

Super Mario Advance FAQ/Walkthrough

by plasticcoated

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*****Super Mario Advance*****

Walk Through Guide and FAQ for Super Mario Advance for Nintendo Game Boy Advance.

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A -
Introduction -

June 22nd, gba release day in the uk, my gba was on its way in the mail. A week later it had arrived, the little white and grey lump of plastic felt so good in my hands. Along with it was a tiny grey cartridge with colourful lettering on it. I began playing straight away even though I had to go out to college in the next few minutes - I was addicted already! It took me two sets of batteries and a week of almost constant play to complete the game with all ace coins.

For this cart, Nintendo churned out a re-vamp of a SNES game which was a re-release of a NES game. And of all the Mario games they do Super Mario 2, arguably the worst one. That's because it wasn't a Mario game! It was a game in Japan called Doki Doki Panic. The character sprites were changed to Mario ones and new enemies pasted in. The game was then given a Mario story (which didn't involve the princess being kidnapped). It was then dubbed Super Mario USA as Mario Bros 2 in

Japan was the lost levels game found in Super Mario Allstars on SNES and Super Mario Bros Deluxe on GBC. Any way this is the first guide/faq I've written (that's a lie but it's the only one that I've actually finished), I started a Zelda DX Guide but got half way through and stopped as it was getting big and confusing. Any way this guide/FAQ will detail everything about the Super Mario Advance cartridge, from Ace coin and Yoshi egg locations to beating Wart. And a whole load of stuff in between. So get spare batteries ready, theres a long journey ahead...

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B -

Differences between Mario Advance and previous Mario 2 games -

Super Mario Bros. 2 was originally a NES game which was changed slightly for Mario All-stars on the SNES (the graphics were improved), its now been changed further for the Game Boy Advance. I've not confirmed some of these changes, there from what I've noticed and what people have said on the message boards.

- Apparently the credits are error free, I never completed the NES or SNES versions so presumably they were all screwed up, but now they're fine.

- Added frames of animation. There is an added frame of animation when your character turns around. You now for a brief moment see your characters face on during their turn.

- Before the Super jump was just a high jump, now its been replaced with a Super Mario 64 style somersault.

- In the NES and SNES versions there was no giant stuff. The giant enemies, POW blocks, vegetables are all additions for the GBA version.

- Bubbles with 1-ups in never appeared in the NES or SNES versions.

- As didn't the random item balls.

- The most obvious additions to the GBA version are the ace coins and the Yoshi challenge.

- To show off the GBA's ability to rotate stuff, when you throw an enemy they rotate. Whereas before they just flew like veggies do.

- This can also be said for the cogs turning inside some of the vases.

- Also the colorful backgrounds in the vases were never in the NES or SNES versions.

- The bosses are different. Mouser and Tryclyde show up at different times than in other versions. And Robirdo was never in the NES or SNES games either.

- The character select screen has also been changed, its looks a lot better than the SNES version and shows character stats at the bottom of the screen.

- On the GBA version you can now choose how many coins to wager on the bonus chance.

- Backgrounds have been improved, sometimes they move and some have been added from the previous versions.

- Another notable change is the inclusion of voices. Never before in Mario Bros 2 have you heard characters say stuff like "piece of the cake!" or "thankyou".

- Some of the levels have been slightly tweaked in some areas, eg. The start of level one and the battle with Wart.

- For some strange reason, on any Birdo besides the pink ones, you can remove her little bow.

- I don't know about the NES version, but there was no scoring of points involved in the SNES version. So with that there were none if the jazzy effects that come with scoring huge points.

- Another never seen before inclusion is the heart radishes, also the hearts have been changed (they're bigger) and they were much rarer (you had to kill loads of enemies in order to get one).

- A pointless addition, is the bouncy carrot balloon things, the rolling balls and ice spikes in the vases.

- Also in the NES and SNES versions Peach was called Toadstool. Her name has been changed for the GBA version to correlate with every other Mario game post SM64.

* * * * *

C -
Controls and stuff -

These were just taken from the instruction manual.

