

# Super Mario All Stars FAQ/Walkthrough

by IceQueenZero

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-----[Super Mario All Stars]-----  
-----[FAQ/Walkthrough]-----  
-----[by Ice Queen Zero]-----  
-----[Super Nintendo Entertainment System]-----  
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## INTRODUCTION

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This combines Super Mario Bros, Super Mario Bros 2, Super Mario Bros 3, and a formerly Japan only exclusive called Super Mario Bros Lost Levels aka Japan's version of Super Mario Bros 2. The American version was released in Japan as Super Mario Bros USA but it is really a hack of Doki Doki Panic.

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## DISCLAIMER

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=====SUPER MARIO BROS=====

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## INTRODUCTION

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The evil King Koopa aka Bowser has kidnapped Princess Toadstool and turned all the other Mushroom Kingdom to blocks. These are the things you use as stepping stools. As Mario or his brother Luigi in a 2-player game, you got through 32 levels which is really 8 levels divided into 4 and save the princess whom has the power to undo the spell.

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## OPTIONS

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The only options you got are choosing a 1-player or 2-player game at the title screen.

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## CONTROLS

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B button = Jump, stomp enemies, break bricks and hit question blocks above.

Y button = hold to run faster, shoot fireballs

Start = Pause the game, start the game

Select = switch option

left/right = move in that direction  
down = go down special pipes

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GAMEPLAY  
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There are eight levels and each are seperated into four subsections. Each level has their background settings. There is the Overworld (Day time), Underworld, Underwater, Overworld (Jungle), Overworld (Night), Overworld (Bayside) and the Castle itself.

Red Mushroom - makes you big  
Fire Flower - can shoot fireballs  
Star - Makes you invincible  
Green Mushroom - Extra life.  
Axe - dump Bowser in the abyss and complete the castle level.

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ENEMIES  
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American Name: Goomba  
Japanese Name: Kuribo  
Description: They are the second most common enemies in the Mario series, they try to walk into you.

American Name: Green Koopa Troopa  
Japanese Name: Midori Nokonoko  
Description: They behave like the Goombas, they move into a straight line and try to walk into you or place themselves in inconvenient spots.

American Name: Red Koopa Troopa  
Japanese Name: Akai Nokonoko  
Description: When they reach the edge of a platform they'll turn around and go in the opposite direction.

American Name: Hammer Bros.  
Japanese Name: Hammer Bros.  
Description: They usually hang out where there is a set of bricks around so they can hop up and down a level while tossing Hammers.

American Name: Buzzy Beetle  
Japanese Name: Met  
Description: They behave just like the Green Koopa Troopa except fireballs have no effect on them. They have a new trick where they walk on the ceiling and drop and spin at you when close.

American Name: Spiny  
Japanese Name: Togezo  
Description: They spiky shells protect them from being stomped on. That is if you don't wear a Kuribo Shoe.

American Name: Cheep-Cheep  
Japanese Name: Chikkoi Pukupuku  
Description: Cheep-Cheeps in the water place themselves in bad spots but out of the water, they leap out of the water.

American Name: Bullet Bill

Japanese Name: Killer

Description: They are fired out of special cannons. Stand next to the cannons and they will not fire.

American Name: Blooper

Japanese Name: Gesso

Description: The Bloopers will swim towards you

American Name: Green Koopa Paratroopa

Japanese Name: Midori Patapata

Description: Hops forward in a straight line. Turns into a Koopa Troopa when it is stomped.

American Name: Red Koopa Paratroopa

Japanese Name: Akai Patapata

Description: All it does is fly up and down and sometimes sideways. You can use it for leverage to an otherwise hard-to-reach area.

American Name: Lakitu

Japanese Name: Jugem

Description: They continually toss down Spiny Eggs at you. If you kill him, he will reappear after a few moments.

American Name: Piranha Plant

Japanese Name: Pakkun Flower

Description: They come out of some pipes and munch on anyone who touch them. If you stand on or next to the pipe, they won't come out.

American Name: Pobodo

Japanese Name: Bubble

Description: In the lava stages, they continually pop out of the lava to catch unfortunate jumpers.

American Name: Spiny Egg

Japanese Name: Paipo

Description: Tossed by Lakitus, the red ones hatch when they hit the ground and turn into a Spiny.

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SCORING

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You score points by killing all enemies. There is a sequence where if you land on a group of enemies, the points go from 100, 200, 400, 800, 1000, 2000, 4000, 8000, and 1-ups for each enemy thereafter. Some enemies are worth more points when landed on.

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WALKTROUGH

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World 1

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1-1: Run right and kill a Goomba, and get the Mushroom and kill three more Goombas and enter the next pipe after the pair for a shortcut. Skipping the pipe, you can get a 1-up. The shortcut leads to the end of the level. Keep moving and you can get a flower and a star too.

1-2: Read the info in the warp zone info if you decide to warp. Otherwise just stay above the level till you reach the up elevator and exit out the pipe and on to the pole.

1-3: As you go right, the jumps here are tricky. On the way to a platform rising and falling, you would have encountered a red Koopa Troopa and a Goomba already. Take the low path and get the power up then you have an option of getting the four coins above before moving on. Get past a Koopa Paratroopa and a Goomba and ride two side moving platforms to the right. Take out a Koopa Paratroopa and another Goomba then ride the side-to-side platform and the end of the level.

1-4: Run to the right and watch out for the firebar below the power-up question block. Keep moving right to avoid the firebars and watch out for firebrath. Eventually, you will reach one of eight Bowsers in the game but only the last one is real. Use fireball to defeat Bowser and reveal who the faker is. In level one, the faker is a Goomba. If you lack fireball, make your way to the axe and drop Bowser into the lava pit.

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World 2  
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2-1: Go right and take care of a Goomba coming down the stairs then get a power up from the middle block if needed. Dispose of the two Koopa Troopas and there is an invisible coin block just to the left of the bricks above. Stand on the block where the coin was and jump to reveal a 1-up. Proceed to the right and there are two rows of five question blocks. One has a power-up. Knock out the Goombas and the Koopa Troopas in the way. There is a star in one of the blocks to the right just before the pirhana plant pipe. Run over everything in your path and a secret pipe will be the next pipe you see. Once out, there are three pipes with pirhana plants. Time your jumps to get past them. There are more Goombas, Koopa Troopas, and Koopa Paratroopas on route to a spring that vaults you above the wall and to the pole on the right.

2-2: You are now underwater. How in sam hell can Mario breath? Keep swimming right and avoid the Bloopers and Cheep Cheeps. It is best to stay low unless you have to swim over pink algae or swim over a wall. You'll eventually reach a side pipe. It will take you to the mainland. Now proceed to the pole and exit

2-3: This is just a straight path to the right. Be sure to move slowly to avoid the Cheep Cheeps and there are times where you

2-4: The Pobodods make their debut here. They are fireballs that leap from the lava and pick off jumpers. They are invincible too. Wait for Pobodod to fall before you move on. Avoid the firebars as usual. You'll encounter moving elevators which are of no importance. Avoid Bowser's fire and pump fireballs into him to reveal him as a Koopa Troopa. The bricks above hinder your jump attempt.

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World 3  
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3-1: The last pipe in the beginning sequence is a shortcut. Keep moving right till you see a set of bricks above. The leftmost star has a star. Blow past everyone even the new Hammer Bros. Use the spring to get on top of the blocks, the middle section has a beanstalk that is another shortcut. Once down, here is a 1-up trick. As the Koopa Troopa comes down the stairs, jump on it as it is about to fall and leave the controller alone as you continually hop on the

shell and rack up lots of life. Go above 127 and the lives counter rests.

3-2: Assuming you still have fireballs, run right and shoot everything that moves. Soon, there is a spot with a lone Koopa Troopa trapped in it. Kill it then get the coins in the brick and a star above, Now just run over everyone while you still can and commence shooting everyone on the way to the pipe.

3-3: Carefully move through the side to side platforms and make it to a scale that makes the other side rise when you stand on one side. Stay on it too long and you will fall to your doom. It will take you to more side-to-side platforms and some red Koopa Troopas and red Koopa Paratroopas. Another side-to-side platform leads to another scale and the exit.

3-4: Move right and avoid the Pobodods and firebars. The middle question block has a powerup. The next three sets of firebars are tricky as there are on top and one on bottom. At the end is a group of Pobodods and jump over Bowser's breath. The fake Bowser is a Buzzy Beetle who will make its debut later on.

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World 4  
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4-1: The new enemies here are the Latiku and the Spiny eggs it drops and turn into Spinies. You can't jump on these. Take out Lakitu as fast as you can and bolt for the exit. There are four spots to take him out and they all involve where you are high up including a hidden 1-up over four question blocks.

4-2: Take two careful hops across and kill two Goombas. Near the end of the corridor, there is a hidden coin box in the bricks. Read the warp zone section below for warp zone info. Otherwise, stay at the top of the level till the second down elevator and exit stage right.

4-3: Maneuver through red Koopa Troopas and red Koopa Paratroopas on way to a scale. use it to get across faster. Then you have three more scales to trek through then a rising and falling platform before the pole.

4-4: Now this level is real tricky. Take the right path to proceed, the wrong path lets you repeat that section. here is the solution: Take the high road, then at the steps, there are three more paths, the lowest path is the one to take and off to fight Bowser again. The firebar and Pobododo interfere this time. The faker is a Spiny.

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World 5  
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5-1: Run across and shoot everything that moves and clear the pipes. You'll get a star eventually. Now run over everyone. You'll pass a new enemy. Bullet Bill. The first one is no threat, The second you need to duck. Like the Pirhana Plant with pipes, stand next or on the cannon to be safe, Use the cannon for leverage to the shortcut pipe above and the end of the level.

5-2: Take careful steps to the bullet bill cannon and head for the spring. It is not really needed. There is a Hammer Brother here on the steps. Use fire to get past it or say a prayer and blow past it. keep moving across the top and you will come across the Hammer Bros. fave area of a level which is a three level section to hop up and down. Smash the blocks below to kill them. Blow past the Goombas, Koopa Paratroopas, and Buzzy Beetles to the pole.

5-3: The Bullet Bills come out randomly in this level so watch out for them.

Take out any Goombas, Koopa Troopas, and Koopa Paratroopas in the way and touch the pole.

5-4: Woah shit! That is one large firebar. Better move fast while avoiding the Pobodods to get through this part. There are thankfully smaller firebars to get through next. There is one elevator, use it wisely. Make it past a few more Pobodods and firebars and Bowser breaths to face Bowser. Is fire all he does? There is a Pobodod and a small moving platform above. The faker is a Lakitu.

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World 6  
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6-1: Go right and avoid or shoot the spinies and quickly take out Lakitu ASAP. There are two areas to do so, The level is a short and sweet one so no need for detail.

6-2: Nothing special here but some popes to maneuver through till you find a set of bricks with a beanstalk coming out of it. Jump off to the right and reveal a hidden coin for leverage to the beanstalk. Just more Pipes to move through till you reach a Koopa Paratroopa at the end. Take it out and proceed to the pole.

6-3: Scenery? Where's the scenery? Oh there it is now. Aside from Mario and the moving platforms, how about some color stupid? Just move through the platforms and scales. Bullet bills appear in random spots. Avoid them on route to a spring. Carefully land on the moving platform, then take the scale to four falling platforms to the pole.

6-4: Nothing you haven't handled before. Just some trickier jumps between firebars. Avoid the breath and this fake Bowser throws hammers. Gee, who is this faker? Roast him up to reveal him to be A BLOOPER?!!! WHAT THE HELL?!!! I was expecting a Hammer Brother.

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World 7  
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7-1: There are a lot of bullet bills to avoid most of this level. The only other dangers are the Hammer Bros. The Koopa Troopas are nothing for you to worry about. There is a shortcut pipe after them. There is another set of Hammer Bros and a Buzzy Beetle on the steps before the pole. Hey! Here's another 1-up loop. Do the same thing you did to the Koopa Troopa in 3-1.

7-2: Another underwater level. like last time, just swim to safety and avoid or shoot the Bloopers and Cheep Cheeps on route to the pipe then onto the pole.

7-3: Just move slowly to the right and dodge the Cheep Cheeps, Koopa Troopas, and Koopa Paratroopas on route to the pole.

7-4: Another "choose the right path" castle. The solution is low, middle, high, high, middle, high. The fake Bowser is a Hammer Bros. this time and throws Hammers. That Blooper in the last level was a throw off.

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World 8  
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8-1: Congratulations! You made it to the last world. Stomp the Buzzy Beetle and kick it into Goombas and avoid the rebound. Move right as fast as possible

since the time runs out fast. There is a shortcut pipe before the two coins in the air. Once out, take out two Koopa Paratroopas on the way to a star, and make a break for it. Be careful not to jump too fast or you'll fall at the pipes. You should be invincible up to the second Buzzy Beetle. Take two careful hops and shoot all that move and jump across the narrow walls and hit the pole.

8-2: A Lakitu, Spiny and two Koopa Paratroopas annoy you at the start. Blow past them and the Lakitu leaves early. The spring lets you hit a 1-up and break a block next to it to avoid chasing it. At the end are Bullet Bills. Take careful jumps as you stand on narrow ground, run over a gap and take a leap of faith. Hang on there and you'll reach the pole.

8-3: Avoid the Bullet bills and shoot everything that moves. Hop across the small walls to the pole.

8-4: I'll be brief, move forward to the 3rd pipe, then take the 5th pipe which is in the air so you hit a hidden coin to get there. Avoid the cheep cheep on the way to the 4th pipe which is after the pit. Swim to the end then when you come out get past the Hammer Brother and the Pibido and you now face the real Bowser. Avoid his fire and hammers and wait for him to jump then run under him and get the axe. You can also shoot him too. If you are Super Mario or Fire Mario, just take the hit and grab the axe.

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Warp Zones

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World 1-2: Basically stay on top of the level as much as possible till you reach the very end. You can warp to World 2,3, or 4.

World 4-2: Just do the same as above and you'll get to warp to level 5.

World 4-2: There is an area early in 4-2 where there are four blocks above. Hit the two right bricks and stand on the one to the left and scoot to the left and hit the brick second from the left and a beanstalk rises. Get on the beanstalk and go through a little part of a new level and you can warp to World 6,7, or 8.

=====SUPER MARIO BROS 2=====

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INTRODUCTION  
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When Mario opened a door after climbing a long stair in his dream, another 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.

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OPTIONS/HEROES  
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This is a one player game and before each level, you get to choose one of the four characters.

Mario is an all around character in running, jumping, and carrying an item when jumping.

Luigi is an excellent jumper who can leap very high and very far places this is in part to his bicycle kicks as he jumps that propels him but his jumping

ability suffers when holding an item.

Toad is a short guy that doesn't seem like a good character to play as but he is the strongest of the four storywise and it shows whenever he picks up an item. He lifts it up before you can blink. His jump ability doesn't go down when holding an item.

Princess Toadstool takes a break from the damsel in distress to fight alongside Mario, Luigi, and Toad. With her dress, she can float for a few seconds when you are holding the jump button. This helps you get out of situations that can spell the end for the other three heroes.

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#### CONTROLS

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B button: Jump. The strength of the jump depends on how hard you press the Jump button. Tap to do a small hop. Hold the Jump button for a higher jump

Y button: Pick up, throw, dig.

Start button: Start game, pause, unpause, choose character for the level.

