there are 3 sets of elevators that you must use to cross it. The first elevator set goes from down to up, while the 2nd and 3rd elevator sets go from up to down. Carefully use these elevators to get to the other side of the pit. Once there, get the 8 coins that are sitting there, and then jump over the pit to the right and land on the Pirahna Pipe.

This next part is pretty tricky. There is an upside down Pirahna Pipe to the right, and two very small pits. The small pits are small enough that you can run over them and not fall in. However, the upside down Pirahna Pipe is directly overtop of them, which has a good chance of hitting you as you run overtop of the small pits. It's all about timing here. From the Pirahna pipe on the left, stand there and wait for the oppurtune moment to jump over the pit to the right, so that you wont hit the 2nd Pirahna plant. Then, after you have done this, walk into the horizontal pipe to transport to a new area.

You should now be outside. Simply walk to the right, climb the staircase, and make a large jump to the right to touch the flagpole and end the level!

=====
World 5-3 - The Lost Levels Walkthrough
=====

Okay, before I begin, I just want to warn you: This level is bloody hard! It is a maze/loop level, similar to World 3-4 where you must go a certain way or the path will keep on looping over and over again.

Start by walking to the right, climbing the small staircase, and then jumping on the small elevator platform. As soon as you jump on this platform, it will begin to move to the right. You wont need to stay on this platform for long, though! It will take you past a Pirahna Pipe, and then there will be a green treetop platform. This is where you must get off the elevator platform. Get off the elevator platform and stay on the tree platform! If you stand on the right side of this treetop platform, you will see a Pirahna Pipe to the upper right. You MUST get to this pirahna pipe. To do this, wait for the 2nd Red

Koopa Paratroopa to fly to his uppermost position. When this happens, jump to the right, and bounce on the Paratroopa's head, which will give you an extra boost, enough to propel you onto the platform where the Pirahna Pipe is. Now, wait for the Pirahna to descend into his pipe, and then stand on the pipe and press down on it to descend into it also.

The pipe will lead you to a bonus area. Get the 16 coins scattered on the floor, and then continue to the right to the pipe that leads out of the Bonus area. Before you go into this pipe, know that there is also a Multi Coin brick located above the closest brick to the pipe. So break the brick that is closest to the pipe, and then start hitting the Multi Coin brick. If you are small Mario, you cannot get this Multi Coin brick. Now go into the pipe, to leave the bonus area.

Now you will be back outside, ontop of a pipe. Jump onto the treetop platform to the right, and from there, onto the next Pirahna Pipe to the right. At about this time, Bullet Bill bullets will start flying your way, which adds difficulty to the level. Jump onto the left side of the balance elevator, and then onto the right side, and drop onto the treetop platform to the right. Walk to the right side of this treetop platform, and you will notice a Left&Right elevator, which is being guarded by an Air Blooper. Carefully dodge the Air Blooper as you make a jump and land on the Left&Right elevator platform. From there, there is a treetop platform to the upper right, but it is way too far, and you cannot simply jump onto it. Luckily, there is a Red Koopa Paratroopa there. To get onto the treetop platform, you must stand on the Left&Right elevator platform, and wait until two conditions apply:

- (1) Wait until the Red Koopa Troopa is at his highest point, or close to his highest point.
- (2) Wait until the Left&Right elevator is at its rightmost point, or close to its rightmost point.

Wait until BOTH of these conditions apply, and then jump to the right, landing on the Red Koopa Paratroopa's head, which will give you an extra boost onto the treetop platform.

Now, there is a series of 3 falling elevator platforms in a row. Quickly jump onto the first one, then the 2nd one, then the 3rd one, and from the 3rd one, jump onto the treetop platform there. At about this time, the Bullet Bill cannons will stop shooting. There is a set of balance elevators to the right, but the left side is much higher than the right side. Jump on the left side, and wait a few minutes for the right side to rise, then jump onto the right side. From there, jump onto the set of 2 vertical blocks, and make a huge leap to the right at the flagpole to end the level.

=====
World 5-4 - The Lost Levels Walkthrough
=====

Carefully jump over the two lava pits to the right. You can get by them by either jumping over them manually, or simply by running overtop of them from the position where you start the level out. Yes I know the 2nd gap looks too big to run over, but trust me you wont fall in.

There is another lava pit to the right that contains a Downwards Falling

Elevator, which is quickly followed by a Podoboo. Jump on the Elevator, and from there, carefully jump the rest of the way across the pit without hitting the Podoboo. Then, jump across the next lava pit, but be sure not to hit the Podoboo, or the Firebar that is located across the pit. To the right you will notice a single brick that is kind of surrounded by 3 Firebars. This brick is a Powerup, so will either be a Power Mushroom or a Fire Flower depending on your current size. It's very risky, but if you want the Powerup, then you can try for it.

After the Powerup area, use the two tiny single brick width pillars to the right to get across the next lava pit. From here you have two options to get across the next lava pit. The first option is harder and involves using the Falling Elevators, and is not recommended, so I will not go into how to do it. The 2nd, easier, and smarter way, is to get a running start, and jump onto the platform above that has the 6 coins there. While you're up on that platform, however, you are vulnerable to the Podoboo, so be sure it doesn't hit you. When you're ready, stand on the right side of this platform, and wait for the Firebar to the bottom right to spin out of the way, and drop onto that platform. From here, jump over a set of small platforms until you get across this huge lava pit.

When you finally cross that lava pit, you will be on a platform, and there will be a Firebar above you. Avoid this Firebar, and run to the right. You will run over a small single brick pit, and then there will be two Firebars below you, so don't let those hit you either. To the right there is another huge fire pit that you must cross, and you are provided with a set of four small platforms to jump on. Use these platforms to cross this fire pit, and be sure to avoid the Firebars, including the Giant Firebar that can easily burn you if you're both quick and careful.

At this point, you should start to see Bowser's scorching flame, so obviously avoid it. Jump over the fire pit to the right, and you'll see two structures with Firebars on them. If you are currently small, it's much easier to just run underneath, because you won't have to worry about the Firebars. However, if you are Super or Fire Mario, you will have to get past this platform from above. After these Firebars, you will find Bowser. There is a Podoboo and a bunch of bricks above to make this fight more difficult for you, and also remember to constantly dodge Bowser's fire. As usual, you can defeat Bowser by either shooting five fireballs at him if you have Firepower, or you can always just touch the ax to cut the bridge, and cause Bowser to fall into the lava pit below. After beating Bowser, you will scroll to the right, where you will free a total of 5 Toads from the bag! The Princess is not here, so it looks like we're on to World 6!

=====
World 6-1 - The Lost Levels Walkthrough
=====

Run to the right and hit the very first brick to unveil a Powerup. If it's a Mushroom, you must bump the bricks from underneath to pop it up over the bricks to get it. If it's a Fire Flower, just get a running start and jump onto that area, but be careful of the Buzzy Beetle. A bit to the right, there is a set of 3 bricks and some vertical blocks that have trapped a Green Paratroopa. There is a Starman in the 3rd brick, so hit that brick if you want the Starman. To get the Starman, break the brick from underneath, or jump up using the Buzzy Beetle's platform to get into that area.

To the right, jump over a moderately sized pit, and then you'll see a long row

of horizontal bricks with 2 Green Troopas on top of them. Don't worry about this entire area, because there is nothing but plain bricks and enemies here. Past this area, run to the right past the 3 Goombas, get the coins in the air, and jump over the Koopa Troopas walking in your direction. There is a Hammer Brother to the right, which could cause you trouble. If the Koopa Troopas are still on screen, you can kick a shell to the right, and follow it so that it hits the Hammer Brother and doesn't disappear into the distance, OR you could take the Hammer Brother on 1 on 1 like a true plumber. Either way you do it, get past the Hammer Brother. Past the Hammer Brother, there is a large pipe that is too high to jump over. Press yourself up against the left side of the pipe and jump to unveil a hidden coin. Jump on the used hidden coin block, and then over the pipe, careful of the Pirahna. Fall to the right. There is a small single blocked Bullet Bill cannon to the right positioned directly on the edge of a pit. This part is tricky. You must get a running start, jump on the single brick Cannon, and then quickly jump again to make it over the pit.

To the right, there is an upside down Pirahna Pipe and an ordinary Pirahna Pipe. Carefully navigate past them. I recommend waiting until the Hammer Brother there is on top of the bricks and then run past. There is no powerups in the bricks or anything like that, so don't worry.

Run to the right and avoid the 2 Green Koopa Paratroopas. Jump on top of the horizontal row of bricks so that the Question Mark Blocks are above you. Most of these blocks are coins, but the 4th one in is a Powerup. The rest are coins, with the exception of the 5th-last one, which is a Poisonous Mushroom. Obviously don't hit the Poisonous Mushroom block. To get the Powerup, it MUST be a Power Mushroom. Follow the Mushroom to the right and collect it when it falls from the row of Question Mark Blocks. If it's a Fire Flower, it will stay stationary and you won't be able to get it.

Walk to the right and wait for the right moment to pass the 2 Pirahna plants. Get a running start and you will run right over that small single block width pit there. Now climb up that staircase and wind will begin to blow in the eastern direction. You now have 2 paths.

Path 1 (Easier, under water)

Do you see the pipe under you? You can go into this pipe. The best way to get to the pipe is to stand on the Downwards Falling Elevator, let it fall, and then jump back to the left onto the pipe, and then go into it.

Inside the Pipe is an underwater level. Advance to the right avoiding all Bloopers and Koopas in the water. Remember that you cannot harm Koopas by bouncing on them if they're underwater. Don't let the elevators push you down into the pit. Navigate all the way to the right and go into the horizontal pipe.

Path 2 (Harder, with wind)

The Pipe below you takes you to an underwater stage, but avoid that. Instead jump to the right onto a Downwards Falling Elevator, and then quickly before this elevator falls too much, onto the next Downwards Falling Elevator to the right. Then, jump again to the right and land on solid ground. The wind is still roaring and you are not done yet! Walk to the right and you will see a Pirahna Pipe, which is sitting on the edge of a pit. The pit is too far to jump, even with the wind, so we'll have to use that Left&Right Elevator there to get across. It can be difficult staying on the Left&Right Elevator as it moves horizontally due to the wind, but you MUST succeed. Finally jump across this dangerous pit, overtop of the Pirahna Pipe, and back on solid ground.

(Paths Rejoined) Walk to the right some more and you'll soon come to another pit. This part can be tricky. There is an upside down Pirahna above you, and an ordinary Pirahna on the other side of the pit. You could easily hit the 2nd Pirahna when you land from your jump, and the height of your jump will intersect with the position of the Upside Down Pirahna. You'll have to wait for good timing to make your jump so that you don't hit any of these foes. If you have Fire Power, I recommend taking out the 2nd Pirahna. After jumping across this pit and clearing both Pirahnas, jump up the staircase avoiding the next 2 Pirahna Plant pipes. For some reason the last Pirahna usually disappears. Stand on his pipe and get a good jump to the flagpole to end the level.

=====
World 6-2 - The Lost Levels Walkthrough
=====

Great, and underwater level. This level could be tough without Fire Power.

Start by swimming to the right past some Bloopers and some seaweed. After the 3rd seaweed plant, drop down to the ground, and proceed to swim to the right directly overtop of the pit. Be careful not to let the vortex suck you into the pit. Once you cross this pit, continue to the right. Do not worry about the 2 coins sitting inside the brick structure, it could be dangrous if an enemy approaches while you're still in there -- NOT recommended. Continue to the right, the next pit has a set of Downwards Elevators ontop of it, so do not get stuck under the elevator and get pushed down. Get the 3 coins to the right and then cross a 2nd pit with Downwards Elevators above it. Continue to the right 2 more pits. This next pit is very dangrous. It is very large, and there is horizontal seaweed above you which restricts you from swimming up high. Therefore, you must stay down low, which increases the chances of falling into the pit. Also the Blooper here is quite an annoyance. Get the coins here if you want, but be grateful if you cross this pit without any damage. After this pit, get the 2 rows of 5 coins if you want them, and continue to the right past some Cheep Cheeps. DO NOT, I repeat, DO NOT worry about those 8 coins located extremely close to the pit underneath the bricks. It's possible to get all 8 without dying, but very difficult, and they're just not worth it.

To the right some more, continue past some more Cheep Cheeps, a Red Koopa Paratroopa, and another Blooper, and you'll see the exit pipe. Go into this pipe and you'll find yourself back on solid ground. Here, simply walk up the staircase and you'll see the flagpole. Your first reaction is to immediately jump into the flagpole, which is fine. But just for fun, there are hidden coin blocks located after the staircase and before the flagpole, which will allow you to jump over the flagpole. If you jump over the flagpole, the screen will not scroll to the right any more, so this doesn't unlock any secrets or anything; it is strictly added into the game for fun.

=====
World 6-3 - The Lost Levels Walkthrough
=====

A Cheep Cheep level. Easy, but there is plenty of room for errors.

Run to the right and use the first set of blocks to jump onto the bridge. The Cheep Cheeps will now undoubtedly be flying at you through the air. Get the coins if you want, and jump over 3 pits, onto the 4th bridge. This is a very small bridge with no support beams. Carefully jump to the right onto 2 more very small bridges, and you'll see a Red Up&Down Paratroopa flying directly underneath a Question Mark Block. The way to get the contents of the Question Mark Block is to jump (Hold A), and bounce off of the Paratroopa's head to get the Block, which is a Powerup, and then land on the bridge to the right of the block. If the power up is a Mushroom, it will be easy to get because it will fall onto the bridge you're standing on. However, if it's a Fire Flower, it will be much harder to get, and will require a bounce on a Cheep Cheep to get up that high (For experts only).

Jump to the bridge to the right, and avoid the Red Troopa and Green Paratroopa. Run to the right pit of this bridge, and then jump onto the treetop platform there. Kick the Red Troopa off the edge and then hit the single brick for a Powerup. From here, stand to the left side of this treetop platform, and get a running start and jump to the right onto the next treetop. To the right there are a total of six (6) small bridges without support beams. Navigate through them, avoiding the Green Paratroopa above the 3rd bridge, and end up on the final 6th bridge. Jump to the right onto the longer bridge, and get the coins there. Jump onto the small supportless bridge platform to the right and now the flying Cheep Cheeps will stop.

This part is pretty tricky. There is a treetop platform to the high right, that is too high for you to jump, so you must use the Red Koopa Paratroopa's head to get onto that platform. When the Paratroopa is at a relatively high location, jump to the right (HOLD A!) and land on the Paratroopa's head. If you were holding A, you will bounce high into the air, which is enough to propel you onto the treetop platform. From here, jump to the next treetop platform, and then jump into the flagpole to end the level.

NOTE: You can use the Red Koopa Paratroopa right before the flagpole to bounce over the flagpole for fun, but the screen will not scroll to the right, and you'd be forced to touch the flagpole anyway. Just something to do for fun.

=====
World 6-4 - The Lost Levels Walkthrough
=====

This is a very difficult Castle. It's one of those Castles that loops over and over again if you do not take the right path. Don't worry, though, I'll provide the right path.

You start out positioned on top of a very small staircase. Carefully walk down to the bottom step. This part is tricky. Jump onto the 2 block width horizontal platform, and gain enough momentum to RUN and jump across the lava pit. If you simply walk and jump, you'll fall in, so you must gain enough momentum to run and jump.

After this lava pit, jump onto the Pirahna Pipe and stay there. There is a huge Firebar to the right. You must go underneath the Firebar or the Castle will loop. Due to its direction, clockwise, the Firebar is very difficult to safely go underneath without harm. Get a quick running start and go underneath it, and hopefully you'll be slick enough to avoid damage. After the Firebar (you'll hear a ching sound meaning you went the right way), jump over the small lava pit, and run underneath the Upside Down Pirahna Pipe. There is a Hammer Brother to the right. If you have Firepower knock him out immediately. If

not, he will probably give you some trouble. To the right of the Hammer Brother, there is 3 possible rows you can take. you MUST take the top row or the Castle will loop around and you will start back at the Firebar. Be absolutely sure you take the top route. You can run, that way you'll pass over the small hole without falling down, but be sure not to hit the Podoboo. At the end of this platform, there is a small Firebar. Avoid this Firebar, and drop down to the ground. At about this time you should hear another ching sound signifying that you went the right way.

To the right, jump over the Pirahna Pipe. Here you can go underneath, or above, be sure to go underneath or the castle will loop. Run past the Upside Down Pirahna, and you will hear another ching. Finally go overtop of the 2 ordinary Pirahna Pipes.

Jump over the lava pit to the right and land on the small platform with the Firebar on it. Avoid the Firebar, and jump down onto the small Left&Right Elevator located down low close to the lava pit. Jump to the right onto the single block with the Firebar there, but don't stay on this block for long! To the right there are small Downwards Elevators, jump onto one of them, and let it take you to the ground. Do not hop off on one of the platforms above the ground, make sure you're on the ground. If you're on one of the 2 platforms above and run to the right you'll go the wrong way and the Castle will loop. On the ground, RUN to the right and you will pass directly overtop of the small lava pit. However, as soon as you cross the small lava pit, STOP. There is a large Firebar twirling in clockwise direction very quickly. Slowly approach to the right until the Firebar is on screen so you will know when to get a good running start. When the time is right, quickly run to the right as quickly as you can and you'll pass the Firebar. You will hear another ching signifying that you went the right way, and you will also see Bowser's hot flaming malicious fire breath shooting your way.

Continue to the right to a large lava pit. The lava pit is too large to jump across, so use the Left&Right Elevator there to get across. Once across, just continue to the right, and you'll eventually find Bowser.

This Bowser is not much different than any of the others. He throws Hammers, which adds to the difficulty. The Podoboo also adds to the difficulty. And just the presence of the bricks makes it difficult also because you cannot jump as high as you normally can. There is a Multi-Coin brick in the middle row, 4th column of the bricks, but I don't recommend getting it. Unlike other Bowser fights, there is no Left&Right Elevator to help you. You must get past Bowser the old fashioned way! Of course, if you have Fire Power, you can shoot him 5 times, but it is unlikely that you actually got this far and still have Fire Power. However you do it, get past Bowser, and free the poor group of Mushroom Retainers that are trapped in that small bag.

=====
World 7-1 - The Lost Levels Walkthrough
=====

Run to the right and you'll approach 2 Pirahnas that you'll have to bypass. If you have Fire Power, the easy solution is to just blast them and run through. But if you're Super or regular Mario, you will have to wait for the right moment to run through. Luckily the Pirahnas go up and down at different intervals, so just wait for the right moment and run through.

To the right, climb up the staircase and defeat the two Red Koopa Troopas. Now the wind will start frantically blowing to the right. Use the wind to your

advantage and jump over the huge pit to the right. There will now be a set of 2 regular Pirahna Pipes and 2 Upside Down Pirahna Pipes in alternating order. Carefully navigate past these, and ignore the Green Koopa that's in the middle of the 2 regular Pirahna Pipes as well as the small hole underneath the last pipe. After this area, jump over the small pit, and you'll come to a water edge. Jump up onto the platform above, and run to the right, avoiding the small Bullet Bill cannon when you come to it. At this time the flying Cheep Cheeps will start to invade. To the right, the single brick pressed up against the right side of the Pirahna Pipe is a Starman, so you can get the Starman if you want it. Jump up onto the platform above. There is a warp pipe to the right that leads to extra coins and an opportunity for a 1-Up if you want it. If you want this warp pipe, read the first paragraph below, then skip down to "Paths Rejoined". If not, obviously read the 2nd paragraph and skip the "Warp Pipe" paragraph.

Warp Pipe Paragraph (Chance for 1-Up)

If you have Star Power, wait for it to wear off. You need to bounce off of a Red Up&Down Paratroopa to get into a pipe. Run to the right, and bounce on the 2nd Paratroopa's head to propel yourself farther upwards, and land on the small platform high in the air with the pipe. Now go into the pipe.

Here, run to the right. If you want the coins, be sure not to hit the Pirahnas. Finally, exit this area via the horizontal pipe to the very right of the screen.

This next area is your chance for a 1-Up. Run to the right until you come to a Paratroopa. Tame this Paratroopa by bouncing on his head. Now kick his shell to the right. The shell will knock out 2 Goombas, 3 Koopa Troopas, and then 3 more Koopa Troopas. After the shell knocks out the 8th enemy, you will get the 1-Up. Remember, though, that because of the wind, you actually run faster than the shell, and it will hurt you if you run into the shell. After you get the 1-Up, jump over 2 Cannons, a pit, and then you'll come to a Pirahna Pipe. Avoid the Pirahna and go into the pipe. Congrats.

Now you'll be in another bonus area. Run to the right, getting all the coins along the ground. JUST before the pipe, there is an opportunity for a Multi Coin block. If you want it, you must be Super or Fire Mario. Break the first brick, and then the 2nd brick there is the Multi coin brick. Now go into the pipe. You have completed this path, so skip the next paragraph and begin reading again where it says "Paths Rejoined".

Skip The Warp Pipe (Easier, Faster)

Run to the right and jump over the pit. Ignore the two Red Paratroopas, and you will see a green Koopa Troopa on the ground. Jump on this Koopa Troopa, then walk to the right. 2 Hammer Brothers will approach you now. If the shell of the green Koopa Troopa are still on the screen, then you can kick it at the Hammer Brothers to kill them. If not, you'll have to kill them the normal way, or just avoid them. There is a row of Question Mark Blocks, and a row of normal bricks above the Question Mark Blocks. There is nothing but ordinary coins inside the Question Mark Blocks, but there is a Powerup in the bricks. The 4th last brick is a Powerup, so get the Powerup. Also, there is an invisible block located to the right of the bricks that holds a 1-Up Mushroom, so be sure to get that also. Drop down to the ground again, wait for the Pirahna to lower into his pipe, and get a running start and jump over the large pit. Jump over the Red Koopa Troopa, and then over the small pipe.

back later in the level, I still recommend killing him every time he shows up. Carefully use the two Firebar infested bricks to the right to get across the huge pit. Kick the Red Koopa Troopa off the edge, and then jump on the next platform and defeat the Red Koopa Troopa there also. To the right is a staircase and a green Koopa Paratroopa. Jump onto the staircase, avoiding the Paratroopa. About this time, the Lakitu should show up again. Once again, I highly recommend killing him, but it is not required. From the staircase, jump to the next platform, and walk to the right. Avoid the Firebar, and then jump to the right, bouncing on the Red Koopa Paratroopa and then landing on the Falling Elevator. Quickly jump onto the next falling elevator, and then jump onto the ground to the right.

To the right, there is a Red Paratroopa, and a Falling Elevator that is too high to jump onto. To get onto the Falling Elevator, wait until the Paratroopa is at a high position, and then bounce off of his head to propel higher into the air and land on the Falling Elevator. From here, quickly jump onto the large Pirahna Pipe to the right, and then make another large leap into the flagpole to finish the level.

=====
World 7-3 - The Lost Levels Walkthrough
=====

This level is very tricky, and somewhat unique to all the other levels in the game.

Start out the level by running to the right and jumping over the pit. The wind will now be drastically blowing. Jump on the Springboard and press A as you bounce to bounce high into the air. You will now be above the screen. Hold right, and you will begin moving to the right, even though you can't even see yourself. When there is another treetop platform with a springboard below you, press left, and land on it. Landing in a specific area is tricky, it may take a few lives to get used to it.

On this platform, once again spring high above the screen, and scroll the screen to the right and land on the next set of treetop platforms. Once again, use the springboard to spring high above the screen, except this time make sure the Green Koopa Paratroopa isn't above you when you spring or you'll hit him. Now that you're above the screen, scroll to the right some more, and land on ANOTHER treetop/springboard platform, this being the 4th you've landed on. Once again spring above the screen to the right. This time, scroll past a bunch of Pirahna Pipes, and land on another treetop/springboard platform. Once again spring up into the air and scroll to the left. This time, land on a set of treetop platforms, but this one doesn't have a springboard on it like the others, and it is much larger, too. There is a Question Mark Block to the left, which contains a Powerup. If you want it, be sure not to scroll the screen past it or you will never be able to get it.