D-pad -
push up to enter doors. Left and right move the character. Push down to duck, hold down to build a charge (which is used for the super jump).

A button -
this performs the basic action of nearly any platform game; the Jump, the longer you hold the button down, the higher the jump (note - once the jump is at its highest, you will fall down again even if you're still holding the button). This button also confirms selections on menu screens and such like.

B button -
this lifts things (items and enemies) and throws them. Holding this button down whilst running performs the Dash. Also this button cancels menu selections and/or returns to previous screens.

L button -
toggles the camera angle.

R button -
performs the Dash in the same way as the B button.

Start button -
starts/pauses the game.

Select button -
toggles the camera angle.

Button combos
Push Start, Select, A + B all at the same time to reset the game.
Push Select + R button - to put the Game Boy Advance into sleep mode.
Push Select + L to cancel sleep mode.

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D -
Game selection -

"Choose a game!"

At the title screen you can pick single or multi-player modes. Single player will let you choose either Super Mario 2 or Mario Bros Classic. If you pick multi-player you can then choose which game you want to play on Mario Bros. you can only select multi-player if other game boy advances are linked up to yours (you being player 1). When you select a game, a bar at the bottom of the screen will show your best score for that game and for Mario Bros, the furthest phase you've reached. Also depending on how high you score, Mario faces will appear here too, but they don't mean much - in Mario 2 one will appear for every 2000000 points you score.

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D1 -

Mario Bros.

The original arcade game of the early 80's is included on the Super Mario Advance cart. It's a fairly simple game, so it won't take much explaining.

D1.1 -

Battle Mode -

A variation of this game can also be played on Super Mario Bros. 3. The game is a 1-4-player battle. Everyone starts the game as Super Mario. One hit from an enemy will turn Super Mario into plain Mario, another hit after this and that Mario is out of the game. The first person to collect five coins wins the round, a coin will come out of the pipes at the top of the screen for every enemy that is defeated. If all but one of the players are knocked out, that person left will be announced the winner. You can hit the floor underneath rival players to stun them (they will be unable to move) for a few seconds. If you have been stunned in this way, repeatedly push the A button to return to normal. In SMB2 style you can pick your rivals up by first jumping on top of them, and then pressing the B button, another push of the B button will throw them. Try throwing them at other players to give yourself the edge in a battle. If you have been picked up by someone else, press left and right on the D pad repeatedly to escape. To flip enemies over, jump up and hit the floor beneath them, once they are on their backs, run into them to kick them off the screen. Use of the POW blocks: jump on top of the POW blocks and pick them up with the B button, throw them with the B button too. POW blocks will stun all rivals at once. Also if jump up and hit the bottom of the POW block it will create the same effect.

D1.2 -

Two-Player vs mode (Garbage Can Gambit) -

This game is similar to battle mode with two players, the only difference being the garbage can at the bottom of the screen. If you pick up your rival and carry them to the garbage can, the lid will open and you can throw them into the can. It will automatically close, this keeps your opponent out of the action so that you can grab coins and stuff. If you in the garbage can you'll have to wait a few seconds for it to open, once it has opened simply jump out of it to rejoin the game. Being trapped in the garbage can may give your rival a chance to grab coins, but you'll receive a special item that could give you the advantage. There are four items you can get from the can, these random items are -

Koopa Shell -

This shell will do damage to anything it hits. You need to throw it or kick it to send it sliding away.

POW blocks -

Throw the POW block down to stun all on screen enemies and shrink rival players.

Fish Skeleton -

This item is useless so just toss it away.

Egg -

The egg contains one of three additional items, these are -

Coin - Adds one to your total coin amount.

Heart - Collecting the coin will turn you into Super Mario.

Starman - You'll become temporarily invincible and thus cannot be harmed.

You can jump into the garbage can of your own accord in order to get an item from it. If your opponent is standing on top of he can while your in it, use the Super Jump (hold down on the d-pad for a couple of

seconds and then jump with the A button) to knock your opponent off and escape the can.