Up: enter doors and passageways. Climb up vines and ropes.

Down: Crouch. Climb down vines and ropes. Hold Down to power up. Go down the vases.

Left/Right: move left or right

Hold Y and left/right: run left or right

Down + B: Crouch jump

Hold Down to power up then press B: Super Jump

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#### GAMEPLAY

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There are twenty levels to complete total. If you manage to find the warp zones then you can skip ahead two levels. There are four warp zones total but they are found by going down certain jars in Subcon.

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#### CHANGES FROM DDP

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The Mushroom in Sub-Con used to be a Heart Container.

The tune played in Sub-Con (SMB1 Overworld) was originally an Egyptian tune.

Potions were actually Magic Lamps.

Shells were actually heads.

Mushroom Blocks were masks.

No need to beat the game with all characters to see the actual ending.

1-ups were different.



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ITEMS

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American Name: Vegetable

Japanese Name: Yasai

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Pluck these out of the ground to toss at enemies. They have faces on them, so you can tell if they are ripe. They come in turnips, carrots, and pumpkins.

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American Name: Unripened Vegetable

Japanese Name: Chiisai Yasai

---

Small versions of vegetables. They don't have faces and they have a shorter hit rang than the ripe ones.

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American Name: Stopwatch

Japanese Name: Stopwatch

---

Pluck five Vegetables and the fifth one becomes a Stopwatch that freezes the enemies for five seconds.

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American Name: Potion

Japanese Name: Kusuri

---

Toss this onto the ground to reveal a door that leads to Sub-Con.

---

American Name: Mushroom

Japanese Name: Life-Up Kinoko

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Found in Sub-Con, this will increase the maximum life by one bar (Four is the maximum number of bars)

---

American Name: Coin

Japanese Name: Coin

---

In Sub-Con, pluck the weeds to get coins for the bonus area. This only works twice per level. Any other time after that and only small vegetables will come out instead.

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American Name: Small Heart

Japanese Name: Heart

---

Restore any lost health by one. These appear after defeating five enemies.

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American Name: Cherries

Japanese Name: Cherry

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Collect five of these to make a Starman appear.

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American Name: Starman

Japanese Name: Star

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You'll be invincible for a set period of time.

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American Name: Mushroom Block

Japanese Name: Kinoko Block

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Use these as weapons or stepping stools

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American Name: POW Block

Japanese Name: POW Block

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Kill all on-screen enemies

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American Name: Key

Japanese Name: Kagi

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Use to unlock doors. Beware of Phanto.

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American Name: Bomb

Japanese Name: Bakudan

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Throw it and clear out before it explodes.

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American Name: Shell

Japanese Name: Koura

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Throw it at the enemies and it will kill them as it slides along the ground.

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American Name: 1-Up Mushroom

Japanese Name: 1-Up Kinoko

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Extra Life

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American Name: Rocket

Japanese Name: Rocket

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Takes you to another part of the level

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American Name: Crystal Ball

Japanese Name: Crystal

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Opens the Hawkmoth to exit the level.

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BONUS ROUND

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At the end of each stage is a slot machine. As you collect coins, you are given extra chances to earn extra lives. Below is the winning combinations and how many lives you earn

X means the it doesn't matter as long as it's not a cherry

Cherry - X - X = 1-up

Cherry - Cherry - X = 2-up

Cherry - Cherry - Cherry = 5-up

Snifit - Snifit - Snifit = 1-up

Turnip - Turnip - Turnip = 1-up

Star - Star - Star = 1-up

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ENEMIES

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American Name: Shyguy

Japanese Name: Hey-ho

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They come in Red and Pink. The red ones will move in a straight line while the pink ones move back and forth at the edges.

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American Name: Beezo

Japanese Name: Tondaria

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They come in two colors: red and pink. They carry pitchfork and like to attack you directly. The red ones swoop down and the pink ones charge. You can not jump on them and stay on them since they are too slick but there is a cheap way to right them. When you jump on them, press the D-pad in the direction they are moving in and because you'd normally slip off behind it, but if you run in the same direction it's going then you'll stay on it because its head keep you from falling off.

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American Name: Snifit

Japanese Name: Muucho

---

They come in three colors: red, grey, and pink. They all spit bullets but the red ones stay still, grey ones jump up and down and pink ones move back and forth.

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American Name: Tweeter

Japanese Name: Riiton

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They look like mumified birds with their red beaks sticking out. It bounces towards your character and like they don't turn around till they hit a wall or fall to their death.

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American Name: Ninji

Japanese Name: Hakkun

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This star-shaped enemy either jumps up and down in one spot or run at you and jump at random times.

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American Name: Hoopster

Japanese Name: Turpen

---

These look like lady bugs that crawl up a vine and then once it gets to the top it will make a mad dash back down and repeat its pattern.

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American Name: Pidgit  
Japanese Name: Dodoriges

---  
They fly around on a magic carpet and swoop down at you. You can jump on it and steal it ride until the carpet disappears.

---  
American Name: Phanto  
Japanese Name: Kameen

---  
Pick up the key and this guy will come to life. He will constantly chase and harass you as long as you are holding the key. He is invincible so don't get any ideas about using the key to kill it. Put down the key for a moment to get it out of your hair for a while and when it safe, get the key to the locked door.

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American Name: Troutier  
Japanese Name: Totos

---  
You'll see them jumping out of waterfalls and pits. Don't let them land on you. In some levels, using them as stepping stones are required to pass the level.

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American Name: Spark  
Japanese Name: Spark

---  
They skim all surfaces including objects.

---  
American Name: Cobrat  
Japanese Name: Garageero

---  
Some will pop out of vases and spit bullets and others will pop out the ground or quicksand and walk across it. At least these guys can be treated like an item. Throw it and it's gone.

---  
American Name: Pokey  
Japanese Name: Sanbo

---  
A walking cactus that has four sections. To kill pokey in one shot, toss something at it's bottom segment.

---  
American Name: Panser  
Japanese Name: Ponkey

---  
They come in three colors: red, grey, and pink. Red ones can spit fireballs that arch at the character. Grey ones shoot them straight up and down and the pink ones behave like the red ones except they can walk too.

---  
American Name: Ostro  
Japanese Name: Daucho

---  
A running ostrich that sometimes gives shyguys a piggy back ride.

American Name: Flurry  
Japanese Name: Nakabon

---

These guys are relentless pursers. Luckily, they are only in the icy areas and they have a tendency to move past you and accidently fall to their doom.

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American Name: Autobomb  
Japanese Name: Turbomb

---

A rolling cannon that shoots out fireballs.

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American Name: Porcupo  
Japanese Name: Harimannen

---

He has spikes on his back so don't bother jumping on him.

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American Name: Albatoss  
Japanese Name: Tondor

---

A flying bird that can be used for a ride as well. Sometimes it will fly by and drop Bob-ombs

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American Name: Bob-omb  
Japanese Name: Bob

---

A walking bomb that'll explode if you get nearby. Stay clear of it at all costs.

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BOSSES

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American Name: Birdo  
Japanese Name: Catherine

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comes in three colors: red, pink, and green. Pink ones shoot only eggs. Red ones shoot eggs and fireballs. Green ones shoot fireballs only.

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American Name: Mouser  
Japanese Name: Don Churuge

---

A giant mouse that hurls bombs at you. The bombs go off after a few seconds. He dies after tossing three bombs of your own and blowing him up.

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American Name: Tryclyde  
Japanese Name: Gabucho

---

A three headed monster that constantly spits out fireballs. There are mushroom blocks in the room you can use as offense and defense against him or is it them?

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American Name: Fryguy

Japanese Name: Hibobo

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He shoots fireballs while he is flying. The battle is not yet over after you defeat him. You must take out the fires left behind too.

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American Name: Clawgrip

Japanese Name: Chokky

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He hurls rocks. Unlike most of the bosses minus Wart and the Second Mouser, you need five hits to defeat him instead of the usual three.

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American Name: Hawkmoth

Japanese Name: Mask Gate

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At the end of 7-2 before you face Wart. It would seem the Hawkmoth would send you on your way but instead it will come to life and attack you. Get in three hits and jump into it's mouth immediately.

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American Name: Wart

Japanese Name: Mamu

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The final boss of the game. He spits deadly bubbles and in order damage him, you must wait for a vegetable from the machine to come to you and time a throw to hit Wart as he is opening his mouth to spit more bubbles.

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WALKTHROUGH

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World 1 - Grassland

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1-1  
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Fall straight to the bottom. The Pink Shyguys are no threat. Enter the door. Kill the Shyguys and Tweeters and climb up the vine. Dump the Pink Shyguy somewhere and pick up the potion on the very right and throw it down. There is a mushroom inside. Grab it for three hit points maximum. and get three coins as well. Get the POW block and use it in a good spot you feel is good. With Luigi or the Princess, you can hop over the waterfall with ease but for Mario and Toad you need to use the logs to get across. There is a 1-up mushroom next to the second POW block. Go inside the cave and get past the Ninji. Climb up the vine.

From here you have two paths. Go right which is the normal path or hop the pit on the left and take the shortcut to Birdo. Let's examine the left path first. After you hop the pit, super jump up and toss the Pink Shyguy somewhere. Hold the bomb for a few seconds and throw it down so it'll explode and destroy some blocks and enter the door. Run across the top of the screen to the left and go against Birdo.

If you decided to go the normal route, which Luigi can take a shortcut before even setting foot in the cave by superjumping to the top area which you'll end up after coming out of the cave. But first, let's do the cave bit for the other guys. Hell, just exit the door to the right once at the top. Once outside, pick up a potion and drop. The Mushroom is outside. Run to the vine on the right and kill the Hoopster and climb. Jump the mountain and some of the Ninjis can give

a boost up the mountain. When you reach the cloud area. Climb up the vines and get through the hoopsters. At the top, move right and fight Birdo.

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Boss Fight: Birdo (pink)

This fight is simple. Jump on an egg that Birdo spits out then pick it up. Run up to Birdo and toss the egg. Do this three times to defeat Birdo.

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Pick up the crystal ball, enter the mouth and on to the bonus round.

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1-2  
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We chose Toad for this level because of how fast he picks stuff up and there is one section where there is a shitload of coins to pickup in sub-con but more on this later. Wait for the Pidget to swoop down and steal it's carpet. Watch out for the Red Beezos coming down at you. When you reach the jars, pick up the potion to the left of the first jar and throw it between the two jars where the mushroom will be in sub-con.

Remember the strategy we mentioned about the Beezos if you want to take the shortcut this is the place to utilize them as your "friend". Get at a high enough point to jump up the cliff and jump onto the Beezo and run right. When in range, hop up the cliff and that eliminates the hassle of Phanto.

If you decide to skip the shortcut and take the normal path then.... The left jar has a 1-up at the bottom. In the right jar is the key. Drop the key and wait for Phanto to leave then pick up the key and leave. Drop the key again to make Phanto leave again. Kill a Ninji with the key for good measure. Now pick up the key and enter the door. Hopefully you get enough cherries for a Star. Use the bombs to blow up the blocks and get the last cherries to get the star and get through the Gray Sniffit. Climb the ladder and destroy to blocks with the bombs and pick up a potion and drop it near where the blocks were blown away for the mushroom. Now just exit out the door pass the Ninjis. Once outside get them coins that we spoke of earlier and then enter the door

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Boss Fight: Birdo (pink)

This is just like the first fight. Nothing changes here except for the layout of the area.

-----  
Pick up the crystal ball, enter the mouth and on to the bonus round.

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1-3  
-----

We could have use Luigi or Princess for this level but we chose Princess for the warp circumstance since she can zip through the level with help of her hovering ability. If you decide to play the whole level then play as Luigi. OK enough of the small talk.

Gather four cherries as you get past the Pink Snifits. Pluck the grass on the right (next to the log) for the potion and immediately throw it down for a nearby Mushroom. Hop across the two pits with Luigi or Princess or use the logs if you have Mario or Toad and toss the Pink Shyguy somewhere. Pluck the potion on the ground (1st one). Backtrack across the pit to the left while using the

logs if needed and toss down the potion. Super Jump to the Mushroom above. If you want to warp instead take the potion to the very right and drop it near the jar then when in Subcon area. Go down the jar to warp to level 4. Otherwise, enter the door.

Once inside, make your upwards trek to the door and avoid the Sparks. It does not matter how you get there, just do it. Enter and pick up the key and drop it to get rid of Phanto and try to kill the Spark with the key if you can. Take the key out the door and drop it again to get rid of Phanto. Make your way down use the key both as a way to keep Phanto from appearing and as a weapon too. That is an effective way to kill the Gray Sniffit. Careful not to touch the spikes at the bottom. Enter the locked door.

Try to get the cherries by going in and getting one (jump to one and pull back) the exit reenter and repeat till a star appears. Use it to get past everyone as fast as you can and make it to the crystal ball and enter the Hawk's mouth.

-----  
Boss Fight: Mouser

Careful not to touch the Spark as you enter. First thing you do is blow away the wall. If you want to save bombs, have the Mouser blow up the wall for you. Pick up a bomb and hurl it to where you think Mouser is going to stand and let it explode on him. Now for the other two hits, catch one of his bombs and run to the right and toss it on the corner when Mouser is on the opposite corner and he'll get blown up each time and die after three blasts.

-----  
Nothing left to do but enter the door.

+++++  
World 2 - Desert

+++++  
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2-1

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Toad's digging ability is a major help in this whole world itself. Princess can also get through this level by making over jumps on the outside to avoid some of the Cobrat's bullets. Get to the first pile of sandy-looking blocks and the potion is on the very left on top. Throw it down immediately for the first Mushroom. Watch out for the Red Panzer and make a break for the Pyramid and enter. Dig your way to the bottom but watch out for the Shyguys as they follow you down as you dig. Try to get past the gray Sniffit quickly and climb down the ladder.

-----  
Boss Fight: Birdo (pink)

Stay close to Birdo since the is not much ground in this fight. Defeat him as always.

-----  
2-2

-----  
We played this level with Princess Toadstool. Watch out for the Red Beezos as they come in for surprise attacks. This would be a good time to hitch a ride on one. If you want the mushroom. The moment you pick up a Potion, move a little to the right and drop it and get the mushroom. Get past the quicksand and go inside an opening. Blow up the wall when you enter and get the potion and drop



it immediately for the Mushroom. Get past the Cobrats and the Pokey and climb down the vine.

Dig your way down and get the cherries and the star to rid yourself of those pesky red Shyguys and dig to the left till the Gray Sniffit passed by and then go back up and dig to the right down to the door.

-----  
Boss Fight: Birdo (red)

This battle is more different than the pink Birdos you have been facing. To defeat Red Birdo, carry a mushroom block to the top at toss it at Birdo. This Birdo can spit fireballs too. It's better to run back and retrieve the other Mushroom blocks than to pick up the eggs. For the record, Red Birdo spits in threes. Whatever he spits is random.

-----  
Off to the bonus round.

-----  
2-3

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We decided to give Mario a chance. Climb the ladder and pick up the potion to the right and carry it to the very left of the level and drop it for a Mushroom and then go forward. The beezos can help you reach the upper area. Ride on then jump at the opening. Get the potion and drop it for a mushroom. Get past the Beezos and Cobrats and enter the opening at the end.