After this, walk to the very right edge of the treetop platform, and you'll see a Pirahna infested Pipe to the left. Time your jump accordingly so that when you land on the Pipe the Pirahna will not be present, and therefore you will not be harmed. From that pipe, jump onto yet another treetop/springboard platform to the right. Once again spring high into the air, and glide to the right. This time glide above the screen and scroll the screen past a set of Balance Elevators and 3 ordinary treetop platforms. Once again you are trying to land on another treetop/springboard platform. When you land on this, spring high into the air, and this time land on the first treetop platform you come across. It does not have a springboard on it, but instead it has 6 coins. Get all 6

coins, then jump onto the small platform to the top right. From there, jump on the next platform, and then you'll see two single brick Firebar platforms. Yes I know it is difficult with the wind, but you must wait for the right time to jump on these platforms so that you don't get harmed by the Firebars to get across the huge pit. After jumping on both of these Firebar platforms, jump onto the small platform to the top right. From here you have two options: (1) ignore the Red Paratroopa by jumping over him and land on the next platform, or (2), use the Paratroopa's head to spring higher into the air, and land on the next platform. However you do it, after landing on the next platform, drop back down and land on the next platform and the wind will stop! Now wait for the Firebar to the top right to be in a lower position, and jump onto that platform, and from there get a good leap to the right and touch the flagpole to end the level.

=====
World 7-4 - The Lost Levels Walkthrough
=====

To the right, there will be a Firebar. Wait for it to pass you, and quickly jump onto the platform above it and run past it. Now run to the right until you come to the edge. Underneath, you will just be able to notice a very small Left&Right Elevator just above the lava. Wait for the right time, and drop onto it, and then exit it to the right.

To the right edge, there is a Firebar, so avoid it. There is a huge pit here, and FIVE (5) sets of downward falling Elevators. Avoid the Firebar, and jump onto the first set of Elevators. From here, jump to the 2nd, to the 3rd, 4th, and 5th set of Elevators until you get to the safe ground on the other end. Remember to jump onto a higher elevator each time, if possible, because if the elevator falls into the pit, you will die. This can be tricky, just move fast. Do not stop or you will lose momentum.

After the Elevators, run to the right until you get to the wall. There is a zig-zagged area there, with a Firebar. To safely get by this, wait for the right time, and jump up onto the middle area, and then quickly press yourself up against the left wall, if you are Super or Fire Mario, you MUST DUCK. After the Firebar passes you, quickly jump up onto the top platform and run to the right past the Firebar.

To the right, jump over the small pit and kick the Koopa Troopa into the pit. Do the same thing with the 2nd Koopa Troopa, but do not harm the 3rd Koopa Troopa JUST YET. There is a 1-Up opportunity here, and you just use the shell of the 3rd Koopa Troopa in order to get it. Jump on his shell, and kick it to the right. The shell will fall into the small hole, and then ricochet to the right, and begin to kill a bunch of Buzzy Beetles. Quickly follow this shell to the right as it kills Buzzy Beetles. If you can keep the shell on screen as it kills all 8 Buzzy Beetles, you will get a 1-Up, and a bunch of points too!

After the Buzzy Beetles, jump up the platforms until you see a Firebar. The Firebar spins clockwise, and there is not much space underneath of it, making it very difficult to pass without harm. What you have to do is press yourself up against the left wall and wait for the Firebar to pass you. IF YOU ARE BIG, YOU MUST DUCK! When the Firebar passes you, quickly press yourself up against the right wall, ducking once again if you are big. Now jump up and you have successfully passed the Firebar. Jump past the 2 Buzzy Beetles underneath, and you'll come to another Firebar set up the same way as the last one. Once again pass it the same way as you did the previous one.

You should now start to see Bowser's evil flaming breath gliding toward you. Fall onto the platform to the right, and jump to the next platform, taking careful watch of the Podoboo that will jump out of the lava. Jump to the right onto another platform. The next platform has a Firebar on it, so be sure to jump at the right time so that the Firebar doesn't harm you. Quickly jump off of this platform so that the Firebar doesn't harm you, and onto the platform to the right.

To the right is the evil Bowser. There is a Firebar right next to him which will give you some trouble, and the fact that Bowser throws Hammers will give you some problems. Just get past this Bowser the same way you would normally, and touch the axe to kill him. Like always, you can also kill Bowser by shooting him with 5 Fireballs if you have Fire Power. If you decide to kill him this way, you will learn that his true decoy in this level is a Hammer Brother. Anyway, however you kill Bowser, the screen will scroll to the right, and you will open the bag, and out will walk 7 tiny Mushroom Retainers. The Princess is not in this castle, so it's time to go to World 8...

=====
World 8-1 - The Lost Levels Walkthrough
=====

Run to the right and carefully run through the narrow area enclosed by the 2 Pirahna Plants. Kill them if you have Fire Power, and you will now be in an area with a long row of horizontal Question Mark Blocks. On the ground, kick the first Buzzy Beetle to the right to knock out all the other enemies, and now let's concentrate on the Question Mark Blocks above. The 7th, count 'em, 7th block in is a Powerup. However, you can only get the Powerup if it is a Power Mushroom. If it's a Power Mushroom, follow it to the right until it drops from the row of Question Mark blocks and you can grab it. However, if it's a Fire Flower, then keep hitting the Question Mark Blocks for extra coins. The 2nd to last Question Mark Block is a Poisonous Mushroom, but the rest are simple coins.

After all the Question Mark Blocks, run to the right underneath a Pirahna Pipe, and then the wind will begin to viciously blow to the right. Jump on the top of the tiny horizontal pillar, and then jump over the pit to the right. Kill the Red Koopa Paratroopa on that platform, and then do the same to the pair of Buzzy Beetles. Walk to the right edge of this platform. To the right, you will notice 3 Red Koopa Paratroopas flying Up&Down above the pit. This part is very tricky, and if you haven't already guessed, you will have to bounce on the first 2 Koopa Paratroopa's heads at a minimum, if not all 3 Paratroopa's, to get across the pit. Yes, folks, one Paratroopa is not good enough anymore, now we must bounce off the first one, THEN the 2nd one, (3rd Paratroopa optional), then land on the safe ground platform. Be sure to start your jump when the Koopas are pretty high in the air, as it increases your chances of successfully making it across this pit. Go ahead and execute this difficult jump. It may give you trouble if you've never done it before, so don't get discouraged.

After this evil jump, carefully manage to run underneath the Pirahna Plant while not getting blasted from a Bullet Bill Cannon, which is located to the right. Run under this Pirahna Pipe, and then jump over the Cannon. There is a Buzzy Beetle to the right. I recommend kicking his shell to the right, and following it, and it should kill a Hammer Brother. To the right, run underneath of a Pirahna Pipe, and then overtop of another. Soon you will get to something that looks like this:

Paratroopa, and you'll arrive at a pipe. Jump over the pipe, and over the pit also. At about this time, the wind will start to quickly blow to the right. This part is tricky. You'll have to get a running start, jump on the Spring Board, and propel yourself over the huge water pit, and land on the platform to the right. The wind actually will help you by giving you a small but necessary boost, but this is still difficult. Be sure you get a RUNNING start! Anything short of a running start is sure to end up in death.

After crossing the huge gap with the Spring Board, jump over another, smaller pit, and jump onto a set of 3 bricks. To the right, you will see a Red Up&Down Koopa Paratroopa flying directly underneath a lone brick. THIS PART IS IMPORTANT! The lone brick is actually a vine that leads to the end of the level. In order to hit the brick, you will need to bounce off of the Koopa Paratroopa's head, hit the brick, and then land on the platform to the right. Hit this vine, and then jump up to it and climb it to the top. NOTE: If you mess up and miss the vine, you will have to travel all the way to the end of the level, and go into a Warp Pipe, which will take you back before the Vine (so you'll essentially get a second try).

After climbing the vine, you will be high in the clouds! Simply jump onto the small cloud platforms to the right, and jump into the flagpole to finish the level!

=====
World 8-3 - The Lost Levels Walkthrough
=====

Jump over the first pit using the Falling Elevator to help you, and take out the Lakitu and the Green Paratroopa. Get a running start, and jump onto the highest Cloud platform, and then from there drop onto the small cloud platform with the Spring Board on it. Spring to the right and land on the Falling Elevator, and from there jump off and land on the low cloud platform to your right. Jump over one pit, and kill the two Red Koopa Troopas there. Run to the right some more and you'll come in contact with 2 Hammer Brothers. If you have fire, blast them, if not...well then good luck jumping over them. There are 3 hidden blocks in this area, the first 2 are poisonous Mushrooms, while the 3rd hidden block is a Powerup. The hidden Powerup block is located slightly after the starting location of the 2nd Hammer Brother.

Jump over another pit, and then over a pipe. Run to the end of a VERY LONG vacant cloud platform, and you will come to a Spring Board followed by a huge pit. Get a running start, jump on the Springboard, and use one of the Paratroopa's heads to get across the whole pit. To the right, there is another VERY long cloud platform, but this one has 2 Hammer Brothers on it. Once again if you have Fire Power, blast the Hammer Brothers into oblivion. If not, then you'll have to jump over them. When you get to the end of this platform, there is a pit with a Balance Elevator, but the balance Elevator is way too high to simply jump on to. Lucky for you, there is a hidden block there that holds a Poisonous Mushroom. Hit this block, but let the Poisonous Mushroom roll off the edge. Now, get a running start, jump onto the single block, and then jump onto the left side of the Balance Elevator.

Let the Left side of the balance elevator fall so that the right side is high in the air. When the time seems opportune, jump onto the right side, and without stopping, proceed to jump onto the set of 2 blocks way to the right. From here, get a running start if you can and jump into the flagpole to finish the level.

=====
World 8-4 - The Lost Levels Walkthrough
=====

This is it...the final stage of the game (if you don't count the bonus levels). Can you defeat the final Bowser? The fate is in your hands!

Just getting across the first lava pit is a challenge! You will have to drop down to the platform underneath of where you start out at, and get a running start if you ever want to make it across that tricky first lava pit. Due to the way the steps and the ceiling is set up, this is necessary to cross the first pit. After the first pit, run underneath the 2 Firebars there. There is a hidden Poisonous Mushroom above, but obviously don't get it. To cross the lava pit to the right, you'll have to get a running start. Cross this lava pit, and then you'll be on a descending staircase. Walk to the bottom step on this small staircase, and use the bounce off the Red Paratroopa's head to get across the next lava pit. YOU HAVE TO GO INTO THE PIPE BELOW YOU! To do this, jump on the 2nd pipe, and then from there jump back to the left onto the correct pipe, and go down into it. NOTE: If you just continue going as normal, the level will loop back to the beginning.

After going into the pipe, you will now be in an underwater area. Swim to the right past a Blooper, and 3 Firebars, and finally go into the pipe at the very right of this area. Now back on dry land, there is an opportunity for you to get a Powerup. To get the powerup, walk to the left and jump up and you will hit an invisible block, and a Powerup will appear! This will be very helpful! Get the Powerup, then jump across the pit, and go into the rightmost Pipe, which will lead you to the next area.

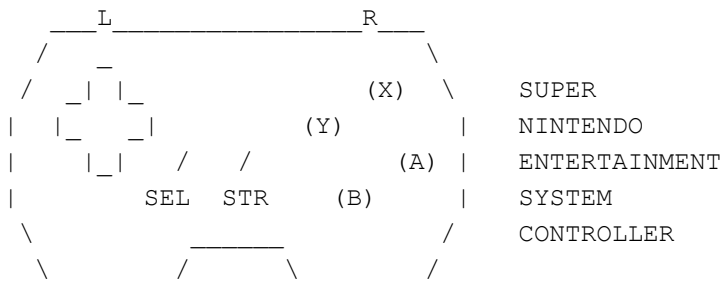
Here, wisely use the given space to the left to help you get a running start to safely jump over the lava pit. Of the 4 Question Mark Blocks there, you can and should hit the first 2, and the last 1, but don't hit the 3rd Question Mark Block, as it is a Poisonous Mushroom. Jump over the next Pipe and run past the Air Blooper. Jump over the next pipe, and kill the Koopa Troopa. To the right there is a lava pit. Although it's difficult to see, there is a small Left&Right elevator located directly above the lava pit. Jump onto this elevator and use it to get to the right. Run, and you'll cross right over the small single block pit. At this point you will hear a chime, which signify's that you took the correct route (if you took the wrong route, you'll hear a bad sound). Jump to the right above the giant Firebar, and then run to the right so that the Firebar is off screen. Run to the right through a VERY VERY long corridor, and when you get to the end, you'll need to use the Red Koopa Paratroopa's head to get across the lava pit. Once across the lava pit, there is a pipe you must go into. However, before you go into this pipe, be sure you get the invisible Powerup block located ontop of the pipe. Only after getting the Powerup shall you go into the pipe.

From here, go to the right, and you'll see a Pipe, but DO NOT GO INTO THIS PIPE! Even if you fall into the hole where the pipe is, there are invisible bricks above that will restrict you from jumping up, so take extreme caution NOT to fall into this Pipe-trap! To the right is ... BOWSER! But it's not the final Bowser, there are actually 2 Bowser's in this stage. Just run right by this Bowser, and continue running until you get to a pit. From here, use the falling elevator to jump onto the platform to the right. Ignore the upside down Pirahna Plant, and jump over the next lava pit. Pass a Buzzy Beetle, and then continue to the right until you get to another Bowser! Yes this is it, this is the final Bowser, the only man that stand before you and the Princess!

world spread before him and he heard a voice call for help to be freed from a spell. After Awakening, Mario went to a cave nearby and to his surprise he saw exactly what he saw in his dream..."

5.3)

C O N T R O L S



D-Pad - The D Pad is the directional pad, and you use it to control the direction Mario walks. While standing on solid ground, you can press left or right to make him walk in the corresponding direction. If you hold the Y or X button and move, you will run. In addition, pressing up will allow you to climb ladders or vines, and enter doors. Pressing down will descend from ladders and vines, and lets you go into certain vases. In addition, if you hold down, you will charge up for your super jump!

Start - This is a very important button. It starts the game. While you are playing, press it to pause/unpause when you need a break.

Select - The only use is to select is to choose what character you want to play as.

Y Button - Hold this button while moving your character to make them run. You can also use it to pluck plants from the ground, or to throw an item if you are holding it.

X Button - Same as Y button.

A Button - Use this button to jump. If you are running while you jump, you will jump even farther. You can also use this button to freeze the slots in the slot machine game.

B Button - Same as A button.

L/R Buttons - No use.

5.4)

C H A R A C T E R S

Note: All of these stats are estimates. I have made them up. While they are

approximately correct, they are not official, and should not be assumed official stats by Nintendo.

MEET THE CHARACTERS!

Mario

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

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

Luigi

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

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

Toad

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

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

Princess Peach

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

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

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
5.5) I T E M L I S T

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
This is a list of every single item in the entire game, all listed
alphabetically. A brief description is given for each item.

1-Up

Increases life by 1. You can either get these by picking up a certain plant
or winning in the slot machine

Bomb

After a few seconds, it will blow up and either kill an enemy, or blow up
crumbled walls.

Cherry

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

Coin

Lets you play the Bonus Chance at the end of each level. The more you have,
the more chances you get to earn extra lives. You acquire them by going into
subspace and pulling plants. You will earn one coin for each plant you pull.

Crystal

This is the name of my beautiful girlfriend....I mean....
Picking this up will force Hawkmoth to open his mouth. They are usually
guarded by a Birdo, but sometimes they wont be guarded at all.

Heart

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

Key

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

Mushroom

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

Mushroom Block□-----

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

Potion

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

POW Box

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

Rocket

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

Star

Getting one of these bad boys will make you invincible for approximately ten seconds. Every time you touch an enemy, it will die. There is also a part in the game where you can kill a Birdo with a star! To get a star, you will need to collect 5 cherries, and it will appear from below.

Stopwatch

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

Turtle Shell

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

Vegetable/Fruit

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

+---+
5.6) E N E M Y L I S T

+---+
This is a list of every enemy in the game, all listed alphabetically. In addition, there is some text describing the enemy, and how to kill it.

Albatross

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

AutoBomb

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

Beezo

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

Birdo

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

BombOmb

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

Cobrat

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

Flurry

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

Hoopstar

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

Ninja

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

Ostro

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

Panser

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

Phanto

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

Pidgit

Bird used for transportation. Jump on his head to pick up his head. Then his

wings can be steered to another platform. Kill him by picking up his head.

Pokey

Cactus guy in the sand levels. Kill him by throwing an enemy at each or its 4 parts or pick up its 4 parts and throw them before he grows back.

Porcupo

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

Shy Guy

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

Snifit

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

Spark

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

Trouter

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

Tweeter

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

+====+
5.7) B O S S F A Q

+====+
This section is dedicated to explaining how to defeat each boss in each game, as well with description of each boss, and strategies on how to defeat them.

Name: Mouser

Boss of: World 1 and World 3

Description: Mouser will throw bombs at you until either you or he is dead.

To kill him, pick up the bombs that he throws, and throw them back at him so that the bombs explode on him and hurt him. To defeat him, you must hit him with 3 bombs if you are playing him in World 1, or five bombs if you are playing him in World 3.

Name: Fry Guy

Boss of: World 4

plant. Out will pop an extra life, just in case. If you get the two cherries hanging there, a star should appear.

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

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

=====
World 1-2 - Super Mario Bros. 2 Walkthrough
=====

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

Enter the first pipe and grab the plant at the bottom for an extra life. Exit the pipe and grab the plant nearest to the edge, it is a potion. Throw it in between the two pipes. Go in the door and get the mushroom.

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

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

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

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

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

=====
World 1-3 - Super Mario Bros. 2 Walkthrough

=====

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

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

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

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

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

=====

World 2-1 - Super Mario Bros. 2 Walkthrough

=====

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

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

=====

World 2-2 - Super Mario Bros. 2 Walkthrough

=====

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

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

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

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

=====
World 2-3 - Super Mario Bros. 2 Walkthrough
=====

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

Leave the room and continue to your right, dodging Beezos, Pokeys, Cobrats, and the quicksand. When you get to the end, enter the pyramid. In the pyramid, fall to the left and grab as many cherries as you can on the way down. Fall down past the Phantos and to the sand. Start digging to the bottom, when you get to the fork, go either way, it doesn't matter, the door is in the center. Enter the door, steal the key from the Phantos, and exit. With the key in your hand, jump back to the top through the sand and into the locked door.

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

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

=====
World 3-1 - Super Mario Bros. 2 Walkthrough
=====

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

Jump over the waterfall and into the door. Jump from cloud to cloud until you

make it to the top and meet a Pidgit. Pull the Pidgit off his rug and ride him to the top. When you get to the vine, jump off of Pidgit's carpet and to the top of the vine.

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

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

=====
World 3-2 - Super Mario Bros. 2 Walkthrough
=====

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

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

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

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

=====

World 3-3 - Super Mario Bros. 2 Walkthrough

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

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

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

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

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

=====
World 4-1 - Super Mario Bros. 2 Walkthrough
=====

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

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

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

=====

World 4-2 - Super Mario Bros. 2 Walkthrough

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

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

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

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

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

World 4-3 - Super Mario Bros. 2 Walkthrough

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

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

In this room, you will need to fall to the bottom. To do this without getting hurt, you will need to ride on the red Shyguy. Get on the red Shyguy and ride him down the spikes. Just stay on the red Shyguy until you get near a door. Jump off the Shyguy and enter the door. In this room, there is a Phanto with his key. Steal Phantos key and run out the door. Now drop even farther down the room until you get to the locked door at the bottom. Open it with the key in your hands.

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

Fryguy isn't that hard of a boss, the trick is just learning his technique. To

hurt him, just grab a block from the ground and throw it at him. Hit him three times and he will vanish and four small fry guys will appear. To hurt the small Fryguys, just hit them once with a mushroom block. When you kill a mini Fryguy, the others become faster, more furious, and harder to deal with, so be careful. When you kill all four small Fryguys, a door will appear that leads to World 5.

=====
World 5-1 - Super Mario Bros. 2 Walkthrough
=====

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

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

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

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

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

=====
World 5-2 - Super Mario Bros. 2 Walkthrough
=====

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

Now, in real land, jump down to the bottom platform. Avoid the Porcupos, Shyguys and Ostros. Now make your way to all the Hoopstars. Do not pick up the plant next to the Hoopstars ledge at the very bottom ledge. It is a Bombomb and will explode as soon as you pick it up. Jump on the Hoopstars heads if you need extra height. Make your way to the vine at the very end and climb up it.

Using the vine, climb all the way to the door at the top, but be careful. These

vines have Hoopstars crawling on them. You will need to hop from vine to vine to get to the top.

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

=====
World 5-3 - Super Mario Bros. 2 Walkthrough
=====

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

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

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

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

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

=====
World 6-1 - Super Mario Bros. 2 Walkthrough
=====

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

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

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

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

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

=====
World 6-2 - Super Mario Bros. 2 Walkthrough
=====

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

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

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

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

=====
World 6-3 - Super Mario Bros. 2 Walkthrough
=====

Uproot the plant at the top of the ladder, it is a potion. Take it to the two lone cacti sitting in the quicksand. Now throw it on one of the two lone

cacti to get a mushroom. Be sure not to fall in this quicksand, it sinks very fast. Make it to the door at the very end, killing Cobrats, Pokeys, and Shyguys if necessary. Now enter the big door into the next room.

Make your way past all the Bombombs until you get to a crumbled wall with some Ninjas on the other side. Bomb this wall with the bombs provided. Now, jump over the Ninjas and Shyguys until you come to another destructible wall. Bomb this the same way you bombed the last one. The next plant is a potion, but don't get it just yet, unless you don't plan to get the mushroom.

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

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

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

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

=====
World 7-1 - Super Mario Bros. 2 Walkthrough
=====

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

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

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

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

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

shocked by the Spark. Once the second Spark is loose, kill him by throwing a mushroom block at him.

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

You should now see a few ladders and two Hoopstars patrolling them. While avoiding the Hoopstars, climb up the ladder and past the Snifit. Keep heading north until you see a small building. Go in it and fight the Birdo. When Birdo is killed, grab his crystal, and enter the Hawkmouth to get to World 7-2.

=====
World 7-2 - Super Mario Bros. 2 Walkthrough
=====

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

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

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

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

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

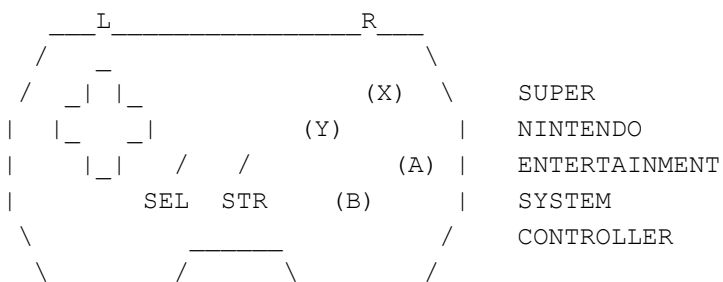
With the key in your hand, start heading west. You will come in contact with several Sparks. You can use your key as ammo to throw at them, but be sure to get it back, because you need it to get into the locked door. Head west until you come to a locked door. Enter the door, and head east a little bit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

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

set off on their journey deep into the Mushroom World.

'We took the 7 wands from the 7 kings. Each of us has one. Our father has instructed us to protect the wands.' says Larry Koopa in his most grueling voice ever!"

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
6.3) C O N T R O L S
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+



WHILE ON THE MAP SCREEN

D-Pad - This moves you along the Map screen. For each time you press the D-Pad, you will move one unit in that direction. Use this to navigate to the start points of different levels in the game.

Start - When you first start the game, it will tell you which character you are and how many lives you have. Press start to actually begin playing.

Select - Choose weather to Continue or Game Over when you run out of lives. This is also used to choose between 1 Player Game and 2 Player Game at the title screen.

Y Button - Press this once to flip the bottom bar to view your inventory, press it again to cover the bottom bar.

X Button - Same as Y button.

B Button - The B button has many uses. It allows you to enter a level if you are on a level, or a pipe, a Toadhouse, etc. It stops sliding pictures in the picture game, and flips over cards during the card game. In addition, it is used to choose items from your inventory.

A Button - Same as B button.

L/R Buttons - No use.

WHILE IN AN ACTION SCENES

as he deserves to get.

Princess Toadstool

Also known as Peach. She is the reason that most Mario games exist. Yes, Bowser always kidnaps her, which is where Mario and Luigi come in to save her. She isn't seen throughout this entire game, except at the very end when you save her, and briefly in the middle of world 8. Also, occasionally you'll get a letter from her containing a special item.

Bowser

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

+---+
6.5) E N E M Y L I S T

+---+

This will include a full list of all the enemies that you will come across while playing through Super Mario Bros. 3, as well as a detailed description of each. They are listed in alphabetical order.

Angry Sun

Don't ask me why, but for some reason, this sun doesn't like you, and will swoop down from the sky to make you suffer! Luckily, he only appears twice in the game. Kill him by throwing a Koopa Troopa shell at him.

Baby Cheep Cheep

These guys are much smaller than an ordinary cheep-cheeps, which makes them more agile, and harder to hit with fire power. Big Bertha will release them from her mouth. The only way to kill them is with fire power.