D1.3 -

Classic Mode -

In single player, bump the enemies from below to tip them over, then kick them off screen to defeat them. Defeat all of the enemies to clear the level. You can get a lot of points by hitting multiple enemies at one time. Enemies bounce in different directions depending on where you floor beneath them. Hit the floor directly beneath them to send them straight up in the air, hit the floor in front of them to bounce the enemy backwards, hit the floor behind to knock them forward (Note - the enemies bounce these ways throughout all Mario Bros game modes). When playing with two to four players the same rules apply, knock out all of the enemies to clear the level but this time cooperation is highly important in clearing each level.

D1.4 -

Enemies -

The enemies in this game are -

Spiny's - Flip these guys over and kick them off of the screen. Once flipped they get back up after a few seconds and have increased speed.

Fighter Flies - These flies can only be stunned once they have landed on the floor, so good timing is needed to get rid of these winged foe.

Crabs - These are tough, you have to hit them twice to stun them and they are very fast!

Fireballs - These aren't really an enemy, only a hazard. If your timing is good, hit the floor beneath them as they land to dispose of them.

Freezy - This guy freezes the floor so you (and other players) will be sliding all over the place. But he is quite simple to knock out, just one hit.

Spiny's, Flies, and Crabs all get faster if they recover from being flipped over, you'll notice this as they change color.

* * * * *

D2 -

Super Mario Bros. 2 -

This is the main part of the game and is the best version of Super Mario Bros 2. It can only be played in single player, by the way.

There are seven worlds to this game, the first six worlds have three areas each, and world seven has just two. That's a total of twenty areas to be getting on with. There are gates between the areas, you need the crystal ball to unlock the gates. Birdo usually has one, some are just lying around at the end of an area. At the end of each area you'll meet up with a mini boss which is usually Birdo, on some levels there are no bosses. At the end of a world there is a boss that needs to be defeated to reveal an exit. You'll have to beat them all to advance to fight Wart at the end of the game. This game is quite difficult in the later levels and there is plenty to come back to - trying to get all 100 ace coins and the 40 Yoshi eggs.

D2.1 -

The Story of Subcon -

(Note - this is a variation of the story in the Super Mario Advance and Super Mario All-stars instruction manuals.)

One night, Mario had a mysterious dream. He dreamed he was climbing a long stairway that led up to a closed door. When he reached the top and opened the door, he found himself gazing out at a world he had never seen, stretching out to the horizon. Then he heard a voice say, "This is Subcon, the land of dreams. The evil toad, Wart, has used his magic to lay a curse upon the land. Please defeat Wart and free us from his spell. Oh - and remember that Wart hates vegetables. Hurry! We need your help!" And a bolt of lightning suddenly split the sky, Mario woke up to find himself on the floor. He had fallen out of bed! A few days later, Mario and his friends hiked to some nearby mountains for a picnic. Un reaching their picnic spot, they looked around and found a small cave. When they entered the cave, they were amazed to discover the land Mario had seen in his dream stretching out before them.

(This has to be one of the only Mario Bros games where the story has nothing to do with the Princess being kidnapped by Bowser).

D2.2 -

Characters and players -

"Choose a player"

The key to completing most of the levels of this game (and uncovering shortcuts etc) is which character you use. As each character has different abilities some may be a better choice than the others to complete a certain level. The characters available to you are:

Mario -

Obviously the short, fat plumber would make an appearance seeing as the game is named after him.

Luigi -

Also makes an appearance with being Mario's brother and the game being called Mario Bros.

Peach -

Taking time out from being kidnapped, the princess has come along to help.

Toad -

Who surprisingly is the most powerful of the bunch.

Anyway my point is that each character is different - you can check which ones best by looking at their ratings at the bottom of the player select screen. Mario is the most average, luigi can jump really high (which can be difficult to control), toad is fast but has a pathetic jump, and peach can float for a short while.

The ratings are as follows -

Mario: power-4/5, speed-4/5, jump-4/5

Luigi: power-3/5, speed-3/5, jump-5/5

Peach: power-2/5, speed-2/5, jump-3/5

Toad: power-5/5, speed-5/5, jump-2/5

D2.3 -

Moves and Abilities -

This is similar to the controls section, but is to do with SMB2.