Fall down the right side to the bottom and pick up a POW block. Dig down until you reach the door and enter. Pick up the key and kill the Spark with it. Exit and drop immediately. Guide the key to the top and enter the locked door. Make your way to the right through all enemies and gather the crystall ball and then enter the Hawkmoth.

-----  
Boss Fight: Triclyde

The mushroom blocks can be used as a shield or a weapon. When it is safe to get one. Toss a mushroom block at Triclyde. Hmmm. What's a Tweeter doing in here. Maybe he can be of some use. Actually there is. This trick worked in Doki Doki Panic so it should work it. If you toss the Tweeter at Triclyde in a correct way then you can kill Triclyde in record time.

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Enter the door and bonus round.

+++++  
World 3 - Mountain

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3-1

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We'll let Mario have this one. Enter the opening at the very right. From here you can fall down or climb up.

Fall down: You'll fall a few screens. Land in the middle and careful not to slip down as you enter the opening. Pull up the 10th weed to the left for a Potion. Get as many coins as you can. If you don't care for the coins, you can run to the jar with the potion and drop it and then use the jar to warp to

world 5. If you decide not to warp, enter the door. Skip to climb up.

Climb up: Avoid or kill the Pink Shyguys as you hop your way up the clouds. At the top, jump on a Pidgit and steal his carpet. Watch out for the red Beezos as you guide the carpet up to the vine and climb it. Get past the Gray Panzer's fireball and jump onto that island with two weeds and get the potion and drop it where you are standing. Hop to the Mushroom. Take the mushroom block and kill the Red Panzer with it. Kill the Pink Panzer with the Pink Shyguy and climb down the ladder for a potion, carry it to the left and drop it. In Subcon climb the ladder and head for the Mushroom. Sacrifice a life point and enter the opening.

-----  
Boss Fight: Birdo (red)

Keep an eye on its third projectile and act accordingly. As a reminder, eggs you jump on and fireballs you don't. There are two Mushroom Blocks but ignore them.

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Bonus round time

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3-2

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If you play as Princess Toadstool then you have a very good shortcut on your hands. Dispose of the Ostros and the Shyguys they carry and avoid the red Beezos. Use a turnip on the Gray Panzer and dispose of more Ostros n Shyguys and pick up a POW Block. Get a running start and hover over the pit. Run past the falling fireballs and climb down the ladder. Make it to another ladder but don't climb up. Float off further to the left and pick up a bomb and time it to blow up the wall. There are Porcupos below at the end. Blow up the right side of the floor and use the potion near it. A mushroom can be reach from that spot. Now climb that ladder and enter the door.

-----  
Boss Fight: Birdo (red)

Fight him like you fight the Red Birdos. Ignore the Mushroom Blocks behind him they are of no use until after you beat Birdo.

-----  
3-3

-----  
Pick Luigi for this Level. The Albatrosses drop Bob-Ombs. Get the potion and head left and drop it for a mushroom. Get to the door safely. Throw a turtle shell at the Ninjis. Carry the Potion to the ladder. Drop it and when in Subcon climb up and get the Mushroom. Once out of Subcon, get the POW Block on the left. Use it on either the Ninji or the Sparks and enter the door. Work your way up to door at the top. It's best to keep running right and jumping as you will ome out of the other side. Enter the door and carefully get the key. You know the other part. Just work your way down and make it to the locked door you saw earlier. Make your way through the sparks and use the chains to avoid the Red Panzer's fireballs. Get past the Gray Sniffit and enter the door. To carefully get past the Sparks here, wait for the bottom Spark to pass by and Super Jump onto the top of the middle wall when safe. Try to get the five cherries if you can and get the star and get to the ladder and climb up. Use the turtle shell to kill the Ninjis. Get the Crystal Ball.

-----  
Boss Fight: Mouser Mk. II

The Spark may be a nuisance but you can make Mouser blow him up by accident.  
The fight is like before except you need five hits instead of three.

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World 4 - Icy Land  
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4-1

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We chose Toad here. You can run and jump your way through the first part of the level like it's nothing as you go past Trouters and Flurees. The state is real slippery so be careful at the end of the icy area. Get the potion and drop it and get the mushroom to the right in Subcon. Once out, go below and use the rocket to get to the next area.

There is no boss on this level despite the music. All you do is make it to the crystal ball and the end of the level.

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4-2  
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Princess Toadstool takes the spotlight. Climb the vine and get ready for a tough sequence as the Beezos come in from all planes, you are better ducking n sliding to skid under some and only squat jump over the low ones. You'll encounter the Flurees along the way but make it to the door and you made it.

Go to the whale on the left and get the potion and drop it. The Mushroom is on the tail. For the level it's safe to stand on the water coming from the whale's spout not safe to touch the side. When you see three platforms with weeds. The potion is on the top one. If you want to warp to level six then carry it to the potion. Otherwise pick up the rocket at the end. Pick up the Shyguy and toss it away then get the potion and grab the potion and ride the Autobomb over the spikes while crouching. Hover over the Porcupos and drop the potion and get the Mushroom. Enter the opening.

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Boss Fight: Birdo (red)

The ground is slippery and that's all that's new.

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4-3  
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Climb the ladder and exit. Take the potion and go left and drop it. Super Jump to the Mushroom. Now as for Birdo. Don't kill him. Use his egg to get across the water. If you wanted some coins you can enter the cave and exit then carry the potion to the island as you are riding the egg. Enter the door and work your way up the ice and avoid the Flurries and don't land on the spikes and enter the door at the top.

Pick up the potion and guide yourself across the top of the castles and drop it onto one of the platforms high up for a mushroom. Drop down and enter the castle. Let the red Shyguy give you a piggyback ride along the spikes till you reach a door. Doo the little key bit, till you reach the locked door below. Go

to the door and duck under the Beezo.

-----

Boss Fight: Fryguy

The Fryguy moves in a wierd pattern, it will dip up and down as it flies back and forth and spit fireballs. Stay between the fireballs and use the Mushroom blocks to kill him. WWhen he dies, it's not over yet. You must eliminate the tiny fireballs left behind with the mushroom blocks

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World 5 - Cave

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5-1

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Jump past the Ostro n Shyguy and then jump over the Red Panser between its fireballs and then at the bottom, get past the fireballs anf go left to the door. Use the logs to get across then you'll have to rely on the Trouters as stepping stones in this level. If you managed to get over the ceiling at the end of the passage, pick up the right Mushroom Block and then at the bottom get the potion. The Mushroom will fall to the floor for you to collect. Now just enter the opening.

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Boss Fight: Birdo (green)

He may appear to be gray but he's really green. The room makes his color look different. Anyway, he'll strictly spit fireballs so utalize that Mushroom Block in the room and hit him three times.

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5-2

Climb the ladder at the start. There are Hoopster galore in this level. Some of them are needed for leverage. When you reach the first jar, go inside and use the bomb to go to the bottom and carefully get the potion and exit the jar. Throw down the jar and get the mushroom. With the Princess, you can utilize your floating ability from here and reach the vine. Climb up and get through the Gray Sniffits' bullets and climb all the way to top via the left vine and enter the opening. Inside, pick up the POW block and as you fall, try not to fall onto the spikes. The princess has it lucky if you miss the small platforms because you can make her float a little bit and have a Troutor give her a boost and then just enter the opening.

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Boss Fight: Birdo (red)

There is a Troutor during this fight. You can use it to help you in this battle as a weapon.

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5-3

Pick Luigi. Climb the ladder and Super Jump up the top of the ledge and pick up the potion and throw it down. In Subcon go down the jar and warp to Level 7.

Wanna skip the warp? In that case move forward instead and avoid the Bob-ombs being dropped by the Albatrosses. If you are lucky enough you can have the Bob-Omb blow away blocks because once you get the potion and enter Subcon then the Mushroom is free. Go down the ladder, Avoid the Bob-ombs and the Red Panser and enter the opening. Avoid the Sparks and climb down then climb back up the other side. As a shortcut, hold down as you ride a Red Shyguy to go through the open spot then climb up and get through the Pink Pansers and enter the opening. Get past the Pink Sniffit and steal the Pidgit's carpet and fly right till the carpet vanishes. Steal another carpet as you go right. Kill the Red Birdo.

-----  
Boss Fight: Clawgrip

This fight may be tough for Luigi because of his high jump. We suggest that you stand on the first step up and when Clawgrip throws a rock that looks like it will roll over the gap, walk on it if it does and pick up and try to get a hit in on Clawgrip. Repeat this pattern to defeat him. He dies in five hits. There is a double hit trick you can use on Clawgrip too. If you hit the rock that Clawgrip gets ready to throw and it will "kill" the rock but the two rocks will bounce back and hit Clawgrip at least twice.

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World 6 - Desert 2  
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6-1

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Go down the first jar and get the potion. Throw it down when on the tumbleweed and get the Mushroom before it completely sinks. Jump your way past the Cobrats Pokies, and Shyguys and when you get the potion, get past the Pink Pansers frieballs and get to the opening and throw it down. The Mushroom is on top of the sand blocks. Once you get it, feel free to enter the opening.

Grab the Cobrat you see and toss it at the jar with the Mushroom Block on it and kill the Cobrat that was under it. Enter the jar and dig to the bottom, a 1-up awaits you below. Go to the last set of jars then go three jars down and duck into it. Carry the key and do the key bit and enter the door to the right once you exit the jar.

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Boss Fight: Birdo (green)

This time the Birdo is green like it should be, you already know that it spits only fireballs. Use the Mushroom Blocks to beat him

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6-2  
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Enter the opening and this level is a little simple since it's a ride along the Albatrosses and watch for the Beezos. They appear green here. The Panser will not bother you. On the first piece of land, get off the Albatross and get the potion and Mushroom. Ride the Albatross back to the beginning and hold up the pumpkin you should have picked up before boarding to kill the Panser on the way back. Then do the whole thing over again. Hop over the three Albatrosses when you get to them. Enter the opening at the end.

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Boss Fight: Birdo (green)

Utilize the blocks inside

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6-3

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MAJOR SHORTCUT!

Go up the ladder. Sink inside the quicksand and try to move under the wall and when you emerge, enter the door. Move along the clouds and onto the sand. Enter the door and defeat the Red Birdo.

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Boss Fight: Triclyde Mk. II

Use the Mushroom blocks below as you move back and forth to avoid the fireballs and just try to get in three hits.

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World 7 - Clouds

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7-1

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ANOTHER MAJOR SHORTCUT!

Super Jump on top of the Albatross and ride it back to the rocket. Get the cherries for a star and make it to the ladder and climb up. Watch out for the Sparks in this level as you move up the clouds. Watch out for the Hoopster and the Snifit bullets and enter the door.

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Boss Fight: Birdo (green)

One Mushroom Block is all you got at your disposal

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7-2

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We chose the Princess to finish things off. Jump up to the ledge on the upper left at the start then from there, you can make floating jumps on route to the castle.

Once you get past the Shyguys and Ninji, you got two paths: up or down.

We chose down.

Down: Time a floating jump low enough to clear the spikes and reach the chain. Kill the Sparks or avoid them as you pick up Mushroom Blocks on the way down to the door. Avoid the Sparks and enter the door with a potion and Mushroom inside of it. Exit and reach the door. Climb up the chains. The Sparks can touch you if you are in the middle of the chains and enter the door at the top. Get past two more Sparks and climb the chain to the left. Now you go up through the treadmill with enemies in the way. Make it past them and climb the chain. You can defeat the Red Birdo if you want but if you time a floating crouch jump, you can sail over his head and climb the chain. Get past the sparks and the

next door is locked. The door past it has a Birdo who guards the key. Kill it and rid of Phanto and get the key to the locked door. Defeat the Hawkmoth as we explained earlier in the boss description.

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#### Final Boss Fight: Wart

Avoid the bubbles he spits and grab a vegetable and when he opens his mouth to spit more bubbles toss it at him. He dies in six hits. For most of the fight, you are safe at the wall just below him and if a veggie pops up or a bubble is going to hit you, then move. You won

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#### Secrets

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I explained the warps earlier. Check 1-3, 3-1, 4-2, and 5-3. There was one in world 6 but hell with it.

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#### Epilogue

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The winning character pulls up the cork and frees the Subcons. They say thank you to the character but if all characters completed equal levels, they say nothing. You then get a scene of Wart being carried away and all the levels that each character completed. The contributor is the one who completed the most levels indicated by the number of above. If more than one contributor is named, it'll switch through the names. We see Mario asleep, he opens an eye and goes back to sleep while the cast goes by. The end.

=====SUPER MARIO BROS 3=====

o-----o

#### INTRODUCTION

o-----o

This is the third installment of the Super Mario Bros series and the fourth and final one in the Super Mario Advance series. As with the other games in the Super Mario Advance series, you have an option of playing the original Mario Bros game that lasts forever but you can play minigames with up to 4-players.

o-----o

#### STORY

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The evil King Bowser (aka Koopa) and his Koopalings have terrorized the lands surrounding the Mushroom Kingdom and the kids have stolen the wands of each of the kings who rule that land and turned them into strange creatures. It's up to you as Mario and Luigi to restore peace to the kingdoms.

o-----o

#### ITEMS N' POWERUPS

o-----o

~Items~

#### Anchor

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If you die on the fortress stages then using an anchor will prevent the airship

from moving anywhere.

#### Jugem Cloud

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Is there a stage you just can't beat and you just want to skip it altogether? This is the item you need. Just don't die on the level after that or you'll be taken back to the last level you completed and the Jugem Cloud will be just a waste.

#### Hammer

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Use this to break rocks on the map to free up access to certain parts of the map.

#### Music Box

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Hammer Bros. on the map as well as the piranha plants of World 7 will take a snooze temporarily and thus you can avoid map encounters.

#### 1-up

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Grants you an extra life.

#### P-Wing

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Functions like a Super Leaf except it give Raccoon Mario/Luigi permanent flight for the whole stage as long as you don't get hit.

#### Starman

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Temporarily allows Mario/Luigi to be immune to any and all damage that would normally cause harm. It however, does not stop you from dying of time out, falling into a pit or falling into the lava. You can also die of being crushed along the side of the screen during scrolling stages.

#### Whistle

-----

There are only three in the whole game. Use these to warp to higher levels in the game. They are very well hidden.

#### P-Switch

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Turns coins to bricks and vice versa.

#### ~Power Ups~

#### Super Mushroom

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Turns Mario/Luigi into Super Mario/Luigi. Now Mario/Luigi can break bricks from below.

#### Fire Flower

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Turns Mario/Luigi into Fire Mario/Luigi. Now Mario/Luigi can shoot fireballs at the enemies. Some enemies cannot be harmed by fireballs though.

#### Super Leaf

-----

Turns Mario/Luigi into Raccoon Mario/Luigi. Now Mario/Luigi can use the tail to



swat at enemies to kill them and this power can also be used to fly through the air temporarily. Repeatedly pressing the Jump button will slow down your fall.

#### Frog Suit

Turns Mario/Luigi into Frog Mario/Luigi. This suit is best for underwater areas since you can swim by pressing in any direction. You also have the ability to swim against underwater currents coming out of pipes.

#### Hammer Suit

Turns Mario/Luigi into Hammer Mario/Luigi. This suit launches hammers similar to those of the Hammer Bros. These hammer can kill enemies that fireballs can't kill such as Boo Didley, Hot Foot, Thwomp, Buzzy Bettle, etc. You can also duck to protect yourself from the Venus Fire Traps fireballs.

