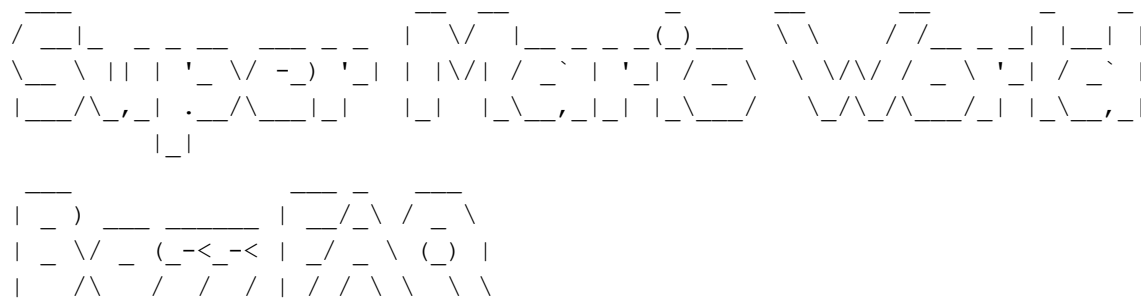


Super Mario World Boss FAQ Final

by ZFS

Updated on Dec 4, 2006



Console: Super Nintendo Entertainment System
Release Date: December 31st, 1989
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- Version History -

Final Version - 12/05/06 - All strategies fully complete, contact information updated, and all grammatical errors fixed. Complete FAQ.

Version 1.1 - 8/08/2004 - Corrected more spelling/grammar errors, presentation fixed, and a new advanced tip added.

Version 1.0 - 6/21/2004 - The start of the FAQ, all major information added.

- Introduction -

Hello and welcome to my Boss FAQ for Super Mario World. This guide was made to help anyone with the many bosses that you may come across and have you stumped in Super Mario World. If your having trouble facing anyone from Reznor's to the final confortation with Bowser look no further than here!

You surely can't let our wonderful hero down can you? Princess Peach is counting on you and Mario to bust through the castle's and save her from Bowser so you'll need all the best strategies to take care of these Koopa's won't you? I'm here to make sure you take down those Koopa's with ease and get back the Princess from the evil tyrant's clutches.

If you need to contact me about a strategy you may have found, just some comments on the FAQ, or anything of that nature here is what you need to contact me:

E-mail address: ZFS@comcast.net

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- Boss FAQ -  
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| A. Iggy Koopa - Castle #1 - Yoshi's Island |
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Once you complete Castle #1 you'll meet up with Iggy Koopa. This is the first and easiest boss fight in Super Mario World. Iggy resides on a platform that will shake back and forth while he throws fireballs at you from inside of his shell. To defeat Iggy all you have to do is jump on his head and knock him into the lava to beat him. This boss is extremely easy and is just to get you warmed up for what is you shall face ahead.

Advanced Tip - If you go into the fight with a Fire Flower equipped you will be able to fire two quick fireballs real fast and knock Iggy off before he even is able to retaliate! =)

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| B. Morton Koopa - Castle #2 - Donut Plains |
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Unlike Iggy Koopa Morton actually has a challenge to the way he fights you. At the beginning of the battle two pillars will come slamming into the ground, while these pillars look harmless enough they will allow Morton to climb them. Morton will climb the walls and slam into the ground when you are below him, avoid him and hit him on the head three times to defeat him. At the very beginning of the battle try to get at least one good hit in to start the match off off. Dash out of the way after he climbs the ceiling and hit him two more times to end the match.

Advanced Tip - It is possible to defeat Morton without him ever climbing the wall, simply time your jump so that you are above his head after he recovers from one of your hits. Do this correctly and you'll have him begging for mercy within seconds of the battle!

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| C. Reznor Battle #1 - Vanilla Fortress |
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This will be your first, and certainly not the last, encounter with the

Reznor's. These prehistoric dinosaurs guard the four Fortresses' scattered across Dinosaur Land. There are four of them sitting on a rotating platform. To defeat them you must hit underneath the platform they are sitting on. With one good hit they will fall off. You must beware though that the ground beneath you will soon start to split apart to reveal a lava pit. After you have knocked at least one of them off of their platform hope onto the platform to battle the other three. Knock the other three off of the platform they are sitting on to beat the Reznor's. Pretty simple eh? These guys can get to be a royal pain in later stages so learn how to defeat them easily now to avoid further frustration. During your fight with these guys you have to remember that they will shoot fireballs, though they travel slowly, so avoid those and take care of the Reznor's and your in business!

Advanced Tip - If you enter into the battle as small Mario, and are fast enough, you can take out all of the Reznor's before the ground below you breaks apart.