Jump -

The most basic move in the game or any platform game. Pushing A will perform this.

Running Jump -

Same as a jump but executed when running. Allows you to travel further.

Super Jump -

Crouch using down on the d-pad until your character begins to flash, now without moving left or right jump using A. you'll go 1.5 times higher than normal.

Climbing -

Pushing up on a vine or chain will make your character climb the vine or chain.

Picking stuff up -

Push the B button when on top of keys, enemies, eggs, mushroom blocks, red grass to pick them up.

Throwing stuff -

Once you've picked something up, press the B button to throw it. It'll go further if you throw it while running.

Floating -

This can only be done by Princess Peach. Once you've jumped, hold the A button and she'll hover for a second or two. This ability makes Peach a good choice.

Dash -

The Dash makes you run faster, hold the R or B button to dash. Its better to use the R button as it leaves B free for picking stuff up and throwing.

D2.4 -

Items -

There are a number of items in this game, here they are-

Vegetables -

Turnips, carrots, radishes, and green pumpkin things can be drawn from the ground and can be thrown at enemies.

Vegetables -

Pull these out of the ground and use them against enemies. Every fifth veggie you pull up will be a time stop clock.

Small vegetables -

The only thing these tiny roots are good for is throwing at enemies.

Giant Vegetables -

These huge veggies can be used to take out multiple enemies which can reveal useful hearts.

1-up mushroom -

This handy fungus gives you an extra life.

Mushroom block -

Can be used to throw at enemies (especially Green Birdo), it can also be used to block enemies from appearing from vases, many can be piled high to create a tower to reach high up platforms. Sometimes hidden items are behind these mushroom blocks.

Ace Coins -

There are 5 of these coins on each level, that's 100 all together, collect them all to achieve a 100% clear rating.

Shells -

Throw these down and they will slide along knocking every enemy out in its path, DON'T touch it once its been thrown as it'll kill you.

Enemies killed with a shell always produce hearts

Bombs -

Once picked up they will begin to flash and explode a few seconds later. Mouser uses these against you in battles. They can be used to remove blocks and walls to get further into a level or uncover hidden items.

Mushrooms -

These are found inside sub-space warps and picking one up will increase your health meter by one heart (and fill any empty ones) your

max heart number is five.

Heart radishes -

Pull these out of the ground to fill one heart of your health meter up.

Hearts -

Hearts will appear when you hit multiple enemies or some are just littered around the levels. They will fill one heart on your health meter.

POW Blocks -

These will get rid of all on screen enemies that are on the ground.

Giant POW Blocks -

These bounce around the screen killing everything just like POW blocks but on a much bigger scale!

Rockets -

Pull these out of the ground to be transported to another area of the level.

Coins -

Found in the ground in sub-space, these allow you to gamble on the bonus chance slot machine at the end of every level.

Keys -

These are needed to open locked doors but beware they are guarded by Phantos. Carrying them will not slow you down.

Cherries -

When you collect five cherries on a level a Star-man will appear, grab it to become invincible. Collecting a cherry makes your character scream 'lucky!'.

Magic Potions -

Toss the potion down onto the floor to create a warp to sub-space.

Time stop clocks -

When you pick your fifth vegetable (not small or giant) time will stand still for a few moments. This will make enemies become motionless, although they can still damage you if you run into them.

Yoshi eggs -

This is the extra challenge that can be played when you defeat Wart, collect all 40 eggs. There are two on each level, if you die you'll lose any collected eggs, so the challenge is not to lose a life on each level! There are six colors of eggs, green, red, blue, yellow, pink, and turquoise.

D2.5 -

Enemies -

Shy guys -

The red ones walk in straight lines and will walk off ledges, even to their own death. Blue Shy guys turn around once they reach an edge.

Topple the giant Shy guys to get a heart.

Snifits -

These guys come in three colors, red, blue and gray. They all shoot nightmare bullets from their mouths. The gray ones stay in one spot, red ones act like red Shy guys and wander off cliff edges, and blue ones turn around when they reach an edge.

Beezos -

These are the Shy guys of the sky. Study their flight patterns to avoid being hit by them.