#### Tanooki Suit

Turns Mario/Luigi into Tanooki Mario/Luigi. This suit has the same abilities as the Raccoon Suit with the ability to change into a statue for five seconds of invincibility.

o-----o  
MATCH GAME  
o-----o

Everytime you earn a certain amount of points a card will appear on the map with a spade on it and an N

F = Flower  
S = Starman  
E = 1-up(extra life)  
M = Mushroom  
1 = 10 coins  
2 = 20 coins

#1  
FSEF2M  
1M2EM1  
SFSMFS

#2  
EM1MFS  
M1S22F  
SEFMFS

#3  
F1EFEM  
SM2SM1  
SF2MFS

#4  
MF2M1S  
FEM1E2  
SFSMFS

#5  
F2MSEF  
EF1M2S  
M1SMFS

#6  
MFEFSS  
2SM1EF  
2M1MFS

#7  
MF2F1S  
2EM1EF  
SMSMFS

#8  
FSEFEM  
1MFSM1  
S22MFS

o-----o  
ENEMIES  
o-----o

American Name: Goomba  
Japanese Name: Kuribo  
Description: They are the second most common enemies in the Mario series, they try to walk into you.

American Name: Green Koopa Troopa  
Japanese Name: Midori Nokonoko  
Description: They behave like the Goombas, they move into a straight line and try to walk into you or place themselves in inconvenient spots.

American Name: Red Koopa Troopa  
Japanese Name: Akai Nokonoko  
Description: When they reach the edge of a platform they'll turn around and go in the opposite direction.

American Name: Hammer Bros.  
Japanese Name: Hammer Bros.  
Description: They usually hang out where there is a set of bricks around so they can hop up and down a level while tossing Hammers.

American Name: Buzzy Beetle  
Japanese Name: Met  
Description: They behave just like the Green Koopa Troopa except fireballs have no effect on them. They have a new trick where they walk on the ceiling and drop and spin at you when close.

American Name: Spiny  
Japanese Name: Togezo  
Description: Their spiky shells protect them from being stomped on. That is if you don't wear a Kuribo Shoe.

American Name: Cheep-Cheep  
Japanese Name: Chikkoi Pukupuku  
Description: Cheep-Cheeps in the water place themselves in bad spots but out of the water, they leap out of the water.

American Name: Bullet Bill  
Japanese Name: Killer  
Description: They are fired out of special cannons. Stand next to the cannons and they will not fire.

American Name: Blooper

Japanese Name: Gesso

Description: The Bloopers will swim towards you

American Name: Green Koopa Paratroopa

Japanese Name: Midori Patapata

Description: Hops forward in a straight line. Turns into a Koopa Troopa when it is stomped.

American Name: Red Koopa Paratroopa

Japanese Name: Akai Patapata

Description: All it does is fly up and down and sometimes sideways. You can use it for leverage to an otherwise hard-to-reach area.

American Name: Lakitu

Japanese Name: Jugem

Description: They continually toss down Spiny Eggs at you. If you kill him, he will reappear after a few moments.

American Name: Piranha Plant

Japanese Name: Pakkun Flower

Description: They spring out of pipes and try to catch you while you are coming down from a jump. Green ones have shorter stems than the red ones.

American Name: Pobodo

Japanese Name: Bubble

Description: In the lava stages, they continually pop out of the lava to catch unfortunate jumpers.

American Name: Spiny Egg

Japanese Name: Paipo

Description: Tossed by Lakitus, the red ones hatch when they hit the ground and turn into a Spiny. The green ones don't hatch, they continue to bounce.

American Name: Paragoomba

Japanese Name: Patakuribo

Description: Goomba's with wings. Some drop Microgoombas. When stomped on, they turn back into Goombas.

American Name: Microgoomba

Japanese Name: Mamekuribo

Description: They'll stick to you and lower your running speed and the height of your jumping. You have to shake them off.

American Name: Piledriver Microgoomba

Japanese Name: Block Mamekuribo

Description: They pose as bricks and when you get nearby, they'll reveal themselves and hop at you. Stomp on the brick to kill them.

American Name: Kuribo's Goomba

Japanese Name: Boot Kuribo

Description: It uses a shoe to hop around. It will only appear in one stage of the whole game (one stage in World 5: The Sky)

American Name: Grand Goomba

Japanese Name: Kyodai Kuribo

Description: Bigger version of the Goomba

American Name: Gargantua Koopa Troopa

Japanese Name: Kyodai Nokonoko  
Description: Bigger version of the Koopa Troopa

American Name: Colossal Koopa Paratroopa  
Japanese Name: Kyodai Patapata  
Description: Bigger version of the Koopa Paratroopa

American Name: Buster Beetle  
Japanese Name: Lift Met  
Description: He is not fireproof like his cousin, Buster. He likes to hurl ice bricks at you. He can be stomped once to be killed.

American Name: Para-Beetle  
Japanese Name: Pata Met  
Description: Use them to get a little ride. It will fly vertically when on its back.

American Name: Boomerang Bros.  
Japanese Name: Boomerang Bros.  
Description: They toss Boomerangs that must be avoided even after they have been killed already since the boomerangs do return.

American Name: Fire Bros.  
Japanese Name: Fire Bros.  
Description: They spit fireballs at you.

American Name: Sledge Bros.  
Japanese Name: Himan Bros.  
Description: They are like Hammer Bros. only bigger. They can shake the ground and cause an earthquakes that stuns you if you are on the ground.

American Name: Venus Fire Trap  
Japanese Name: Fire Pakkun  
Description: They spit fire at you, green ones have shorter stems than the Red ones.

American Name: Ptooie  
Japanese Name: Fuufuu Pakkun  
Description: They use their breath to balance a spike ball. Some will also walk on the ground.

American Name: Piranhacus Giganticus  
Japanese Name: Kyodai Pakkun Flower  
Description: Bigger version of the Piranha Plant

American Name: Nipper Plant  
Japanese Name: Puchi Pakkun  
Description: Plants that hop around and some will jump to try to nip at you, thus its name.

American Name: Muncher  
Japanese Name: Black Pakkun  
Description: Invincible plants that can be turned into coins via P-switch

American Name: Missile Bill  
Japanese Name: U-Turn Killer  
Description: They will turn around if they miss you.

American Name: Bob-Omb  
Japanese Name: Bomb Hei

Description: The only enemy from SMB2 USA. When stomped on, they'll explode in a few seconds. The ones in World 8 will explode on their own.

American Name: Chain Chomp

Japanese Name: Wanwan

Description: Held back by a chain, it will try in vain to attack you if its too far away to get you. After 100 seconds, the chain will break and it will come after you.

American Name: Fire Chomp

Japanese Name: Keronpa

Description: Has a fiery tail that will spit a piece of it at you. If its whole tail is gone, it explodes.

American Name: Spike

Japanese Name: Gabon

Description: Hocks up spike balls and tosses them at you.

American Name: Firesnake

Japanese Name: Firesnake

Description: Found in the Desert, it continually leaps at you.

American Name: Angry Sun

Japanese Name: Taiyou

Description: After a while, it will come down from the upperleft and attack you by spinning then swooping down.

American Name: Big Boss Bass

Japanese Name: Kyodai Pukupuku o->

Description: It will leap out of the water in an attempt to swallow you whole and instantly kill you.

American Name: Big Bertha

Japanese Name: Kyodai Pukupuku o+

Description: She swims around and spits her child at you when close.

American Name: Baby Cheep

Japanese Name: Chikkoi Pukupuku

Description: Lives inside of Big Bertha's mouth and is spit out by her.

American Name: Spiny Cheep Cheep

Japanese Name: Togepuku

Description: A cheep Cheep with a new look.

American Name: Baby Blooper

Japanese Name: Kodomo Gesso

Description: Is tossed at you by Blooper Nannys.

American Name: Lava Lotus

Japanese Name: Switchuka

Description: Stays on the ocean floor and spits up magma balls that rise up and rain down.

American Name: Jelectro

Japanese Name: Shibire Kurage

Description: Invincible jellyfish that appear in schools.

American Name: Rotodisc

Japanese Name: Cookie

Description: Red ball with a disc rotating around it.

American Name: Dry Bones

Japanese Name: Karon

Description: Skeletal Koopa Troopa that crumbles when stomped on and then it'll repair itself after a few seconds.

American Name: Boo Diddly

Japanese Name: Teresa

Description: They float after you when your back is turned but halt in their tracks when you face them.

American Name: Stretch

Japanese Name: Netchi

Description: Boo Diddlys that hide within white blocks.

American Name: Hot Foot

Japanese Name: Walk

Description: A candle flame that creeps up on you when your back is turned and halts in its tracks when you face it.

American Name: Thwomp Trap

Japanese Name: Dossun

Description: When you get close, it will drop in an attempt to crush you. When it falls, slowly retreat to its original position.

American Name: Rocky Wrench

Japanese Name: Puu

Description: Moles that pop out of manholes and toss wrenches at you. They are only found on airships.

American Name: Cannon

Japanese Name: Taihou

Description: They shoot cannonballs constantly.

American Name: Rocket Engine

Japanese Name: Burner

Description: Koopa ships and airships use these to burn you.

American Name: Bowser Statue

Japanese Name: Laser Houdai

Description: When you get close, they will shoot a laser beam at you.

American Name: Boom-Boom

Japanese Name: Bunbun

Description: Miniboss who guards the Fortresses

o-----o

WALKTROUGH

o-----o

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World 1: GRASS LAND

\*-----\*

+1-1+

Upon start up, you got Goombas to eliminate if you choose to do so. The fourth question block in the level contains a Super Mushroom to transform you to Super Mario/Luigi. Avoid the Venus Fire Trap's Fireballs and get on the orange block and jump on the Red Koopa Troopa below. Kick the shell into the question block on the right to reveal a Super Leaf. Grab it to become Raccoon Mario/Luigi. If

you want, you can play around with the "white block" background trick just for practice since you'll need it in 1-3 if you are looking to warp instead of just playing the game straight through. Use your Racoon Tail to spin and knock out the two Goombas and Paragoomba (or you can stomp them outright). Once you are clear. Run back then run to the right till your P-meter flashes and fly up to the clouds. The lone brick contains a 1-up. Now just collect the coins up top and get a back n' forth running start to build up your P-meter and fly to get the coins past the end of the cloud trail. Once you drop to the bottom, one of the bricks has a P-switch inside. Swat it with your tail instead of using the Red Koopa Troopa Shell for maximum coins and then clear a path and run and fly to the top of a high pipe and go down. Inside is a bunch of coins set up in the formation of the number 3. Get them and leave the bonus area. Proceed to the right to exit the level.

---

+1-2+

The sideway pipes endlessly spawns Goombs. Get past them and there to get onto the pipe at the top, use the question blocks for leverage. One of them has a Super Leaf to make up for the one you may have lost earlier. On the other side, the pipe will spew out more Goombas. Take this time earn lots of 1-ups by going near the pipe but not underneath and stomping on the Goombas while wearing your Racoon Suit and keep hitting the Jump Button to slow down your fall and land on another Goomba. Repeat this process until you have collected all the 1-ups you want. Once you got all the lives you need, go to the right and ignore the coins you see and hit the brick on the right to reveal a P-Switch. Use it to turn the coins to bricks and use those bricks to reach the pipe above. Be sure to avoid the Venus Fire Trap by waiting for it to go down into the pipe and then go down the pipe yourself. There is a load of coins inside to collect. You can repeat this process for unlimited coins. There is also a hidden 1-up to the right of the pipe. Your racoon suit should be able to help you find it. If you're ready to proceed, go right and you can practice your slope sliding here. Move along the musical blocks. One contains a Super Leaf and the last one has a Starman which grants you temporary invincibility which is enough to last until the end of the level.

---

+1-3+

At the start of the level you will be dealing with the Boomerang Bros. Beware of the boomerangs on the return path. Use the music blocks to get on the bricks and kick a red Koopa Troopa shell to the left and break away the blocks until it goes away. Go down into the hole and jump up to reveal a orange music block. Jump on it and it will boost you to a secret area with plenty of coins. If you have your Racoon suit on, then you can fly up to the sky and collect a 1-up hidden in the bricks. At the end, go down the pipe but don't exit just yet because there is a secret item to pick up. Go left till you reach a white block and use that "white block" background trick I mentioned in 1-1 and run to the right as fast as you can and you'll end up behind the exit and into a secret Toad house with a chest containing a Magic Whistle.

---

+1-4+

This is the game's first auto-scrolling stage. In this level, you must collect all 44 coins to make a white Toad house appear on the map (which contains a P-Wing powerup). Collect the coins as you go while avoiding enemy contact. Beware

of moving platforms that drop as soon as you step on them. Some coins and 1-ups are hidden inside of bricks. With the stage scrolling, you must be fast at hitting the bricks to get the goods. At the end of the scrolling is a green Koopa Paratroopa that floats up and down. Stomp on it for leverage if needed and then get the last three coins before entering the pipe. Proceed to the exit.

---

+Fortress+

The games first fortress is here. There are two ways to finish this level. You can play this stage normally and defeat Boom-Boom in the end or you can use a simple trick that most of us probably found out after watching the movie called "The Wizard."

At the start of the level, be careful not to fall into the lava or else it is instant death for you. As you hop across the lava pits, stay clear of the Roto Discs and the Pobodods popping out of the lava. There is also a Fire Flower in this area if you want it. Once you get past all the pits, disable a Dry Bones and quickly run back and forth to charge up your P-meter if you got your Raccoon suit on and fly up the left side and pull to the right and keep going right and soon you will be in a secret area with a treasure chest that contains a whistle and end the level.

If you decided to go on ahead instead, enter the door at the end and you will be at a screen that has a spiked ceiling moving up and down. To avoid taking damage, move into one of the safe spots (where the ceiling is raised) and wait there until the ceiling rises again. Continue until you reach the end of the line and enter the door when it appears. To defeat Boom-Boom, simply stomp on his head three times or roast him with numerous fireballs. Collect the ? prize he leaves behind to end the level and destroy the lock on the map.

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+1-5+

Start off by sliding down the slope. This kills the Buzzy Beetles in the way as you go down. Avoid the Cheep-Cheeps in the water and the upside-down Pirhana Plants and take the high road. Before you jump out of the hole, jump along the left side of it to make a orange music block appear. Use it to boost yourself to the secret area in the clouds. Once you are back on the ground, go right and do not slide down. Use your fireballs (if you got your Fire Suit on) and kill the Venus Fire Trap and Piranha Plants and go up the pipe at the end and you can exit stage right.

---

+1-6+

Proceed to the right as you start the level. If you are already in Super Mode, then the first question block will contain a Super Leaf. Get on the platform that is moving along a railed path and jump on the music blocks to the right and get onto safe ground. To the right is a green Koopa Troopa. Stop on it and kick it away to clear some blocks and get 10 coins out of the brick to your right. There ia also a 1-up hidden in the brick above in the same area. Get on the high platform ahead and get a running start back and forth to build your P-meter and at the end of the platform to your right and fly to collect your coins and land on the solid platform. Jump on the two platforms to the right and move on to the end of the level.



---

+Airship+

Boss: Larry Koopa

This is a hint of things to come in future airships too. The ship is full of Bullet Bills and cannons coming from all directions. There is a Fire Flower in a question block that can help against Larry Koopa. There is a rotating cannon past it so time your movements to get past it. Get past two more cannons and Bullet Bill Shooters and enter the pipe leading to Larry Koopa. Avoid Larry's laser rings from his wand and stomp on his head. Avoid the lead he makes while in his shell and then stomp him again when he comes out. Stomp on him once more to defeat him and change the king back to his normal form.