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| D. Lemmy Koopa - Castle #3 - Vanilla Dome |
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Now Lemmy Koopa is another boss battle that you haven't had any experience with. You will be in a room with a bunch of orange pipes, but what could this mean for the heroic plumber? You'll notice immediately that a Podoboo is floating around the stage aimlessly, so you will need to avoid it while taking care of the Koopaling. Lemmy should pop out along with two other decoy's, you have to find the real Lemmy, the one that is yellow, and hit him on the head three times to defeat him. You should note that he has no set pattern so expect him to popup anywhere. If you are having trouble distinguishing him from the decoy's, which you shouldn't, he will be the one chuckling when he jumps up from the pipe.

Advanced Tip - None.

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| E. Ludwig Von Koopa - Castle #4 - Twin Bridges |
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Ludwig is in charge of the Twin Bridges where he composes great music, the great musician of the Koopalings. However we are about to make sure he never composes another musical piece again. At the start of the fight you'll start on the left hand side of level so run forward until you see Ludwig sitting there. He'll start off by firing fireballs at you from his mouth, dodge these by jumping over them and give him a nice hit to the head. After you hit him on the head he'll go into his shell and roll around a few times before popping out of his shell with a big leap. Make sure you jump on his head again, if you don't he'll begin to fire fireballs again. Hit him a grand total of three times to make sure he is sent off stage with a crowd full of boos.

Advanced Tip - When Ludwig jumps into the air if you are quick enough you can jump on him while he's airborne to get a quick hit in.

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| F. Reznor #2 - Forest Fortress |
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This will be your second, and this time it's in the Forest, encounter with the Reznor's. These prehistoric dinosaurs guard the four Fortresses' scattered across Dinosaur Land. There are four of them sitting on a rotating platform. To defeat them you must hit underneath the platform they are sitting on.

With one good hit they will fall off. You must beware though that they ground beneath you will soon start to split apart to reveal a lava pit. After you have knocked at least one of them off of their platform hope onto the platform to battle the other three. Knock the other three off of the platform they are sitting on to beat the Reznor's. Pretty simple eh? These guys can get to be a royal pain in later stages so learn how to defeat them easily now to avoid further frustration. During your fight with these guys you have to remember that they will shoot fireballs, though they travel slowly, so avoid those and take care of the Reznor's and your in business!

Advanced Tip - If you enter into the battle as small Mario, and are fast enough, you can take out all of the Reznor's before the ground below you breaks apart.

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| G. Roy Koopa - Castle #5 - Forest of Illusion |
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Roy is the "cool" Koopa of the group sporting some hip shades as he prepares to take you on. As soon as the battle begins you'll have a bit of deja vu, you've done the battle before right? With Morton? Heh. This battle is much like the battle with Morton of Castle #2 except Roy has a new system of doing things. He has included trap walls within his confines, this means that the walls will slowly start to close in everytime Roy is able to land a slam from the ceiling into the ground. Start this battle off by giving Roy a quick hit to the head through your jump. After that he will scale the wall and slam into the ground causing the walls to come closer together, he will also start to speed up everytime you hit him. The speeding up and closer walls mean that the slams from Roy will come much faster than before, but he shouldn't be a problem. After two more hits from the plumber's boots you'll be making Roy hang his head in shame!

Advanced Tip - Much like with Morton if you are able to jump fast enough you can defeat Roy before he is even able to scale the wall once. However to allow he gets much faster, unlike Morton, with ever hit so just time your jumps better and you'll have him before he can crush any ground. Your reflexes will be just to much for the Koopaling!

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| H. Reznor Battle #3 - Chocolate Fortress |
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This will be your third and this time it's in the dirt, encounter with the Reznor's. These prehistoric dinosaurs guard the four Fortresses' scattered across Dinosaur Land. There are four of them sitting on a rotating platform. To defeat them you must hit underneath the platform they are sitting on. With one good hit they will fall off. You must beware though that they ground beneath you will soon start to split apart to reveal a lava pit. After you have knocked at least one of them off of their platform hope onto the platform to battle the other three. Knock the other three off of the platform they are sitting on to beat the Reznor's. Pretty simple eh? These guys can get to be a royal pain in later stages so learn how to defeat them easily now to avoid further frustration. During your fight with these guys you have to remember that they will shoot fireballs, though they travel slowly, so avoid those and take care of the Reznor's and your in business!

Advanced Tip - If you enter into the battle as small Mario, and are fast enough, you can take out all of the Reznor's before the ground below you breaks apart.