Big Bertha

This female fish has the same resemblance as a Boss Bass, but is completely underwater, and will not try to eat you. Instead, she will release a Baby Cheep-Cheep from her mouth, which can be quite troublesome. The Baby Cheep-Cheep will go back into her mouth, and this process will loop. She can be killed with a shot of fire.

Blooper Nanny

This is like the parent blooper. It's the squid enemy that is only found in underwater levels. It will have four little tiny bloopers on its trail. Sometimes the tiny bloopers leave their parent blooper, which will result in a widespread attack.

Bob Omb

Originally introduced to the Mario series in SMB2, they have a little switch

behind them like a wind up toy would have. But, don't hang around them for too long, because when they begin to flash, they'll explode killing every thing around it. If you jump on his head, he will stop and you can pick him up, but don't hold him for too long, because they can still blow up.

Boo Diddly

This ghost enemy is too shy to look you in the eye. However, when you turn around, he will make a valliant attempt to make your adventure a not so fun one, if you know what I mean. He is only found in fortress levels, and can only be killed as Hammer Mario, or with star power.

Boom-Boom

The dreadful, fearful, malicious boss of the fortress levels. He is the last obstical of any fortress level, and he must be defeated to complete a fortress. To kill him, you can do one of three things: You can either (1) jump on his head 3 times, (2) shoot him with five fireballs, or (3) throw one hammer at him. When he perishes, he'll leave behind a question mark ball. Grab the question mark ball to end the level.

Boomerang Brother

This guy is basically a boomerang version of a Hammer Brother. Instead of throwing hammers, he will throw boomerangs. Watch out for the boomerangs, because they loop back in the air for a second chance to harm you. Boomerang Brothers can be killed by either a whip of the tail, a blast of fire, or a bop on the head.

Boss Bass

This guy can be quite troublesome, and is located mostly in world 3. He will swim back and forth in the water, and attempt to eat you! If he eats you, you will automatically die, which is why he is so trouble some. He can be killed many ways, but he will come back after awhile if you kill him. For once, humans aren't on the top of the food chain!

Buster Beetle

These guys are the least abundant of the Beetle family. In fact, they are rarely found at all. Their main attack is to pick up ice blocks and chuck them at you, which is quite a hazard! Unlike all his Beetle relatives, these guys are NOT fireproof.

Buzzy Beetle

He's back from SMB1 and in black! And this time he can walk on the ceiling. That's right, the ceiling. Then, when you least suspect it, he will drop down for an attack! They can't be killed with firepower. Extremely tough, indeed!

Chain Chomp

Although they are tied to a block, they can be quite an annoyance. They take the resemblance of an angry dog, kind of like what you see in cartoons. They bark too! If you stare at them for 150 seconds, they will break away from their chain. They only way to kill them is with star power.

Cheep Cheep

This fish enemy was taken almost directly from SMB1. They are the fish enemy that are found underwater. There are two different variations of the Cheep-Cheep. The first version is green, and it is mainly found underwater. The second version is red, and is found hopping out of the water. And, in world 8, they can even jump onto the land! Fire power is the best way to eliminate them.

Dry Bones

This skelified version of a koopa troopa is only found in fortress levels. When you jump on it, it will crumble into a pile of bones, but that effect is only temporary; he will become restored after about 8 seconds. They can be permanently killed with star power, or by throwing a hammer at them.

Fire Brother

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

Fire Chomp

Ugh! I don't like these guys at all! Despite their common names, they don't share any traits with the Chain Chomps. They float in the air, and a long chain of fire will trail them at all times. They will also shoot fire from their mouths. They can be killed by stomping their heads. They will explode if they aren't killed in time.

Firesnake

This chain of fireballs, which makes it's debut in world 2-1, can pass through many walls in an attempt to harm you. It can be killed by wagging your tail at the head, or by using fire power, or by star power.

Giant Koopa Troopa

like an ordinary koopa troopa, there are two different variations that they can be found in: red and green. The red variation is slightly smarter as it will turn around when it approaches a platform drop. The green version will only turn around when a solid barrier gets in its way. Despite their size, you can jump on their heads and use their shells to throw as a weapon.

Giant Goomba

This is a giant version of an ordinary little goomba. They are four times the size of a little goomba. Luckily, their brains haven't increased at all. They don't do anything different than a normal goomba would, and they are still easy to kill.

Giant Koopa Paratroopa

This giant version of a Koopa Paratroopa is nearly four times the size of you! With the exception of their size, they are exactly the same as an ordinary koopa paratroopa. They can't really fly, instead they just bounce. To defeat one of them, just do what you would on an ordinary Koopa Paratroopa.

Giant Pirahna

Fould only in world 4, they are no different than ordinary Pirahnas, with

the exception of their size. Despite their humungus size, they are not too much harder to deal with.

Hammer Brother

Taken straight from SMB1, they have an unlimited amount of hammers that they will continually throw at you. They are usually found in pairs of 2, and are rarely found by themselves. You can kill them by bonking them on the head, but there are other, smarter ways to defeat them.

Hanging Pirahna

About as simple as a pirahna plant can be. They have no attacks, all they do is come out of their occupied pipes, and if you are stupid enough to run into them, then that is your fault. They are the most common of the Pirahna family. They wont come out of their pipes when you are near. Kill them with a whip of a tail or a blast of fire.

Hot Foot

Hot foot is basically a flame that is on a candle. When you turn away from it, it will make an attempt at you, but if you look at it again, it will stay put. They are only found in fortress levels, especially ones later in the game. They can't be killed.

Inverted Podoboo

These guys are simply a variation of a normal Podoboo. Instead of coming from lava at the bottom of the screen, they will drop from lava on the ceiling. They somehow have the ability to defy the laws of physics! They are more troublesome than normal podoboos because you never know where they will be. They are first found in 5-Fortress 2. They can't be killed.

Jelectro

This high voltage jellyfish is capable of sitting completely still and still getting in your way. They are often found in large clumps, arranged in patterns tricky to bypass. They aren't usually found by them selves, and cannot be defeated.

Koopa Paratroopa

This creature is basically the same exact thing as a Koopa Troopa, except it has wings that will allow it to fly endlessly. A stomp on the head will revoke its wings, and then it will turn into an ordinary koopa troopa. Kill it the way you would any ordinary koopa troopa.

Koopa Troopa

There are two different variations of a koopa troopa; a red one and a green one. A red koopa troopa will walk back and forth, but when he comes to a ledge, it will repace his steps. A green koopa troopa will simply just walk off the ledge.

Kuribo's Goomba

This is an ordinary Goomba, except it has come in contact with Kuribo's Shoe. If you knock the Goomba out of the shoe, you can jump into the shoe, which can be used for protection against ground items, such as spikes. Unfortunately, they are only found once in the game.

Lakitu

This guy is absolutely hated! He causes so much trouble to the game. He will float around in the sky in a cloud, and throw spinys down at you! The real trouble is because of the Spinys that he will throw. He can be killed by a shot of fire, or a stomp from above.

Lava Lotus

This artificial flower is found deep on the seafloor. It will release several fireballs at a time, and it will continually release more fireballs. To get past them without getting hurt, must swim past him before he starts releasing the fireballs. It cannot be killed.

Little Goomba

This is as basic as an enemy as can be. A traitor to the Mushroom Kingdom. He is small, and brownish colored. All he does is walk from side to side. To kill him, just bash him on the head.

Micro-Goomba

These are children of a Para-Goomba. When you come in contact with certain Para-Goombas, you will notice tiny goombas descending from it. These tiny goombas are Micro-Goombas. They are very annoying. If one touches you, it will stick to you causing you not to be able to run fast, or jump high. To remove it, press A and B as rapidly as you can.

Muncher

This member of the pirahna family is tiny, and black. They don't actually attack you, they just stay in one spot. If you accidentally touch one, you will pay dearly. You can't kill them, but if you hit a P-Switch, they will turn into coins.

Para-Beetle

These red-shelled beetles are only found in world 5-6. They are pretty cool. You can jump on their heads and ride them. They have two wings that enable them to fly. They are necessary to cross two large gaps.

Para-Goomba

This enemy is simply a little goomba with an additional pair of wings. There are two variations of a para-goomba. The first has wings, and will bounce up and down, but will not actually fly. The second variation will use his wings to fly off the ground, and will release Micro-Goombas at will, which can be a pretty hard obstical. When you jump on either variation, they'll turn into an ordinary little goomba.

Pile-Driver Goomba

This member of the Goomba family, which makes their debut in world 2-1, will try to trick you by hiding out in a fake brick. The fake brick looks exactly like an ordinary brick, except it doesn't shimmer. As you bypass the fake brick, the Goomba will launch the brick high in the air at you, and try to land on you, then the process will repeat. Be sure to keep an eye out for them, because they are hard to spot. Kill them by jumping ontop of their fake brick.

Podoboo

Taken straight from SMB1, they will leap from lava and a different rate every time. They are made of lava type substance, therefore firepower cannot harm them. With the exception of a starman, nothing can kill them.

Ptooie

This strange pirahna is mainly found in world 7. There are two different variations of a Ptooie. The first one is mobile, while the second one hides out in a pipe. Both variations have a spike that will float above them. They can be killed with either fire power, or a whip of the tail.

Rocky Wrench

This guy can be quite troublesome. He is a turtle that hangs out underneath sewer lids in airship levels. When you approach the sewer he is in, he will suddenly appear and start throwing wrenches at you! If you jump on him, he will become knocked out for a second or two, and then appear again! They can't be permanently killed.

Rotodisc

This non living enemy is found mainly in fortress levels. He is a white disc that will circle around a pearl. He does not do anything except move around in a circular motion. The only way to kill them is with the Statue of Tanooki Mario.

Sledge Brother

This is a quite odd variation of a Hammer Brother. It is much larger than an ordinary Hammer Brother, and much fatter too. Like an ordinary Hammer Brother, they will throw hammers into the air. They will occasionally jump into the air, and when they land, they will land with such force that the ground will shake. If you are on the ground as the ground shakes, then you will become temporarily stunned.

Spike

This enemy is pretty mellow until he sees you walking. At this point, he will pull spikes from inside his mouth, and throw them at you. A stomp on the head will kill him.

Spiny

This annoying enemy, which was taken directly from SMB1. He is the enemy that is dropped by Lakitu. They are called 'Spiny' due to his spiked back, which is also protection against stomps. There is a variation where they walk on the ceiling too, but only for underground levels. The best way to kill them is by shooting fire at them.

Spiny Cheep Cheep

This is basically the same as the Cheep-Cheep, except it has a spiny back, which makes it oblivious to back stomps. It also moves slightly quicker than Cheep-Cheeps. The only way to kill them is with a blast of fire.

Spiny Egg

Do you know that egg that Lakitu throws that hatches a Spiny? That is a Spiny egg. Usually, the egg will hatch immediately into a Spiny, but sometimes, the egg will remain an egg, and roll along the ground. Spiny Eggs can be very difficult to cope with, especially when there are more than one rolling on the same platform. The best way to kill them is with firepower.

Stretch

This ghost is the guy that hides out underneath long white sheets found in certain fortress levels. You can safely touch the long white sheet, but the ghosts that peer out is what you will have to watch out for. The only possible way to kill them is by throwing a hammer at them as Hammer Mario.

Thwomp

A Thwomp is a mean grumpy looking huge brick that hides out waiting for the perfect time to strike. When you get close enough to him, he will drop from whatever position he is at and try to smash you alive! If he misses you, he will slowly reset to his original position to attack again. When he resets, you can safely go under him. The best way to get past them is with a running start, but if there is not enough room for a running start, then make him attack, and as he resets, go under him. You can kill him with a hammer, or by using star power.

Venus Fly Trap

This is the most common pirahna plant of the game. They come in different sizes and shoot fire from their mouths. They will shoot either one or two fireballs depending on what level you are in. They can be killed only with the whip of a tail, or a shot of fire, or star power.

Walking Pirahna

This member of the Pirahna family is a small white plant that will walk back and forth. If you jump over them, they will leap up for an attempt to harm you, so be sure to get extra height as you jump over them. There is an extra rare variation where they shoot fire out of their mouths, but they are only found once in the game. They can be killed with fire, tail whips, or star power.

+---+
6.6) I T E M L I S T
+---+
This section includes EVERY item in all of Super Mario Bros. 3! It includes In Game items, Map Screen only items, and Power Up items, and there is a brief description of each one! What more could a man ask for?!

=====
IN LEVEL ITEMS
=====

Coin

This the THE most basic item in the entire game. They are scattered about each stage you play. Collect 100 for an extra life.

Kuribo's Shoe

Kuribo is the Japanese translation for 'Goomba' and a Goomba is the enemy that occupies the shoe, so it makes perfect sence. To knock a Goomba out of Kuribo's Shoe, you will have to lure the Goomba ontop of a brick, and then bash from underneath. Now you can go into Kuribo's Shoe, and hop around in it. It will protect you from all harmful objects from underneath, such as spikes or Munchers. It is only found in world 5-3.

P-Switch

For a very brief time, it will turn all coins into bricks, and brick into coins. Some secrets can only be accessed with them, such as a hidden 1-up mushroom in world 2-1.

Question Mark Ball

You will receive a Question Mark Ball for defeating Boom-Boom, which is the boss of the fortresses. Touch it to end the fortress levels.

Treasure Chest

These things can contain a number of things. It will usually contain a simple Powerup, but sometimes it will contain something good! A Treasure Chest is the thing that you get after beating a Hammer Brother level, just to let you know.

=====
MAP ONLY ITEMS
=====

Anchor

When you lose in an Airship level, the airship will travel to another section of whatever world you are in. Use the Anchor to stop this from happening.

Hammer

Used to break certain rocks on the map screen to access hidden areas of whatever world you are currently in. Use it in the top right corner of world 2 to access a hidden secret area!

Jugem's Cloud

Jugem's Cloud translates from Japanese literally into 'Lakitu's Cloud.' Lakitu is the guy who rides around in that cloud, so it makes perfect sence. Anyway, Jugem's Cloud will allow you to overpass any single level without actually playing it. It will NOT work on hammer brothers, Card Match Games, Tank Levels, or Hand Grab levels. Usually, I save them up for the last 3 levels of world 8.

Music Box

This item will put all Hammer Brothers/Pirahna Plants to sleep for 1-3 turns. Personally, I would just fight the Hammer Brothers/Pirahna Plants, because

of the nifty items you receive for defeating them.

Warp Whistle

One toot on this whistle will send you to a far away land. And that statement is true. Use the whistle, and you will be transferred to Warp Zone where you will select what world you would like to go to. There are only 3 in the entire game.

=====
POWER-UP ITEMS
=====

1-Up Mushroom

If you find one of these beauties, you'll be rewarded with an additional life. You don't come across them often.

Fire Flower

Find a fire flower, and you will have the ability to magically shoot fire from your hand. This is quite useful for killing many enemies.

Frog Suit

This will turn your character into a frog! As a frog, you can swim extra fast underwater, but you can't play very well on ground. Use them while you can in world 3, aka Water Land.

Hammer Suit

This will turn Mario into a hammer brother! It will give you the ability to throw hammers. You can control how far you throw the hammers by using the D-Pad as you throw. You can also block fire by pressing down. This is the rarest item of the game, so make good use of it when you get it.

P-Wing

These are a pretty rare find. A P-Wing will give you unlimited amount of flight for one level. That means, that your P-Meter will always stay full, which will enable you to fly for as long as you'd like! However, when you finish a level, the P-Wing power will be revoked.

Raccoon Leaf

This item is basically the trade mark of the original SMB3 game. If you get one, it will give you the ability to fly, provided that your P-Meter is filled up. It will also give you a tail that you can use to whip enemies by pressing B. In addition, you can glide slowly to the ground if you tap A in the air.

Starman

For a brief time, you will have invincibility! That means that you can do whatever you want (except jumping off cliffs or into lava) without harming yourself in the slightest bit. Unfortunately, they only last about 12 seconds.

trouble! This is where an average mario gamer usually starts to struggle. When you hit her a second time, she will not only fire a third ring, but she will also start jumping like a crazy person on sterriods! As if the three rings were not hard enough! Once you finally hit her the third and final time, she will shrivel up, and fly toward the sky. Then, collect the magic wand, and finish the level.

Name: Iggy Koopa

Boss of: World 4

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

Name: Roy Koopa

Boss of: World 5

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

Name: Lemmy Koopa

Boss of: World 6

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

Name: Ludwig Von Koopa

Boss of: World 7

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

Name: Bowser

Boss of: World 8

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

To make him do this, you will have to stand ontop of the bricks, and dodge the two flames that Bowser will shoot. As Bowser goes up to Butt slam you, quickly jump out of the way. If done correctly, Bowser will break some of the bricks. Continue this process until Bowser breaks the last supporting row of bricks. When this happens, he will drop off the bottom of the screen and slowly plummit to the ground. When he finally hits the ground, you will bounce up, then you'll hear some "hero" music, and the locked door will open. Finally, go into the locked door to free Princess Peach, which will finish Super Mario Bros. 3.

+---+
6.8) F U L L W A L K T H R O U G H
+---+

World 1 - Grass Land - Super Mario Bros 3. Walkthrough

=====
World 1-1 - Super Mario Bros 3. Walkthrough
=====

Run to the right and jump over the Goomba. Hit the four question mark

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

Option 1

Keep going to the right and jump over the pit. Avoid the two bouncing Koopa Paratroopas on the platform above. Continue to the right and you'll come across a Wandering Koopa Troopa. Either kill him or leave him be, the choice is yours. There is are two question mark blocks to your right, the left one is a coin, and the right one is a powerup, which is a good way to make up for lost health. Now jump over the two pits that follow to the right.

Option 2

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

Rejoined

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

=====

World 1-2 - Super Mario Bros 3. Walkthrough

=====

Run up the hill and jump over the horizontal pipe. Avoid the Little Goombas, and continue until you come to two Question Mark Blocks. The left ? block is

a coin, and the right ? block is a powerup. Get the powerup, then jump on top of the two Question Mark Block, and over the T shaped pipe formation. Avoid the Goombas that originate from the right side of the T shaped pipe formation. Continue to the right and jump over a struggling Para-Goomba, and up a hill. Jump over the pipe, and descend down from the hill. Don't get any of those coins that you see in front of you, not yet at least. Continue to the right, and you should see a pipe elevated in the air with two blocks underneath of it. The leftmost block is a P-Switch, to get it as big Mario, you will have to duck-slide. Hit the P-Switch and the coins to the left turn into brick platforms. Jump on the newly created brick platforms to the left one by one until you are on top of the pipe. Now, press down on the pipe to enter it. Once inside the pipe, drop down to the very bottom and grab the 20 coins sitting there. If you have a tail, you can fly back to the top of the room and get 32 coins there. When you are done, enter the exit pipe at the bottom left of the room.

Once back outside, run and hit the P-Switch again. Jump back up to the top of the pipe, but don't go in the pipe. Instead, stand on the right half of the pipe, and jump straight up to reveal a hidden 1-up mushroom! Now, finally, get those coins to the left of the P-Switch. Once you grab those coins, head in the rightward direction, and climb the steep hill. Once on the other side, you will see two note boxes, and a Para-Goomba. Bounce on the right note box to reveal a hidden powerup. Now look to the right and you will see a hill. If you press down on the top of the hill, you will slide down it, killing the two Little Goombas that are currently climbing up it in your direction. Now jump over a pipe with a Pirahna Plant inside and look to the right, you will see three more note boxes and a tiny hole below. Bounce on the Rightmost note box, you will reveal a hidden Starman. Grab the Starman and you will get temporary invincibility!

Now continue to the right over another pipe, past a Little Goomba, and over a pipe with a Venus Fly Trap inside. Hit the question mark block for a single bloody coin, and continue up the hill. Jump over the horizontal pipe, and avoid all the Little Goombas that it will spit out to the right. Keep going in the rightward direction and a Para-Goomba will appear. Avoid the Para-Goomba and all the Micro-Goombas that will appear from the Para-Goomba. Continue to the right and touch the roulette card to finally finish the level.

=====
World 1-3 - Super Mario Bros 3. Walkthrough
=====

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

Option 1

Jump ontop of the peach-colored note box and press A just as you bounce on it to bounce up into the clouds! The clouds are like a secret bonus room; there are no enemies and life threatening situations, just coins. In fact, there are 35 coins on the ground. However, you will encounter more coins if you fly up in the air exactly half way through the area (of course, you must be raccoon mario to fly). In the sky, there are a total of 24 more coins as well as a block that contains an extra life. When the screen scrolls all the way to the right, enter the pipe to be released back into World 1-3.

Option 2

Ignore the peach-colored note box, and just continue to the right. Jump over a green Koopa Troopa, or kill him if you choose to. Jump over a pillar comprised of four blocks, and kill the little goomba on the other side. Now jump over another pillar, this one comprised of three blocks instead of four. If you touch the top block of the three block pillar, a powerup will emerge. Now kill the jumping Para-Goomba, and collect the 3 coins there. Jump over another pillar and kill another Para-Goomba, and collect 3 more coins. Now jump over the last pillar. Continue and jump over a tiny pit, and you'll come into contact with Boomerang Brother. You can kill him if you choose to by bashing him on the head, but I recommend just jumping over him. Now go to the right and jump over a tiny hole, and two Little Goombas will meet you, kill them both. Continue past a few platforms above you, and past a green Koopa Troopa.

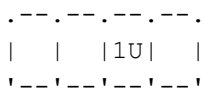
Rejoined

You will now find yourself in the vicinity of a Para-Goomba that is releasing tiny Micro-Goomba Clingers. Simply ignore it, and go to the right. Touch the card roulette to finish the level.

=====
World 1-4 - Super Mario Bros 3. Walkthrough
=====

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

Jump off of your green grassy platform and onto a platform comprised of 5 bricks. Jump onto the moving platform and then onto another brick platform; be sure to get the three as you do this. Go farther right on this same platform and get the 3 coins directly above. Now there are three more moving platforms, use them to get onto the lower platform there. You should now be about where the X is in the diagram below. There is also an extra life you can get, to see where the extra life is, check my diagram below.



^

'----- 1-up Mushroom here.



```

.--.--.
| | |
'--'--'

```

Stand where the X is and jump up to reveal the 1-up. Now jump to the right onto another moving platform, and then onto a L shaped brick formation. Now grab the 3 coins, then jump onto another L shaped brick formation, and get the 3 coins above it. Now jump to the right onto a platform that looks like the diagram below.

```

.--.
| |
:--:--.    .--.--.--.--.--.
| |PU|    |CB| | | | |
'--'--'    '---'---'---'---'
    ^      ^
    |      '---Coin box here
    '-----Powerup here
.--.--.--.--.
| | | | |
'--'--'--'--'

```

In this wacky looking set of brick formations, hit the powerup first, and then hit the coin box. Now, go on top of the 5 brick platform and you will see a red Koopa Troopa. Bash him into his shell, and then pick his shell up and carry it. Carry the shell to the next high platform and kick it at the brick that is sticking up to reveal a hidden 1-up! Now continue to the right and use 2 more moving platforms to jump to the next brick formation; get the 3 coins in the air as you do this. To the right is a moving platform that will travel directly above 7 vertical coins. Jump on the moving platform and let it drop through the 7 vertical coins, right before the moving platform drops off the bottom of the screen, jump up onto the brick platform to your right. The upper brick in the set of two is a coin box, to get it you will need to be big, if you are big, smash the bottom brick and get the coin box. Now to the right, use the three moving platforms to get onto the next brick formation. To the right, jump across the pit, over the red Koopa Paratroopa, get the 4 coins, and go into the pipe. In the pipe, ignore the Boomerang Brother to the left, run to the right, and touch the card roulette to end the level.

```

=====
World 1-Fortress - Super Mario Bros 3. Walkthrough
=====

```

Run to the right, jump up the mini staircase, and stop when you get to a lava pit. There are several lava pits ahead of you, each of which has a Podoboo jumping out of it. Safely, wait for the Podoboos to settle, and then jump over 3 consecutive pits. You will now be on a platform with a question mark block above, hit the question mark block to reveal a powerup. Get the powerup, then jump over another pit to the right (watch out for the Podoboo). Walk down the small staircase, dodge the Rotodisc. Go up another staircase, and dodge the next Rotodisc. While watching out for the Podoboos, jump to the right over two more lava pits. You'll now be on a platform with a single Rotodisc. Dodge the Rotodisc, and jump to the right over another lava pit. Hit the question mark block for a powerup. Get the powerup, then jump over the Dry Bones, and go into the door.