---

Hammer Brother: Gives you a Starman upon victory.

Toad House 1 and 2: Super Mushroom, Super Leaf, Fire Flower

White Toad House: P-Wing (must get 44 coins in 1-4)

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\*-----\*  
World 2: DESERT  
\*-----\*

+2-1+

At the start, you'll be ambushed by Piledriver Micro-Goombas. Avoid them then stomp on them. With your Racoon suit on, get a running start to build up your P-meter then take off just before the music blocks and you'll see a pipe that's surrounded by bricks. Clear away enough bricks to allow you to enter the pipe and go down. This pipe serves as a shortcut (warp) instead of a bonus area. In this case, the Firesnakes will be of no threat to you. Make your way to a pipe and watch out for the Piranha Plant. Go down after it does.

---

+2-2+

To make the White Toad appear on the map, you need to get at least thirty coins in this stage. It will give you an anchor. This is also the first stage in the game to contain quicksand. If you sink too far, you'll die. Stay out of it at all costs in this level because there are Venus Fire Traps lurking within them. Bump the wood block for a power-up and get the three coins. Don't fall into the pit now. Avoid another quicksand and you'll reach some water. Don't ride the platform. Instead, get all the coins n' hit the second brick to make a P-switch appear. Go back and ride the platform. Hit the P-switch on the way and collect all of the coins that used to be bricks. There is enough for a White Toad house to appear on the map.

---

+Fortress 1+

Get past some Dry Bones then when you get near the Thwomp Traps let them fall then go past them as they rise back up. Just past the second one is your first encounter with the Boo Diddlys. Remember, he will stay still when you face him

but when you turn your back, he will give chase. Get past him and go up the pipe. Stay off the spikes and avoid another Thwomp Trap then jump right over the next set of spikes. Ignore the Boo Didley and make a break for the door. The Thwomp Traps will fall and miss their target as you run. Enter the door at the end. Avoid the spikes as they rise and fall and avoid the Boo Didleys as well. When the door appears, enter it immediately. The boss fight with BoomBoom is just ahead. Stomp him three times to win. He is slightly faster this fight.

---

+2-3+

There are three pyramids made out of orange platform blocks. Each one is being guarded by Firesnakes. Avoid them and get the prizes at the top. If you are in your Raccoon suit then you can swat them to get them out of your hair. The 2nd pyramid has a Starman in one of the question blocks. With the Raccoon Suit on, stay at the bottom of the third pyramid and make a dash to fill up your P-meter and fly up to a set of blocks with one containing a P-switch. Drop down for a shitload of coins. There is also a 1-up within the coins too. If you see bricks that didn't change then those are Piledriver Microgoombas who got their cover blown. Avoid or kill them and climb up a stack of bricks and kick a Koopa shell aside to clear bricks and provide entrance to the pipe below and enter. Exit stage right.

---

+Desert+

Notice that angry sun in the upper-left hand corner. It will stay there for the first part of the level. Stay out of the quicksand because there are Venus Fire Traps in it. Grab a Koopa Shell shortly after the third quicksand pit, and do a high jump to get over the tornado. The Angry Sun will come to life but with the Koopa Shell in your hands, you can knock it out early. Just proceed to the end of the level.

---

+2-4+

This is an easy level here. With your Raccoon suit on, go right until you reach a "wall" then run left to fill the P-meter and fly up the very left side and clear away the blocks. From this point you can stay on the high road and when you reach the music blocks, just jump and float to the exit.

---

+2-5+

This level is fairly short. However, the chain chomps are something you should worry about. Avoid them at all costs or kill them with Koopa Shells or Raccoon tail swats. Grab a Koopa shell when you see a set of blocks that zigzag and it will clear away some blocks that releases a vine. Climb to the top and hop on the clouds to the left and enter a pipe. Get the goods and exit. Once out, get the question block treasure and exit to the right.

---

+Pyramid+

Enter the door and get the Super Leaf at the top of the steps. But, if you were

small Mario/Luigi at the beginning, you'll find a Super Mushroom. In this case, exit after getting the Mushroom then re-enter. Use the Raccoon Suit to break the blocks on the higher road. When you reach the pipe, take the upper path to the left and at the top, go right. Break the bricks and just past the pipe that hangs upsidedown, jump up to reveal a hidden coin. Use it for leverage and go up the pipe. This secret area has a P-switch and is full of bonus coins. Get the coins and leave. You'll come out near the end. There are Buzzy Beetles that are on the ceiling that drop and spin at you when close. Get past them and swat away the bricks and go up the pipe at the end. Before you exit, go up the left and hit the P-switch and collect the silver coins. Proceed to the exit.

---

+Airship+

Boss: Morton Koopa Jr.

Avoid the Bullet Bills and cannons and reach a Fire Flower. You'll come across some crates and a trick Bullet Bill pattern. Survive this by using the crates to avoid the Bullet Bills and use the fireballs to kill the Rocky Wrenches. Get past two more Bullet Bills to face Morton Koopa Jr. He fights like Larry except he tends to be more trigger happy with his wand. As with Larry, stomp him then avoid his shell then repeat the process two more times for victory.

---

Hammer Brother 1: Gives you a Hammer upon victory.

Hammer Brother 2: Gives you a Music Block upon victory.

Hammer Brother 3: Gives you a Whistle upon victory.

Toad House 1 and 2: Super Mushroom, Super Leaf, Fire Flower

Toad House 3: Frog Suit

White Toad House: Anchor (must get 30 coins in 2-2)

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*-----*
      World 3: OCEANSIDE
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+3-1+

At the start of the level, swim to the bottom and to the right for a powerup if you need it. Swim back up and as you go right, avoid the Cheep Cheeps while you stay clear of the currents coming out of the pipes. There is a secret area near where the first upside-down pipe is. Swim up and above it and you will be off the screen. Move to the right and get a Power-up the move above the screen and come out through the right. You can stay on the high road and maneuver through the Bloopers or you can take the low road and deal with the Music Blocks and the Fire Lotus. The low road leads to a 1-up. Go up the pipe at the end and the exit is ahead.

---

+3-2+

Beware of the Cheep Cheeps in this area. They like nothing better to do than to jump out of the water and crash into you. Stay above the water as much as you possibly can. Just past the Donut Lifts is a wall, bump the side of it to make

the first Starman appear. If you are lucky, then you can grab the other two Starmen in this stage for total invincibility throughout the stage. There is a 1-up near the exit pipe. Get it and swim to the block on the right while you avoid the Cheep Cheeps and get into that exit pipe and before you proceed to the end of the stage. Use the Raccoon Suit to fly up and to the left to a wood platform moving along a path. There is a hidden 1-up within the area. Get it then you can leave.

---

+3-3+

Watch out now. This level rises and sinks. That's not the least of your worries because it the Big Boss Bass that you got to watch out for. He has the ability to leap out of the water and swallow you whole and thus you instantly lose a life. Unless you got a Fire Suit on, don't even think about going for any items because it's too risky. Carefully land onto the spinner as it comes to the end of its spin to land on the next platform. Use an ice block to make the P-switch appear on the left and use the P-switch to provide a platform of bricks that use to be coins and provide you a safe heaven as the music is playing on route to the exit pipe. But wait, don't go in just yet. If you still got your Fire Suit, kill the Big Boss Bass and swim to the very right for a 1-up and swim back and kill the Big Boss Bass again on the way to the pipe then enter. Time to go.

---

+Fortress+

This fortress is tricky. There are so many doors in here. The wrong door leads to a dip into the flooded basement. There is a shortcut to Boom-Boom. Get past the first Thwomp Trap and enter door #3. Rapidly press the up button to warp straight to Boom-Boom's room. If you don't feel like warping, here are some notable doors to enter: Door #4 leads to a 1-up. Door #6 leads to the right of the door leading to Boom-Boom and the last door leads to lots of coins. The Boom-Boom here sprouts wings. Defeat him as before.

---

+3-4+

Are you ready to slip and slide? This level is full of slopes. Use the slide to eliminate enemies. At the second slope, get a good slide and then jump at the very end to vault over the water pond. It's tricky but with enough practice you can make it. Lakitu arrives and he drops green Spiny Eggs. Unlike the red Spiny Eggs, they continue to bounce when landing instead of turning into Spinys and that is trouble. Knock him off with a Koopa Troopa Shell and just break for the end of the stage. Lakitu will return so get as far to the right as you can before he comes back.

---

+3-5+

This is really the first stage where you would use a Frog Suit. Use the D-pad to swim around. Just like her mate Big Boss Bass, be wary of Big Bertha. She won't try to swallow you but she will spit her child, Baby Cheep, at you if she sees you. Your Frog Suit allows you to swim against the currents coming out of the pipes. One of those pipes leads to a secret area containing a huge question block containing three 1-ups. When you come out, carefully get past the fish enemies and exit through the pipe on the right then finish the level.

---

+3-6+

It is easy to fall to your doom here. Don't stay on the Donut Lifts too long and most of all, don't jump on the Rotary Lifts too soon or you'll be spun off of it. Stay on higher ground until you reach a spot below with two Donut Lifts and 3 ice blocks. Go down there and pick up the Ice block on the right and smash it into the brick to the right to reveal a P-switch. Hit the brick above to make a 1-up appear then jump on the P-switch to turn the bricks to coins and you can snag the 1-up easier. Get past the next Rotary Lift and proceed to the end of the level.

---

+3-7+

Get the Super Leaf out of the wood block and beware of Spikes (enemies that'll toss spike balls at you). As you kill them, look for a pattern of bricks that look like this

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# #

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Hit the brick which I indicated as the star and a vine will appear. Climb it to reach the clouds. Use the clouds to get a running start to the right and fly as far right as you can and land on another set of clouds. Jump straight up from the middle cloud to make an orange Music Block appear. Jump on it and vault to the clouds in the sky. At the end of the scrolling, is a brick containing a Jugem Cloud and thus the level ends right there.

---

+Fortress 2+

This Fortress level takes place underwater. In addition to the Cheep Cheeps, you will have to swim through Roto Discs and a new enemy called Strech. You'll need to swim carefully to avoid bumping into them. Once you get past them, you will face another winged Boom-Boom. There are two blocks in the area which will not hinder your jumps if timed right.

---

+3-8+

This level is almost the same as 3-3 except the level sinks even deeper and yes the Big Boss Bass is back and he is meaner than ever especially when the stage sinks deeper. Grab a Koopa shell to kill hit a block that frees a vine. You'll need these vines throughout the level to stay even safer. Have a Fire Suit on hand if needed since it will take out Big Boss Bass temporarily but buy you time to finish the level. To make the white Toad House appear, you need to grab 44 coins in this level. This is why the Fire Suit is necessary because, it will be easier to grab the coins nearby where the P-switch.

---

+3-9+

There is somewhat of a shortcut in this level. It's not really a shortcut but you will be invisible underwater and able to proceed unharmed. Start of with avoiding the Bullet Bills. Soon there will be some bricks you'll need to swat away some bricks. Do so then backtrack to a white platform and squat until you go through it. Quickly and carefully head to the pipe and enter. Now you are underwater and invisible. You can still fall to your death though. Just swim to the end and you'll become visible near the exit pipe. The level will be over shortly.

---

+Airship+

Boss: Wendy O. Koopa

Be careful in this level because if you don't keep your eyes peeled then you could get crushed on the side of the screen. This more that likely will happen on the NES version. When you reach a high pole that you can't cross from above without a P-wing, you are supposed to go below it. Watch out for cannons as you do so. Survive the onslaught of cannons, Bullet Bills, and jet flames to face off against Wendy O. Koopa. Unlike her brothers before her, she shoots candy rings that bounce around the room. Watch the trajectory of the rings to avoid them and stomp her three times to defeat her.

---

Hammer Brother 1: Gives you a Hammer upon victory.

Hammer Brother 2: Gives you a Starman upon victory.

Toad House 1: Frog Suit

Toad House 2, 3, 4: Super Leaf, Fire Flower, Frog Suit

Toad House 5: Super Mushroom, Super Leaf, Fire Flower

White Toad House: P-Wing (must get 44 coins in 3-8)

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*-----*
      World 4: BIG LAND
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+4-1+

No you did not shrink. The stage is just bigger and so are the enemies. Get past the waterfall and knock out three blocks with your tail, get a running start and fly to the left and swim up the top waterfall to a secret area with a lot of Big Berthas and a couple 1-ups. Get past the Koopa Paratroopa and work your way to the end of the stage.

---

+4-2+

The Cheep Cheeps are out in full force in this level. Beware of the Piranhacus Gigantcus. They are bigger versions of Piranha Plants and those things are very scary. Use an Ice Block to reveal a Super Leaf in the giant question block. Bump a wood block to make a P-switch appear. Hit it and grab all the coins and the Starman. This will buy you some time to get the coins remaining after the

P-switch wears off. You'll need all 24 coins in this level to make the White Toad House appear on the map. Once you are done, feel free to end the level.

---

+4-3+

Quickly dispose of the Sledge brothers. They're stomps can stun you. Once they are gone, enter either pipe to go underground. In this level, the Spiny's will behave like the Buzzy Beetles in a sense that when they are crawling upsidedown then they drop when you get close and spin towards you. Once you have a clear path from the level's 5th question block, fly to the top and get some coins up there then drop down. Get past the enemies here and get on the wooden block. Break the brick in the middle then break the one on the left to get the 1-up and stay along the high road there. Carefully get past the small platforms and end the level from there.

---

+Fortress+

If you thought Boo Didley was bad, check out the Hot Foot. These are the flames of candles who try to sneak up on you when your back is turned to them and stop when facing them. Proceed with caution when maneuvering through the two Thwomp Traps that move sideways. After the second one, go down the middle white pipe to enter a shortcut special area with only the Dry Bones to worry about. Jump up to reveal two hidden coins to get out. Now run straight on to Boom Boom. Defeat him as before but there is a couple blocks obstructing you. That should not hinder your progress though.

---

+4-4+

Time to start feeling froggy again. Dive into the water and swim to the bottom and enter the pipe. Currents won't hold you back while wearing the Frog Suit. Go in the pipe for lots of coins. Once out, swim like you never swam before. Lakitu will be tossing Spiny eggs into the water. This is what makes the Frog Suit so crucial since you maintain your velocity. Go on and finish the level.

---

+4-5+

This level introduces the Missile Bills. They function just like Bullet Bills except that when they pass you, they'll turn around and attack you again just like a guided missile. You'll need to stomp on them to get rid of them. At one point, you will see a brick that is normally out of reach but to hit it, stomp on a Bullet Bill and use it as leverage to hit the brick and uncover a vine. Do it again to reach the vine and climb up. There is a pipe that leads to a secret area containing a Tanooki suit. With your Tanooki suit on, you can become a statue by pressing down + B and have total invincibility for up to 5 seconds. Now all you got to do here is proceed to the end of the level without much trouble.

---

+4-6+

In this level, you can decide if you want to play it with normal-sized enemies

or super-sized enemies. Everything changes by going inside the doors throughout the level. Within the blocks at the start is a Starman if you are in the normal sized area and a 1-up within the super sized area. Fly to the clouds above and to the right for some coins in the air and to make things easier, float your way as far right as you can. There is a 1-up next to the pipe before the magic door. Whether you want to finish the level big or small is up to you.