Phantos -

These flying masks guard the keys. They only come to life when you have picked up a key, so keep dropping and re-picking the key up to avoid a chase. Phantos will chase you from screen to screen if you've got their key!

Cobrats -

Cobrats hide inside of jars and jump out and attack when you approach, they can also spit nightmare bullets. Think twice when jumping into jars!

Flurry -

These are really annoying as they appear on the ice/snow levels. Both you and them slip and slide all over the frozen platforms and they follow you everywhere, so avoiding them can be a tad difficult.

Pidgits -

These flightless crows ride around on magic carpets, knock them off the carpet and you can take control of it for a short while before it disappears.

Sparks -

These things follow set paths, circling blocks and platforms. The best way to get rid of them is with POW blocks, but throwing anything at them will turn off their power.

Pansers -

These flowers spit fireballs. There are three kinds, red: these are stationary but the fireballs fall to the left or right, blue: these flowers can move as well as spit fire to either side of them, green: the most basic, they are stationary and spit fireballs straight up.

Trouters -

They inhabit the waters of Subcon, watch out as they jump up out of the water. Sometimes they provide a way of crossing rivers or waterfalls.

Tweeters -

These birds hop around and hang out with the boss characters, just get rid of them.

Ostros -

These guys are fast, but their nothing to worry about if you knock off the rider. Kill them to reveal hearts.

Pokeys -

These are found in the desert, and can be quite helpful for reaching high up platforms or ace coins. Try and knock all the segments out in one go for loads of points.

Albatosses -

Careful as these birds drop Bob-ombs everywhere, otherwise they're great as moving platforms for reaching secret areas and ace coins.

Hoopsters -

You'll find these crawling around on vines and ropes so be careful when climbing.

Porcupos -

These annoying creatures are covered in spikes so you cant stand on them like some other enemies, throw something at them to rid them.

Ninji's -

The purple suited ninja type guys. All these guys do is jump, sometimes they run and jump. Anything thrown at them will kill them.

Ice spike -

This thing appears in some vases. It doesn't move but it is dangerous so don't touch. It looks like a giant Freezy from Mario Bros.

Bob-omb - a walking bomb, that's all there is to say.

D2.6 -

Bosses -

Birdo -

The most common of all boss characters, she spits eggs at you. The best way to defeat her is to catch the eggs and throw them back at her. There are three types of Birdo, pink: all she does is spit eggs, red: occasionally she spits fireballs as well as eggs, green: this one

just spits fireballs so use nearby mushroom blocks to hit her. Birdo only takes three hits before she is knocked out.

Mouser -

This guy appears more than once. He destroys sweet dreams with his nightmare bombs. He throws bombs at you so be careful. To defeat him, catch his bombs and throw them onto the platform he uses as a base. It should only take three hits to end him.

Tryclyde -

Basically a three headed Cobrat that spits tones of fireballs. Make sure you have plenty of health and throw mushroom blocks at him, three hits and he's history. A good strategy is to build a wall with mushroom blocks that you can hide behind. He's quite easy as he stays still, unlike some other bosses.

Clawgrip -

This crab grows real big and then launches rocks at you. Catch the rocks and throw them back at the crustacean. Be careful not to get knocked down the holes by the rocks.

Fry Guy -

This Hothead (from Zelda) hurls fireballs at you so be wary of him. Use mushroom blocks to throw at him. He'll split into many separate little fry guys, so mushroom block them all to win.

Robirdo -

This giant mechanical Birdo spits giant eggs at you and charges at you. Be careful if she jumps up in the air make sure you're not on the ground when she lands as you'll be paralyzed for a few seconds allowing her to charge at you. Use the chains to evade her attacks. Throw the giant eggs back at her. A good way to avoid her attacks is to stand on her head.

Gate bird head thing -

It flies at you once you pick up the crystal ball instead of opening up on the last level, destroy it using the mushroom blocks, just keep hitting him with them until he is defeated (3 times).

