

A: |Before The Walkthrough|

1. While it is your choice who you play as, I played this game as Luigi due to his jumping ability. Infact it's probably better to be Luigi as it would be easier to get through the game.
2. Each level will be written out with the assumption that you are Fire Mario (or Fire Luigi), excluding the first level obviously.
3. Aside from getting extra lives through obvious methods, you can get one at the flagpole. To do so, make sure the number of Coins you have is multiple of the last digit in the timer just as you touch the flagpole (Example: Coins 55, Timer 245). This also works with 0.
4. A little weirdness for you. It seems that when playing this game, size matters. I don't know why, nor think it's very fair. Say like if you're trying for a really long jump, small size can make it easily, but if you're big, then you won't. Also the same can be said for gaps. If you falling from an upper pathway, and you push against the wall so you can get into a lower pathway, it won't work as big, but will as small. Again, I don't know why this is, but keep it in mind!

B: |World 1|

W O R L D 1 - 1 / T I M E L I M I T : 4 0 0

Here we go, the first level! From the starting point, take out the Green Koopa Para-Troopa and then head to the set of blocks. hit the second block from the left to reveal a SUPER MUSHROOM. Get that and if you want to perform the Milking The Turtle trick (with the Red Koopa Troopa), go for it! After that, continue going right, ignoring the row of '?' Blocks (which are COINS and a POISON MUSHROOM). Jump over the pipe and see where the tree is, get there and jump up for a 1-UP MUSHROOM (watch out for the Goombas). Continue going right, jumping over the pit and hit the first block on the bottom row to get a STARMAN. Now get on top of the higher row and continue going right taking out as many as enemies as you can.

By time the Star Power runs out, you should be at two pipes (with Pirahna Plants). The pipe in the middle you can enter for several Coins and a FIRE FLOWER. If not, continue going right and you will come across more pipes (Pirahna Plants) and a couple Koopa Troopas, as well as four '?' Blocks. Hit the right one to uncover a FIRE FLOWER. Now jump over the pit, take out the Red Koopa Troopa. Continue going right and you'll come to a pipe with a Pirahna Plant. Take that out, and the Goomba just past it. Now climb up the long staircase and make the long jump

over to the flagpole. Doing so and you will have completed this level!

W O R L D 1 - 2 / T I M E L I M I T : 4 0 0

After completing the first level, a cutscene will take place showing you going through a warp pipe. You will now start this level, in an underground area. Right away a Green Koopa Para-Troopa will come out, so be careful. Now jump over the pit and climb up the staircase. At the right edge, jump up to reveal a FIRE FLOWER in the ceiling block. After that, if you're Luigi, you can jump up there and run along the ceiling as a shortcut. In the meantime though, from the staircase block, jump over the pit and continue going right, taking out the Piranha Plant and Goombas. Slide under the blocks and jump over the next block. Avoid the Buzzy Beetle and while on the staircase blocks, hit the third and fourth block highest block to reveal a 1-UP MUSHROOM and FIRE FLOWER (respectively). If you can pull it off, the fifth and sixth block has the same thing.

Now this next part might be tricky. You must jump across the four platform drops. Once you get across that, now you must make your way across the pipes (which can be tricky as there are pits in between). Once you get past this next obstacle, you should be on solid ground, where you see a pipe and three Green Koopa Troopas. After that, jump over to the platform drop and then on the platform elevator. At the highest point of the elevator, make a long jump over to the lone platform above the pipe. Once there, jump over the opening and continue running along the ceiling. At the otherside, drop down to the first pipe you see (watch out for the Piranha Plant), which you can enter, taking you to another section.

In this new section, ahead of you is three '?' Blocks, which has a FIRE FLOWER in the last block. Now jump over the lava pit and platform drop and land on the pipe. Now jump over to the next pipe and then by using the next platform drop, jump over to the next pipe. This next part is a little tricky, but ahead of you is a wall with a gap underneath it. You need to slide underneath that gap, but try to get around the small lava pit (which I'm sure you know how to do). Now take out the Red Koopa Troopa and head to the next lava pit (at the edge). From there, jump up to reveal a hidden block. Get on that, and stand at the right edge and jump up to reveal another hidden block. Jump on that, then jump right onto the ceiling and following it all the way to the end. Drop down and you will be at a Warp Zone. Enter the pipe, and it will take you to World 4. With that, you have completed this level!

C: |World 4|

W O R L D 4 - 1 / T I M E L I M I T : 4 0 0

Here we go with World 4! From the starting point, head right until you reach the first pipe. Here will be Pirahna Plants and a Lakitu throwing out Spinys. Continue onwards past all of that (there is a Coin Block in the column of blocks, but ignore that). Keep going, taking out enemies until you get to a row of '?' Blocks. The last one has a FIRE FLOWER in it, so get that if you want. Now to get across this next part can be tricky if you don't know what to do (trust me on that!). You have a RED SPRINGBOARD and a long water pit. Stand under the row of '?' Blocks, run at full speed and jump on the board and you will be able to jump to the otherside. Once you get there, a Lakitu will greet you with it's Spinys. Jump up the staircase and just on the otherside of it, jump up alongside it to reveal a hidden 1-UP MUSHROOM. Now continue onwards until you see three '?' Blocks and a pipe, which the last one has a POISON MUSHROOM in it, so avoid these.