---

+Fortress+

Try to avoid falling into the lava while making your way across the Donut Lifts and watch out for Pobodods. There is a Fire Flower during your journey. At some point after the lava pit is a brick with a P-switch inside. Hit it to reveal a secret door marked by silver coins. It leads to a secret area full of pipes and directional platforms. There is nothing special here but when you reach the top then you enter another special area with a 1-up accessed through hidden coins. Enter the pipe for yet another secret area. There is a couple 1-ups in the big question block. Fly up the left side to find a secret stash of coins. Drop back down and enter the pipe on the right to go back to the main area. Get past the RotoDisc and head on to Boom-Boom. The platforms here can help you stomp on him three times.

---

+Airship+

Boss: Iggy Koopa

This is a tough airship to get through. In addition to Bullet Bills, you got to deal with vertical jet burners. You can take the high road or low road. The low road requires you to wait for the jets to recede. The high road requires you to jump on the Bolt Lift several times to stay above the jet burners. Once you get through all this, get the powerup next to the pipe then go down. Iggy is faster than his siblings, so be quick on beating him yourself.

---

Hammer Bros 1: Jugem Cloud

Hammer Bros 2: P-Wing

Hammer Bros 3: Starman

Toad House 1: Tanooki Suit

Toad House 2 and 3: Mushroom, Super Leaf, Fire Flower

Toad House 4: Super Leaf, Fire Flower, Tanooki Suit

White Toad House: Anchor (must get 24 coins in 4-2)

\*-----\*  
World 5: THE SKY  
\*-----\*

+5-1+

Use a Koopa shell to kill the Chain Chomp at the start then run back and forth until you built your flight meter to the max then fly to the upper left and go into the pipe. Get a running start and do a ducking slide in the small gap and



jump while sliding to flying while ducking and get through the gap. This will lead to a Music Box and the level will end right there.

---

+5-2+

Enter the pipe and fall straight down to land on the Music Block. Stay at the top and go up to enter a secret area. In this area, go down the first pipe you come across for a lot of 1-ups. Once out, go up the pipe at the end for a short end of the level.

If you were unfortunate enough to fall to the bottom at the beginning, you'd have to deal with the Buster Beetles who toss Ice Blocks at you. It's tough but you can use the Ice Blocks on them your self.

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+5-3+

Go down the pipe and this time you'll find yourself having to travel left. This level introduces the Kuribo's Shoe. Bop a Goomba wearing one from below then get in it. With the shoe on, you can jump on enemies you could not jump onto before like any Pirahana Plants or Spinys. With a Fire Suit, you can also shoot fireballs while in the shoe. You can even walk on the Munchers, which you need to do to collect a 1-up. Go down the pipe at the end, then go right. There may be no problem completing the level from here.

---

+Fortress+

Carefully avoid the Pobodoo and RotoDisc and you jump over the lava pit. Watch out for the Thwomp Trap just past the pit. Once it rises back up, get a running start and fly through a brick and work your way upwards to a pipe. In this area you will see a formation of coins shaped like an up area. That is your cue to fly up and hit three invisible blocks that contain 1-ups. Once out, avoid the Thwomp Traps and RotoDisc and head for Boom-Booms room and beat him as you did before.

---

+Tower+

Get past three of the RotoDiscs and go up the pipe. Get past the Two Thwomp Traps and go up the pipe at the end. There are some Piledriver Microgoombas at the start, take them out first then use your Racoon Suit to swat a brick that reveals a 1-up. There is another 1-up in this same area but you need a P-wing to get it. Fly over the wall to the other side to get the 1-up and fly back and enter the pipe. Once you pass the Thwomp Trap and RotoDisc, you can work your way to the top and enter the upsidedown pipe. GO to the lower clouds and hit the brick to reveal a vine. Enter the pipe to end the level and go to the sky part of the level.

---

+5-4+

There are Rotary Lifts galore in this level. With A Racoon or Tanooki Suit on, or if you got a P-Wing, run then fly to the top onto the clouds. Stay along the top until the then on try to fly after the third cloud by running on the second

one then slow down for a small hop and build up speed again to get enough of the P-meter to fly to the right. Once you start coming down, you should have enough height to float down to the exit pipe. At the end, Lakitu arrives and starts dropping Spiny Eggs, let them hit the ground and hit the exit block to turn every enemy into a coin and end the level.

---

+5-5+

This is unsafe ground that you are walking on. The only places that is safe to stand on are the wooden blocks and pipes. Most of the level's surface is made out of Donut Lifts. You also got the Green Koopa Troopas to contend with as well. To get a White Toad House on the map, you must get at least 28 coins in this level. Doing this is kind of tricky since you must get a coin and stay on top of a Donut Lift to get the coin as it goes down then jump off. A Tanooki Suit is hidden in this level. To get it, use your Raccoon Suit or a Koopa Shell to destroy the bricks covering the pipes and go into the second pipe. The Tanooki Suit is in the giant question block. There is a drawback for those who want to get the White Toad House. Going out the exit pipe from the Tanooki Suit area will place you further ahead in the level and you'll have to backtrack to get the other require coins. This level also has Super Leaves hidden everywhere.

---

+5-6+

The ParaBeetles are hear to give you a helpful stepping stone as long as you land on top of them. They can hurt you if you hit the side of them. This level scrolls to the right so stay on your toes. Standing on a ParaBeetle will make it dip down. That's you cue to jump to the next beetle. The only other enemy to watch out for is the Fire Chomp. It spits fireballs at you as long as one is part of its tail. Once its fire tail is gone, it will explode. A P-switch is located just before an area where the coins are underneath some bricks but have nothing underneath them.

---

+5-7+

Got a Starman in your inventory? Good then use it to start the level. As long as your invincibility is active then another Starman will be available in most of the question blocks thus giving you total immunity for the whole level.

---

+Fortress+

Pobodos are relentless in this Fortress. They pop up and down from everywhere. Be on your toes as you hop from platform to platform across the lava pits. A Starman will be located in the rightmost question block. If you are fast and careful enough, you can kill Boo Didley while still invincible. Make it through the stage to face Boom-Boom. This one has wings.

---

+5-8+

Run for your life. Lakitu is on the prowl once again. Don't stop for anything.. well except for a few Koopa Troopas in the way but they are the least of your

concerns. If you can kill Lakitu, take that opportunity for temporarily relief. At the end, Lakitu is still harassing you, hit the end marker to turn him and his Spiny's into coins and end the level.

---

+5-9+

This level scrolls diagonally upward and to the right. With a P-wing this level is easier since the jumps are hard because of the way each platform will move either vertically or horizontally. The Fire Chomps make things even tougher as you dodge fireballs while jumping. When the screen stops scrolling jump into the upsidedown pipe and exit.

---

+Airship+

Boss: Roy Koopa

Cannons and Bullet Bills are coming in from all directions. There is a point where you may have to cross between a series of eight cannons but to avoid that you can stomp on a cannonball and cross above them. The boss fight is ahead. Roy Koopa is heavy. Whenever he jumps, don't be on the ground when he lands or you will be temporarily stunned. Jump on him when he is landing to avoid the shock and get in a shot of your own. Three hits and he is done.

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Hammer Bros 1: Starman

Hammer Bros 2: P-Wing

Hammer Bros 3: Music Box

Toad House 1: Tanooki Suit

Toad House 2: Super Leaf, Fire Flower, Tanooki Suit

Toad House 3: Mushroom, Super Leaf, Fire Flower

White Toad House: P-Wing (must get 24 coins in 5-5)

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*-----*
      World 6: ICED LAND
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+6-1+

Ignore the Fire Flower at the start. Clear a path so you fly up to a door high in the sky. The secret room harbors a P-switch and lots of coins. Getting to the coins is not easy. You must make a good ol' ducking dash to reach them in time. When you exit, you'll fall from the sky. Use the Racoon or Tanooki Suit to float down to the question block which contains a Starman. Get it and make a mad dash to the exit.

---

+6-2+

The screen is scrolling to the right. Not only do you have to keep up with it

but you have to careful jump onto some icy clouds to stay alive. There are some high pillars of blocks and bricks that can crush you if you do not move fast enough. There are some ice blocks blocking a 10-coin brick. Get rid of them and bash the brick as fast as you can. Enter the pipe at the end. Before you exit, get on white hill and at the very right, jump to reveal a hidden coin. Use that as leverage to reach the very top where two hidden 1-ups await you.

---

+6-3+

Get on the moving platform and duck under the ice pillar. Wait for the Koopa Troopa to get out of the way and stomp on it once you are on the floor. You can decide to kick it away or take it with you to hit the question block. Run over the gaps and hop on the Koopa Troopa at the end and grab its shell to kick it at the brick to make a vine rise. Climb the vine and enter the pipe to get a Tanooki Suit. Once out, there is a 1-up you can get by waiting for the platform to be under it then after getting it, duck under the ice. From here, you will need to hop on the Koopa Paratroopa to get to the end.

---

+Fortress+

Stay on the moving block and be wary of the Pobodods. Ignore the question block. Near the end of the ride, watch out for the RotoDisc and hop off while you hole right and you should enter the opening. Avoid more RotoDiscs as you get the Starman. Now if you are small Mario, you have a distinct advantage as you don't have to worry about sliding up the low gap. Either way, if you are fast enough you can kill Boom-Boom in one shot if you make it to his lair while you are still invincible.

---

+6-4+

Take careful steps as you stay on the high ground. The Rotary Lifts are tricky in this level. When you reach a platform moving along a path, wait for it to pass underneath the ice then get on quickly and jump directly to the right of the ice and ride the platform to the end of its path. On the return trip, hop on the Orange Music Block to go into the sky for coins. Once dumped out, stay away from the twirl of the Rotary Lifts as you head for the exit.

---

+6-5+

You can only exit this level with a Raccoon Suit, Tanooki Suit, or a P-wing and also, you need to have a Koopa shell handy. The Buster Beetles continually like to heave the Ice Blocks at you, wait for their supply to run out then attack. You can enter the 2nd pipe anytime you like. It contains a power-up to help you beat this level. Upon clearing the second set of ice bricks. Stomp on a Koopa Shell, get some run and fly to the of the area before the real bricks and kick the shell to the right to kill the Nipper Plants and clear away the blocks and thus being able to get out of here.

---

+6-6+

I suggest having a Fire Suit handy for this level. Take the low road and get the Starman so the Cheep Cheep won't be a pain and no will the enemies for a while. Swim carefully through a school of Cheep-Cheeps. Near the end of the swim is a set of pipes with Piranha plants. Burn them up and run down a little gauntlet of the Spikes (the enemy) while shooting the fireballs. Kill or let the Cheep Cheep go by you then enter the pipe at the end. The level will be over shortly.

---

+6-7+

You'll need 78 coins in this level for a White Toad House which carries another Anchor for your arsenal. It is very tough as those Donut Lifts are no joke. You have to jump off of them at the right moment to get all the coins and then stay alive. This goes especially for that tricky jump you must make to enter the pipe at the end. Stay on the Donut Lift and leap off to the right at the right time. To fulfill your goal, you need your Fire Suit to melt the ice around the coins and melt them. Exit, stage right.

---

+Fortress 2+

You should've picked up a Hammer Suit in of the Toad Houses by now. With this weapon, Boo Diddly and the Thwomp Traps are no match for you. Your Hammers will kill them outright. The only other strategy I got for you is to not fall into any bottomless pits. The fight with Boom Boom is a slippery one but if you are on the platform, launch hammers at him to kill him instantly.

---

+6-8+

Use your ice bloks to uncover the Super Leaf, but honestly, I think a Fire Suit is more suitable for this level as none of those enemies including the Buster Beetle (unlike its cousin Buzzy) are a match to your awesome display of fire.

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+6-9+

Got a P-wing, Raccoon Suit, or Tanooki Suit? If you do, you'll finish this level in record time. Instead of going down the pipe. Just fly over the ice wall and this level is yours.

---

+6-10+

I don't feel like giving any strategy for this level. I'll just say that there are Munchers that are frozen in this level. They are invincible but if you free the ones over the pipe, you can run back and hit a vine is to the left of where some ice blocks used to be. Take an ice block from below the brick and launch it at the brick to sprout it. Climb the vine to the top and hit the P-switch. Ignore the coins and head for the pipe where the Munchers you freed were, then get the coins and go down the pipe. A Hammer Suit awaits you. Once out, work your way through the Buster Beetles and Koopa Troopas while getting past the rotary dial and end the level.

---

+Fortress 3+

Hopefully you still got your Hammer Suit left from last level. Use it to kill the Boo Diddlys and the Thwomp Traps. Watch out for the RotoDiscs and carefully navigate through the stretches and the conveyor belts and do not land into the spikes (obstacles). Stretches die from the hammers too. Another easy Boom Boom fight is at the end.

---

+Airship+

Boss: Lemmy Koopa

Start with a leap of faith over the pit when the opportunity comes. Don't use the Bolt Lifts at all. Get past those burners when safe. After you make it past them, you fight Lemmy. He tosses star balls all around. You can actually leap on them without taking damage. Get three hits on Lemmy to win.

---

Hammer Bros 1: Hammer

Hammer Bros 2: Jugem Cloud

Hammer Bros 3: Starman

Toad House 1: Hammer Suit

Toad House 2: Hammer Suit

White Toad House: Anchor (must get 78 coins in 6-7)

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*-----*
      World 7: PLANT MAZE
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+7-1+

You'll go into a series of pipes as you work your way to the top. After the first curved pipe, you can do a curvy jump onto the question blocks above and get a hidden 1-up. Drop down go into the pipe on the left. Jump onto the White Music Block and get onto the sideways pipe. Another 1-up is in one of the bricks above it. Keep moving up as you avoid the piranha plants. At the very top, a 1-up is hidden to the very left of the exit pipe. Get it and end this level.

---

+7-2+

You need 46 coins in this level for a White Toad House. To get this one, Frog Mario is need to get all the coins fast enough. Start off in a Frog Suit and go past the Nippers. Enter the second pipe to go to a lower level. Get the coins on the very left and then jump on the P-switch. Quickly get a move-on to snag all the coins needed for the house. Go back to the surface and watch out for the Venus Fire Traps who relentlessly attack. At the end, go down the lowest pipe to go down a level then enter the pipe in that area and make a hasty exit.

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+7-3+

This is another one of those stages where you can beat the level by maintaining your invincibility so that the next one can be available.

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+7-4+

You have two options. You can use the Frog Suit for when you get ready to swim through the Jelectros later on in the level or you can use the Fire Suit to get rid of the annoying fish enemies especially the Blooper Nannys and Big Berthas. The screen is also scrolling so you got to move fast. You need to swim very cautiously to avoid touching the Jelectros.

---

+7-5+

It is easy to get lost in this level. Some of the pipes leading to pipes with hidden coins that block you path. Here is the solution. Go up the pipe at the start then in the new area, go up the third pipe which comes before the ice blocks. Go to the very right and use your Racoon or Tanooki Suit to break the brick. Run and duck under the low ceiling then take the high road. Use your tail to float the gap then go down at the very right. Get a well-timed jump and float across the next gap to the exit pipe. If you fail to make it the first time then you will end up making a bridge of hidden coins. Work your way back around and you can end the level from there.