The first thing you will notice about this next room is that the ceiling is comprised of spikes, and will slowly drop towards you. Walk a little tiny bit to the right, and stand below the area of the ceiling where the spikes are higher up than the rest of the spikes on the ceiling. As of now, you are completely safe, because the ceiling will not drop all the way. Wait for the ceiling to drop all the way down, then it will start to rise again. As it rises, jump to the right over the pit; you should now be on an "island" platform. The spikes on the ceiling above the "island" platform are higher up than the rest of the ceiling, thus, you are safe standing on the "island" platform. Stay on the "island" platform and wait for the ceiling to drop all the way, then as it rises again, jump over the pit to your right. As you jump across the pit, the spikes will lower again. Quickly, run to the very right of the room and press yourself against the wall. You are safe against the wall, so stand there and wait for the spikes to reach their highest position. When they reach their highest position, a door will appear, go into the door. Inside the door, you will find yourself in a long hallway. Follow the hallway all the way to the right and you will find Boom-Boom.

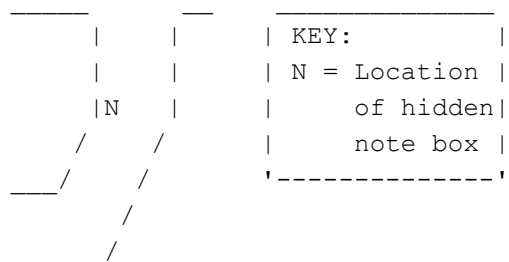
You will now be confronted with the fortress boss, a.k.a. Boom-Boom. You can kill Boom-Boom 1 of 2 different ways. The first way is to jump on his head 3 times. If you choose to jump on his head 3 times, you must know that Boom-Boom will get more difficult after each stomp. The second method of defeating Boom-Boom is to shoot him with 5 fireballs. If you do not have firepower, chances are you don't, then just use the first method of beating him. Once Boom-Boom has been defeated, grab the question mark ball to end the level.

=====
 World 1-5 - Super Mario Bros 3. Walkthrough
 =====

As soon as you start the level, immediately hold down and you will slide down the hill and knock the four buzzy beatles off of the stage! You will land in a water pit. Get the 5 coins, then go to the right and climb up the short hill. Dodge the Pirahna Plant coming out of the pipe from above. Jump ontop of the Buzzy Beatle there, and kick him to the right at the right time to knock out a second Pirahna Plant below. This, is where your path splits into 2 different options.

Option 1

 Take the uppermost path! Take the top path that leads toward the surface. Follow this path, and stop when you get to the part of the path that goes straight up (when you can see the daylight). There is an invisible note box you can get. To find out where it is, use my diagram below.



If you would like a coin heaven, hit the invisible note box. Bounce ontop of it, and press A as you bounce to be sent to a coin heaven. If you

choose to omit the coin heaven, then ignore the hidden note box, just jump on top of the surface onto the flat land. To the right, climb the hill and avoid the two green Koopa Troopas. Now climb another hill and avoid the next Koopa Troopa. Go down the other side of the hill, and you'll see a hole in the ground exactly like one where the hidden note box was, except there isn't any hidden note box this time.

Option 2

Take the lower path! Take the lower path where the second pipe is. Drop down the hole in the ground and land on the pipe. Go to the right into a water pit and collect the 5 coins there. Continue to the right past two more tinyer water pits, and then you'll come to a fourth water pit that has a question mark block above it. For a powerup, go into this water pit and hit the question mark block. Get the powerup, then advance up the hill to the right. When you get to the top of the hill, jump up above the surface.

Rejoined

Go to the right and climb up the small hill there. Avoid the green Koopa Troopa, then go down the right side of the small hill, then drop into the hole in the ground. Advance down the hill in the ground, and past two pipes, one of which has a Pirahna in it. Continue past another pipe with a Pirahna in it hanging from the ceiling. Continue to the right as far as you can go, then jump into the final pipe at the very right of the room.

In the new area, go to the right, and touch the shuffling card roulette to complete the level.

=====

World 1-6 - Super Mario Bros 3. Walkthrough

=====

Jump to the right from platform to platform until you come to a high up platform occupied by a red Koopa Troopa. Knock the red Koopa Troopa off, and grab the 3 coins there. Now drop off the platform you are currently on, and land on the lower right. Knock the red Koopa Troopa off of that platform, and hit the question mark block which contains a powerup. Get the powerup if you choose to, jump on top of the used question mark block, and then on top of the platform to your upper-right. To the right, jump onto a rail lift, then onto the two note boxes that follow. Use the two note boxes to bounce onto a platform to the right. There is a red Koopa Paratroopa to the right, but completely ignore him. Instead, jump over him and land on a large platform with two blocks on each side that are preventing a green Koopa Troopa from falling off the edge. There are several secret items in these bricks, use my diagram to locate them.

.--.--.--.	.-----.
1U	KEY:
'--'--'--'	1U = 1-UP
	SC = Single Coin
	MC = Multiple Coins
	'-----'

.--. .--.

```

|SC|           |MC|
:--:           :--:
|  |           |  |
=== '---'===== '---'===
=====

```

To get the single coin and the multi-coin, jump on the green Koopa Troopa once, and kick his shell inside this area. His shell will break the two underneath bricks, which will enable you to go underneath the coin bricks and grab their treasure (if you are big, you will have to duck-slide). Once you have gotten the two coin bricks, you can hit the 1-up brick. Hit the 1-up brick from below, and hope it goes in a way that favors you.

Once you are finished with the area with the bricks, jump to the right onto the single platform. Jump ontop of the hill on this single platform, and then onto the higher platform to the upper-right. Continue to the right and jump up when the platform increases in height. You will now see a small spot where the platform is missing. Drop through this missing block, and land on the small brick platform below, then jump onto the rail lift to the right. As soon as you jump on the rail lift, it will start moving. Grab the 2 coins, avoid the red Koopa Paratroopa, and get the additional coin. Stay on the rail lift a bit more, and the line will end, causing the rail lift to end. When the rail lift ends, jump onto the platform to the right. Look to the right of where you are now and wait for a lift to glide your way. When you see the lift, jump onto it and ride it to the right. Now jump on another rail lift. As soon as you jump on it, it will start moving. Now jump to the right ovetop a red Koopa Paratroopa, and land on the ground. Advance to the right and you'll come to the shuffling card roulette. Avoid the green Koopa Troopa directly infront of the shuffling card roulette, then touch it [the card roulette] to end the level.

```

=====
World 1-Castle - Super Mario Bros 3. Walkthrough
=====

```

Carefully head right over the two Ball Cannons and a Bullet Bill Cannon. Try not to let the cool lightning effect in the background distract you. The platform you are on will drop a bit, so drop down. Advance past another Ball Cannon, and then jump over the wooden pillar. This next part is the hardest part of the level: you will now be attacked from below, as well as from above. Continue past 2 more Ball Cannons located on the ceiling, and another Bullet Bill Cannon on the ground. Hit the question mark block for a powerup. Get the powerup, and continue to the right. Watch out for the Rotating Ball Launcher above, it will shoot two Balls at a time. Continue to the right and jump over a wooden pillar. Advance past another Ball Cannon, a Bullet Bill Cannon, and another Ball Cannon. Advance up the steps and you'll come to a small white pipe. Go into the white pipe for a confrontation with Larry Koopa.

Larry Koopa is extremely easy, but he could give some trouble to those of you whom are n00bs to the game, no offense if you are. Larry Koopa can only harm you one of two ways. The first way he can harm you is if you get hit by the magic he will shoot from the wand. The second possible way he can harm you is by touching you. To defeat Larry Koopa, you will need to bash him on the head 3 times. Unlike some of the other bosses, Larry Koopa does not get any tougher when you stomp on him. You can also defeat him by blasting him with 10 fireballs, but I find that method to be extremely

difficult, and I highly recommend the 3 bashes on the head method. However you defeat him, grab the wand that he will leave behind, and bring it back to the king.

Once you restore the King, Toad will cry tears of joy, and the King will sit there blinking his eyes like a moron. The King will also give you a letter from the Princess containing a P-Wing, which is an extremely useful item to have.

World 2 - Desert Land - Super Mario Bros 3. Walkthrough

=====

World 2-1 - Super Mario Bros 3. Walkthrough

=====

Run to the right, and jump on the brick formation. In this huge brick formation, there are three Pile-Driver Goombas camouflaged with the bricks, so watch out for them. You will also come to a single question mark block which contains a powerup. If you want to attempt for the powerup, you will need to take caution of the Pile-Driver Goombas.

Once you are done with the brick area with the question mark block, go to the right over 3 pillars with Pile-Driver Goombas ontop, and you will come to two consecutive question mark blocks. The left question mark block is only a coin, but the right question mark block is a starman, so be sure to hit at least that one. Now continue to the right past a green Koopa Troopa, a Pile-Driver Goomba, and a Firesnake. Use the two note boxes there to bounce ontop of the platform to the upper-right. Go to the right past a Little Goomba, and then walk a bit farther down this platform and jump over another Little Goomba. When the platform you are on ends, drop down to the ground. You should see two wooden bricks in the air. There is an invisible note box in between these two wooden bricks, jump up to reveal it. Jump ontop of the note box, and touch the side of the leftmost wooden brick to make a powerup emerge, then grab the powerup. There is a secret here where you can get an extra life; if you would like an extra life, follow the next paragraph, but if you would rather skip the extra life, then skip the next paragraph.

To get a 1-up, drop back onto the ground (you may have already done so) and go to the left. Walk underneath the caged in area and break the brick from below. Go into the caged area, walk to the left, and drop down the platform. You will now be in an area with a single brick surrounded by 4 coins guarded by a Firesnake. Avoid the Firesnake, grab the 4 coins, and hit the brick. Sure enough, the brick is a 1-up. Get the 1-up, then go back to the right to the area where you started from (where the two wooden blocks and the note box is). You will now have two different options.

Option 1

Jump ontop of the note box, and spring onto the right wooden brick. Jump off of the wooden brick and land on the upper-right platform.

Option 2

Path Number 2 is for only those of you that are Raccoon Mario, you will need to fly to do it. Start by jumping ontop of the note box, and using it to spring up above the top of the upper-left platform. Stand on the right edge of this platform and start running to the left. When your P-Meter fills all the way up, fly in the air and break bricks to gain access to a hidden pipe! Go in the pipe and hit the P-Switch. Get the 16 coins that will appear, then go down the pipe to the right.

Rejoined

Continue to head to the right until the platform you are on ends. At this time, drop off, and land on the ground. Advance to the right until you come to a pipe with a Pirahna in it. Jump over this pipe, and kill the Pile-Driver Goomba that blends in with the 8 other bricks there. Wait for the Pirahna in the second pipe to go into his pipe, at this time, jump ontop of the pipe and go in it. Hit the P-Switch, and quickly exit via the pipe to the left. Now all the bricks have turned into coins! Get the coins, and kill the Pile-Driver Goomba again. Advance to the right to where the Shuffling Card Roulette is. There is another Pile-Driver Goomba right infront of the Shuffling Card Roulette, so don't accidentally hit him. When you are ready, touch the Card Roulette to end the level.

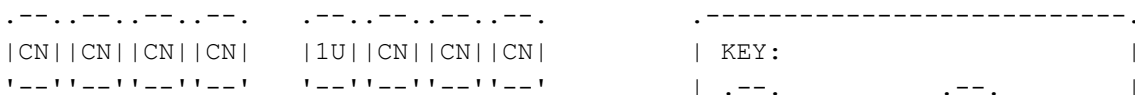
=====
World 2-2 - Super Mario Bros 3. Walkthrough
=====

To the right, advance over the hill, and jump over the Little Goomba there. Jump over the sand pit, and be sure to watch out for the Venus Fly Trap who lives in there. On the right side of the sand pit, go up the hill and you will see a brick sitting on the ground. Touch the side of the brick to reveal a hidden powerup. Get the powerup, then get the three coins sitting there, but be sure not to fall in the hole. Advance to the right over the red pipe, and jump over a second quicksand pit with another Venus Fly Trap inside it. To the right of the second sand pit, climb up the hill to the top and you will see two vertical bricks with a long stationary wooden platform located just to the right. Jump over the two vertical wooden bricks and land on the long wooden platform. As soon as you land on it, the long wooden platform will begin to glide to the right.

[NOTE: You will now have two different options to take. The 'dry' option is for those of you that are going to remain on the wooden platform. The 'wet' option is for those of you that will take the water route.]

DRY Option

Stay on the wooden platform. Get the 6 coins you'll come across, then jump over the green Koopa Paratroopa. You will now come to 2 bricks lined up horizontally to each other. The left brick is a coin, the right brick is a P-Switch. You can hit the P-Switch if you want, but I am going to explain the rest of this guide as if you completely ignored it. To the right of the two bricks are 4 coins directly followed by 3 more coins. There is an invisible 1-up located one brick space to the left of the 3 coins; if that confused you (and it probably did), use my diagram to get the point across.



| |CN| = COIN |1U| = 1-UP |
| '---' | '---' |
'-----'

Get the 4 coins, then quickly hit the 1-up block. The 1-up will soon fall into the water, so concentrate on grabbing the 1-up rather than the 3 coins that follow it. Moving on, jump over a 3 sets of 2 bricks, 1 set of 3 bricks, and another 2 sets of 2 bricks. Advance past two green Koopa Paratroopas, and a set of 4 bricks. Now jump off the wooden platform and land on the ground below.

WET Option

Drop into the water. Swim past a Cheep-Cheep. Start swimming a bit to the right, and then swim past another Cheep-Cheep. Now swim into the cluster of blocks. Swim past 2 more Cheep-Cheeps within the cluster of blocks. Once you clear the cluster of bricks, swim past another Cheep-Cheep. Continue swimming to the right until the lake ends, then swim out of the water.

Options REJOINED

Once you finish the wet/dry option (whichever one you took). Go to the right and go into the horizontal pipe at the very right. In the new room, advance to the right and touch the Shuffling Card Roulette to end the level.

=====
World 2-Fortress - Super Mario Bros 3. Walkthrough
=====

Go to the right down the tiny staircase, and jump over the three Dry Bones. Continue to the right past a Thwomp and two more Dry Bones. Navigate past another Thwomp, and you will come in contact with a Boo Diddly. Due to his shyness, the Boo Diddly will not attack you unless you look away; watch him at all times. Jump over another Dry Bones, and up a vertical Green Pipe.

Head right and jump onto a two block length platform just before the spike pit. Jump across the spikes and land on the wooden bricks. Run past the Thwomp, and jump across the second spike pit. There is a lone brick pressed next to a block here, which contains a powerup. I only recommend you get it if you are small. Yes, you can get it if you are big by using a duck-slide, but sometimes you'll accidently slide too far and land in the spikes, which is why I don't recommend that. Anyway, get the powerup if you choose to, and be careful of the Boo Diddly. Run as fast as you can to the right, don't stop under any circumstances. You will charge by four Thwomps and collide into a wall. Go in the door at the very right of the room.

You will arrive in a room with sets of spikes that are going up and down. You will need to go past the spikes when they are up while avoiding the Boo Diddlys. Run under the first set of spikes when it is up, and then the second. Wait for the spikes to rise, then quickly run under them before they fall on you. Now get past the next set of spikes the same way you got past the previous three. Now wait for the spikes to rise again and enter the door.

Go to the right, and you will find yourself in a room with Boom-Boom! The wall will now close in, and you will be trapped! Looks like you gotta fight him, eh? Kill him by jumping on his head three times, but watch out, because he gets more and more difficult after each time you hit him! Once you have killed him, he will drop a question mark ball. Touch the question mark ball to finish the level.

=====
World 2-3 - Super Mario Bros 3. Walkthrough
=====

There are two question mark blocks sitting ontop of the first piramid, but you have to break the bricks below them first. To break the bricks below, you must be big and hit them from underneath, but if you are small, you can use the red Koopa Troopas shell to break the bricks. Now, get the two question mark blocks, the right block contains a powerup, so be sure to get at least that one. Now go to the right and jump over the pit, you will now be at a second piramid. There are two firesnakes on this pyramid, so don't mess with them. The two question mark blocks at the top contain a coin, and a star (the right question mark block is a star). To get them, do the same thing that you did for the previous piramid. Now go to the right and jump over another pit; you will arrive at a third piramid that has a single firesnake and two Koopa Troopas on it. As in the previous two piramids, there are also two question mark blocks at the top. The left question mark block contains a powerup while the right block contains a coin; get them the same way you got them for the previous two piramids.

Jump over the next pit to your right and you will arrive at another pyramid. This pyramid, however, is different from the rest. This pyramid is made out of bricks. Avoid the Koopa Troopa that will walk down the piramid, and climb to the top. Be aware that the top brick is a fake Pile-Driver Goomba ready for an attack. Once at the top, use the wooden bricks to jump across to a second piramid made completely of bricks; be sure to avoid the two Pile-Driver Goombas that will make an attack. Climb the top of the second piramid. The paragraph below is optional, but it will lead you to some beneficial resources. If you would like a secret to get a bunch of coins and an extra life, follow the paragraph below. If you would rather beat the level quicker, then skip the next paragraph.

To get the extra stuff, you will need to stand on the very top of this pyramid. There is a secret hidden note box that you will need to hit. To get it, stand two bricks away from the top of the piramid (on the left) and jump up. Jump ontop of your newly found note box and bounce on the right side to reveal another note box! Now bounce on the second note box, and bounce up to a platform made of 7 bricks and collect the 11 coins. Now jump back ontop of the first note box, and bounce to the left side to reveal a hidden coin. There are two more hidden coins above this one and to the left that you will need to hit. Now jump ontop of the highest coin block and jump to the left ontop of a platform. Jump up to reveal a hidden P-Switch. Hit the P-Switch, and quickly drop down to the 2 brick piramids, which are now completely coins. In the left pyramid, you will notice one brick that hasn't turned to a coin. If you go under it and hit it, an extra life will emerge. Collect the 1-up, and continue to grab as many coins as you can. Now go to the spot where the second, rightmost, pyramid used to sit.

Now go to the right past three platforms, 2 of which have Pile-Driver Goombas on them. Climb up a messed up piramid that has several missing bricks. Now drop down ontop of one of the green Koopa Troopas to knock him

into his shell. Quickly, jump down and kick his shell, and quickly, before the shell can ricochet back at you, jump to the top of the pyramid. Wait for the ricocheting shell to work its way down to the left side of the pipe. When it does this, drop down into the area that was cleared due to the bricks being broken by the shell, and go into the pipe.

In the new area, walk to the right and touch the Shuffling Card Roulette. Doing so will end the level, which is good.

=====
World 2-Angry Sun Stage - Super Mario Bros 3. Walkthrough
=====

Notice the angry looking sun in the top left of the level? Although he does not attack at the beginning of the level, he will half way through, so be prepared.

Go to the right and jump over the sand pit, and advance to the right even farther. Jump over another sand pit (watch out for the Venus Fly Trap) and avoid the red Koopa Paratroopa. Go to the right some more and jump over a third quicksand pit with two different Venus Fly Traps in it. Jump over the green Koopa Troopa, and start running to the right at full speed. You will run straight into a mini-whirlpool. To get past the mini-whirlpool, you will need to jump right before the whirlpool. If you don't jump, you will get caught up in the hurricane and you'll need to do it all over again.

Once past the mini-whirlpool, the Angry Sun in the top left corner will suddenly start attacking you! He will continue attacking you until either you kill him, or you finish the level.

Anyway, continue past two sets of 8 bricks on the ground. Continue, and go onto another set of 8 bricks, and you'll come to a green Koopa Paratroopa. You can kill the Angry Sun by kicking the Koopa Paratroopa into his shell and throwing the shell at him. Anyway, continue past another set of 8 grounded bricks, then jump onto a set of 7 grounded bricks. You'll now come to another green Koopa Paratroopa. Avoid the green Koopa Paratroopa, then jump over the small sand pit that follows. Advance to the right some more, and then jump over another, larger sand pit. Advance down the next hill, and go to the right. When you get to the Shuffling Card Roulette, touch it to end the level.

=====
World 2-4 - Super Mario Bros 3. Walkthrough
=====

Right at the beginning of the level, there are two options you can take. Option 2 is highly recommended, but is only available to those of you that currently have flying abilities.

Option 1

Go to the right and jump over the Para-Goomba. Hit the question mark block for a coin. Jump onto the pillar and knock the red Koopa Troopa off the

edge. Now jump on the second pillar to the right and knock the second red Koopa Troopa into his shell, then pick up the shell. Carry the shell on top of the question mark block to the left, then throw the shell to the left side of you. The shell will ricochet off the pillar and hit the question mark block. The question mark block will reveal a powerup, so get it. Now advance farther to the right and you'll come across another red Koopa Troopa. Kick the Koopa Troopa into his shell, then carry the shell to the right over a pit, and throw the shell at the grounded question mark block to reveal a powerup. Get the powerup, and kill the Boomerang Brother just to the right. Advance to the right past a green Koopa Paratroopa, and then jump onto a platform with a red Koopa Troopa. Ignore the red Koopa Troopa and jump to the right over the pit area, try to get the 4 coins during your jump. Now you'll be faced with another Boomerang Brother. Kill this next Boomerang Brother, then go to the right, and jump over the pit that follows. Hit the question mark block to reveal the third powerup of the level. Jump up the platform, and over the pipe (careful of the Venus Fly Trap). Continue to the right past another Boomerang Brother. Continue to the right and get the 3 sets of 4 coins.

Option 2

This path only pertains to those of you that are Raccoon Mario, as you must be able to fly. Go to the right and kill the Para-Goomba. Now run at full speed to the left and start flying. Look to the top left of the screen and you will see some bricks that you will be able to break. Fly up and bash the bricks to reveal the path that you will take.

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

Rejoined

Advance to the right and go into the dark area. There will be a Boomerang Brother just before the Shuffling Card Roulette, watch out for him. Finally, touch the Card Roulette to end the level.

=====
World 2-5 - Super Mario Bros 3. Walkthrough
=====

To get past the first chain chomp to your right, you will need to jump on

top of the two brick pillar and make a lunge over his head. The rightmost of the two question mark blocks is a powerup. If you are brave enough to risk getting hit by the Chain-Chomp, go for the powerup. Advance to the right past a few platforms and past another Chain-Chomp. You will now be at a platform made of bricks with a red Koopa Troopa ontop. Knock the red Koopa Troopa into his shell, and then kick his shell to the left to break the brick higher than the others. Drop down the hole that was created by the broken brick and touch the side of the grounded wooden brick to reveal a hidden powerup. Get the powerup.

Proceed to the right over a pit, and then start climbing the platforms. There is a Chain-Chomp below the platforms, so stay away from him. A Little Goomba will be walking down the platforms, so stomp on him to kill him. Continue climbing the platform until you get to the top, then follow the platform to the right. Jump over, or stomp a Little Goomba, then continue to the right and jump over a small spot of water, and you will find yourself with 2 red Koopa Troopas. Jump on one of them and kick him to the right so that he hits a block for a coin, avoid the other one. Now continue to the right and you will see five bricks below you. The lower left brick contains a vine. To get the vine, go to the right and hit the red Koopa Troopa into his shell, and then knock him to the left. The shell will break every brick, including the one that will make the vine appear. Now this is where you have two options. Choose wisely.

Option 1

Climb the vine high into the sky. Once you can't climb any higher, drop onto the left onto the platform made of 6 clouds. Get the four coins on this cloud platform, then jump to the left onto another cloud platform, and then get the coins there. Repeat this process until you come to a pipe, then go down the pipe. Inside the pipe, try not to get the 8 coins just yet. Stand on the lowest brick and jump up to reveal a P-Switch. Break a minimal amount of bricks, and then grab the P-Switch. Now get all the coins that appear until the P-Switch time runs out. When the P-Switch time expires, get the remaining amount of coins. Also, before you leave the room, there is a powerup that you should get located inside the lowest right brick. Get the powerup, and leave the room via the pipe. You will be deposited into a cluster of platforms high in the air. There are 4 question mark blocks located here, too. The three leftmost question mark blocks are coins, but the rightmost question mark block is a powerup. Grab the powerup and drop from the cluster of platforms, so that you land safely on the ground.

Option 2

Ignore the vine. Go to the right and you will come across a red Koopa Troopa. Kick the red Koopa Troopa into his shell and kick his shell to the right so that he knocks out a second Koopa Troopa. Advance to the right and avoid the ricocheting shell, and jump over the grounded wooden block.

Rejoined

Now go to the right into the dark area where the Shuffling Card Roulette is located. There is a Chain-Chomp positioned very precisely in front of the Card Roulette, so watch out for him. Jump over the Chain-Chomp and touch the Shuffling Card Roulette to finish the level.

=====
World 2-Pyramid - Super Mario Bros 3. Walkthrough
=====

Upon starting this level, you will be in an outside area with some stone platforms to your right. One of the platforms looks a little different from all the others. You can walk through this platform. Walk through it and enter the door to the piramid.