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| I. Wendy O. Koopa - Castle #6 - Chocolate Island |

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Wendy Koopa is just like her brother Lemmy in the sense that she uses pipes. The problem with Wendy is that she has a second Podoboo floating around this time to give you trouble, however, there isn't a rise in the pipes. That means that they are completely flat. She has two decoy's (sound familiar?) that you must sort through to get to the self-fish little Koopa. She'll pop in and out of the pipes every so often so land three quick hits to her head and she'll go down fast. Make sure to avoid the Podoboo's and decoy's in the process and you'll be on your way to an easy victory.

Advanced Tip - None.

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| J. Reznor Battle #4 - Vally Fortress |

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This is going to be your last encounter, in the Valley of all places, with the Reznor's. These prehistoric dinosaurs guard the four Fortresses' scattered across Dinosaur Land. These four dinosaur's will finally be put to rest with this last battle so make sure to follow the other three strategies for beating them and your well on your way to officially making them extinct.

Advanced Tip - If you enter into the battle as small Mario, and are fast enough, you can take out all of the Reznor's before the ground below you breaks apart.

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| K. Larry Koopa - Castle #7 - Valley of Bowser |

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Now you are playing with the big leagues, this is Bowser's favorite Koopaling his right hand, his second-in-command, etc. Larry Koopa is the most intelligent of the group and also the most fierce. After making it through this fight you'll be ready to take on the big man himself, Bowser.

Larry has a battle much like you had with Iggy way back in Castle #1. Unlike his brother though Larry isn't so dumb as to just have a platform that sways back and forth, there are three Podoboo's that will come up on each portion of the platform. One will popup on the right, one will popup in the center, and one will popup on the left. During the fight the platform are on will sway back and forth along with Larry throwing fireballs at you from his shell. You will have to avoid the three Podoboo's, avoid Larry's fireballs, and send him into the lava to beat Larry. With a few quick jumps on the shell Larry will be a memory and nothing will stand between you and Bowser at the final confortation.

Advanced Tip - Much like the battle you had with Iggy, if you go into the fight with a Fire Flower equipped you will be able to take care of him with a couple of fireballs to the shell.

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| L. Bowser Koopa - Final Battle - Valley of Bowser |

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This is the final battle you've been waiting for, the big showdown between you and Bowser himself. You will be fighting atop Bowser's Castle, as you start you will hear his theme start playing (one great song if I do say so

myself) and then he'll float down in his Clown Car. This is the beginning of one epic fight right here. With the lighting striking occasionally in the background and the awesome music you are ready to take on Bowser Koopa!

| Phase 1 |

In this first phase Bowser will throw down two Mechakoopas. All you have to do is jump onto the Mechakoopas, avoid Bowser's propeller, and throw the Mechakoopas onto Bowser's head. While he is floating above take the Mechakoopas and aim them so that they will land on his head as he is floating around. Do this two times and Bowser will go into the background and fly forward off of the screen. During this time there will be fireballs that fall from the sky and onto the ground. Avoid these and then Princess will come out of the Clown Car to give you a Mushroom to help, grab it and get ready for the second phase!

| Phase 2 |

In this phase Bowser will drop two bowling balls from his Clown Car (do not ask), and then follow up with two Mechakoopas. Make sure to jump over the two bowling balls, as well as the propeller on his Clown Car, then stomp on the two Mechakoopas he will be dropping. Throw them up into the air and aim them so that they hit him as he is going by (should be familiar). After he is hit twice he will once again go into the background and then fly forward. The Podoboo's will drop from the sky and Peach will drop yet another Mushroom. After that prepare for the third and final phase.

Advanced Tip - To avoid the bowling balls better, simply spin jump onto them so that you won't take any damage but you will also have to make sure you don't get hit by Bowser's propeller.

| Phase 3 |

This is the last phase of the final fight and it happens to be the hardest one out of all of them. Bowser's Clown Car becomes just as frustrated as Bowser himself, as it has an angered face on it instead of that disturbingly happy smile. Bowser will bounce around on the ground in his Clown Car to attack this time so run underneath it when he jumps. He will throw out two Mechakoopas and then continue to bounce, grab them and then throw them on top of his head. After two hits from the Mechakoopas he'll finally give up the Princess and spin into the background, before disappearing. The Princess will fall from the Clown Car and walk over beside Mario to give him a kiss.

You've finally done it! After defeating all of the Koopalings and Reznor's you've beaten the evil tyrant who was trying to take over Dinosaur Land. After you've beaten Bowser you can watch the credits and the ending. Good job!

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- Credits -  
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~ Thanks to CJayC for hosting my FAQ and creating a tremendous site. Good job.

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- Copyright Notice -

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