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+Piranha Plants+

Wait until the Piranha Plant to recede then wait for the Venus Fire Trap to do the same. You will see a set of Munchers rising up and down the small pipes. Be sure to watch the rhythm of how they move so you can move along with their pattern safely. Wait for the upsidedown Piranha Plant to pull back then leap across the pit and wait for the other two plants to do the same and enter the next pipe after the Venus Fire Trap. A P-wing awaits you.

---

+Fortress+

You can stay to get coins galore but to end this level quickly, start with a P-wing and enter the door. Fly to the top and enter the pipe. Kill Boom Boom (this one has wings) as you did before.

---

+7-6+

Avoid the spikes (obstacles) as you use the Directional Lifts to transcend your way upwards. Try to stay away from the Piranha Plants sprouting in and out from the sides.

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+7-7+

Yet another one of those maintain the invincibility levels and this time it is a definite must because the level is full of Munchers and if your invincibility

wears off, you can cancel Christmas.

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+7-8+

You will meet every plant you've face in the game with the exception of the Piranhacus Giagantus. The Nipper Plants even shoot fireballs.

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+7-9+

This is a wierd maze. Run to the Music Blocks and go up as high as you can then go left and remove the ice blocks. Go up the crack to be at the very top and go right. At the Music Blocks, go left, up the crack, left again, and drop down. Go to the very right and go upwards. At the top, go right and zigzag as far to the bottom as you can and go right. The exit pipe is not to far away.

---

+Fortress 2+

Just about every pipe in this fortress has a Piranha Plant or a Venus Fire Trap in it. This makes getting past the Thwomp Traps and Boo Diddlys even tougher. If you got a Hammer Suit then there is no worries about this level except for the RotoDisc. The Hammer suit protects you from fireballs when you are in a crouching position. There is also a Starman that will make this level a little easier at the start. At the end, you will have to time a curving jump to get in the pipe or else you'll be killed instantly by the lava below. The fight with Boom-Boom is the same ol' same ol'.

---

+Piranha Plants 2+

All you will get is a lowsy mushroom so if you got a Music Box in your arsenal, use it and you won't have to worry about this level since the plant on the map will go to sleep.

---

+Airship+

Boss: Ludvig Von Koopa

Ignore the Bolt Lifts and just safely cross through the pit via the bottom as you avoid the jetfire. With a Raccoon Suit this airship is easier to jump over the pits when navigating through the short Bolt Lifts. The boss fight against Ludvig Von Koopa is a tough one. Just like Roy, he can shake the airship and temporarily stun you. He can also stun you when he's spinning after he gets stomped. Three hits still defeat him.

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Hammer Bros 1: Hammer

Hammer Bros 2: Jugem Cloud

Hammer Bros 3: Starman

Toad House 1: Hammer Suit



Toad House 2: Hammer Suit

White Toad House: P-Wing (must get 46 coins in 7-2)

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World 8: DARK CASTLE  
\*-----\*

+Tank Level+

This level takes you through many tanks that shoot lots of cannonballs and lots of Bob-ombs. If you got a P-Wing then this level is nothing to worry about. All you got to do is equip it and fly off-screen and to the right during the entire level then come down when you reach the pipe. Kill the Boomerang Brother for a Starman and the end of the level.

+Ship Level+

Another level that can be passed easily via the easy way out. All you have to do here is survive the first ship then swim underneath the other two. Once you are past ship #3, jump out and go down the pipe. Defeat the Boom-Boom here.

~Note~

he next three levels are random. You can choose to play them if you have not been pulled down yet.

+Hammer Bros Trap+

You face off against the whole Hammer Bros. clan. First up is one of the Fire Brothers. Get past it and take on one of the Boomerang Brothers. Just ahead are the traditional Hammer Bros. and the last enemy is one of the Sledge Brothers. At the end, you get a Super Leaf item.

+Pobodo Trap+

Don't be in a such a hurry here. Just take your time and make it past the lava while avoiding the Podobos popping out of it. There is a Super Leaf waiting for you at the end.

+Cheep-Cheep Trap+

You'll have to be on your toes here. The Cheep-Cheeps here are real tricky and they can bump you (and possibly kill you) out of nowhere. I suggest that you open this level with a Starman item to make it easier on yourself. Once again a Super Leaf is at the end. You'll notice some coins near the end shaped in this formation -> ^^

+Airship+

To hell with this level. I hope you have a P-wing left because this level is stupid. The airship moves super fast and it has a lot engine fire that can burn you alive if you aren't careful. The Monty Moles are no help either. Just use your P-wing and stay at the top of the level until the end. You will fight Boom-Boom in the end. He will take flight after the first stomp so stomp him again the moment he recovers from the first stomp to avoid dealing with flying Boom-Boom.

+8-1+

This is the first action stage of this level. There are a lot of Bullet Bills and cannons firing at you and there are also some tricky jumps to maneuver if you don't have Racoon or Tanooki suit on you.

+8-2+

This level harbors a major shortcut. Just sink into the quicksand at the start of the level. You will not die but you'll end up in a hidden area with a pipe on each side. The left pipe will just have a small passage and the right pipe is full of coins. Once you exit the right pipe, you'll be in-between two Venus Fire Traps but you are close to the end of the level. Get past them and go up the hill. Slide down the other side of the hill and hop across the music blocks to solid ground and the end of the level. Thanks to this shortcut, you do not have to deal with the Angry Sun.

+Fortress+

Go past the RotoDiscs and enter the door in the upper right. If you play your cards right then this should be the only door you enter prior to Boom-Boom's room. Go left and get a Super Leaf if you don't have it already and keep on pushing to the right as you break blocks in your path. Stay on your toes as you go through some conveyor belts and Thwomp Traps. At the end, avoid the Thwomp Trap and drop down and go left. Hit the right block to bring up a P-switch and hit it to make a door appear in the upper right. Defeat the Boom-Boom while you are battling him on the conveyor belt that moves.

+Super Tank Level+

This is the same as the previous tank level with more cannons and Bom-ombs to deal with. At the end of the level is the final battle with Boom Boom. This one also sprouts wings after the first stomp.

+Bowser's Castle+

Congratulations on making it this far. Are you ready to take Bowser down? Are you ready to save princess Toadstool? Are you ready to show the world who is the number 1 hero? Let's go.

At the beginning, make a run for it because those statues spit lasers at you. Ride the platform upwards and go right. Stay on the donut lift as it fall until you see an opening on the right and leap to safety. Avoid the Roto Discs as you go up the "stairs" and down the other flight of "stairs." Work your way up to the top as you avoid the Pobodods. Don't stay on the donut lifts too long unless you don't mind a lava bath. Once at the top, stay up there and enter the door. This shortcut provides a path leading to Bowser. Get past the laser statues and the fire breaths and enter the door at the end. It's Bowser time.

The best way to defeat Bowser is to let him defeat himself. If you got a Fire Suit or a Hammer Suit then you can kill him outright. Othereise, avoid his fireballs and stand on any red bricks that hover over the pit. He will leap in the air and try to crash down on you. Move out of the way and he'll break away some brick. Avoid his fireballs again and get away from his next stomp. If he lands in the same spot three times then he will take a dive into the bottomless pit and die. Enter the door and save the princess.

=====SUPER MARIO BROS LOST LEVELS=====

o-----o

INTRODUCTION

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The evil King Koopa aka Bowser has kidnapped Princess Toadstool and turned all the other Mushroom Kingdom to blocks. These are the things you use as stepping stools. As Mario or his brother Luigi , you go through 32 normal levels and 20 bonus levels which is really 13 levels divided into 4 substages and save the princess whom has the power to undo the spell. Basically the same story as the first game its just Super Mario Bros. with a facelift.

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#### OPTIONS

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Unlike the first game, this is only a one player game where you choose to play as Mario or Luigi. Luigi is a much better jumper than Mario so most players will find themselves using him more often but he has the ability to skid a lot so that's the price you got to pay for jumping longer distances.

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#### CONTROLS

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B button = Jump, stomp enemies, break bricks and hit question blocks above.  
Y button = hold to run faster, shoot fireballs  
Start = Pause the game, start the game  
Select = switch option

left/right = move in that direction

down = go down special pipes

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#### GAMEPLAY

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There are eight normal levels and each are seperated into four subsections. Each level has their background settings. There is the Overworld (Day time), Underworld, Underwater, Overworld (Jungle), Overworld (Night), Overworld (Snow), Clouds and the Castle itself.

If you beat level 8 without using warp zones you go to Level 9 which is mostly underwater. To get to Level A-D. You must beat the game 8 times.

Red Mushroom - makes you big

Poison Mushroom - makes you small or kills you

Fire Flower - can shoot fireballs

Star - Makes you invincible

Green Mushroom - Extra life.

Axe - dump Bowser in the abyss and complete the castle level.

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#### ENEMIES

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American Name: Goomba

Japanese Name: Kuribo

Description: They are the second most common enemies in the Mario series, they try to walk into you.

American Name: Green Koopa Troopa

Japanese Name: Midori Nokonoko

Description: They behave like the Goombas, they move into a straight line and try to walk into you or place themselves in inconvenient spots.

American Name: Red Koopa Troopa

Japanese Name: Akai Nokonoko

Description: When they reach the edge of a platform they'll turn around and go in the opposite direction.

American Name: Hammer Bros.

Japanese Name: Hammer Bros.

Description: They usually hang out where there is a set of bricks around so they can hop up and down a level while tossing Hammers.

American Name: Buzzy Beetle

Japanese Name: Met

Description: They behave just like the Green Koopa Troopa except fireballs have no effect on them. They have a new trick where they walk on the ceiling and drop and spin at you when close.

American Name: Spiny

Japanese Name: Togezo

Description: Their spiky shells protect them from being stomped on. That is if you don't wear a Kuribo Shoe.

American Name: Cheep-Cheep

Japanese Name: Chikkoi Pukupuku

Description: Cheep-Cheeps in the water place themselves in bad spots but out of the water, they leap out of the water.

American Name: Bullet Bill

Japanese Name: Killer

Description: They are fired out of special cannons. Stand next to the cannons and they will not fire.

American Name: Blooper

Japanese Name: Gesso

Description: The Bloopers will swim towards you

American Name: Green Koopa Paratroopa

Japanese Name: Midori Patapata

Description: Hops forward in a straight line. Turns into a Koopa Troopa when it is stomped.

American Name: Red Koopa Paratroopa

Japanese Name: Akai Patapata

Description: All it does is fly up and down and sometimes sideways. You can use it for leverage to an otherwise hard-to-reach area.

American Name: Lakitu

Japanese Name: Jugem

Description: They continually toss down Spiny Eggs at you. If you kill him, he will reappear after a few moments.

American Name: Piranha Plant

Japanese Name: Pakkun Flower

Description: They come out of some pipes and munch on anyone who touches them. If you stand on or next to the pipe, they won't come out. The red ones however, still come out if you are not directly on the pipe. They also come from above pipes too.

American Name: Pobodo

Japanese Name: Bubble

Description: In the lava stages, they continually pop out of the lava to catch unfortunate jumpers.

American Name: Spiny Egg

Japanese Name: Paipo

Description: Tossed by Lakitus, the red ones hatch when they hit the ground and turn into a Spiny.

o-----o  
          SCORING  
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You score points by killing all enemies. There is a sequence where if you land on a group of enemies, the points go from 100, 200, 400, 800, 1000, 2000, 4000, 8000, and 1-ups for each enemy thereafter. Some enemies are worth more points.

\*-----\*  
          World 1  
\*-----\*

1-1: This guide assumes you are playing as Luigi like we are since he has better jumping. At the beginning is a chance to build up to 127 lives. Get past the green Koopa Troopa and there is a red Koopa Troopa encased in an area. Hit the second block to uncover a Mushroom then bump it over the wall without hitting the Koopa Troopa and wait for it to come back to you and get big. Break the first and third block without hitting the Koopa and it should be marching back and forth on the forth block. Break the first three blocks up top then jump against the side of the fourth top block and let go. Mario/Luigi will bounce continuously against the Koopa Troopa shell and rack up 1-up after 1-up. Once you're done, go right and avoid the Pirhana Plant on the ground. On the lower level is a multicoin block. Take the high road now and kick the red Koopa Troopa to the right and it will ricochet and kill the enemies at the bottom. At the end of the path is two pipes. Go over the second one but don't go too far. Jump back to the second pipe and go down, You get a few coins. Do not get the Poison Mushroom on the far left hidden block. Once out, go right and hit the flagpole.

1-2: Jump past the Koopa Paratroopa and hop the gap. Jump over the pipe or stand on it when the Pirhana Plant is down and kill or get past the Goombas then run across the high road. Mario has to hop across the falling platforms to get across. Sucks to be Mario, while Luigi can stay on top, Mario has to get past a series of pipes with Pirhana plants. There is an elevator of platforms going up. Mario can use this to get to the top of the screen or stay low. Luigi can come down to exit the pipe on the right. Once out you can touch the flagpole. You could have stayed on top and use the warp in 1-2 but there is a special surprise for defeating Bowser in World 8 without warping. More on this later. We'll reveal the warp zones in the end of this guide too.

1-3: Run right and hop on a palm then use a scale to proceed. Take out the Koopa Troopas or avoid them and watch for the Blooper which is outside its natural habitat. Hop on the side to side moving platform. Use the scale then take the high or low road and there is two stones in the air in the center to take you to the next palm tree, Get the powerup, use the side to side moving platform, a scake and hop on two palm trees and hit the pole.

1-4: Avoid the firebar at the beginning. Hop over the pits carefully. Luigi

skids a lot and jumps high enough to hit the ceiling. Avoid the firebars. Small Mario/Luigi can avoid the top ones easily. Watch for the Koopa Troopa in the way and avoid the Fire Breaths and when you face bowser, wait the right moment and run or jump over him and get the axe or shoot fireballs at him.

\*-----\*  
World 2  
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2-1: Run right and dodge or kill five Koopa Paratroopas. The Power-Up is in the second block. Hop the water and there is a star in the middle brick. Hop on the second pipe and hop left to go down a special pipe. The bonus area has a small gap so run across it instead. Once out, hop across the two pipes and a big palm tree. Hop on the side to side platform and use the spring to get over the pit. At the end of the set of bricks where there is a green Koopa Paratroopa in the area, hit the top blocks and find a beanstalk. Once down, avoid the mushroom on the left block. Use the spring and vault over the huge pit and kill all enemies on route to the exit.

2-2: Run past the Green Paratroopa, kill the goombas and avoid the pirhana on the floor. Get rid of the Koopa Troopas. Hop over the gap and onto the block, then hop on the pipe and then head forward and make a hard jump to the right onto the high blocks then make a series of long jumps. There is a thin wall with a star in it, When you reach a place where there is a Green Koopa Troopa and two blocks above it, the pipe before it is a special one. Go down and do not jump at the far left because there is a hidden mushroom there. Once out, jump on it. Jump and hit a hidden coin and Luigi can jump onto the pipe easily but Mario must hit another hidden coin. Get past the Koopa Troopas and Goombas. Use the Koopa Paratroopa for leverage if you are mario. Hop to the right and stomp or avoid the Goombas and hit the flagpole.

2-3: As you go right, there are Koopa Troopas, Koopa Paratroopas, Cheep-Cheeps and bloopers in the way. Use careful steps and the broken bridges. After a couple palm trees after the last broken area, then the flagpole is ahead.