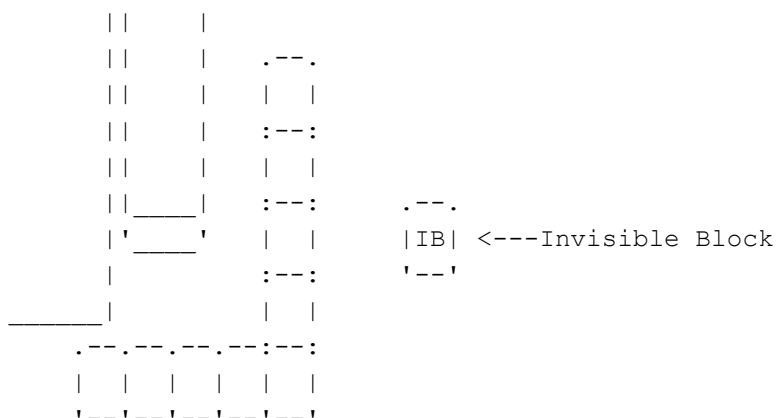
Go to the right and climb up the staircase and jump over the Buzzy Beetle that is going down the staircase. At the top of the steps, there will be another Buzzy Beetle guarding a question mark block. The question mark block contains a powerup. To get the powerup, you will have to knock the Buzzy Beetle into his shell, and pick his shell up and throw it out of the area. Then, you can safely get the powerup.

Now go to the right and go halfway down the slope, then jump into the middle tunnel. You will come to a wall of breakable bricks. You can whip them with your tail if you are Raccoon Mario, but if you are not Raccoon Mario, you will have to use the shells of the Buzzy Beetles'. However you do it, break the wall, and move on.

You will come to a pipe with a Pirahna in it. Jump ontop of the pipe, and jump ontop of the platform to the upper-left. Follow this tunnel to the left, and when it ends, jump to the upper-right. Jump over the Buzzy Beetle in the area, then continue to the right. There is another wall here made of bricks, get past it the same way you did the previous wall. This is where your paths split, but I recommend you take option 1.

Option 1

You should see an upside down pipe surrounded by wooden bricks. To get into this area to go into the pipe, you will need to reveal a hidden coin block located three coin spaces to the right of the wooden bricks. Observe my diagram:



Jump up and hit the invisible block. Jump ontop of the invisible block, then go into the pipe. Inside the pipe, you will see two rows of coins, two rows of bricks, and a single brick on the ground. Hit the brick on the ground to reveal a P-Switch. Jump on the P-Switch, and collect all the coins. When the P-Switch time runs out, get the remaining amount of coins, and then leave via the pipe to the right.

Option 2

Ignore the pipe above you. Go to the right and slide down the hill to kill two Buzzy Beetles. At the base of the hill, there is a hole; make sure you jump over it.

Rejoined

Climb up the hill to your right. You will see a Buzzy Beetle walking on the ceiling. This Buzzy Beetle will drop down at you when you get close, so be ready for his attack. Proceed to the right past a normal Buzzy Beetle, then past another Buzzy Beetle on the ceiling. You will now be at another wall comprised of all bricks. Get past this wall by whipping the bricks with your tail, if you have one. If you don't have a tail, you will have to use the shells of the Buzzy Beetles. Once through the wall, go past the pipe with the Pirahna in it. Continue to the right until you can't go any farther, at this time, go up the upside down pipe pressed up against the wall. The pipe will lead you outside. Once outside, look to the left and you will see the other side of the pyramid. Climb the pyramid as high as you can, and you'll see a P-Switch hidden in the top-left corner. Hit the P-Switch, and 20 blue coins will appear along the side of the pyramid. Collect as many of the 20 coins as you can before the P-Switch timer runs out. Then, advance back to the right over the Boomerang Brother and touch the Shuffling Card Roulette to end the level.

=====

World 2-Castle - Super Mario Bros 3. Walkthrough

=====

When you gain control of your character, go to the right down the steps, then over a Bullet Bill Cannon. There is another taller Bullet Bill Cannon to the right, jump ONTOP of it. From the top of the second Bullet Bill Cannon, jump onto the platform to the upper-right. Go to the right past a Ball Cannon, and continue to the right. Advance farther to the right past four more Bullet Bill Cannons, you will arrive at a ledge. When you pass the fourth Bullet Bill Cannon, jump onto the ledge to the upper-right, then hit the question mark block there for a powerup. Grab the powerup, then advance farther to the right. You will come to four large wooden crates with three tiny Bullet Bill Cannons to the left of them. Fall to the bottom of the wooden crates and walk to the right until you come to another set of wooden crates with three more Bullet Bill Cannons to the right. Use the crates to jump to the top of them, then jump onto the platform to the upper-right and proceed to the right. When the platform lowers, drop down. Continue to the right, then you'll come to a set of Rocky Wrenches. Ignore the Rocky Wrenches; they are dangerous. Proceed with caution past the Rocky Wrenches, then continue to the right past two more Bullet Bill Cannons. You will now come across a small white pipe sticking out of the ship. Enter this white pipe, and you will find yourself in a single room with Morton Koopa Jr.

Morton Koopa Jr. is a simple boss, almost as simple as Larry Koopa, the World 1 boss, but not that simple. The only actual power that he has is to hit you with the magical beams of power that will shoot from his wand. Also, if he touches you it will hurt you. The terrain of his room is completely uneven, which gives him a slight advantage. His enormous body weight makes

him a bigger target, which means easier to hit! To kill Morton Koopa Jr., you will need to bash him on the head three times. You can also kill him by blasting him with 10 fireballs, but that method is much harder. Once you defeat him, he will drop the wand and shrivel up into a ball and fly toward the top of the screen. Grab the wand, then bring it back to the King.

Toad is very happy for your good deeds, but the King doesn't show any emotions toward your bravery at all. If you ask me it should be the other way around. Anyway, you'll receive a letter from the Princess. In the letter, you will receive a Jugem's Cloud! You can use a Jugem's Cloud to skip over any level you choose to. I recommend saving it for the last few levels of the game.

World 3 - Water Land - Super Mario Bros 3. Walkthrough

=====

World 3-1 - Super Mario Bros 3. Walkthrough

=====

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

Go to the right past a pipe exerting bubbles and you'll come across a Blooper. Pass a second pipe exerting bubbles, and swim as far to the right as you can so that you are pressed up against the side of a large pipe which makes a wall. Start swimming deeper and deeper toward the sea floor. Watch out for the Blooper and swim over the next pipe. Swim over a Lava Lotus, and grab the 8 coins if you decide to be daring. Swim to the right over another pipe and you will come to another Lava Lotus surrounded with six coins and two question mark blocks. The left question mark block contains a powerup, but it is very hard to get without accidentally getting hit by one of the Lava Lotus's petals. Get the powerup if you choose to be a daring lad, and then swim back to the sea surface. Now press yourself against the wall to the left and swim as close to the surface as you can. Now jump up so that you soar off of the top of the screen, and hold left. If done correctly, you should be on top of the wall! Go to the left and you will access a little secret room with a question mark block. Go into the secret room and hit the question mark block for a powerup. Jump back to the top of the ceiling and run back to the right. Start swimming to the right until you come to a yellow platform. This is where you have two options.

Option 1

Avoid the Blooper Nanny and swim to the right past a yellow platform. Avoid the Blooper which will be in the vicinity, and go up the pipe.

Option 2

There is a small hole below you. Go down the hole to discover a secret area. There is a whole bunch of note boxes here, but none of them contain anything special (I already tried). Swim past the Lava Lotus and past the remaining note boxes, and you will see a single block that has 20 coins surrounding it. Grab the 20 coins and hit the brick to reveal a 1-Up. Get

the 1-Up, then swim above the blue pipe to the right, the bubbles will push you up. Avoid the Blooper in this area, then go up the pipe.

Rejoined

Advance to the rightward direction and touch the Shuffling Card Roulette to finish the first underwater based level of the game.

=====
World 3-2 - Super Mario Bros 3. Walkthrough
=====

This level is relatively easy, but if you fall into the water and your wooden platform gets away from you, it will become immensely harder, so do not let the wooden platform get too far away if you fall in.

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

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

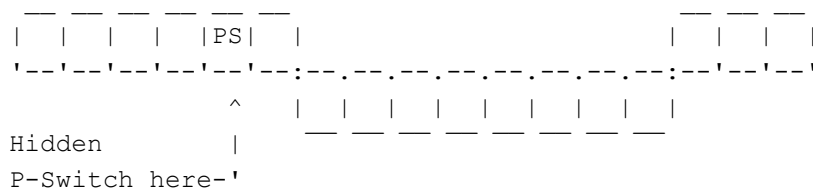
Avoid the jumping Cheep-Cheep fish, and proceed to the right into the dark area. Touch the Shuffling Card Roulette to finish the level.

=====
World 3-3 - Super Mario Bros 3. Walkthrough
=====

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

Jump over the first big gap, and then jump over the three little gaps. Get the three coins above the three little gaps, and then go to the right and

jump over the huge gap. Proceed past the note box and jump onto the Koopa Troopa. Pick up his shell and carry it to the right where the bricks lower by one level, and throw it to the right. Now jump down and hit the brick next to the one you broke for a P-Switch. Use the diagram to further understand what I mean.



Hit the P-Switch, then go back and hit the note box to reveal a powerup. Get the powerup, then continue to the right, and jump over two huge pits, and then a tiny single block pit. Use the rotating platform to jump across the huge pit. You will now be at an area where there are two ice bricks to the right, a brick in the air, and a brick to the left. Hit the brick in the air for a powerup, and then take an ice brick and throw it at the brick to the left for a P-Switch. Jump on the P-Switch and then quickly run to the right over two tiny pits and a red Koopa Troopa. Now, use the many brick platforms to run to the right. Continue running to the right until you pass a platform shaped like an L. Jump on the top of the L, and jump onto the brick platform. Now jump onto the top of the rotating platform, and quickly make a big leap to the right onto a skinnier L shaped platform with a pipe on it. Now, you have two choices.

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

Jump over the water to the right and go into the darkness. Touch the Shuffling Card Roulette to end the level.

=====
 World 3-Fortress (1) - Super Mario Bros 3. Walkthrough
 =====

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

Firstly, I will tell you how to get a bunch of coins. If you don't want the coins, then just skip this paragraph. To get the coins, head to the right over two Rotodiscs and a Dry Bones. Go up the stairs and past the Thwomp. Now you will be in a huge hallway with multiple doorways and enemies. You will need to follow this hallway to the very end. You will pass 7 Dry Bones enemies, 2 Thwomps, 2 Boo Diddlies, and 8 doorways. Finally, when you come to the doorway at the end, enter it. You will see a bunch of coins in a U shaped block structure with 3 holes below it. Jump through the 3 holes and you will reveal 3 hidden coin blocks. To get the coins inside the U, stand where the doorway is and jump up to reveal a hidden coin. Jump onto the

hidden coin, and then jump to the right to reveal another hidden coin. Now get the 14 coins inside the U and leave the room.

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

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

=====
World 3-4 - Super Mario Bros 3. Walkthrough
=====

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

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

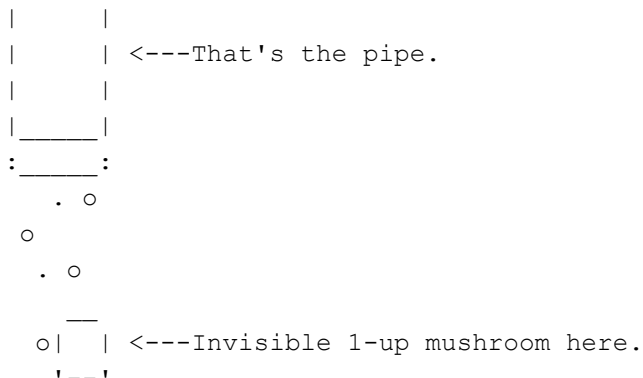
Go to the right until you get to a row of six bricks. A Lakitu will appear and start hurling eggs at you. Jump under the set of six bricks, and hit every brick, particularly the second brick to the left for a 1-up mushroom. Jump over the huge gap to your right and then the three tiny gaps that follow. Hit the two question mark blocks for a coin and another powerup, and then proceed down the hill to your right and touch the Shuffling Card

Roulette for a levels end.

=====
World 3-5 - Super Mario Bros 3. Walkthrough
=====

If you have one, a Frog Suit would help greatly in this level.

Jump off the pipe that you start on into the water and swim to the sea floor. While keeping an eye out for the Cheep-Cheep, gather the 3 coins inbetween the white coral rings. Swim to the right past a grey platform and you will come to a Big Bertha. Do your best to ignore Big Bertha. Now hit the three question mark blocks for a powerup and two coins, and then hit the three other blocks for three more coins. Now swim above the pipe and the air bubbles will blow you up. Now get the powerup that you hit from the question mark block. Ignore the Jelectro jellyfish and the Blooper, and swim to the right on the sea floor. Get the six coins and avoid the Cheep-Cheep. Swim past a grey platform that has white coral rings on it, and get the four coins as the pipe's air bubbles pushes you down. Continue to follow the sea floor to the right, and get the seven horizontal coins. Now swim ovetop of the pipe and let the air bubbles push you up. Avoid the Cheep-Cheep, swim past the Jelectro's, and hit the three horizontal question mark blocks for a powerup and two additional coins. Ignore the Cheep-Cheep and continue toward the right. You should now see a vertical pipe shooting bubbles out. There is an invisible 1-up mushroom here, but it is hard to get due to the bubbles pushing you down. Check my diagram to see where it is.



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

You will be deposited above the sea that you were just in. Swim to the right past the water area; use the platform lift if you need to. Enter the darkness and touch the Shuffling Card Roulette to end 3-5.

=====
World 3-6 - Super Mario Bros 3. Walkthrough
=====

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

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

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

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

You will be deposited into a new area ontop of a wooden platform. Go to the right past another wooden platform and a green Koopa Paratroopa. Run into the dark area and touch the Shuffling Card Roulette to end the level.

=====
World 3-7 - Super Mario Bros 3. Walkthrough
=====

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

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

Go back to the area where you hit the block and got the tree of beans. You now have two paths that you may take. I highly recommend option 1.

Option 1

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

Option 2

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

=====
World 3-Fortress(2) - Super Mario Bros 3. Walkthrough
=====

Jump into the water, and go down the pipe. Swim to the right past the Rotodisc and the Cheep-Cheep. Hit the question mark block for a powerup. Continue past another Cheep-Cheep and another Rotodisc. Swim past a third

Cheep-Cheep, and enter the pipe.

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

You will arrive in a dark hallway with three windows. Follow the hallway to the very end and you will find Boom-Boom. Kill Boom-Boom the way you normally do; by stomping him three times on the head. You can also shoot him with 5 fireballs to kill him, or throw a hammer at him if you are hammer Mario. Once he is dead, pick up the question mark ball that he will leave behind to finish the level.

=====
World 3-8 - Super Mario Bros 3. Walkthrough
=====

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

Jump onto the platform to the upper right. Stay on that platform, wait for the water level to rise again, and then go to the right until you come across a green Koopa Troopa. Jump on the green Koopa Troopa, and kick his shell so that it hits the left brick, which will reveal a vine. Climb the vine, and hit the note box for a powerup. Only get the powerup if you feel safe when you get it; don't risk your life for it. Stay on the vine and wait for the water level to lower, and jump across a pit to the right. Jump across another pit so that you land on a platform with two ice bricks and an ordinary brick. Pick up the two ice bricks and throw them at the Boss Bass. Now, hit the ordinary brick as many times as you can for multiple coins. Stand there and wait for the water level to lower again, and jump across pits until you come to a single brick with three coins above it. Get the three coins. If you are Raccoon Mario, whip the brick for an extra life. Jump across the pit to your right, jump on a green Koopa Troopa, and kick his shell so that it hits the brick to the right to reveal a vine. Quickly climb the vine, and stay at the top until the water lowers again. Now drop from the vine to the right until you come to an area with two grounded bricks with three coins above. Get the 3 coins. If you are Raccoon Mario, whip the two bricks for two additional coins. Jump across the pit to your right and hit the brick for yet another vine. Climb the vine to the top and wait there for the water level to lower. Proceed to the right and jump over two more pits and you should see a lift floating in the water. You now have two options that you can go by.

Option 1

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

Option 2

Take a risk! Jump onto the floating lift, and then onto the middle platform. Proceed to the right, getting the loose coins as necessary. When

you get to the P-Switch, hit it and quickly exit the middle platform via the bricks that just turned into coins. Jump to the platform directly above where the P-Switch was, and get the 3 coins. Oh, wait, you can't get the top coin! Just hit it from underneath for a 1-up mushroom.

Rejoined

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

=====
World 3-9 - Super Mario Bros 3. Walkthrough
=====

Head to the right and jump over a green Koopa Paratroopa, and then over a pillar comprised of three bricks. Watch out the the creeping Pirahna Plant, and run under the pipe. You will now be at an area with a Bullet Bill Cannon on the ground, a Para Goomba in the air, and a large row of bricks. If you hit the sixth brick to the left, you will get a powerup. Grab the powerup, and continue to the right. Jump over the Bullet Bill Cannon and ignore the Para-Goomba, and run to the right until you get to a few Bob-Ombs. Simply jump over the Bob-Ombs. Continue to the right until you see a grounded Bullet Bill Cannon. Look above this Bullet Bill Cannon, and you should see a platform and four question mark blocks there. Jump onto the platform and hit the four question mark blocks for four coins. Jump over another Bob-Omb, and over the question mark block platform. Proceed to the right over a few more Bob-Ombs until you come to an area with eight ice blocks and three note boxes. Throw away some of the ice blocks, and hit the middle note box for a powerup. Continue to the right and collect the three coins. Throw away the ice blocks and kill the Koopa Troopa. Hit the ordinary block above you for a 1-up mushroom. Throw out some of the ice bricks to the right, and get the 3 coins. Ignore the two Koopa Paratroopas, and you should see a pipe surrounded in ice bricks. Throw away the ice bricks, and go down the pipe.

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

You will be deposited back into dry land. Run to the right into the dark area and touch the Shuffling Card Roulette to finish the level.

=====
World 3-Castle - Super Mario Bros 3. Walkthrough
=====

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

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

from the lower platform, you will get squished and die. Anyway, continue to the right over the three sets of Rocky Wrenches, and over the Bullet Bill Cannon. Jump over the wall that stands in your way, and you will see 3 cannons stuck in the side of the ship. Jump onto the platform directly above the three cannons, and then below the cannons. Go to the right past the cannons, and jump up over the wall that will get in your way. If you look to the left, there is a question mark block that you may get if you choose to; it contains a powerup. Now go to the right and jump over a Bullet Bill Cannon. Continue to the right and you will pass four more Ball Cannons; two on the ceiling, and two on the ground. Do your best to safely get past this attack of Ball Cannons. Now you will come to a nutt that is on a screw, which is where you will have two options, choose wisely.

Option 1

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

Option 2

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

Rejoined

Go to the right and fall down the lower platform. There will be three sets of Rocky Wrenches above; ignore them. Go past a Flame Cannon, and jump to the platform above. Now follow the screen to the right and go into the white pipe.

Now, you will be in a flat room with the boss of world 3! Wendy O. Koopa is who you will have to fight! Wendy O. is quite an obstical, even for the better sma4 players. When you start, she will come down and fire a red/white ring that will bounce off the walls in every direction. Stay away from this ring at all times! Once you manage to hit her once, she will fire another ring. That's double the trouble! This is where an average Mario gamer usually starts to struggle. When you hit her a second time, she will not only fire a third ring, but she will also start jumping like a crazy person! As if the three rings were not hard enough! Once you finally hit her the third and final time, she will shrivel up, fly toward the sky, and drop the wand. Grab the wand, then watch as you bring it back to the king.

Toad will cry tears of joy as the king blinks his eyes repeatedly. After the king delivers his thank you speech to you, he will give you a letter from the princess. The letter from the princess contains information about ice blocks, which are blocks that you have already witnessed in World 3. But more importantly, you will get a Music Box, which (with its delicate tune) will put all Hammer Brothers/Pirahna Plants to sleep for 1-3 turns.

World 4 - Giant Land - Super Mario Bros 3. Walkthrough

NOTE: When starting out in World 4, take the right pipe to get to 4-1.

=====

Right from the start of this level, you will realize that everything in this entire level is giant! Hence the name Giant Land. But don't worry, because none of the enemies are any harder, just bigger.

Anyway, jump over the two pipes, the second of which contains a Pirahna Plant. Jump on the Giant Goomba and hit the giant question mark block for a coin. Now jump on the red Koopa Troopa and kick his shell to the right. Now, (if the shell did not already do this) hit the question mark block from below for a powerup! Now, you will have two possible options, but I recommend the first one.

Option 1

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

Option 2

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

Rejoined

Continue to the right by jumping in between four giant bricks. Jump ontop of the giant pipe, and onto the cloud platform. Continue to the right and jump onto a platform made of two clouds with a red Koopa Troopa on it. Jump on the red Koopa Troopa and kick his shell to the right so that it knocks out another red Koopa Troopa. Jump over another pit and get the three coins. Then jump over another pit and land on the Koopa Troopa. Kick the Troopa shell off the pit. Of course, you cannot hit the giant question mark block, but just in case you are curious, it contains a coin. Anyway, jump to the right and land on a giant pipe. Look to the right and you will see another pipe with a Venus Fly Trap inside. Wait for the Venus Fly Trap to lower into his pipe, then jump across the pit and land on that pipe. Drop from the pipe to the right so that you land on the ground. Jump over the giant Koopa Troopa and enter the pipe.

Run to the right into the dark area and touch the Shuffling Card Roulette to end the level.

=====
World 4-2 - Super Mario Bros 3. Walkthrough
=====

Start by jumping to the right onto the green giant pipe. Now jump to the right over four more pits until you land on a giant pipe with 3 ice blocks on it. Grab one of the ice blocks and throw it to the right and it will hit a giant question mark block and reveal a powerup. Continue to the right over a pipe with a Venus Fly Trap inside. Continue to the right and jump over a pit and land on a pipe. With a venus fly trap inside. Jump across the next pit and hit the P-Switch. Grab as many coins as you can within the P-Switch time limit. Now hit the question mark block for a power star, which will come in very handy. Jump over the pipe with the Pirahna inside. You should now get a massive air attack from raging Cheep-Cheeps. Do your best to avoid the air attack, it isn't easy. Continue to the right past two more giant pipes, and you will come to a wall made of three giant used bricks. Jump ontop of the used bricks, and the massive air attack should stop. Go to the right and jump over the pit. Now enter the horizontal pipe.

Go to the right into the dark area and touch the Shuffling Card Roulette to finish the level.

=====
World 4-3 - Super Mario Bros 3. Walkthrough
=====

Run to the right and you will come into an encounter with a Giant Sledge Brother! Don't stand on solid ground while the Sledge Brother lands from one of his jumps, you will be temporarily stunned if you do. Kill the Sledge Brother by jumping on his head and then jump over the double block pillar. You will encounter another Sledge Brother; kill it the same way you killed the first one. Now, enter one of the two pipes. It doesn't matter which one, they both lead to the same spot.

You should now be in a cave. Go to the right past the three Buzzy Beetles, one of which is on the ceiling. When you get to the pit, make a running jump and land on a tiny platform with another Buzzy Beetle and four question mark blocks. Hit all four question mark blocks for 4 coins. Now get a running start, and jump over the pit to the right. When you land, continue to the right past a Buzzy Beetle walking on the ceiling. When you get to the pit, jump across and hit the single question mark block for a powerup. Get the powerup, and jump across the pit to the right. Now you will see a Spiny on the ceiling. Jump over the Spiny, and then go past a Buzzy Beetle. Continue to the right until you come to a pit, jump over the pit and the red Koopa Paratroopa. On the other side, walk up the hill, and you will see another Spiny walking on the ceiling. Jump over the Spiny, then continue to the right until you come to a pit. Jump across the pit, and over the red Koopa Paratroopa. On the other side of the pit, you will come across two more Buzzy Beetles. Let the two Buzzy Beetles walk off the edge.

If you want an extra life, jump onto the two wooden bricks and hit the 3 bricks. Two coins and an extra life mushroom will appear. Follow the 1-Up Mushroom to the right, past two Ceiling Spinys, and a Buzzy Beetle, and grab it before it falls off the edge. Now jump across the pit and land on a tiny platform with hills on both sides. Jump across another pit and try to get the two coins in the air. You will land on an identical platform with two wooden blocks in the center. Try not to touch the lower wooden brick, or it will bounce you to the side and possibly knock you off the ledge. Jump over the

pit to the right and get the coins. You will land on another tiny platform with tiny hills on both sides, identical to the first one. Go to the right of it and jump across the pit. Proceed to the right and jump into the vertical pipe.