Just past that, continue running until you reach two '?' Blocks and a several more with pipes over it. Of the two '?' Blocks, the right one has a FIRE FLOWER in it. Now of the three pipes, the first one leads to a water bonus stage, while if you continue onwards, you'll get to the exit pipe. If you took the pipe, swim right into the small gap and continue swimming, avoiding Bloopers and Buzzy Beetles (you can't jump on them underwater). Collect all of the Coins and exit through the pipe on the otherside. Once back above ground, continue going right, carefully jumpipng from pipe to pipe avoiding the Pirahna Plants. The two lone blocks has a Coin and a Vine (ignore it) in them. Continue going to find a staircase with a Goomba on it, so take that out. Just along the otherside of the staircase are two hidden blocks. Use those to jump on the flagpole, which will complete this level!

W O R L D 4 - 2 / T I M E L I M I T : 4 0 0

Here we go with another above ground level! From the start, head right until you reach the Bullet Bill Cannons. Amongst those is a '?' Block with a FIRE FLOWER in it. This might be tricky to get, so time it carefully. After that, head to the three blocks just past them. The first one has a STARMAN in it, so use that and race through as many enemies as you can. By time it wears off you should be near a medium tall pipe. Just past that will be a Bullet Bill Cannon and a row of '?' Blocks. The first one has a FIRE FLOWER, but you probably won't be able to get it, which is no big.

Continue past that, and you will see a lone block (which is Coins, but ignore that) and a Hammer Brother. Watch out for its hammers and take it out. Now continue past that either on the upper path or lower path. Taking the lower path, you will find a pipe you can enter taking you to a bonus room. If you decided to take the upper path, you'll just be at the exit pipe for the bonus room. Either way, continue on until you see the lone blocks. Jump on those, watch out for the Koopa Para-Troopa and jump on the higher platform of blocks. Use this to jump over way over the water pit and to the flagpole which will complete this level!

W O R L D 4 - 3 / T I M E L I M I T : 4 0 0

For this level, it's a treetop trek! From the starting point, head right and long jump to the first treetop. Jump on the RED SPRINGBOARD to get on the platform drop above you. From there, quickly jump to the moving platform then to the platform scales, then the next moving platform, then jump over to the treetop platform (watch out for the Red Koopa Para-Troopa). Now once you're on the treetop, this might be tricky, you must long jump over the huge pit and land onto the next treetop. There will be a Red Koopa Para-Troopa in the way that MIGHT help you. Once you successfully land on the next treetop, head to the RED SPRINGBOARD and get on the moving platform next to it. This way you'll be able to get the '?' Block which has a FIRE FLOWER in it. After that, jump over to the next treetop, then the one just past that.

Now you will be greeted by Bullet Bills that will come out at random locations. From the treetop, jump to the platform drop, then to the platform scales and then to the long treetop just past that (upper or lower one, doesn't matter, though there's a Red Koopa Troopa on the lower one). From there, either use the platform drop (upper) or long jump (lower) to the next treetop. From here, continue going right to find two Red Koopa Para-Troopas, so take them out. Now you must carefully jump to the lone block you see, then jump to the next lone block. Using this top lone block, jump over to the flagpole, which will complete this level!

W O R L D 4 - 4 / T I M E L I M I T : 3 0 0

We are now in our first castle level! From where you start, simply run down the stairs and you should land past the pit. A few steps more to the right and you will see several '?' Blocks, a Red Koopa Troopa and a LONG Fire Chain. The third block has the FIRE FLOWER, but you really don't want that, so just book it as fast as you can without getting hit. Jump to the upper path and walk a couple steps to find three Goombas coming at you. Take them out, and carefully make it across Fire Chain you see. Make it to the otherside of this path and you'll see a long Fire Chain. This will be tricky. Wait for it to get out of the way, then jump to that platform and then jump to the lower platform then over the moving platform onto the lower pathway.

Now follow this pathway to the wall and three Green Koopa Troopas will come down on you. Back up and take them out. Now climb on the Fire Chain block then to the upper pathway and go right a bit. This might be tricky because of your size (yes that has a big part to do with this). Get on the platform drop, crouch down and jump, hugging the wall so that you can land in the opening on the bottom right (being small actually helps, but it can be done as big). Once through this, continue going right, avoid the Fire Chain and carefully take out the Hammer Brother. Now for this next section, well you can either take the upper path or lower path, either of which doesn't matter.

Whichever way you take, go right and you'll be at a pipe (or lined up with it). Now you have three choices, which includes going through Fire Chains.

Again, it don't matter (though the bottom path has three Goombas, then three Koopa Troopas in it), however if you go through the middle one, at the end will be a FIRE FLOWER in a hidden block, but you won't be able to get it. Also at this point, fireballs will start shooting out, so be ready to dodge those. Once you get through the different paths section, jump over to the pipe (surrounded by walls), then wait for the right time and jump to the moving platform. Travel with it a bit and jump to the lone block. Now jump over to the small island flooring, watch out for the Podoboo and jump over the small lava it and then you will be face to face with Bowser!