Wart -

The final boss and the most uncontrollable mischief-maker in all of the land of dreams. Wart spits bubbles at you while veggies pop out of the dream machine. Use the veggies to beat Wart. The strategy I used was this: make sure your health is full, and wait on the pink platform at the left of Wart (dodging any bubbles if need be). When a vegetable jumps out run under it so that you catch it, quickly return to the pink area to avoid the bubbles. Now super jump up to the purple platform and jump across to the next purple platform watching out for Warts bubbles. You can only hit Wart when his mouth is open, so just before he sprays bubbles at you, throw the veggie into him to hit him. To make it easy, jump and land behind Wart, he cant hit and when he opens his mouth, hit him with a veggie. If the veggie hits a bubble it be destroyed so you'll have to try again. You'll have to do this six times in order to beat Wart.

D2.7 -

The Bonus Chance -

This slot machine at the end of each area is what the coins are used for. You gamble away you coins trying to win extra lives. The number of coins you have determines how many goes you get. The option to change the amount of coins you wager is a new addition to the game. How many coins you wager is up to you, pushing down will wager 1 coin, push right to increase wager by 1 coin, push right to reduce your bet by one. If you push up you will gamble all your coins. The amount of lives you win depends on your wager and what combination of pictures

you get. If the first picture is a cherry you get 1 life, first two pics are cherries you get 2-up, all three being cherries gives you a 3-up. If you match three of any picture you'll get two lives. Also if you match three 7's you'll get a whopping 5 lives! Number of lives = wager X picture value, example: you bet 5 coins and get three 7's, that's $5 \times 5 = 25$ lives!!

D2.8 -

The Yoshi Challenge -

This extra mode only becomes available once you've completed the game. Upon completing the game the title screen will change color and a green Yoshi egg will be pictured. The green egg will be red or turn red if and when you collect all 100 ace coins. The file select screen should say extra with a number out of 40 - this how many eggs you've located it also shows that you have to find 40 eggs. In this mode you can select any level to play, once in that level you have to find 2 Yoshi eggs. The eggs are hidden in the sub-space warps and the trick to finding them is knowing where to place the warp. Once you've collected all the eggs from a world, they will hatch into full grown Yoshi's. See the Guide section for individual Yoshi egg/level locations.

D2.9 -

Tips for success -

Enter every vase you come across as they contain lots of items such as heart radishes, 1-up mushrooms, and shells. Some vases also contain potions and keys. Ride the spinning platforms (some have enemies on) to get out of the vases.

Use POW blocks when there is 5 or more enemies on screen to get bag fulls of points and a 1-up mushroom(s).

You'll get loads of points (and hearts) if you take out multiple enemies with one throw, this is easier with giant enemies/vegetables.

Use bombs to blow up walls and locate secret routes/items etc.

If you need hearts pick up and throw large enemies repeatedly to get as many hearts as you require. To jump a little higher and further keep B or R pressed while running to perform the dash, then jump when needed.

To find secrets and ace coins don't take the most obvious of routes, go the hard way as you're more than likely to be rewarded.

Only use the dash when needed as unlike other mario games there is no time limit on completing the levels. This allows you to take your time and explore, uncovering shortcuts and stuff.

If you don't locate a mushroom inside a subspace warp, enter a door or vase and return to pick the potion up again and make a warp in a different area. Repeat until you find the mushrooms to increase your total health.

For 99 lives do the following: on level 3-3, climb the ladder and over the sparks to a door on the ledge. The last patch of red grass is a shell, go to the bottom of the area and throw the shell into the doorway to kill enemies. Now wait on the ledge as you keep getting 1-ups. Alternatively, on level 5-3, climb the ladder and the first red grass is a shell, throw it and when it returns jump on it. Albatosses will continually drop bob-ombs which the shell will kill eventually you will gain as many lives as you want.

D2.10 -
The Guide -

The bit you've all been waiting for. In this section, I'll bullet point all the Ace coin and Yoshi egg locations to each level. I'll also give a brief overview of the level including enemies and I'll point out any shortcuts that I know of. Enjoy!

World 1

Level 1 -

Overview -

An easy level to introduce you to the game. This level is simple, all you need to do is jump and climb.

Enemies -

Shy guys, Ninji's, Tweeters, Hoopsters.