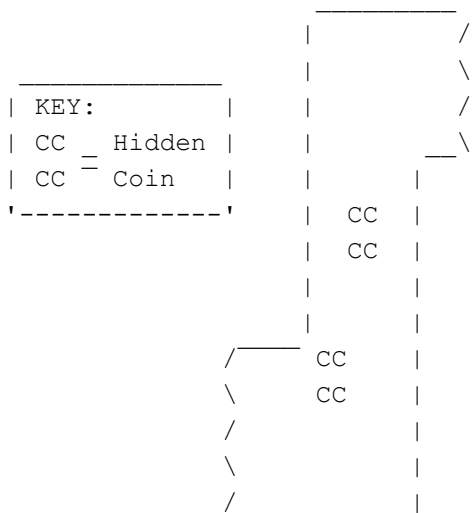
Proceed to the right into the dark area and touch the Shuffling Card Roulette to end the level!

=====
World 4-Fortress(1) - Super Mario Bros 3. Walkthrough
=====

Head right and go up the stairs. Follow the hall and you will see some candles. Beware of the candles, though, because the flames will jump off their wicks and start chasing you! Continue to the right past two Hot Foots (candle flames) and stop before the hall drops. Jump down the hall and avoid the horizontal moving Thwomp. Continue past another Hot Foot and you will come across a second horizontal Thwomp. To safely get past him, lure him to the left, and jump up. Continue to the right past another Hot Foot. Now you will be at an area with five white pipes and a Hot Foot. This is where your paths will split.

Option 1

Go down the middle of the five pipes. You will be warped to a weird area with white/lightblue walls. Walk to the right and drop down the platform. Jump over two Dry Bones and you will come to a set of six question mark blocks. The second coin to the right is a powerup while the other five contain coins; hit all six of them and grab the powerup. Continue to the right past a Boo Diddly and over another Dry Bones. Now you will come to an area that looks like a dead end. However, there are some invisible coins that you can hit to get to the platform above. To see where the invisible coins are located, consult my ASCII diagram below:



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

Option 2

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

Rejoined

Fall to the right side of the pipe and run through the hallway. At the end of the hallway is a Boom-Boom! Kill Boom-Boom the way you normall do, by jumping on his head 3 times. You can also shoot him with five fireballs (if you are fire Mario), or throw a hammer at him (if you are hammer Mario) to kill him. Once he is dead, collect the Question Mark Ball to end the fortress.

=====
World 4-4 - Super Mario Bros 3. Walkthrough
=====

This is a mostly underwater stage, so if you have a Frog Suit, it would be very good to use now.

Start the level and one of the first things that you will realize is that there is a Lakitu in the sky throwing eggs into the sea. The eggs will remain eggs until they hit solid ground, then they will turn into Spinys. Anyway, swim to the bottom left and you should see a small pipe blowing bubbles. This is where your paths split up. I highly recommend Option 1, but it is only available to those of you that have a frog suit.

Option 1

If, and only if you are frog Mario, you can take this path. Swim into the bubbles, you should be able to swim through the bubbles and not be affected. So, swim to the bottom of the pipe and go to the right into another pipe that's not shooting bubbles. You will come out into another underwater room. Swim to the right above the platform and hit the single brick for a P-Switch. Hit the P-Switch, which will trigger a whole bunch of blue coins to appear above you. Try to get as many of the blue coins as you can within the P-Switch time limit. Now go to the right, and get the nine coins. Now hit the brick below you for another P-Switch, which will turn all the bricks above to coins. Get as many coins as you can and swim to the right and go up the pipe.

Option 2

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

Rejoined

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

Proceed to the right into the dark area and touch the Shuffling Card Roulette to end the level!

=====
World 4-5 - Super Mario Bros 3. Walkthrough
=====

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

Option 1

Wait for the Bullet Bill Cannon on the right side of you to shoot a Bullet Bill. As the Bullet Bill passes you, jump ontop of it and bounce up and hit the brick. This will make a vine appear out of the brick, but you will not be able to see the vine because it will be above the top of the screen. Now wait for the Bullet Bill cannon to shoot another Bullet Bill. As it passes you, bounce ontop of it and spring yourself high above the brick above you so that you land ontop of the pipe. Climb the vine and enter the pipe. Inside the pipe, hit the giant question mark block. Hit the giant question mark block, and a tanooki suit will emerge! Hit the P-Switch, get the four coins, then exit via the pipe. When you come out the pipe you will land on a giant cloud. Jump off the cloud to the right and get as many coins as you can until the P-Switch time runs out. Run past two Bullet Bill Cannons until you come to a pipe.

Option 2

Jump over the giant Bullet Bill Cannon and over the giant pipe. Jump over the pipe and run past two more Bullet Bill Cannons until you come to a pit.

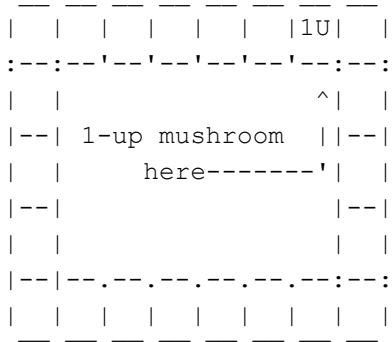
Rejoined

Jump over the pit and the giant pipe. Get a good jump over the tall Bullet Bill Cannon and into the horizontal pipe.

Proceed to the right into the dark area and touch the Shuffling Card Roulette to end the level!

=====
World 4-6 - Super Mario Bros 3. Walkthrough
=====

Run to the right past a Giant Koopa Paratroopa, and you will see a square of bricks with a Giant Koopa Troopa inside. There is an extra life inside one of the bricks in the top row. Consult my diagram for the 1-up brick.



If you choose to get the 1-up mushroom, you must be super Mario because you need the ability to break bricks. Break one of the bricks from below, and watch out for the Giant Koopa Troopa. Then, walk to the right and hit the 1-up brick. Quickly exit the brick formation and grab the 1-up. If you are too slow, it could possibly fall off the edge to the right.

Jump across the pit and grab the 4 coins during your jump. Jump over the pipe, and then over the Giant Koopa Paratroopa. Below you, there is a doorway that you can go in. If you go in the doorway, you will play through the same exact level except everything is normal sized. I have written a walkthrough for both the giant, and the normal sized parts of the level.

Normal Sized Path

Go to the right past the two Little Goombas, and over the pit. Continue past the pipe and you should see a question mark block. Hit the question mark block for a coin, then continue to the right past a Koopa Paratroopa. Continue to the right, and you should see an odd shaped formation of bricks and blocks with a green Koopa Troopa below. If you would like a star, go to the left side of the formation, and touch the second block to the ground. A star will emerge. To get the star, quickly get to the right side of the formation and get it. Go past the Goomba and over the pipe. Jump on the Koopa Troopa and kick his shell over the left pipe. Now, go to the right and you will see another pipe, but DON'T go over it. Instead jump up and you will reveal a hidden coin. There is another hidden coin to the left of that, and a hidden 1-Up Mushroom to the right of that. Hit all three hidden coins, and grab the 1-Up Mushroom before it gets too far away from you. Now jump ontop of the used blocks, over the pipe, and over the pit. You should see two Red Koopa Troopas and a door. Ignore the two Red Koopa Troopas. The door leads back into the Giant area. If you decide to go in the door, skim down to the second paragraph of the "Big Sized Path."

Continue to the right over the green Koopa Troopa and jump on top of the pipe. Jump over the pit and land on the five brick platform. Jump over the red Koopa Troopa, and onto another five brick platform. Jump over the green Koopa Troopa, and to the right onto a six brick platform. Jump over a green Koopa Paratroopa, and drop onto a three brick platform. Now drop back onto land, and go to the right over a green Koopa Paratroopa. Now go into the dark area and touch the Shuffling Card Roulette to end the level!

Giant Path

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

Continue to the right over the Giant Koopa Troopa and jump on top of the pipe. Jump over the pit and land on the five brick platform. Jump over the Giant Koopa Troopa, and onto another five brick platform. Jump over the Giant Koopa Troopa, and to the right onto a six brick platform. Jump over a Giant Koopa Paratroopa, and drop onto a three brick platform. Now drop back onto land, and go to the right past a Giant Koopa Paratroopa. Now go into the dark area and touch the Shuffling Card Roulette to end the level.

=====
World 4-Fortress(2) - Super Mario Bros 3. Walkthrough
=====

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

Jump over the Dry Bones, then down the tiny staircase. Jump over two more Dry

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

Option 1

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

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

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

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

Option 2

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

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

By now, you already know how Boom-Boom acts. When you bash him on the head once, he will jump like crazy, and after two hits on the head, he will run like crazy. Hit him on the head three times to kill him. You can also kill him with 5 fireballs, if you have firepower. When he is finally dead, grab the question mark ball to finish the level.

=====
World 4-Castle - Super Mario Bros 3. Walkthrough
=====

When you beat the previous fortress, a bridge will appear which will enable you to get to the Castle. Cross the newly created bridge, and enter the Castle.

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

Option 1

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

Option 2

Take the lower route, the route that begins with the 8 coins. Grab the 8 coins, and continue to the right. Carefully (very carefully), jump over the 3 Flame Cannons. This can be very hard to do, which is why you must be careful! When the screen scrolls far enough, jump over the tiny pit, and onto the tiny Flame Cannon pointing right. When the flame isn't present, run to the right past the reach of the flame; you should be directly below another Flame Cannon. Quickly, duck and wait for the Flame Cannon above you to ignite. Wait for the flame to stop, then get up and continue to the right. Finally, jump over the next cannon that is shooting left.

Rejoined

Jump up to the right onto the L shaped wooden platform. Jump onto the Flame Cannon above you. When the screen scrolls far enough, go to the right past the flame, and stand on the edge of the wooden platform. Get a running start, and jump across the huge gap and land on a wooden platform that has a

Flame Cannon on the bottom of it. Drop down on the right side of it, and quickly jump onto the Flame Cannon. Drop down to the right so that you land on the wooden ground, and jump across the tiny pit to the right. Jump over the Flame Cannon that is shooting up, and jump onto of the single step. Jump up above another Flame Cannon, and then past two more. Continue to the right, and you will see a white pipe. But, before you go in the white pipe, let the screen scroll all the way to the right and you will see another question mark block. Hit the question mark block for a powerup. Grab the powerup if you choose, and go down the pipe.

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

When you return the wand to the King, he will express much gratitude toward your valiant actions. But, more important, he will give you a letter from Princess Peach. Enclosed inside the letter is a P-Wing, which is one of the most useful items in the entire game.

World 5 - Sky Land - Super Mario Bros 3. Walkthrough

=====

World 5-1 - Super Mario Bros 3. Walkthrough

=====

Unless you warped to this level, you just received a P-Wing from the Princess. If you would like 4 1-Up Mushrooms or a Music Box, then use the P-Wing now.

Right from the start, there will be two paths that you can take. The first Option is for those of you using P-Wings. If you don't have a P-Wing, then scroll down to Option 2.

Option 1

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

You will now find yourself in a room with a bunch of blue bricks that make walls. Go to the right and drop down three platforms. Now you will have to make a decision. Your decision: Either get a Music Box, or get four 1-ups.

Also, as soon as you touch the Music Box, the level will end. If you decide to get the Music Box, read the next paragraph. But if you go for the four 1-ups, skip past the next paragraph.

To get the music box, go to the left, but do not jump up any platforms. With your P-Wing stand on solid ground. Now, DUCK, and then start flying. You should start flying in a ducking position. Fly up in between the narrow platform, and when you can't fly any higher, fly to the right. Now free yourself of the ducking position. If done correctly, you should now start "moonwalking" to the right. Moonwalk all the way to the right, and eventually the area will widen and you will come across a small chest. Open the chest and a Music Box will emerge. Get the Music Box, and the level will end.

To get the four 1-ups, go as far to the right as you can, and you'll come to a pipe. Go in this pipe. You will now see an odd formation comprised of two wooden blocks, and eight bricks. Four of the bricks are 1-ups, and the other four are regular bricks. To see which of the bricks are 1-Ups, consult my diagram below.

```
.--.  
||||  
|::|---.---.---.---.---.---.---. 1-Up Mushroom  
||||1U| |1U| |1U| |1U| | Bricks-  
'---'---'---'---'---'---'---' |  
  ^      ^      ^      ^      |  
'-----'-----'-----'-----'
```

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

Option 2

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

Rejoined

The paths rejoin! Fall down the giant steps to the right of you until you hit solid ground. Jump over three more Nippers, a Para-Goomba, and a three brick pillar. Now run to the right into the dark area where the Shuffling Card Roulette is. There is another Nipper right in front of the Card Roulette, so watch out for him. Touch the Shuffling Card Roulette to end the level!

=====
World 5-3 - Super Mario Bros 3. Walkthrough
=====

Run to the right up the hill, and go in the pipe. When you enter the pipe, DO NOT touch the D-Pad in any direction. You will land on a white note box. Now, you have two options.

Option 1

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

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

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

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

Option 2

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

You will emerge in a room via falling out of a waterfall. Go to the right past the Buster Beetle whom will throw an ice block at you, past two Pirahna Plants, and down a hill. Watch out for another Buster Beetle whom will throw an ice block at you, and go past 3 Pirahna Plants. Hit all 3 question mark blocks for three coins. Go past another Buster Beetle, and you will come to an odd formation of bricks and ice blocks with two more Buster Beetles on it. Completely avoid everything in this formation; there aren't any hidden treasures that you can receive. Go to the right past two more Buster Beetles, and two more pipes that have Pirahnas in them. You will come to a single pipe, go in it.

Rejoined

Now walk to the right into the dark area. Touch the Shuffling Card Roulette to end the level.

=====
World 5-3 - Super Mario Bros 3. Walkthrough
=====

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

Jump onto the brick formation and collect the three coins. There is a Goomba below you in a Kuribo's shoe. Leave this guy alone unless you want his shoe. To get his shoe, pick up the ice bricks, and lure the Goomba ontop of the Bricks, then go under the Bricks and bash the Goomba from below, then collect his shoe. Now go to the right past a pipe and then two Nippers. Get the 3 coins, then continue to the right past another Nipper and past three Spinys. Proceed to the right over another pipe, and past five more Nippers. Jump over another pipe, and you'll see three question mark blocks. Hit the middle question mark block for a powerup. Jump over the pipe to your right, and continue to the right past a large amount of Nippers, and two more pipes. Jump over the tiny pit, and ignore the spiny. Leap high in the air to get the three coins, and then go into the horizontal pipe to the right.

Go to the right into the dark area and touch the Shuffling Card Roulette to end the level.

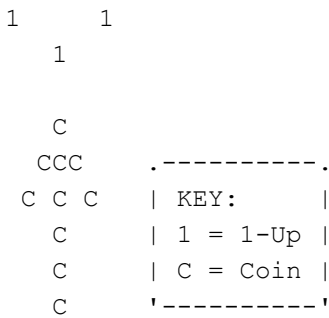
=====
World 5-Fortress(1) - Super Mario Bros 3. Walkthrough
=====

If you have a P-Wing, you can use it in this level to get to a secret for 3 1-Up Mushrooms.

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

Option 1

 If you have a P-Wing, fly straight up and bash the two middle blocks. Fly up, and you'll see a question mark block. Completely ignore this question mark block. Fly up and to the right and go down the pipe. You will find yourself in a room with a bunch of coins the form an arrow pointing up. There are three hidden 1-Up Mushrooms in this room, to find out where they are, please use my diagram below:



Get the coins, and then get the three 1-Up Mushrooms. Now go into the pipe located at the bottom right of the screen.

Option 2

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

Rejoined

 Watch out for the Boo Diddly that will attack when you turn away from it. Jump through the open area to the right past the Rotodisc and the Thwomp (This very hard to do.). Now continue to the right past a group consisting of a Thwomp and a Rotodisc. Jump to the right over the lava pit. This next part is very hard: Jump close enough to the Thwomp to lure him down, and then quickly sway back onto the platform that you jumped from. Then, as the Thwomp retreats back up to strike again, jump to the right over the pit, past the Thwomp, and past the second pit. Proceed to the right up the staircase, and enter the door. Proceed to the right past four windows, and you will meet up with Boom-Boom. By now, you should already know how to kill Boom-Boom, but if you don't, here is what to do: To kill Boom-Boom, you will need to jump on his head three times, or shoot him with 5 fireballs, or throw a hammer at him. Then he will perish and release a Question Mark Ball. Grab the Question Mark Ball to finish the level.

=====
 World 5-Spiral Palace - Super Mario Bros 3. Walkthrough
 =====

Head to the right and jump ontop of the platform. Continue to the right past 3 Rotodiscs, and you shall come to a single question mark block. The question

mark block contains a powerup. Get the powerup if you choose to, and continue to the right past another Rotodisc. Continue up the pipe at the rightmost region of this room.

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

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

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

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

=====
World 5-4 - Super Mario Bros 3. Walkthrough
=====

If you have a Raccoon Feather, I highly recommend using it prior to the start of this level.

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

Option 1

This is the easier path, but you must have a tail. Anyway, stand as far left as you can, get a running start to the right, and jump just before the cloud platform ends. If done correctly, you should start flying. Fly high in the sky until you come across a cloud platform. Get the 4 sets of coins (8 in all) on this cloud platform, and then jump to the right onto another cloud platform. Get the 8 total coins on this platform, and then go back to the

left at the beginning of the platform. Start running (hold B) to the right; when the cloud platform ends, jump across the pit onto the next cloud platform, and start flying in the air. FLY AS FAR RIGHT AS YOU CAN GO. You will be so high that you will be off the top of the screen. When you stop flying, tap A in mid air to glide safely down to the ground. If done correctly, you will land on a green pipe at the very end of the level.

Option 2

Jump off the right of the cloud platform, over a spinning propilla, and onto another, shorter cloud platform. Go to the right side of the cloud platform and jump over another spinning propilla onto yet another cloud platform. Now stand on the right edge of this tiny cloud platform and you should see a propilla staying completely still. Jump onto the still propilla, and it will slowly move depending on what side of it you are on. Now look to the right and you will see a propilla that spins, then stops, then spins, and so on. Jump onto the alternating propilla, but time your jump so that you land when it is in it's still state. Quickly, before the propilla spins again, jump to the right onto another still propilla, then onto the cloud platform to the right. Stand on the right edge of the cloud platform, and jump to the right over the spinning propilla. You will now be either standing on a platform with a waterfall to your right, or you will be in the waterfall if you didn't jump smoothly. If you fall in the waterfall, start tapping A rapidly to get out. Anyway, jump past the waterfall, and you will find another waterfall. Stand on the right side of the second waterfall and you should see a still propilla. Jump to the right onto the still propilla, and then over a red Koopa Paratroopa, and onto an alternating propilla. Now jump to the right onto a still propilla, and then another alternating one, then onto the cloud platform. Be sure to avoid the green Koopa Paratroopa that will be bouncing your way.

Rejoined

Go in the green pipe. On the other side of the pipe, you will come in contact with a Lakitu. Avoid Lakitu, and the multiple Spinys that he will throw down at you. Run to the right and touch the Shuffling Card Roulette to end the level.

=====
World 5-5 - Super Mario Bros 3. Walkthrough
=====

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

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

Option 1

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

Tanooki Suit, and go in the pipe at the right side of the screen.

Option 2

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

Rejoined

Go to the right and you will see an odd looking structure comprised of wooden blocks and breakable bricks. This structure is useless unless you are able to break bricks. If you are big, then break the two bricks from underneath, then jump into the main part of the structure. Hit the left brick for a coin, and the right brick for a Raccoon Leaf. Then, break the middle brick, and jump ontop of the structure. Now, while keeping an eye on the Venus Fly Trap above, look underneath and you'll see a wooden block. Touch the wooden block from either side and a hidden powerup will emerge! Get the powerup, and run to the right past the green Koopa Paratroopa. Continue past another Para Goomba, and keep going until the donut lifts end, and you come to normal ground again. Now run to the right into the dark area and touch the Shuffling Card Roulette to end the level.

=====

World 5-6 - Super Mario Bros 3. Walkthrough

=====

If you have a Raccoon Leaf in your inventory, USE IT prior to entering the level. This is a side scrolling level where you have to jump on sets of Para Beetles. At some points, you will have to jump on the Para Beetles' heads to get across some large pits.

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

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

```

.---.---.---.---.---.
| | | | | |PS| |
'---'---'---'---'---'
          ^
P-Switch |
here -----'

```

```

.---.---.---.
| | | |
'---'---'---'

```

Stand on the brick underneath and hit the P-Switch. Quickly jump up and hit the P-Switch. Now continue to the right and jump on a platform guarded by a Fire Chomp. Jump on the head of the Fire Chomp to kill him. Now jump to the right past three more platforms. Jump over only one more pit onto a platform made of wooden bricks with some breakable bricks above you and a pipe to the right. There isn't anything in the breakable bricks, so just enter the pipe.

On the other side of the pipe, you will encounter a Lakitu. Lakitu will throw Spinys down at you. Simply avoid the Lakitu and all the Spinys, run to the right, and jump into the Shuffling Card Roulette to end the level.

=====
World 5-7 - Super Mario Bros 3. Walkthrough
=====

Head to the right and jump over the green Koopa Troopa. Continue to the right and jump over the two pillars. You will now be at an area with grounded bricks every other space and question mark blocks above. Hit all 3 question mark blocks for three coins. Then continue to the right and you'll see another pillar with one of the blocks being a wooden block. Firstly, beware of the top brick, because it is a fake Pile Driver Goomba. Simply jump on the top of him for his death. Secondly, touch the side of the wooden brick to end to make a powerup emerge. Get the powerup if you choose to, and go to the right. Hit the three question mark blocks there for three more coins. Proceed to the right and jump onto a brick platform and kill the three Pile Driver Goombas located ontop. Now go right and drop down into the area with the pipe. Avoid the Venus Fly Trap located inside the pipe, and jump to the left side of the pipe. Hit the question mark block for a coin, and then hit the block located to the left of the question mark block that you just destroyed and a 1-Up Mushroom will emerge! Get the 1-up, then go to the right side of the pipe and hit the two question mark blocks for two more coins. Now jump onto the green pipe, and back ontop of the platform above. Proceed to the right past the two Pile Driver Goombas. Drop down to the right side of the brick structure. Hit the brick that is sticking out the side for a coin. Proceed to the right over a small pit.

By now, you will notice a Lakitu above throwing Spinys down at you. Jump onto the green pipe and hit the block above for a coin. Continue to the right over a small pit. Continue past two Bullet Bill Cannons and two more Pile Driver Goombas. Continue to run to the right and you'll come to a green horizontal pipe. Go in it.

You probably thought you'd get rid of the Lakitu by going in the pipe, right? Wrong! Unfortunately, he is still there. Once again, avoid him. Just continue to the right and touch the Shuffling Card Roulette to end the level.

=====
World 5-Fortress(2) - Super Mario Bros 3. Walkthrough
=====

CAREFULLY, VERY CAREFULLY jump across the pit to the right and land on the single brick, then jump onto the pipe and go in it.

You will now find yourself in a room with multiple platforms and a massive lava pit below. There are also several Podoboos hopping in and out of the lava, so avoid them. Jump across four lava pits and you will find yourself on a long platform with 6 question mark blocks. Hit the 5 leftmost question mark blocks for 5 coins, then hit the rightmost block for a Starman. Get the Starman, then continue to the right. Continue over four more pits and you will see a Boo Diddly that only attacks you when you look away. Carefully jump past the Boo Diddly over the pit. Jump to the right over three more pits and you'll come across two question mark blocks. Hit the left block for a powerup, and the right block for a coin. Continue to the right and jump over another pit. You will now be on a very long platform that holds a Boo Diddly, a Dry Bones, and several Podoboos. Walk along this platform to the very right until you come to another pipe, then go into the pipe.

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

=====
World 5-8 - Super Mario Bros 3. Walkthrough
=====

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

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

The Lakitu is still with you on the other side of the pipe. Ignore him. Continue to the right and touch the Shuffling Card Roulette to end the level.

=====

World 5-9 - Super Mario Bros 3. Walkthrough

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

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

A Lakitu will appear on the other side of the pipe. He will throw Spikes at you. Ignore him. Ignore his Spikes. Proceed to the right and touch the Shuffling Card Roulette to end the level.