BOWSER FIGHT #1:

For this fight, there will be a wall and a Fire Chain. Bowser will also spit fireballs. With firepower, just stay a distance and shoot him 5 times (you'll see a Spiny). As small, make he is past the wall and the Fire Chain is lowered. When he jumps, then you can make your move to the Axe!

Knowing all of that, jump onto the Axe and he will be defeated, for now! You will now get a cutscene showing you rescuing the Toads. With that, you have completed World 4!

D: |World 5|

W O R L D 5 - 1 / T I M E L I M I T : 4 0 0

For this level, you are in an icy type stage, but no worries about sliding around. From the starting point, head right, taking out the Buzzy Beetles and ignoring the '?' Blocks (nothing is in them) and after that is a Pirahna Plant in an upside down pipe. Jump over the pit past that and continue onwards and you'll have to make your way across pits and Pirahna Plants and you'll see a Green Koopa Para-Troopa. After that, a Bullet Bill Cannon and Green Koopa Troopas, followed by a pipe. You can enter this pipe if you want, it'll just take you to a bonus room with Coins and a FIRE FLOWER in the ceiling blocks. If you continue onwards, a Green Koopa Para-Troopa, Pirahna Plants and Goombas will be in your way. Soon you will come to a pipe with a staircase (which is where you end up from the bonus room).

As you climb up the staircase, the wind will start blowing. Just on the otherside of the staircase, is a hidden 1-UP MUSHROOM along the wall and a hidden block above it. Now jump over to the next wall, then long jump to the wall past that, then to the next wall. Now land on the floor, jump over the pit and head to the Bullet Bill Cannon, where the wind will stop. Continue onwards, taking out all the enemies along the way until you get to the Green Koopa Para-Troopa. Jump on it for it

become a shell, then kick it right and follow it as best as you can, to pull off a 1-UP (due to the Domino Effect). You will be at a block, pit and staircase. Jump to the staircase and before you think the obvious, jump over the pit to find two Red Koopa Para-Troopas.

Where they are, will be a Vine in the upper blocks, which you need to avoid (you'll be at a Coin Haven, then a Warp Zone leading to World 6). Instead continue onwards, taking out the Green Koopa Para-Troopas. You will be at a wall, and from it, take a couple steps back and jump up to find a hidden block. Jump on it, and at the right edge, jump up for another one. Now jump on that and then onto the wall. Run along here, and at the otherside, jump over the Pirahna Plant and onto the flagpole. Now you can actually go past the flagpole, but by doing so, you will find the Warp Zone to World 6. Either way, by jumping onto the flagpole, you will have completed this level!

W O R L D 5 - 2 / T I M E L I M I T : 4 0 0

After completing the first level, a cutscene will take place showing you going through a warp pipe. You will now start this level, in an underground area. Starting off, take out the Red Koopa Troopa and Pirahna Plants and jump over the pit. Now jump to the upper level where the '?' Blocks are. Two Red Koopa Troopas are here, and there is a POISONOUS MUSHROOM in one of the blocks, so do what you must and continue onwards. You will then come to a pipe, as well as an upper path and lower path. Slide under the block near the pipe and right until you get to the small wall. One of the blocks above you has a FIRE FLOWER in it. Break the blocks and continue along the upper path, following it till you get to a pipe.

Hit the last block on the left side to reveal a STARMAN. With that, race your way until you get to the upside down pipe. Jump the gap, and you'll see a block formation. What you need to do is hit the upper block on the far right. Doing so, and you will see a Vine, which you need to climb up (use the elevator platforms if need be). Doing so and you will be at a treetop type level. Once up here, head right, jumping across the treetops collecting all of the Coins. At the otherside will be a staircase, which you need to climb up. Continue going right and you will be at a Warp Zone. Drop into the pipe and you will be taken to World 8. With that, you have completed this level!

E: |World 8|

W O R L D 8 - 1 / T I M E L I M I T : 4 0 0

Here we go with another grassy world! From the start, head right, taking out the Piranha Plants. You will then see a long row of '?' Blocks, which the seventh one has a FIRE FLOWER in it (which you may not be able to get). Be careful as the second

one from the right is a POISON MUSHROOM. After that continue onwards, taking out the enemies in your way and soon you will come to a small wall. Once there, the wind will start blowing, so be careful jumping across the pit as well as taking out the Red Koopa Troopa and Buzzy Beetles. Just past that is a long pit with three Red Koopa Para-Troopas. Jump across them and land next to the pipe. After that will be some Bullet Bills, so avoid that and get on the cannons. From there, a Buzzy Beetle and a Pirahna Plant. The left block that's above the pipe is a FIRE FLOWER, but ignore that, however watch out for the Hammer Brother in the way. After that, you will be at another pipe with some blocks following that.

Run across and then jump over the long pit (this might be tricky) and you will bounce off of the Red Koopa Para-Troopa and onto a lone block. A Hammer Brother will come towards you so take it out or jump around it and continue on till you see a Bullet Bill Cannon and another Hammer Brother. At this point, hit the lowest block sticking out of the stair-like formation to reveal a FIRE FLOWER. Going underneath the stair-like formation on the other side of it, jump up to reveal a hidden 1-UP MUSHROOM. More enemies are ahead of you so watch out, and continue onwards. Soon you will come to two pipes. The first one you could enter, but it'll take you to a Warp Zone leading to World 5, which we must avoid. So get on the first one and jump across to the next one. Now continue onwards to the lone block, which is a bunch of Coins. Now jump on the pipe after that, and then onto the lone block. Using this lone block, jump over to the flagpole, which will complete this level!