2-4: Run right and jump up the narrow passage before the Koopa Troopa comes then jump on it and kick it to the right and it will knock out more enemies up to a 1-up. Watch for its ricochet off the firebar block. Avoid the firebar and stand on the block and hop across the lava. Run across the gaps avoiding more firebars. The Pobodoo appears for the first time here. There is a hidden block before the next set of firebars. After the last two firebars, you meet Bowser. Fry him or run under him since the blocks stop your jump and get the axe.

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World 3  
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3-1: Go right and hit the Hammer Brothers from below to get rid of them. Hop the gap and avoid the poison mushroom in the last coin block. Hop on the brick then you hit the first coin block for a power-up. Luigi can hop over the large gap.

Optional: Go down the grey pipe. Watch out for the bullet bill here and you are out. You have a free trip to the warp zone that takes you back to level 1.

Get past the Bullet Bills and use the Koopa Paratroopa for leverage to the pipe and hop across the

3-2: The object of this level as with the other underground levels is to stay low to the ground and never coming up unless it is necessary. in order to move on. There are red and blue Cheep-Cheeps and Bloopers in this level. You'll also

encounter a Koopa Paratroopa who doesn't belong in the water is only harmed by fireballs. Same with the Koopa Troopas. Hell, all enemies can't be stomped on in the water. After some tricky swimming, you'll come out through a side pipe and be back on dry land and on the way to the flagpole.

3-3: Kick the Troopa shell into a slew of other Koopa Troopas for a possible 1-up. Wait for the Pirhana Plant to go down and then use the scales to proceed, wait for the two pirhana plants to go down and move to the catapult and spring over the scale and land next to the palm tree with a Koopa Troopa. Run across the falling platforms then jump on the shell on the small steps in the air. Jump over the Koopa Paratroopa or use it for leverage to get a high score on the pole.

3-4: This is one of those castle levels where you need to take the right path to proceed, the wrong path makes you try again. Take the low path first then the lowest path again but you'll need to be small. Next, stay at the highest path and avoid the firebars and take the highest path again. Jump carefully and jump right to face Bowser if you're Luigi or under him if you're Mario and take the axe.

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World 4  
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4-1: The red pirhana plants and the Lakitu n' Spiny's make their debut here. Move right and avoid the Spiny's if you aren't Fire Mario or Fire Luigi. Lakitu will leave when you reach coin blocks. The last block has a power-up. To get across the water, do a running jump on the spring and push forward till you are safely across. Lakitu reappears. Do not touch the poison mushroom next to the pipe. The beanstalk is the lone brick above the pipe. When you come down, you'll be brought back to the mushroom area before Lakitu reappeared. This time ignore the beanstalk and head for the pole.

4-2: Watch out for the Bullet Bills and get a Power-up. Grab the star from the brick next to the two question blocks and trudge your way to the right. Time your jumps to hop over the first Hammer Brother then take the low road and run past the red Pirhana plants when they are down and jump right. The pole is close by.

4-3: Use the scales, side-to-side platform, and falling platform to the right and land on a Paratroopa to land safely on the next platform. Get the power-up if needed then continue right. Watch out for the bullet bills as you use the falling platform and scale to move right. Use the Koopa Paratroopa for leverage to the stones and reach the pole.

4-4: There is a large firebar. Get past it then kill three Goombas. Get past another long firebar and a short one. Then wait for the Koopa Troopas to fall then hop up the block when the firebar is out of the way. Mario needs a running jump to do this. Hop past the Hammer Brother and take the low road. Defeat the Goombas and Koopa Troopas and watch for the fire. When you reach Bowser, watch for the Piboco first then the firebar then run under Bowser the first chance you get and grab the axe.

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World 5  
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5-1: Get rid of the Buzzy Beetle and watch for the overhead red pirhanas. Move right then at the steps, the wind blows you to the right, time your jumps to land safely. After the fourth jump, the wind stops. Time your jumps past the

two red pirhanas. Safely make your way to the right till you reach a small step on the ground, Use it to reach other steps then hop over the Koopa Paratroopas or use them for levrtage. The beanstake has a lot of coins and leads to level 6 but ignore the beanstalk if you like and reach the pole at the end.

5-2: If you are Big Mario/Luigi, the key point to finishing this level is getting to the top and staying there until either you drop down and exit or keep going to reach the warp to level 7. Otherwise, watch for the overhead pirhana plants and this level is yours. A mushroom or Fire Flower is in an invisible block at the start.

5-3: Stay on the moving platform until you see two Koopa Paratroopa and use them to reach the pipe and go down. When you exit, hop across a pipe, scale, and a big palm tree and watch for Bullet Bills. Hop over the Blooper and land on a side to side platform and then jump on a Koopa Paratroopa to reach the palm tree. Use the falling platforms to reach the palm tree after that. After a scale and small blocks in the area, the pole is ahead.

5-4: Use the falling platforms and get through two Pobodods. Watch for the firebar in the next corridor. As Luigi, take the high road since you can reach it easily if he is small. Just watch for the Pobodo. Come down when the firebar is out of range then watch for the Pobodods afterwards. Avoid the firebars and take the low road if you're small and you'll be untouched. Hop right carefully and get through a Pobodo and a long ass firebar and now you got fire breath to get through. Take the low road again if you are small and get ready to face Bowser. Nothing changes here.

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World 6  
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6-1: Get the power up where Buzzy Beetle is and ignore the Koopa Paratroopa. Move through the enemies and try to kick a Koopa Troopa shell into the Hammer Brother and hit a hidden coin near the pipe for leverage. Hop onto the Bullet Bill Cannon and hop right. Avoid the Pirhana plants and bop the Hammer Brothers from below but try to reach the pipe in the corner. It's a shortcut that takes you to close to the end.

6-2: Another underwater level. This one is a little harder than the others. Be careful while swimming high or low. THE enemies are out in full force.

6-3: Cheep-Cheeps and Koopa Troopas and Koopa Paratroopas everywhere. Both powerups are in a coin block and brick.

6-4: Another maze castle. Take the low road under the long firebar. After the pipe, get past the Hammer Brother and take the top path, now take the bottom path next under the pipes and use the side to side platform at the bottom. Stay low and get past Bowser. He throws Hammers this time.

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World 7  
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7-1: The wind blows early but it helps a little to get you across the first pit. Maneuver through the pipes and run across the gaps. Watch for the Bullet Bills and Cheep-Cheeps and get the star. Now it's time to rampage through the level. The exit will not be far ahead once the invincibility wears off.

7-2: Use the moving platform and get a Power-up and bounce off two Koopa Paratroopas and go down a high pipe. You should have fireballs now after



getting the flower from the bonus area. Shoot everything in sight then avoid the firebars and use the two falling platforms to reach safe ground then use a Koopa Paratroopa to reach the next falling platform and a pipe. The pole is a leap to the right.

7-3: The wind blows early. Watch out. Start off jumping from spring to spring. When you land on safe ground, get a mushroom and start moving from spring to spring again. Watch for the firebars and the exit is shortly after the wind stops.

7-4: General tip. Stay away from the top of level. Once you go up there, you won't come back down and will have to die of time out. This is the hardest of all castles. Avoid the firebars and get a hidden mushroom on the wall before the elevators and before the firebar touches you. Get across the elevator and don't go up there. Go down and zigzag past the firebar. Kick the last Koopa Troopa into the swarm of Buzzy Beetles and get a 1-up. Carefully sacrifice your power-up in the first firebar and use the invincibility to get past the second one quickly. Get past the fire breath and Pobodos and run under Bowser and avoid the hammers and dump him.

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World 8  
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8-1: Kick the Buzzy Beetle aside and get a Mushroom which you know you need since you sacrificed it in World 7-4. The wind blows. Use the Koopa Paratroopas for leverage to get across. Watch for the Hammer Brothers here and take the high road or low road to avoid the next one. Be careful and the exit is just ahead.

8-2: This level is tricky because the exit is elsewhere. Use the falling platform to reach a brick with a mushroom. Use the spring to get on the wall then jump onto some steps. keep moving and go past the Koopa Paratroopa but don't scroll past it. Stand on the brick on the right and let the Hammer Brother fall to its death then bounce off the Koopa Paratroopa and reveal a beanstalk that leads to the flagpole. If you mess up, go to the end and go down the bonus pipe and try again.

8-3: Kill the Lakitu and jump to the clouds and as Luigi, you can jump off the edge of the clouds and land on the falling platform. Get rid of the Lakitu and Koopa Troopas and start jumping past the Hammer Brothers hammers when safe but watch for a Poison Mushroom hidden block that messes you up when jumping past the second Hammer Brother. Use the spring to hop onto the Koopa Paratroopas and get past the second set of Hammer Brothers. Use two hidden coins to reach the scales and the exit is straight ahead.

8-4: Curve your jump to get below then hop across the lava pit. Get past the Pobododo and firebar and use the Koopa Paratroopa for leverage then get in the pipe below the blocks. Swim your way carefully to the exit pipe. Curve your jump to get on the right pipe but watch for the Pirahana plant then go down. Hop to the right and avoid the Poison Mushroom in the third coin block. Use the side to side platform below and stay low and hop over the long firebar and at the end of the corridor, wait for the Koopa Paratroopas to be one down and one right and hop on them to get through. There is a Mushroom above the exit pipe. Run under Bowser then get past the Buzzy Beetle and Pirahana plant to face the real Bowser. Get past him to save the princess and she'll recite a poem.

Peace is paved  
The kingdom is saved  
Hurrah to Mario/Luigi

our only hero  
This ends your trip  
of a long friendship

100000pts added for each player left in the FDS version.

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World 9  
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9-1: Go down the pipe and swim through an underwater version of the overworld. The enemies here are mostly from the overworld and you can only kill them with fireballs.

9-2: Another underwater level. Juke and jive through Pirhana plants and Lakitu n Spinies and that's it.

9-3: What the hell? Bowser outside of his castle? Stay at the very top of this level to complete it

9-4: This is a short level, you'll notice the walls are shaped funny. We'll they are Kanji characters aka Japanese letters that spell arigatou which means "thank you" in English.

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World A  
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A-1: There is a Mushroom hidden in between the blocks, and once you get rid of the green Koopa Troopas, check the bricks above for a beanstalk and get coins in the clouds. Once down, there is a 1-up in the block next to you. Kick the top Koopa Troopa to the left to get rid of other enemies and a 1-up as it zigzags down. Get past the hammer brothers and the Koopa Paratroopas and the Pirhana Plants. Get rid of the Koopa Troopas on the thin walls and the exit is ahead.

A-2: Use the spring to reveal a 1-up and move right but slow down so it can catch up to you then catch it as it falls. Get to the top of the level ASAP and stay there, its hell making it to the exit via bottom. You can drop down and go to A-3 or keep moving and warp to World B-1

A-3: This is an easy level. The wind blows temporarily. All you have to worry about are the Cheep Cheeps landing on you and that's it. The other enemies are no real threat.

A-4: Avoid the Pobodo and firebars especially the long one that can get you if you are on the coin block containing a power-up. Avoid two more firebars and a Pobodo and hop a pit. Go up the steps and kick a Koopa Troopa shell and what's this? Pobodos aren't invincible after all as you'll find out. Watch for the gang of Pobodos then some Bullet Bills and fire breath and now its time to dump hammer-throwing Bowser.

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World B  
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B-1: Get the coins and leap on two pipes carefully. A power-up is the 3rd loose coin block. Now the general rule us to stay on top of the level as much as you can to beat this level easily.

B-2: This is an underwater level. Nothing fancy here. Just be careful. There is a long firebar in this level and a Koopa Paratroopa at the end.

B-3: This level is simple until you get to the spring. By this time, the Bullet Bills appear and the jumps are trickier. But we think you'll still make it out of here with hardly any trouble.

B-4: Avoid going down all pipes. If you want to warp to level D (there is no penalty for doing so), go down the fifth pipe from the start. Otherwise, just keep going till you face and defeat Bowser.

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World C  
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C-1: Maneuver through pirhana plants and Koopa Paratroopas and you'll be fine for the first part. Just watch for the overhead pirhana plants the most. Luigi can make it over the pit almost but almost doesn't count. Use the Koopa Paratroopa to get by. Get past a Hammer Brother and use the Koopa Paratroopa for leverage. The exit is a little ways ahead.

C-2: Juke and jive through Cheep Cheeps, Bloopers, and Koopa Paratroopas for the first part. Jump carefully across two loose stones and a palm tree, leap onto a Koopa Paratroopa to get across safely. Watch for Bullet bills and this level is over.

C-3: This is World 7-3 all over again. Only difference is that there is a Lakitu that throws Spinies and that's it. Refer to World 7-3 for more info.

C-4: Another case of dejavu as this is a remake of World 7-4 with a couple added obstacles. Like before, stay away from the top of the level because once you go up, you ain't getting back down.

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World D  
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D-1: The Hammer Brothers arrive early and their pattern is hard. Try to bop them from below if you are lucky enough. Otherwise, creep slowly and wait for the top one to arrive first and approach then jump past it. Then deal with the second one by any means. Use the Koopa Paratroopa to make it across. Go down one pipe and get bonus coins and when you come out, a mushroom is near the river. The Hammer Brothers arrive later on again. The wind blows temporarily but stops as you near the pole.

D-2: Kick a Koopa Troopa shell down the gap. Watch for overhead Pirhana Plants. Hop onto the top area from the Bullet Bill Cannon if you are Luigi. You can go down the pipe. Use the stone to reach the stone and pole.

D-3: Watch out for the Bullet Blls here. Get the powerup and use the hidden coin to avoid the Hammer Brothers. Spring over the wall, get past another Hammer Brother. Get past more bullet bills and Hammer Brothers and the exit is after the last set of cannons you'll need for leverage.

D-4: The beginning is just like World 8-4 except you keep on going instead of going down the pipe below the blocks. At the end is a pipe leading to the Overworld. Stay on the pipe until you can safely leap over the Hammer Brother. The wind blows shortly. Go down the pipe when it is safe to jump. Its a bonus area that leads back to the Castle. Run under Bowser, get past the Hammer Brother and Bowser is not too far. Beat him and you survive the ultimate

challenge that Nintendo was afraid to bring to the US.

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#### WARP ZONES

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There are 10 Warp Zones in all.

World 1-2: Hit one of the blocks above the second pipe from the start of the level to create a beanstalk. It leads to World 3

World 1-2: Get to the top and go past the exit and go down the pipe. Go to the far right as you can and use the two invisible blocks before the lava to get to the top and reach the warp to World 4

World 1-2: Same as getting to World 4 except instead of going down the pipe, you just keep going till you reach a warp to World 2

3-1: There are two ways to get to this warp. Go down the first pipe or spring over the flagpole. This leads back to World 1

5-1: Climb the beanstalk near the end and it leads to World 6

5-2: Hit the hanging block near the up elevator to reveal a beanstalk that leads to World 8

5-2: Stay on top of the level and get past the exit pipe and it leads to World 7.

8-1: Go into the first pipe after the fifth upside down pipe and it leads to World 5.

A-2: Stay on top of the level and go past the exit to warp to World B

B-4: Go down the fifth pipe you see and it leads to World D.

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#### SECRETS

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To play level 9, you must beat Level 8 without using any warps zones throughout the game.

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#### CREDITS

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Nintendo - created the game  
GameFAQs for hosting  
You for reading.

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Thank you for reading

-Ice Queen Zero

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