===== World 5-Castle - Super Mario Bros 3. Walkthrough =====

When you gain control of your character, go to the right past a Ball Cannon and a Fire Cannon. Continue to the right and you'll come across a question mark block with two Ball Cannons built into the ground beneath you. Ignore the Ball Cannons and hit the question mark block for a powerup. Jump to the right onto the higher platform and over a tall Bullet Bill cannon. Now you will come to a steel baricade with two Ball Cannons built into the side. However deadly it may look, it isn't. Just run past it. Continue to the right past another Ball Cannon built into the ground, and you'll see a Rotating Ball Launcher that blasts two balls at a time. Continue past another Ball Cannon and a Bullet Bill Cannon, and you'll come to another steel baricade. However, this steel baricade is much more dangerous, because it has four cannons sticking out the side, and four cannons built into the ground. This is very tricky to get by. Do your best to safely get by, and don't worry if you get hurt here. Once you clear the second steel baricade, jump over a Bullet Bill Cannon, and go up the stairs. Roy Koopa awaits you inside the white pipe. So, when you are ready, go in the pipe and fight him.

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

room, release the wand. Pick up the wand and bring it back to the King.

Although the King is the one that was saved, Toad is the one crying (this never made much sense to me). The King and Toad are both very grateful for your valiant deeds. More importantly, he will give you a letter from the Princess. The letter from the Princess warns you of multiple creatures that will be found in World 6. More importantly, the letter contains a Jugem's Cloud, which in my opinion is the greatest item of the game. It will allow you to skip over any level you choose.

World 6 - Ice Land - Super Mario Bros 3. Walkthrough

=====

World 6-1 - Super Mario Bros 3. Walkthrough

=====

This level is a short one. It is good for you to get used to the icy slippery floor that is in many of World 6 levels.

Head to the right and jump ontop of the ice platform. Jump over the single block pit, and then hit the question mark block for a powerup. Continue to the right over the pipe with the Piranha in it, and get the three coins. Continue to the right and you will see a Ptooie walking on the ground. Carefully jump over the Ptooie, and then over the pipe that follows. Hit the question mark block for a coin, then jump over the single block pit and get the three coins. Continue to the right again, over the single block pit and then over the big pipe with the Venus Fly Trap in it. Continue to the right, over two Ptooies (it's hard) and hit the question mark block for a coin. Jump over the pit and jump onto the ice platform and hit the question mark block for a Super Mushroom/Raccoon Leaf. Proceed to the right and get the three coins, then jump past the Ptooie walking on the ground. Get the three coins, then jump past the Para Goomba, and the other Ptooie. Continue to the right and you'll see a pipe with a Ptooie in it. Get a running start, and jump over this "piped" Ptooie and the pit that follows. Now run to the right in the dark area and touch the Shuffling Card Roulette to end the level.

=====

World 6-2 - Super Mario Bros 3. Walkthrough

=====

Another side scrolling level. Start by jumping across the pit to land on the wooden bricks. Fall down onto the moving cloud platform, jump onto the cloud platform above, and then onto the ice platform to the right. Get the 3 coins, then jump onto another moving cloud platform, then jump to the right onto the ice platform with the ice block and the question mark block. Pick up the ice block and throw it at the question mark block for a well deserved powerup. Now jump to the right across the gap and onto a platform with a long vertical line of bricks. If you are Raccoon Mario, you can bust through the bricks with your tail, but if you don't have a tail, you must use the two moving cloud platforms to jump over the line of bricks. Jump onto the ice platform

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

Run to the right past the two ice plateaus and touch the Shuffling Card Roulette to end the level.

=====
World 6-3 - Super Mario Bros 3. Walkthrough
=====

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

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

Jump to the right over three pits and you should be on a platform made of 4 ice blocks. Jump over the big gap to the right and land on the two ice block platform, then across another pit onto a three ice block platform. Hit the single brick that you see above you repeatedly for multiple coins. Drop onto a single ice block, and then onto a two ice block platform. Wait for the moving platform to come to you, then board it. When it crosses the vertical four ice block structure, jump over it and land back on the moving platform on the other side, then jump to the right onto the backwards 'L' shaped platform. Jump ontop of the backwards 'L' shaped platform, then get the 3 coins above you. Board the moving platform that will move below you. If you want an extra life, then hit the single brick and a 1-Up Mushroom will emerge! Anyway, stay on the moving platform and let it take you to the right side of the six ice block vertical structure; you'll have to duck if you are big. Look to the left and you will see two red Koopa Paratroopas. The pit to your right is too big for you to normally jump, so you have two options of getting across: (1) if you have a tail, make a jump and glide across, and (2) if you don't have a tail, jump on the second Koopa Paratroopa and use his head to spring up high into the air, then land safely on the other side. When you get across the pit, run to the right into the dark area and touch the Shuffling Card Roulette to end the level.

=====
World 6-Fortress(1) - Super Mario Bros 3. Walkthrough
=====

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

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

Option 1

You can only access this path if you have a tail. So, if you don't have a tail, take Path 2. Continue to the right until you come to a brick on the ground. Although you will not be able to see it, there is an opening in the ceiling directly above you that will lead into a new room. To get into this secret area, get a running start and fly up into it. In the secret area, go to the right and whip the single brick to reveal a 1-Up Mushroom. Get the 1-Up Mushroom and drop down the pit to the right while avoiding the two Rotodiscs.

Option 2

Continue to the right over the grounded block and you'll see a set of three question mark blocks. The two rightmost question mark blocks are coins, but

the left question mark block is a Starman, so be sure to get at least that one. Look to the right and you'll see another Rotodisc guarding a set of two question mark blocks, but they both contain coins. Now go to the right under the tiny area, you will have to slide if you are big.

Rejoined

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

Go through the hallway until it ends. You will be confronted by Boom-Boom. Boom-Boom is easy, as usual. He hasn't learned any new tricks. You can kill him 1 of 3 ways: (1) Stomp him on the head 3 times, (2) shooting 5 fireballs at him, and (3) by throwing one hammer at him. Once defeated, grab the Question Mark Ball that Boom-Boom will leave behind to end the Fortress.

=====
World 6-4 - Super Mario Bros 3. Walkthrough
=====

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

Continue to the right past a set of three giant bricks, and you'll see a wooden rail platform. Jump OVER the giant rail platform onto the giant ice block and get the two coins. Then, jump onto the wooden rail platform and it will start moving. Quickly, jump onto the giant ice block to the right, wait for the wooden rail platform to move to the right side of the ice block that you are on, and jump back on it. Stay on the rail platform and let it take you in a circular motion beneath a question mark block. Hit the question mark block for a powerup, then jump off the wooden rail platform to the right and land on another wooden platform moving back and forth. When the moving platform that you are on is at the rightmost point, jump to the right onto the two wooden bricks. Jump to the right over another pit onto another moving rail platform, and then onto another. Wait for the rail platform that you are standing on to reach its highest point, then onto another giant ice platform. Jump over the pit to the right and land on the P-Switch. The bricks below you will turn into coins, but the wooden block at the bottom will not, so land on the wooden block below. Jump onto the giant ice platform to the right. Proceed to the right past two spinning propillas, getting all the coins as necessary. Jump across the pit and get the two coins during you jump. You will now be confronted with a Fire Chomp. Jump on the Fire Chomp's head to kill him. Continue to the right past 3 more propillas. Now jump through the remaining propilla, and you'll land on solid ground. Continue to the right into the dark area and touch the Shuffling Card Roulette to end the level.

=====
World 6-5 - Super Mario Bros 3. Walkthrough
=====

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

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

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

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

On the other side of the green pipe, run to the right into the dark area, and touch the Shuffling Card Roulette to end the level.

Yeah, I told you it was hard. Now you have access to the Mushroom House, which holds a Hammer Suit.

=====
World 6-6 - Super Mario Bros 3. Walkthrough
=====

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

Jump to the above path. Get the three coins and kill the Spike. Go up the hill and get the two coins, then jump over a water pit and get the three more coins. A Cheep-Cheep will arise from the water pit to the right, ignore him.

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

Now take the lower path. You should see four wooden blocks above you. Touch either side of the second lowest brick, and a Starman will emerge. Get the Starman. To the right, there will be a Cheep-Cheep jumping back and forth from two tiny water pits. Ignore the Cheep-Cheep, and continue to the right over another tiny water pit. Run past the pipe with the Piranha in it, and continue past another tiny water pit. Ignore or kill the Spike ahead, your choice. Jump up onto the above platform, and go down the hill past a pipe with a Venus Fly Trap inside. Continue up the hill to the right and past another pipe with a Venus Fly Trap inside. Advance into the water. Swim to the right into an area with a bunch of swimming Cheep-Cheeps. Dodge all the Cheep-Cheeps. If you would like an extra life, swim up and you'll find a platform above the water that looks like it contains nothing. There is a hidden block here toward the wall. Hit it, and an extra life will emerge, get the extra life, then swim back into the water. Swim to the right until you find two question mark blocks ingulged between multiple wooden blocks. Hit the left question mark block for a coin, and the right block for a powerup. Get the powerup, then jump ontop of the surface that held the question mark blocks.

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

Drop down the platform to the right, and kill the 3 Spikes. Continue past a pipe with a Venus Fly Trap inside. Work yourself up the hill to the right, but watch out for the three tiny water pits, because a wandering Cheep-Cheep will jump in and out of them. When you clear the hill, kill another Spike and go in the pipe.

Continue to the right past another Spike, and go into the dark area. Touch the Shuffling Card Roulette to end the level.

=====
World 6-7 - Super Mario Bros 3. Walkthrough
=====

NOTE: If you have a Hammer in your inventory, you can skip this level by using the hammer to break the rock. Personally, I would save the hammer for later, but the option is always there.

A SIDE SCROLLER LEVEL! Start by jumping off the pit to the right onto the 3 donut lifts. Continue over another pit onto three more donut lifts, and ignore the 3 coins below. Hit the question mark block for a powerup, and get the powerup. Jump onto the platform that the question mark block is part of, and let the screen scroll all the way to the right. At this point, the screen will start scrolling down!

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

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

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

You will be deposited into another completely different portion of the level. You will land on a set of frozen coins that have surrounded a green Koopa Paratroopa. If you have fire power, you can unfreeze the coins, and then get them, but watch out for the green Koopa Paratroopa. When you are done with these frozen coins, go to the right into the dark area and touch the Shuffling Card Roulette to end the level.

=====
World 6-Fortress(2) - Super Mario Bros 3. Walkthrough
=====

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

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

Go to the right, and you'll be confronted by Boom-Boom. This Boom-Boom is much harder than all the others. Perhaps that is because of the icy floor, or just the odd formation of the bricks, I don't know. But, he is much more of a

challenge. You still kill him the same way you always have: either 3 stomps on the head, 5 fireball shots, or 1 hammer throw. Once he has been defeated, pick up the Question Mark Ball that he will drop to end the level.

=====
World 6-8 - Super Mario Bros 3. Walkthrough
=====

Pick up one of the five ice blocks, and carry it up the green grassy hill. Throw it at the grounded question mark block to reveal a powerup. Get the powerup and jump to the right over the pipe with the Ptooie Pirahna in it, and land on the grass platform. Continue to the right past a green Koopa Troopa, and 5 white Nippers. Continue past three spike enemies. Slide down the hill, and you should knock out a Buster Beagle. You will now see a single question mark block surrounded by eight ice blocks. Pick up the ice blocks and throw one at the question mark block to reveal a powerup. Continue to the right until you come to an 'H' shaped ice block formation. You can use this 'H' shaped formation to access a 1-Up Mushroom. To see where the 1-Up Mushroom is, use my diagram below:

```
    .--.  
    |1U| <---- 1-up Mushroom Here  
    '---'
```

```
          \/  
          /\ <---- Jump From Here  
.  
|IB|      |IB|  
:--:      :--:  
|IB|      |IB|  
:--:      :--:  
|IB|      |IB|  
:--:--.--:--:  
|IB|IB|IB|IB|  
:--:--'---:--:  
|IB|      |IB|  
:--:      :--:  
|IB|      |IB|  
:--:      :--:  
|IB|      |IB|  
'---'      '---'
```

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

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

=====
World 6-9 - Super Mario Bros 3. Walkthrough
=====

=====
If you have a P-Wing, then you can use it to fly over the ice blocks to the right of the entrance pipe. It will lead to an extra life and the end of the level.

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

Option 1

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

Option 2

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

Rejoined

Swim past another Cheep-Cheep and ignore the next Blooper Nanny. You will now have ANOTHER two Options that you can take:

Option 1

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

Option 2

Ignore the wooden block above. Swim to the right past five green pipes. Avoid the Cheep-Cheep and swim over the pipe blowing bubbles. Swim past a hole in the ground, and you'll come to another hole in the ground with a pipe blowing bubbles into the hole. This part can be tricky: you will have to swim through the bubbles that the pipe is shooting out, but you must do it quick or the bubbles will push you into the pit. Now avoid the Big Bertha fish. Swim to the right, up the hill, and out of the water. Use the slope to

jump ontop of the high surface to the left. While avoiding the Venus Fly Trap, jump ontop of the green pipe. Jump up into the pipe above you.

Rejoined

Head to the right over a giant ice block and into the dark area. Touch the Shuffling Card Roulette to end the level.

=====
World 6-10 - Super Mario Bros 3. Walkthrough
=====

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

Continue to the right, and you'll come to three frozen coins huddled above 3 frozen Nippers. If you have firepower, you can unfreeze the blocks below you. If you have firepower, unthaw the coins, and then get them, but DO NOT unthaw any of the Black Nippers or they will come to life! Continue over a pipe, and past a Para Goomba. Now there are 9 frozen coins that you can get if you have fire power. Continue, and you will see four more frozen Munchers covering a pipe, don't unthaw them. Jump across the huge gap to the right with the red Koopa Paratroopa in it, and you'll come to a huge platform comprised of frozen coins and frozen Munchers. Continue past 15 ice blocks and four Buster Beetles. Now, if you have firepower, go back and unthaw the coins for several additional coins. Once you have collected enough coins to suit your needs, go to the right and jump over a the huge gap. You will land on a slippery giant ice block. From there, jump onto a rotating propilla, and then land on another slippery giant ice block with a red Koopa Troopa on it. Ignore the red Koopa Troopa, and jump over two more pits to the right. Continue to the right into the dark area and touch the Shuffling Card Roulette to end the level.

=====
World 6-Fortress(3) - Super Mario Bros 3. Walkthrough
=====

Don't jump up at the ceiling, or you will be doomed by the spikes. Run right until you come to a pillar in the way. Dodge the two Rotodiscs, and jump

ontop of the pillar that got in your way. Jump over the pit and onto the conveyor belt. From there, jump to the right onto another platform that is guarded by Rotodiscs. Jump over another pit and land on another conveyor belt. Beware of the two Boo Diddlys that are around there. Finally, jump over another pit and land either on, or next to a white Stretch.

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

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

Go to the right, and you'll be confronted with Boom-Boom. Unlike other fights with Boom-Boom, he will have five blocks scattered in his room that you can stand on. To kill him, jump on him 3 times, blast him with 5 fireballs, or smash him with 1 hammer. When Boom-Boom has been defeated, pick up the Question Mark Ball that he'll leave behind to end the level.

=====
World 6-Castle - Super Mario Bros 3. Walkthrough
=====

When you gain control of your character, go to the right and you'll find a nutt connected to a screw. Jump on the nutt several times to make it shift to the right. When the time is right, jump off of the nutt and onto the ship to the right. Proceed up two giant steps, then continue past two more nutts on screws. When you safely get to the other side, advance past two flames, then over a tiny pit. Then, continue past three more flames. Jump up a few steps past another flame, then the screen will start scrolling up as opposed to right. Hit the two question mark blocks for a powerup and a coin. Then jump ontop of the two question mark blocks, and the screen will start to scroll to the right again. Jump to the platform to the right, and then continue to the right. Jump onto the platform with the Flame Cannon, and then over the tall pillar to the right. Finally, prepare yourself with a hard battle with Lemmy Koopa. Go into the small white pipe when you are ready.

Lemmy Koopa is a pretty hard boss. The first thing you'll notice about him is that he will fight you on a green ball. As soon as you start fighting him, he

will throw another green ball up in the air, which will bounce up and down throughout the entire fight. If the green ball hits you from above, then you will get hurt. You can safely jump ontop of the green balls without getting hurt. Lemmy Koopa can only throw a total of three balls into play at one time. Lemmy Koopa will charge at you, and then stop. When he stops, he will throw another ball out, unless of course there are already three balls in play. Lemmy is hard, but not too hard. Hit him three times on the head or shoot him with 10 fireballs to defeat him. When you defeat him, he will shoot up toward the sky and release the magic wand. Grab the magic wand and bring it back to the King.

Both the King and Toad are very thankful for your good deeds. The King thanks you, and then gives you a letter from the Princess.

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

World 7 - Pipe Land - Super Mario Bros 3. Walkthrough

=====

World 7-1 - Super Mario Bros 3. Walkthrough

=====

Head to the right over the three pipes, and go into the doorway.

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

Anyway, jump onto horizontal pipe resting on the ground, and jump onto the horizontal pipe to the right with the red Koopa Troopa on it. Kick the red Koopa Troopa off, and hit the three question mark blocks for three coins. Jump onto the horizontal pipe to the upper right. You'll see two pipes above you. Both pipes will lead you to the same area, therefore, it doesn't matter which one you go in.

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

Hit the three question mark blocks above you for three coins, then drop down to the lower platform to the left, and knock the red Koopa Troopa off the edge. You will see two pipes above you, go up the LEFT pipe. If you go up the right pipe, it will reverse, and you'll be sent back down.

Now, jump ontop of the pipe to the upper-right. You will see a red Koopa Troopa walking in between two grounded question mark blocks. Jump on the Koopa Troopa and kick his shell in between the two question mark blocks to reveal a coin and a powerup. Get the powerup, then hit the question mark block above you for a single coin. Now use the note box to the left to bounce ontop of the small horizontal pipe. Hit the two bricks there for two coins, then jump ontop of the two used blocks that you just hit. From there, jump ontop of the skinny pipe to the right. Jump onto the wooden block, and then up through the tiny hole above you. Ignore the red Koopa Troopa walking back

and forth. Ignore the Pirahna plant and jump ontop of the pipe to the right side of the hole that you jumped through. Continue jumping on the pipes until you come to two white note boxes. Use the note boxes to bounce ontop of the pipe to the upper right. Then, jump onto the note box to the right, and use it to bounce ontop of some wooden bricks. Jump ontop of the top set of wooden bricks, and then go into the pipe above you.

This next part is pretty hard to handle. Look to the right, and you will see two green Koopa Troopas walking toward you. Get past them by standing underneath the gap, and wait for the Koopa Troopas to come right next to you. Jump up through the hole, and land on the Koopa Troopa. When you land on the Koopa Troopa, you will bounce up into the hole again. When you come back down from the hole, you'll land on the shell, and you'll kick it back and forth. This is the hard part: you'll have to run to the left while avoiding the shell, and then jump into the safe platform. Jump ontop of the formation, and you should see six coins and a red Para Troopa. Get the six coins, then go into the pipe at the right.

Jump over the two vertical pipes, and go into the dark area. Touch the Shuffling Card Roulette to end the level.

=====
World 7-2 - Super Mario Bros 3. Walkthrough
=====

Head to the right over a white Nipper and a pipe with 2 ice blocks on it. You will come to a structure made of two question mark blocks with two ice blocks below them. The leftmost question mark block is a powerup, while the right most question mark block is a coin. Continue to the right over another pipe with a white Nipper on it. Continue over three more pipes. Use the three pipes to get onto a platform to your upper right. Jump over a gap with a pipe at the bottom, and over a white Nipper. Jump over 6 more red pipes, and you will come to a green Koopa Paratroopa. Ignore the green Koopa Paratroopa. Jump up, and you will reveal a hidden note box. The note boxes stretch throughout the entire area you are in, hit all of them. MAKE SURE YOU HIT ALL OF THE NOTE BOXES!

To get a powerup, go down the rightmost pipe, and you will see a single question mark block. Hit this question mark block and a powerup will emerge. Grab the powerup, then go back up the pipe to the area with all the note boxes.

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

Go to the right over 4 red pipes, and you'll land ontop of the row of note boxes that you made appear a little while ago. There is an invisible 1-Up Mushroom that you can get by bouncing up on the 6th note box to the right. Get the 1-up, and continue to the right past the note boxes. Continue past a whole bunch of pipes (21 to be exact), you will have to pass four total Venus Fly Traps, 1 white Nipper, and 1 Pirahna. Go down the 21st pipe, you will know the right pipe, because the 21st pipe goes down into the ground, the other pipes do not. Once you have found this pipe, go into it.

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

Go to the right into the dark area and touch the Shuffling Card Roulette to end the level.

=====
World 7-3 - Super Mario Bros 3. Walkthrough
=====

Hit the question mark block to the right for a starman. Quickly, go to the right down a hill past the four green Koopa Troopas, and you'll come across four more question mark blocks. Hit the lower-left question mark block; if you still have your star power, then you'll get a Starman, if you don't have star power, then you'll get a coin. Get the star/coin, then hit the other three question mark blocks for three more coins. Quickly, jump onto the top set of question mark blocks, over the pit, and onto the high grassy platform. Quickly slide down the hill past 2 green Koopa Troopas and 2 Koopa Paratroopas. Hit the lower left question mark block for another star/coin. Hit the other three question mark blocks for three more coins. Jump onto the top set of question mark blocks, over the pit, and onto the high grassy platform. Continue to the right down the hill, over a Spiny, over a tiny pit, over two more Spiny's, and over two more pits. You should now come in contact with a Lakitu above you, who will drop Spiny eggs down at you. You should also notice a brick below a question mark block. Hit the brick for another coin/star, then hit the question mark block for a powerup. Get the powerup, then proceed to the right over a tiny pit. Hit the brick for a P-Switch, then bust the P-Switch, and get the 8 coins that will appear. Continue to the right over another pit, and jump up onto the high grassy platform. Continue down the hill over the tiny pit, and hit the brick above you for another coin/star. Jump over the small horizontal pipe, and hit the brick there for another coin/star. Continue to the right up the hill, and over the tiny pit. Start to go down the hill again, and jump over four more pits. Continue past two bouncing Koopa Paratroopas. Go into the dark area and touch the Shuffling Card Roulette to end the level.

=====
World 7-4 - Super Mario Bros 3. Walkthrough
=====

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

You will be deposited in a Side-Scrolling area under the sea. Swim to the right and get the 5 coins, and some Spiny-Cheeps fishes will start swimming your way. Ignore all the Spiny-Cheeps, and swim over the Lava Lotus. Hit the question mark block to reveal a powerup, then get the powerup. Continue to the right and get the 5 horizontal coins. Continue past a Big Bertha fish, and a Blooper Nanny. The screen will now start to scroll up. The continuance of the Spiny-Cheeps will stop now.

Let the screen continue scrolling to the top. Eventually, it will stop scrolling up, and start scrolling right. The screen will scroll right into a maze of Jelectro Jellyfish. This part can be quite hard, especially for those of you with bad control. There isn't any real strategy how to get past the Jelectro maze, just try your best to get through without touching any of them. The maze will widen toward the end, but you will also come in contact

with a Big Bertha fish. Ignore the Big Bertha by swimming above her; there is enough clearance above her. When the maze ends, continue past two more Blooper Nannys, which could be hard if you don't have firepower. You won't notice this, but the screen will be gliding slowly back down to the ground where it started. When you see the ground again, the Spiny Cheeps will start up again. Swim over a vertical set of 5 coral rings, and hit the question mark block for a powerup. Get the four coins, then swim past the Lava Lotus (giant flower). Get the 4 coins you will come across, and ignore/kill the Big Bertha fish. Swim through the set of white coral rings. Get the four coins above the Lava Lotus flower. Finally, go into the blue horizontal pipe.

Now that you are on dry land again, go straight to the right, and make a leap at the Shuffling Card Roulette to end the level.

=====
World 7-5 - Super Mario Bros 3. Walkthrough
=====

Three pipes...but which one should you go in? Pick one, it does not matter; they all lead to the same spot.

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

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

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

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

Jump up on top of the platform above you to the area that leads to the five question mark blocks. Hit the five question mark blocks for five coins. Proceed to the left, and you'll see the bottoms of three green vertical pipes. You can get a 1-Up Mushroom by following the next paragraph. If you would rather skip getting the 1-Up Mushroom, then skip the next paragraph.

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

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

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

Get the 3 coins, then go to the right and ignore the three green Para Troopas. Hit the two question mark blocks for two coins, then jump on top of those two question mark blocks, and go in the pipe.

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

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

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

Go to the right above the platform of used blocks that you created. Drop off the platform, and go into the pipe. You will be deposited above ground. Go to the right into the dark area and touch the Shuffling Card Roulette to end this level!