W O R L D 8 - 2 / T I M E L I M I T : 4 0 0

From the start of this level, head right until you reach the Pirahna Plant. From there jump to the platform drop and hit the lone block for a FIRE FLOWER. Now continue going right, and use the first Green Koopa Troopa to take out the enemies that follow. Be careful because it will bounce off of a pipe at the other side. Now at that pipe, jump over it and the wind will start blowing. Use the RED SPRINGBOARD ahead of you to get over the tall wall, but be careful as you only have a small spot to make it across the water pit. Once you do, you should see a small row of blocks past that (the wind will stop), which has a STARMAN in the first one. Ignore that and get on the blocks, and use the Red Koopa Para-Troopa ahead of you to hit the lone block. This will reveal a vine which you must climb upwards.

Now, if you ignore that and continue onwards, you will face Hammer Brothers and a Buzzy Beetle, and a pipe you can enter. By going through this bonus area, you will end up at the pipe before the springboard, and you'd have to start over from that point on. With that out of the way, climb the vine and you will be in a cloud area. From where you start, head right and climb up to the highest cloud, then from there jump over to the flagpole, which will complete this level!

W O R L D 8 - 3 / T I M E L I M I T : 4 0 0

Continuing onwards with the clouds, this level will be rather difficult to get through, because of the long jumps. From the start, head right and jump to the small cloud platform (using the platform drop). Here will be a Lakitu and a Green Koopa Para-Troopa. Now you must somehow jump to the upper cloud platform on the right. Once up there, you will have to run jump all the way over to the platform jump. It seems that if you're small, you have a better shot at this, but I have no idea why. Be careful as there will be a Lakitu here as well. This will probably take you many tries to get through, but it can be done. Now from the platform jump, jump over to the lower right platform, then jump over the pit and continue on. Red Koopa Troopas and a Lakitu will be here, so watch out. After that will be some Hammer Brothers, and around the area of the second one (or maybe past it), jump up to find a hidden FIRE FLOWER. Three steps past that is a hidden VINE.

You can climb it to go to a Coin Haven Bonus, but when you get through you won't land that far from where you are. Either way, head right until you reach the pipe. Two or three steps from that is a hidden STARMAN, but ignore that for now as it's not needed. Continue going right until you reach the RED SPRINGBOARD. Time your move carefully and run jump on it and you should be able to bounce off of the Red Koopa Para-Troopas ahead of you. Once through that, you will have to deal with a couple Hammer Brothers. After that, head right until you see the pit. From there, take a couple steps back, jump up to reveal a hidden POISON MUSHROOM, and a couple steps back more for a hidden block. Using these blocks, run jump to the platform scale, then jump to the other one and then run jump onto the lone platform. From there, jump over to the flagpole (using the Red Koopa Para-Troopa if need be), which will complete this level!

W O R L D 8 - 4 / T I M E L I M I T : 4 0 0

Here we go, the big castle, and it's a big maze. Remmeber if you go down the wrong pipe, you'll have to start over. For a better reference, please refer to my map on this level which can be found in the FAQ Section. SECTION ONE: From the start, use the floor underneath where you are and run jump across the lava pit (watch out for the Fire Chain). Get past that, and continue onwards, jumping across the next lava pit (watch out for the Podobo). You should be on a staircase with a Fire Chain, so from there, jump to the platform above the pipe (using the Red Koopa Para-Troopa if need be). Now enter that that pipe (watch out for the Pirahna Plants), taking you to the next section. SECTION TWO: In here is a water area, which you need to swim to the otherside (it's a short section). Along the way will be Bloopers and Fire Chains, so make sure you get around these carefully. Once you get through here, enter the pipe, which will take you to the next section.

SECTION THREE: For this section, jump to the left wall and jump up for a hidden FIRE FLOWER. Now jump to the area above the right pipe. Again, for some reason size matters (why I dunno), so crouch down and jump to the pipe and then enter it, taking

you to the next section. SECTION FOUR: Upon entering here, jump over the lava pit and land where the '?' Blocks are. Just avoid these, and continue onwards, avoiding the Blooper and Piranha Plants and Green Koopa Para-Troopas. On the next pipe, jump onto the moving platform. Across that, jump on the lone block sticking out of the lava. Now from there, slowly itch across this tiny spot. You'll hear a ding, which means you have succeeded. If you don't you'll have to go right and start this part again. Once successful, jump over to the Fire Chain, and continue down the pathway. At the otherside, stop and you will see a Red and Green Koopa Para-Troopas.

To get across this can be easy, wait for the red one to drop down, and when it does the green one will fly to the right. Run jump on the red one and you'll bounce onto the green one and land at a pipe. On the pipe, jump up for a hidden FIRE FLOWER. Now enter the pipe, taking you to the next section. SECTION FIVE: In here, head right but DO NOT DROP INTO WHERE THE PIRANHA PLANT IS! Instead move on to begin another Bowser fight!