=====
World 7-Pirahna(1) - Super Mario Bros 3. Walkthrough
=====

Go to the right, and you'll come to a green pipe with a Venus Fly Trap inside. You can't jump over the pipe by standing normally, so you will have to get a running start, and then jump (time your jump so you don't hit the Venus Fly Trap). To the right, there is another pipe that has the same exact height as the previous one. Get a running start, and land on top of the pipe, but don't drop to the right or you'll fall into a pit. There will now be a pit to your right. Jump over the pit, but time your jump so you don't hit the Munchers. Continue past 8 sets of Munchers and a Piranha. When you clear the

Munchers, there will be a small pit, but there will be a pipe with a Venus Fly Trap hanging out above the pit. Wait for the Venus Fly Trap to go back inside his pipe, then jump across the pit. You will now see two pipes to the right, both of which have Pirahnas in them. Carefully, ignore the Pirahnas, and jump over the two pipes. You will now come to a small pipe with two larger pipes to the right of it. Ignore the two larger pipes, and go into the smaller pipe.

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

=====
World 7-Fortress(1) - Super Mario Bros 3. Walkthrough
=====

If you have a Raccoon Leaf in your inventory, I recommend using it prior to starting this level. Doing so will save you much time.

OK! This is one of the hardest levels of the game, and you may be reading my guide just for this single level. Before I begin explaining how to beat this level, you must know that you will NEED to be able to fly. I highly recommend using either a Raccoon Leaf, Tanooki Suit, or a P-Wing prior to entering the level. If you do not have one of those items, relax; there is a Tanooki suit that you can get within the level. The paragraph below will explain how to get the Tanooki Suit. IF, AND ONLY IF you are Raccoon Mario, Tanooki Mario, OR P-Wing Mario, then skip the paragraph below.

TO GET THE TANOOKI SUIT, you must be able to break bricks, so therefore, you must be big. If you are not big, then you can get a powerup by doing this: [to get the powerup, go right down the brick staircase, go a little farther, and up another brick staircase. Go in the doorway, then go to right into another staircase. To the right, jump over the lava pit, and land on the platform with the question mark blocks above. Jump ontop of the question mark blocks, then jump to the left into the caged area with the single question mark block. Hit the single question mark block for the powerup. Get the powerup, then reverse your steps so that you end up where you begun.] YOU SHOULD NOW BE BIG, AND ABLE TO BREAK BRICKS. If you are not already there (you should be), then get into the room made completely of bricks. In the middle of this room, there is a 5x3 brick formation with two blocks to the left of it. In the 5x3 brick area, there is a hidden P-Switch in the fourth brick of the top row. So, stand underneath the fourth row, and jump up three times to reveal the P-Switch. Jump up so that you are standing next to the P-Switch. As soon as you hit the P-Switch, all the bricks that make up the walls, ground, and ceiling will turn into coins; in fact, everything will turn into coins except for the two blocks to the left, and the block that contained the P-Switch. Now, hit the P-Switch, but DON'T DROP DOWN FOR THE COINS! Instead, jump to the right onto the set of two blocks, and go into the door that will appear due to the P-Switch. Now, go to the right and go into the VERTICAL PIPE sticking out of the ground. You'll drop down and get 11 coins. Hit the giant P-Switch, and grab the Tanooki Suit. Now go into the pipe at the right, and then go into the horizontal pipe. Drop to the bottom right of this next room, and go in the doorway. Now go to the right, and go into the first doorway that you'll come across.

NOW THAT YOU HAVE ABILITIES TO FLY (either a Tanooki Suit, Raccoon Leaf, or P-Wing), go to the right and go in the doorway at the right side of the screen (this will seem redundant if you followed the second paragraph). In

the new room, go to the left past a white Stretch. Little do you know, there is a pipe hanging down from the ceiling of this room. To get to this pipe, get a running start and fly up in the air, then go into the pipe by pressing up.

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

=====
World 7-6 - Super Mario Bros 3. Walkthrough
=====

Go to the right over the horizontal pipe and go into the doorway.

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

Jump ontop of the "left" platform, and let it take you below the 6 question mark blocks. The third question mark block to the left is a powerup, so be sure to get at least that one. Now drop down ontop of the ! platform. Jump on it three times to get around the six question mark blocks, and a fourth time to advance up through the part of the ceiling without the spikes. When you get through the ceiling, jump onto the "left" platform, and then onto the "up" platform. Ignore all the question mark blocks, because they all contain ordinary coins. Now jump off the "up" platform and onto the "right" platform. Let the "right" platform take you to the right side of the screen, but before you revert to the left side of the screen, jump ontop of the platform above the three question mark blocks. Jump ontop of the single question mark block, and onto the ! platform. Jump ontop of the ! platform twice to get around the horizontal pipes. If you would like to get an invisible 1-up, jump ontop of the wooden platform on the LEFT side of the screen and jump up. Quickly, jump back onto the ! platform, and let it take you right to the vertical pipe hanging from the ceiling. Finally, go into this pipe.

Now go to the right and drop down the two pipe platforms. In the dark area, touch the Shuffling Card Roulette to end the level.

=====
World 7-7 - Super Mario Bros 3. Walkthrough
=====

This level is quite a challenge. Take 7-8 instead. Below is a walkthrough of 7-7 for those of you who like to be difficult.

Speed is an essence for this level. Don't waste much time dawdling around.

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

To the right lies the Shuffling Card Roulette. Touch it to end the level.

=====
World 7-8 - Super Mario Bros 3. Walkthrough
=====

Head to the right, jump over the tiny pipe, and hit the four question mark blocks. To the right will be a large pipe, but you can't jump over it with a normal jump, so you will have to make a running jump over it. Once on the other side, you'll come to a small pipe with a Pirahna in it. Jump ontop of this small pipe when the Pirahna is vacant. To the right is a pit that you will have to jump over and land onto another pipe, while at the same time avoiding the Pirahna that will peer out of the pipe above. When the time is right, jump over the pit and land on the pipe in the middle, then do the same exact thing over another pit. Hit the three question mark blocks for two coins and a Starman. Grab the Starman, then go to the right and jump over the huge pipe. On the other side of the pipe is a single brick rised above four more bricks. If you want a powerup, hit the lower-left brick. Grab the powerup, then advance to the right over three consecuitive pipes with Pirahnas in them. Continue past a white Nipper plant, then go below the 7 bricks that the Nipper was on. If you hit the middle brick, a 1-Up Mushroom will emerge! Grab the 1-Up Mushroom, and continue to the right. Go past a Pirahna in a pipe, and a Ptooie on the ground. You will now have two different Options that you can take. I recommend Option 1.

Option 1

Jump up ontop of the long white platform. There is an invisible note box located on the right edge of the hanging pipe. Jump up and hit the hidden note box. You will notice that this note box is not an ordinary note box, it is off-colored red. Jump ontop of this odd note box, and press A as you spring, and you'll be sent high into the clouds! In the clouds, grab as many of the 56 possible coins as you can as the screen slowly scrolls right. When the screen stops scrolling, go into the pipe.

Option 2

Jump over the pipe to the right. Stop.

Rejoined

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

Option 1

Go down the left pipe. Jump up the platforms and you will find a giant question block! Hit the giant question mark block to reveal an almighty Hammer Suit! Hammer Suits don't appear often, so make good use of it. Now that you have grabbed the Hammer Suit, exit via the pipe to the right.

Option 2

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

Rejoined

To the right, jump over a green pipe with a Ptooie in it, then run past a walking Ptooie. Jump over another medium sized pipe while avoiding the Venus Fly Trap that will arise inside it. You will now come to two rows of bricks and question mark blocks with two white Nippers on it. BEWARE of the higher Nipper, it shoots fire, which is extremely hazardous. If you can, kill the two Nippers before they can cause any damage. If you have killed the two Nippers, (or if you are feeling daring) then hit every question mark block. The brick inbetween the two higher question mark blocks contains a 1-Up Mushroom, get it if you want. Now progress to the right and touch the Shuffling Card Roulette to end the level.

Also known as the Maze Level. It's really not that hard, but you must know where you are going.

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

Drop through the lower hole. Go to the left until a blue bar blocks your path. Now jump up through the brick above you (you should be big due to the recent powerup) and throw away the ice blocks. Drop beneath the hole to the left, then advance farther to the left. You'll notice another brick above you which leads to 3 coins. If you want the 3 coins, then break the brick and gather the 3 coins, then drop back down. To the left, go past the 2 Para Goombas. Keep going left until a blue bar interrupts your path. If you are still big, break the brick above you. Jump up through the hole, and you will see two rows of 11 coins. There is a single spot in between the two rows of coins that lacks a coin; this little spot contains a hidden 1-Up Mushroom. Get the 22 coins, then hit the invisible 1-Up Mushroom. Get the 1-Up, then retrace your steps so you arrive back at the area where you started the paragraph from.

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

To the right, touch the Shuffling Card Roulette to end the level.

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

In the new room, head right and you will come to a low hanging steel wall guarded by two Dry Bones, and a Rotodisc. Wait for the Dry Bones to walk far enough to the left, then run under the low haning steel wall, you'll have to duckslide if you are currently big. This next part I find VERY hard: there is another low hanging steel wall guarded by a Rotodisc and a Thwomp. Press yourself against the steel wall to lure the Thwomp down for an attack. As the Thwomp takes time to reset, go underneath the steel wall. Once past the second steel wall, climb the staircase, and advance to the right. When the platform ends, drop down for the fight with Boom-Boom.

Bash Boom-Boom on the head 3 times, or blast him with 5 fireballs, or smack him with 1 hammer to kill him. Once he is dead, grab the Question Mark Ball that he will drop. This action will end the level.

=====
World 7-Pirahna(2) - Super Mario Bros 3. Walkthrough
=====

Start by using the short horizontal pipe to jump onto the very large pipe to the right. Now, you'll see black Munchers alternating coming out of the skinny pipes to your right. When you pass the alternating Munchers, jump over a normal sized pipe with a Venus Fly Trap inside. Continue past four pipes

hanging from the sky. Now jump onto the small pipe directly to the right when the Venus Fly Trap isn't inside. This next part is pretty difficult, but you should be fine: You'll have to use the provide note boxes to jump across the huge Muncher pit. Using the note boxes, spring overtop of this Muncher pit, be sure not to hit the red Koopa Paratroopa that could possibly get in your way. Once you bypass the Muncher pit, you will land on a set of 3 pipes. Go into the middle pipe.

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

=====
World 7-Castle - Super Mario Bros 3. Walkthrough
=====

When you gain control of your character, head to the right and you will come to a nutt on a screw. Don't mess with the nutt, because it just spells trouble. Instead, jump onto the platfrom that the Flame Cannon is on. Wait for the screen again, and jump onto the next platform with the Flame Cannon, and then onto the wooden platform to the right. If you want a powerup, drop down and hit the question mark block. Grab it, and jump back up. To the right is another nutt on a screw, but once again, avoid it. Instead, jump onto the platform with the Flame Cannon, and then onto the wooden platform to the right. Jump over a pit and land on another wooden platform. You'll now be faced with a Rocky Wrench, but I recommend just avoiding him. You'll also see a large platform that seems too high to jump. There is a powerup ontop of this platform, but to get it, you will have to jump up and hit your head on a nutt to make the nutt go to the left. Quickly, jump on the nutt and above the high platform. If you made it onto the high platform, hit the powerup, if you did not, then to underneath the low hanging wooden wall. You'll have to duckslide if you are big (if you are having trouble ducksiding, then just duck, eventually the screen will come along and push you under). Once on the other side, head up a rised platform, and avoid the Rocky Wrench. Ahead is another nutt on a screw, but just completely avoid it. Instead, jump over the platform. Jump across the pit and onto the small platform. Jump onto the platform above, and then across the pit onto another platform. Cross three more pits, and jump ontop of the wooden pillar. Now, use the three provided nutts to make it across the large wood pillar to the right. Climb up the platforms, and you'll see a very small silver pipe. Inside this pipe is Ludwig Von Koopa. Prepare yourselffor him. Once ready, enter the pipe.

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

Both the King and Toad are very happy for your deeds. The King will then hand you a letter, but it is not from the Princess. As you read the letter, you

quickly find out that the Princess has been KIDNAPPED. There's no way this doesn't happen in like every other Mario game (sarcasm). Let's go save her.

World 8 - Dark Land - Super Mario Bros 3. Walkthrough

=====

World 8-Tanks(1) - Super Mario Bros 3. Walkthrough

=====

The first tank has nothing on it, so just jump over it. Jump onto the second tank, over a horizontal cannon, and over a Ball Cannon. To the right lies a Bob-Omb Cannon. Jump over the Bob-Omb Cannon, past another horizontal cannon, and over another Bob-Omb Cannon. Advance past another Ball Cannon, another horizontal cannon, and over another Ball Cannon. Now, drop off of the second tank onto solid ground. The third tank is very short and consists of a horizontal cannon, a Rocky Wrench, and a Bob-Omb Cannon; advance past it. The 4th and 5th tanks are identical, and consist of a horizontal cannon and a Rocky Wrench, jump past both of them the same way. The next (6th) tank, has a two horizontal cannons, a Rocky Wrench, and a Bob-Omb Cannon. The next tank has a Rocky Wrench, a horizontal cannon, and (most importantly) a question mark block. If you are big, you will have to duckslide to hit the question mark block, but if you are small, just run underneath and hit it.

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

In the new room, you will be faced with a single Boomerang Brother. Kill the Boomerang Brother by jumping on his head. Be careful not to make a foolish mistake, it would be a shame to have to start the entire level over. When you kill the Boomerang Brother, a chest will appear. Grab the chest for a Starman.

=====

World 8-Ships - Super Mario Bros 3. Walkthrough

=====

To the right, jump over a Rocky Wrench, and go ontop of the wooden platform that follows. You will now notice a question mark block below you, but I highly recommend ignoring it. However, different strokes are for different folks, and you can try for it if you dare. Now jump over another Rocky Wrench, and then a Bob-Omb Cannon. Jump up onto the platform above, then go past another Rocky Wrench, jump over a huge cannon (that shoots huge

=====
World 8-Hand Grab(2) - Super Mario Bros 3. Walkthrough
=====

To the right, advance up the two giant steps. While keeping close notice of the Podoboo, jump across the pit and try to get the 5 coins in the middle of your jump. Jump over another pit, and get the 3 coins there. The pit to the right of you has two different Podoboos hopping in and out of it. Carefully, jump across this pit and try to get as many of the 3 coins during mid-jump. Now, jump across another pit, and get the single coin. Look to the right and watch the Podoboo. Wait for the Podoboo to go into the lava, and quickly jump over the next lava pit. Get the 3 coins, then jump over the next pit and get the 5 coins there. Jump over the next pit and try to get the 2 coins during mid-jump. Finally, go into the pipe at the very end of the screen. In the new room, grab the chest to the right for a Raccoon Leaf. As soon as you grab the chest, the level will end.

=====
World 8-Hand Grab(3) - Super Mario Bros 3. Walkthrough
=====

To the right, advance up the small rise in the platform, then drop onto the bridge. As soon as you hit the bridge, a massive Cheep-Cheep attack will occur. Do your best to avoid the flying Cheep-Cheeps. Soon you will come across two question mark blocks. Unfortunately, they both contain coins. Hit them both if you choose to, then advance to the right over four consecutive holes in the bridge. Now, jump over the two wooden blocks that will get in your way, then jump over another hole in the bridge. Hit the question mark block, and collect the powerup that will emerge. You'll now have to go under the low-hanging wooden bricks, which means that you'll have to duck-slide if you are currently big. Jump over a set of wooden blocks that follows, then continue past four consecutive holes in the bridge. When the bridge ends, jump onto the steel blocks. As soon as you jump onto the steel blocks, the Cheep-Cheep ambush will end. Grab the 8 coins, then go into the pipe to the right. In the new room, grab the chest on the right side of the room. A Raccoon Leaf will emerge! This will also end the level.

=====
World 8-Air Ships - Super Mario Bros 3. Walkthrough
=====

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

When you start the level, quickly jump off of the platform you are on, and onto the one to the right. Ignore the Rocky Wrench and the Flame Cannon, and jump onto the next platform to your right. You'll now be on a small platform with a Rocky Wrench, a wood pillar, and a Flame Cannon, jump off of it onto the next platform. This platform is identical to the one that you came from. Jump onto the next platform, and you'll be at another platform with a Rocky Wrench followed by a Flame Cannon. Jump off of the platform you are now on, and onto another platform with a Rocky Wrench, wood pillar, and Flame Cannon.

Jump to the next platform which has a Rocky Wrench sticking out of a wood pillar, followed by a Flame Cannon. Jump to the next platform, which is exactly the same as the previous one, except for the missing Rocky Wrench. Now, jump onto the next platform, and then quickly onto the next platform.

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

Boom-Boom isn't any harder than he was when you fought him all the way back in World 1. Just bash him on the head 3 times, fry him with 5 fireballs, or smash him with 1 hammer to kill him. Once he has perished, grab the Question Mark Ball that he will leave behind to end the level.

=====
World 8-1 - Super Mario Bros 3. Walkthrough
=====

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

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

Option 1

Option 1 exists only for those of you with tails. So, if you do not have a tail, take Option 2. Anyway, make sure you have eliminated the green Koopa Paratroopa. Press yourself up against the left side of the tiny Bullet Bill Cannon. Now, RUN to the left as fast as you can. Just before you get to the pit, press A to jump and you should start flying. Continue pressing A in the air to continue flying. Fly up ontop of the huge pipe in the sky. Now, go in the pipe. Inside the pipe, hit the huge question mark block for three 1-Ups. Get the 3 1-Ups, then slide down to the end of the room and go into the pipe

at the bottom.

Option 2

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

Rejoined

Drop off of the right side of the pipe and land on the ground. Ignore the green Koopa Paratroopa. From here on out, the level is EXTREMELY hard. Jump ontop of the next Bullet Bill Cannon you'll come across. You'll notice a huge pit to your right. To get across the pit, you can either do one of three things: (1) go back to the left, then get a running start, jump onto the Bullet Bill Cannon, and over the pit, (2) Use the red Koopa Paratroopa to spring over the pit, and (3) use one of the Bullet Bills to spring yourself over the pit. All three methods are difficult, but I recommend method #2. Once you clear the pit, you will find yourself in another difficult position. You will be inside two sets of Bullet Bill Cannons that are too high to jump over. To get over the right set of Bullet Bill Cannons, there is an invisible coin box that you'll need to hit located just to the right of the four coins. Jump up and hit this coin box, then jump ontop of the box, and jump over the Bullet Bill Cannons.

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

=====
World 8-2 - Super Mario Bros 3. Walkthrough
=====

Advance a bit to the right, you will come to a small quicksand pit. Now you have two options.

Option 1

Go into the quicksand pit. Don't worry, you will not die. Instead, you will fall into a secret room. There two 2 pipes in this room, one on the left and one on the right. The pipe on the left leads to a powerup, while the pipe on the right leads to a bunch of coins. I recommend going into the right pipe, but different strokes are for different folks.

Inside The Right Pipe

To the bottom right, you will see a bunch of coins in the air. In fact, there are 100 coins total (10 rows of 10). Jump into the coins and try to get as many as you can on your fall. If you have a tail, you can fly back up and collect more coins. When you are finished with the coins, go into the horizontal pipe at the bottom right.

Inside The Left Pipe

As soon as you go in, you will drop a good distance to the ground. When you hit the ground, climb up the staircase to the right, then jump onto the next staircase and climb that one too. You will notice a brick, hit it and a powerup will emerge. Grab the powerup, then climb the remaining distance to the top, and go into the pipe.

Option 2

Jump over the quicksand pit. proceed to the right, slide down three mini hills, and kill the Para Goomba. To the right, jump over the three consecutive quicksand pits. Now go down the huge hill over one Venus Fly Trap. Hit the lone brick to reveal a P-Switch. Stomp the P-Switch, then continue down the hill past two more Venus Fly Traps. Now, the ANGRY SUN will appear! Avoid the Angry Sun for as long as he is there. Now, there are either coins above you or blocks, depending on whether the P-Switch is still active. To the right, jump over the pit onto the note boxes. Use the note boxes to make it across the huge pit. Once on the other side of the pit, go up the huge hill. As you advance up the hill the Angry Sun will vanish behind the hill. Advance up past two Venus Fly Traps.

Rejoined

Advance up the hill to your right. Once at the top of the hill, grab the 3 coins, then slide down the right side of the hill. When you get to the bottom of the hill, the Angry Sun will appear again (he will not appear if you took option 1)! To the right, there will be a pit with a green Koopa Paratroopa in it. Ignore the green Para Troopa. Use the two note boxes to cross the huge pit. Now, continue to the right and touch the Shuffling Card Roulette to end the level.

=====
World 8-Fortress - Super Mario Bros 3. Walkthrough
=====

Jump ontop of the high pillar above, and drop off the right side onto the ground. Advance past the Rotodisc and over a pillar. Hit the single brick for a coin, then continue past the two next Rotodiscs. Hit the brick there for a

powerup. Get the powerup, then continue past two more Rotodiscs, and a pillar. Then, past a Dry Bones, you'll see a door guarded by a Rotodisc and some bricks. You will need to get into this door, but you'll need to be big to bash the bricks. If you are not currently big, then follow the next paragraph to get a powerup. If you are still big, then skip the next paragraph.

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

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

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

Duck, and let the conveyorbelt take you past the spikes. You'll now be faced with Boom-Boom. The only real hard thing about this guy is the fact that you are fighting him on a conveyorbelt. To kill him, hit him on the head 3 times, or shoot him with 5 fireballs, or throw 1 hammer at him. When you kill him, he will drop a Question Mark Ball. Grab this Question Mark Ball to end the level.

=====
World 8-Tanks(2) - Super Mario Bros 3. Walkthrough
=====

Head right, and you'll see a moderately large tank with a cannon on it. Jump ontop of this tank, and then jump onto the next tank, which is very long and has a roof type thing. Advance past a cannon on the roof, 3 cannons on the ground, another cannon on the roof, and finally a Bob-Omb Cannon on the ground. Jump ontop of the two horizontal cannons, and then drop off the tank onto the ground. Jump onto the next tank, and ignore the cannon on the ceiling. Advance past five Rocky Wrenches, and then drop off the tank. Continue past 3 cannons on the ceiling, and then jump onto another tank. Continue past 3 more cannons on the ground, a Bob-Omb cannon, and another cannon. Jump up ontop of the two horizontal cannons and the Rocky Wrench. Jump off of the tank you are on, and onto the next tank. Enter the tiny silver pipe, and you'll be faced with Boom-Boom.

Once again, Boom-Boom is simple. He isn't any harder than he was when you fought him way back in World 1. Just bash him on the head 3 times, or shoot him with 5 fireballs, or throw 1 hammer at him to kill him. When you defeat him, he will drop a Question Mark Ball. Grab the question mark ball to end the level.

=====
World 8-Castle - Super Mario Bros 3. Walkthrough
=====

This is the final Castle of the game. At the end of the stage, you must fight the evil Bowser. Can you do it?

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

Option 1

Use the donut lifts to jump into the hallway at the top right of the screen. Go in the single doorway in this hallway. In the new room, cautiously

advance to the right and you'll come to a Bowser statue that will shoot a laser at you. To the right, there are 3 more Bowser statues, but relax; none of them shoot lasers. Continue to the right, and go up the two steps, you should now have a lava pit to your right. Jump onto the two donut lifts, and you'll see a Flame coming at you! Dodge the flames, and use the rest of the donut lifts to safely get across the lava pit. Once at the end of the room, you'll see a single doorway. Inside the doorway lies Bowser! When you are ready, enter the door to fight him.

Option 2

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

Rejoined

This is the showdown between you and Bowser.

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

To make him do this, you will have to stand ontop of the bricks, and dodge the two Flames that Bowser will shoot. As Bowser goes up to butt slam you, quickly jump out of the way. If done correctly, Bowser will break some of the bricks. Continue this process until Bowser (accidentily) breaks the last supporting row of bricks. When this happens, he will drop off the bottom of the screen and plummet to the ground. When he finally hits the ground, you will bounce up. Then the door to the right will open. Go into the door.

Yep, that's it. Now watch the end movie. Congrats on beating the Super Mario Bros 3. portion of Super Mario All-Stars. Now go through and defeat the other 3 games.

this copyright notice is subject to prosecution at extent of whatever legal system you abide by.

All text in this entire document was written and is owned by Nick Morgan, with the exception of the ASCII Logo, which was created by GhostOfLegault (used with permission).

If you want to repost this FAQ on your own website, you are free to do so, as long as you agree to abide by the following 3 terms:

- (1) The document must be completely unedited. A single added character or removed sentence counts as editing.
- (2) Credit must be given to Nick Morgan for writing the document.
- (3) The site may not require a fee to view this document.

This document is copyright NMorgan and hosted by VGM with permission.