BOWSER FIGHT #2:

You got a little room to work with, a hammer throwing Bowser to fight. For this one, either stand under the arch of hammers and shoot at him or just run under him when he jumps.

Continue on past that, down the long pathway. From the edge, jump over the platform drop and onto the spot where the Piranha Plant is. Now from there, jump over the right lava pit to the upper pathway, taking out the Buzzy Beetle. After that, race along the path all the way to the otherside, where you will have another Bowser fight.

BOWSER FIGHT #3:

Here you got limited room to work with, but if you get Bowser in the same shot as the small staircase, you will win this with ease! Shoot at him and he will go down, or run under him like before. The Fire Chain shouldn't pose as a problem but his fireballs and hammers might.

After taking him out, jump on the Axe to fully complete this stage! After that, you will get a cutscene seeing Mario (or Luigi) jumping into the cage where the Princess is. If you're small, you'll get a SUPER MUSHROOM. You will now be presented with a more difficult quest. Yes there's more, but for now, you have completed World 8!

F: |World A|

W O R L D A - 1 / T I M E L I M I T : 4 0 0

Another overworld grass level, from the start, head right to the group of '?' Blocks (watch out for the Green Koopa Para-Troopa and Green Koopa Troopas). If you jump up to the middle

opening, a hidden FIRE FLOWER will appear. Now head right a bit more to find three Gren Koopa Troopa. Take them out if you want, but the last block on the right row of blocks has a VINE and climb up it. Up here in Coin Haven, simply get as many Coins as you can and at the otherside, simply drop over and you will land on a long row of blocks. Incidentally, you'd end up here, had you continue going past the Koopa Troopas, but you'd be facing Hammer Brothers. This way, you don't have to ^_^.

Anyways, on the row of blocks, hit the lone one for a 1-UP MUSHROOM. Now for the two rows of '?' Blocks, the sixth one on the bottom row has a POISON MUSHROOM, so avoid it when you're getting Coins.

Continue going right and jump on the top row of blocks. Jump on the Red Koopa Troopa, and kick it to the left. This will begin a Domino Effect, and when it hits the ground floor, follow it to (possibly) get a 1-UP. You should be at a pipe, so continue going right past that to find a row of '?' Blocks, and a pair of Hammer Brothers. If you get to the top pipe, you can enter it, which in there has a FIRE FLOWER and a POISON MUSHROOM. Either way, continue to the staircase (watch out for the Green Koopa Para-Troopas). Below the row of blocks is the exit pipe (from the bonus room), and the last block has a FIRE FLOWER in it. Jump over the pit and take out the two Pirahna Plants. Continue on past that until you reach the RED SPRINGBOARD. Use that to jump over the Red Koopa Troopas. When you land, you will be at a staircase like area, where there are gaps in between each step. Plus there is a Red Koopa Troopa on each step. Make your way up the stairs and use the platform drop to jump over to the flagpole, which will complete this level!

W O R L D A - 2 / T I M E L I M I T : 4 0 0

After completing the first level, a cutscene will take place showing you going through a warp pipe. You will now start this level, in an underground area. From where you start off at, head right to the RED SPRINGBOARD. Use it and jump up at the block left or right from the one directly above you (to break the block). Now hit the one directly above for a 1-UP MUSHROOM. Now you can jump on the ceiling of blocks and simply follow it right (which would be easier), or you can continue onwards with the level. Do so, and you must make your way across four platform drops. After that, use the next platform drop and land under the row of blocks and then hit the ninth block to reveal a FIRE FLOWER. Now get onto the moving platform and go into the small lower opening, and head right, taking out the Pirahna Plants until you reach a staircase.

Now use the platform drop to go into either opening on the right (don't be surprised if you lose a life or two doing this). For the top one, slide under the pipe to get through. For the bottom one, hit the blocks just past the first pipe to reveal a STARMAN. Get that if you can, then cross over the tiny elevator platform, then across the small staircase. Be careful as a Hammer Brother lurks here, and past that will be two Bullet Bill Cannons. Once you get past that, head to the pipes but DO NOT enter the sideways one! Instead get on it, and jump up into the opening in the ceiling and follow the rather long

pathway all the way and you will be in a Warp Zone. Drop into the pipe and you will be taken to World B. With that, you have completed this level!

G: |World B|

W O R L D B - 1 / T I M E L I M I T : 4 0 0

Yep another above ground level. From the starting point, head right, avoiding the Buzzy Beetles and Green Koopa Troopa. There's nothing in the row of '?' Blocks, so continue on across the pit. You should be at two pipes with a Green Koopa Troopa. Take it out and get between the pipes and jump up to reveal a hidden 1-UP MUSHROOM. Now continue onwards, past the row of blocks (nothing in them except Coins in the last one). After the next pipe (watch out for the Green Koopa Para-Troopas) is three lone '?' Blocks, the last one having a FIRE FLOWER in it. After that will be a pipe and two rows of blocks. The top row has a VINE in it, which will take you to a Coin Haven (taking it is unnecessary, so avoid it if you like). Continuing onwards though, you'll come across another pipe with a row of '?' Blocks underneath it. Nothing here, so keep going, avoiding the Buzzy Beetles.

You will now come to a row of blocks and four lone blocks. This is where you would have ended up at, had you taken the Vine Route. A Green Koopa Para-Troopa is also here, so be careful. The empty spaces between the blocks are hidden Coins, and in the middle of the upper row is a STARMAN, so get that. Now, there are two ways to get across this next part, but the easiest would be to get on the upper row of blocks and run jump across to the '?' Blocks (the right one has a FIRE FLOWER in it). After that, jump to the pipe and continue on. The next rows of blocks has a POISON MUSHROOM so avoid those. Continue onwards, to find more enemies and a pipe and a row of blocks. Nothing is in the row of blocks, but get on it and run jump across the long pit and you'll land on the otherside of a pipe. Watch out for the Buzzy Beetle, and get on the blocks and then the higher one. Use it to jump over to the flagpole, which will complete this level!

W O R L D B - 2 / T I M E L I M I T : 4 0 0

After completing the first level, a cutscene will take place showing you going through a warp pipe. You will now start this level, in an underwater area. With that, swim to the right through the narrow gap and at the otherside is a Blooper, followed by Cheep Cheeps and a Green Koopa Para-Troopas. Remember you can't jump on any enemies underwater, because it will hurt. Now past the staircase is some Coins, so get those if you want (Green Koopa Troopa here) and at the otherside, swim around the wall, and continue swimming right around the seaweed and avoiding the Cheep Cheeps. A Green Koopa

Para-Troopa will come out as well, plus there are more Coins, so get them if you want. After awhile, more Coins and Cheep Cheeps, plus Bloopers and Green Koopa Troopas, so just avoid all you can. You will eventually come across some elevator platforms going downwards.

Swim around these, so you won't get trapped, and stay on the lower pathway where the Coins are. After collecting the Coins, you will see a long Fire Chain spinning around (WTF is that doing in water?!). It's best to swim in the direction it's turn, that way you can avoid getting hit, but watch out for the Cheep Cheeps that are in the way. After that, you should see a Blooper, so avoid it and continue swimming onwards. Eventually you will come to a Red Koopa Para-Troopa that is guarding a warp pipe. Time your moves carefully and enter the warp pipe. Once through it, you will be back above ground. Once above ground, climb up the staircase and drop down just past it. Go to the flagpole and go back one step and jump up to reveal a hidden block. Jump above that to reveal another one. Use that block to jump onto the flagpole, which will complete this level!

W O R L D B - 3 / T I M E L I M I T : 3 0 0

For this level, it's another tree-top level, and not an easy one! From the start, run jump over to the upper tree platform. From there, watch out for the Red Koopa Para-Troopa and jump across the platform scales to the platform drop, and then to the moving platform which has a lone '?' Block (there's a FIRE FLOWER in it). While on the block, jump over to the platform drop, then onto the platform elevator, then onto solid ground. From there, using the upper tree-top or lower one, run jump to the small row of blocks. From there, you'll see Red and Green Koopa Para-Troopas. Time your move and run jump using blocks and you should land on a lower tree-top. From there, run jump to the row of blocks just to the upper right of that. Using that row of blocks, run jump to the higher pipe (it can be done, trust me), and then run jump onto the moving platform when it gets close. While on the moving platform, Bullet Bills will start shoot out of nowhere.

Now, if you can pull it off, run jump across the platform and you might land on the upper tree-top (not that easy), but chances are you'll land on a lower lone block (with a Coin on it). Carefully make your way right and onto the moving platform. Nothing is in the blocks above, so just run jump across the platform to the next tree-top. Or you can make it on the blocks, then on the upper tree-top, then across to the platform scales. If you took the lower path, use the RED SPRINGBOARD to get on the platform scales. Now while on those, make your way across this and onto the moving platform (watch out for the Bullet Bills). Now jump onto the tree-top you see and this next part will be tough. You must run jump across here and safely land on the next tree-top (Luigi would be best for this). The Green Koopa Para-Troopa here might help, but don't count on it. Do this again for the next tree-top (which won't be as bad). On this third tree-top is a Red Koopa Para-Troopa so be careful. Use this tree-top to jump over to the flagpole,

which will complete this level!

W O R L D B - 4 / T I M E L I M I T : 3 0 0

Another big castle, which big obstacles! From the start, you should see a small platform to the right, get on that (it's not as hard as it looks). Now jump over to where the pipe is (avoid the Pirahna Plant obviously). Continue going right to find a Fire Chain. You should see a lone block underneath. It's a FIRE FLOWER, but avoid it, because it's not worth getting. Anyways, time your moves, and run jump across the lava pit and when you are about to land on the otherside, crouch down so the second Fire Chain won't get you. Now jump on that block and then to the upper pathway above that. Once up here, continue going right and you will then see a moving platform underneath a wall. Here's how this will work, wait till it comes to the leftside, jump on it, and crouch down, so you can get under the wall. Once at the rightside, jump up to the pathway and continue onwards.

Here's where things get interesting. You should see a Fire Chain. Now you can drop down to the pathway underneath it, or you can just continue going along this upper pathway. The choice is yours, but the lower pathway will be easier. Either way, here's what to do, continue going through here like normal (taking out Pirahna Plants and avoiding Fire Chains), but DO NOT enter any pipes (you'll be taken back to the start if you do). The level will start repeating itself, don't worry, this isn't a maze (but it did confuse me at first). Soon after the third pipe, you will see a fireball shoot out. Once you see that, the next pipe you see (next to the lava pit) is the one you enter. When you do, you'll be taken above ground. Now climb the staircase, and once you do, you will see a Warp Zone, which when you enter the pipe, you will be taken to World D. With that, you have completed this level!

H: |World D|

W O R L D D - 1 / T I M E L I M I T : 4 0 0

This is it, the final world, and the toughest! From the starting point, head right to the two rows of blocks and you'll see a pair of Hammer Brothers. If you are Fire Mario (or Luigi), stand a distance and take them out one at a time. If not, this won't be easy. After taking them out, there is a FIRE FLOWER in one of the upper row blocks. To get across here, it's easiest to use the upper row of blocks. If not, pray you can make it. When you do, you should be at a small staircase with a Bullet Bill Cannon on top. Get past that to find lone blocks. Get on the third lone block and then jump up at the right edge to reveal a hidden 1-UP MUSHROOM. With that, continue onwards to find a couple row of '?' Blocks (nothing in them) and a pipe, which you can enter, which would probably be easier

(there's a FIRE FLOWER and POISON MUSHROOM in there). If not, continue onwards, to find Green Koopa Para-Troopas and Buzzy Beetles, and an upside down pipe.

There is a row of blocks above it, one of which has a STARMAN in it. Past that is a pipe, which has a POISON MUSHROOM in the lone block above it. Continue onwards for another pipe, which is the exit pipe from the bonus room. Past the pipe, is another lone block, which has a FIRE FLOWER in it. There will be a Green Koopa Para-Troopa here too. Now use the lone blocks to jump to the suspended pipe. Stay on that pipe and a Hammer Brother will come out. With firepower, shoot at it to take it out, then run jump over to the Bullet Bill Cannon and another Hammer Brother will come out (take it out). Nothing is in the row of blocks, so just continue onwards, avoiding Bullet Bills. Once past the two upside down pipes, the wind will pick up but only for a short time. Jump on the regular pipes and use the lone blocks to jump over to the flagpole, which will complete this level!

W O R L D D - 2 / T I M E L I M I T : 4 0 0

The levels get tougher from here on out. From the starting point, jump across the pit and up the staircase. Use the Red Koopa Troopa and kick it to the right and it go in the gap, then travel either left or right (completely random). If it goes left, you can knock out the Buzzy Beetles and maybe some Green Koopa Para-Troopas on the floor. If it goes right, well be careful. As you continue going right, you'll come to an upside down pipe. Get past this and the pit beside it, then there will be more upside down pipes and pits. Carefully get across this and avoid the Pirahna Plants and Green Koopa Para-Troopa. After this, continue onwards till you reach the Bullet Bill Cannon. From there, if you want, run jump to the upper row of blocks and enter the pipe at the other end, which is a bonus room which has a FIRE FLOWER in the ceiling blocks.

If you choose not to go that way, then just continue on normally. The next pipe you see would be the exit pipe of the bonus room. After that, continue onwards and you will see two small rows of blocks, guarded by Red Koopa Para-Troopas and Pirahna Plants. One of the blocks is a VINE which will take you to Coin Haven. Now if you choose to go up there, that's fine, but once you're through it, you will land back where the pipe to the bonus room is (weird I know). Either way, continue onwards and soon you will come to a RED SPRINGBOARD. Run jump onto it, and if done right, you will land on the upper lone block. Use this lone upper block to jump over to the flagpole, which will complete this level!

W O R L D D - 3 / T I M E L I M I T : 4 0 0

Now this next level will be just plain crazy, as it's riddled with tough obstacles. From the starting point, head right and you will see several Bullet Bill Cannons, and amongst them is a lone block with a FIRE FLOWER in it. Remember, if you're next

to a cannon, it won't fire at you. Carefully make your way past this mess and onto the pipe you see. From there, head right and you will come across a pair of Hammer Brothers and as you progress, you'll see another pair as well as a Bullet Bill Cannon. The problem here is there are hidden blocks all along here, making it very tough to get around. My advice, shoot at the Hammer Brothers if you can. If not, get on the newly created block platform and run jump to the upper row of blocks just past there. Nothing is in these two rows of blocks, so no worries. From the top row, runjump as far as you can from the right edge, so that you can be away from the Hammer Brothers. You will land right in the middle of several more Bullet Bill Cannons.

After that, continue going right and you will be at a RED SPRINGBOARD. Use it to jump on the Red Koopa Troopa and if you can, kick it to the right. A Hammer Brother will get hit if you're able to dodge the Koopa Shell. After that, head past the pipe to find another Bullet Bill Cannon, then another one. After that, a pair of Hammer Brothers and a small row of bricks. Nothing in them, but if you can use it to get around the Hammer Brothers, go for it! After that, continue going right and you'll come across a Green Koopa Para-Troopa (easy enough). After that will be a staircase of Bullet Bill Cannons. This won't be as tough as it looks, as long as you are careful about jumping from one cannon to the next. At the top, use the cannon to run jump over to the flagpole, which will complete this level!

W O R L D D - 4 / T I M E L I M I T : 4 0 0

Here we go, the very last stage of the game, and it will not be easy at all. This stage is made up of four sections. SECTION ONE: From the start, get onto the lower floor, and you should see a long Fire Chain across the lava pit. Time your moves and jump across the lava pit, avoiding the Fire Chain, and then the shorter one just past that. You will then see a Podoboo jump up and down from the lava. Get past this and onto the staircase to the right (which has another Fire Chain on it). Now run jump from the top step, over to the platform above the pipes (jumping on the Red Koopa Para-Troopa MIGHT help). From there, jump on the next pipe, then run jump to the upper pipe (watch out for the flying Cheep Cheeps). From the upper pipe, run jump on the platform drop, then run jump over to the lower island. There will be a Fire Chain here, so be careful. Once past the Fire Chain however, continue going right and you will see a pipe, which you need to enter.

SECTION TWO: You will now be above ground, greeted by a Hammer Brother. Take it out quickly if you can and continue going right and the wind will pick up. Along the way will be Green Koopa Para-Troopas, Piranha Plants and Bloopers (and a pit). Nothing else but a hidden POISON MUSHROOM is here, so don't worry about missing anything. Make it to the staircase and climb up it. Now, when you get to the jump, WAIT! Slowly inch your way to the right edge, going back and forth until you see a pipe appearing on the right side, then you will see a Piranha Plant. Now get to the left edge of the staircase, and when you

1. SUPER MUSHROOM: Grab this red mushroom to become Super Mario. Nothing to special about this.
2. FIRE FLOWER: Grab this flower to become Fire Mario. You'll be able to shoot fireballs at most enemies this way.
3. STARMAN: Grab this star to become Invincible Mario. You'll be able to run through enemies for a short period of time.
4. COIN: Nothing too special, except if you get 100 of them, you'll get an extra life.
5. '?' BLOCK: These are surprise boxes. Basically there could be a coin in it or something else.
6. BRICKS: Only as Super Mario or Fire Mario, can you break these them, but any Mario can hit them.
7. RED SPRING BOARD: Use these to jump very high. Timing it right, and you'll be able to jump far.
8. GREEN SPRING BOARD: Same as Red Spring Boards, except if you time it just right, you can travel a great distance.
9. 1-UP MUSHROOM: Grab this green mushroom to gain an extra life, simple as that.
10. POISON MUSHROOM: Don't touch these purple mushrooms, for you could shrink or very well lose your life.

B: |Enemies|

These are the basic enemies you will come across in the game:

1. GOOMBA: These are evil mushroom characters that roam around.
2. RED KOOPA TROOPA: These are walking turtles, these kinds won't fall into pits.
3. GREEN KOOPA TROOPA: These are walking turtles, which can fall into pits.
4. RED KOOPA PARATROOPA: These are flying turtles that will only float up and down.
5. GREEN KOOPA PARATROOPA: These are flying turtles that will jump very high back and forth.
6. BUZZY BEETLE: These are like Koopa Troopas, except they can't be destroyed by Fire Mario.
7. LAKITU: These cloud creatures will throw Spiny Eggs at you.
8. SPINY: These are spiked creatures that roam around, don't jump on them!
9. BULLET BILL: These are bullets that shoot out of cannons, that can not be destroyed by Fire Mario.
10. BLOOPER: These are annoying underwater (and sometimes above ground) squids that will follow you around.
11. CHEEP CHEEP: These are creatures that are harmless underwater, but really annoying above ground.
12. HAMMER BROTHERS: These are turtles that throws hammers out, so be careful!
13. PODOBOO: These are big fireballs that shoot up and down from lava pits, that can not be destroyed.
14. FIRE CHAINS: These are small fireballs connected together, some are short and some are long.
15. PIRAHNA PLANTS: These are creatures that lives in some of the pipes.

will be very successful at this stuff ^_^.

On-line Thanks To:

To GameFAQS for hosting my walkthroughs, as well as many more.

To anyone who help made this game possible. Thanks! ^_^

D: |The Disclaimer|

I remember back in the prime of the Super Nintendo, that Super Mario All Stars came out. I saw the commercials for it and was amazed at how nice it looked with 16-bit graphics. Then they mentioned the Lost Levels, which I never heard of. Now back then I was extremely good at the earlier Super Mario games, so I had to try this game. I rented it a few times from Blockbusters, and was it ever tough. And the fact that there was new secrets just waiting to be uncovered was even better. Not exactly a favorite game of mine, but definitely not hated! Anyways I made this walkthrough the best way I can and I hope it helps out in every way possible. Now here comes the important stuff you need to read.

Ok, I'll make this quick and simple. This walkthrough is my work. I've made this walkthrough, describing the game the best possible way I can. You can use whatever info you want, so long as you give me credit and don't alter anything. All you have to do is email me at StarFighters76@hotmail.com if you're gonna do anything with this walkthrough. And to show that I'm not a complete selfish bastard, if you have something you wanna add, email me and I will give you full credit ^_^ . This walkthrough, like many others are intended for GameFAQs ONLY. You want it on your site, well you better start emailing me. Failure to comply with this, and I will be mad, among other things.

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Super Mario Brothers: The Lost Levels (C) Nintendo 1986

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