Sub-boss/boss -

Pink Birdo.

Best character -

Mario.

Ace coins -

- (1) Clearly visible near the raised platform with a vine.
- (2) Between the two moving logs on the waterfall.
- (3) In the cave near the vine and the a Ninji.
- (4) At the peak of a towering platforms, near a cloud.
- (5) Its on the far left with the three vines.

Yoshi eggs -

Green -

Use the potion to warp on the raised platform near Ace coin 1, the egg should be in the warp, close to the vine.

Red -

Enter the vase near the towering platforms to get a potion, make a warp on screen up from the vase.

Shortcut -

Climb the vine after Ace coin 3, jump over to left. Get rid of the blue Shy guy and bomb the wall. Enter the door and jump up to the top of the screen. Run left along the top of the screen to appear at Birdo.

Level 2 -

Overview -

Another easy level, which introduces some new techniques such as the use of keys. Also bombing is required to beat this level, as well as using a flying carpet.

Enemies -

Shy guys, Pidgits, Beezos, Phantos, Snifits, Ninji's.

Sub-boss/boss -

Pink Pirdo.

Best character -

Peach.

Ace coins -

- (1) Use the carpet to fly along the bottom of the screen.
- (2) After coin 1 fly along the top of the screen.
- (3) With the grey Snifit near the ladder.
- (4) After exiting the door, jump and run left along the platform. The coin is at the end.
- (5) Do a running jump from the door that leads to Birdo.

Yoshi eggs -

Blue -

Warp where Ace coin 3 is.

Turquoise -

Warp between the two vases after the carpet ride.

Shortcuts -

Use Luigi and where the locked door is, use a Ninji and a Super Jump to reach the platform where Ace coin 4. Also using Luigi, you can ride the carpet until its just about to disappear and jump off at the last second to the platform with Ace coin 4.

Level 3 -

Overview -

This level ups the difficulty a bit as it is long and complicated, with many enemies.

Enemies -

Shy guys, Ninji's, Trouters, Snifits, Sparks, Phantos

Sub-boss/boss -

Mouser.

Best character -

Luigi.

Ace coins -

(1) On the first raised platform, jump from the bird face to get up there.

(2) Its between the moving logs on the last waterfall.

(3) Above the vase near the door, use the bouncy carrot balloon to reach it.

(4) Fall to the locked door, it's on the left side. If you miss, climb the chains to reach it. Be careful not to fall on the spikes at the bottom.

(5) Once through the locked door, it's on the lower level of the three platforms. It's easily visible.

Yoshi eggs -

Yellow -

Take a potion under the log bridge with all the Ninji and a Troutier.

Make a warp here. The egg will be here.

Pink -

After climbing chains, get the potion from the vase. Make a warp near the vase. The egg should be on the blue platform.

Shortcuts -

In this level there is a secret warp to World 4! Take the potion from under the log and warp near the vase (where Ace coin 3 is). Once in the warp, enter the vase to go to World 4.

World 2

Level 1 -

Overview -

Fairly easy, but watch out for sinking sand. There is some digging required and those spitting Cobrats can be really annoying.

Enemies -

Cobrats, Shy guys, Ninji's, Snifits, Pansers.

Sub-boss/boss -

Pink Birdo.

Best character -

Luigi.

Ace coins -

(1) At the start above the skeleton platform, near a vase.

(2) Its above one of the cacti in the sinking sand., near the red Panser.

(3) Above the sinking sand after the red Panser. Use the cactus to the right to reach it.

(4) Dig to the right inside the pyramid.

(5) After coin 4, dig to the left in the pyramid.

Yoshi eggs -

Green -

The blocks next to the vase after Ace coin 1. Use the warp here and the egg will fall into the sinking sand, so collect it before its gone.

Red -

Make a warp on the block platform where the red Panser is. If you kill the Panser, there is a potion where it stood.

Shortcuts -

???

Level 2 -

Overview -

Similar to Level 2-1, only a little more difficult.

Enemies -

Shy guys, Cobrats, Pansers, Ninji's, Pokeys.

Sub-boss/boss -

Red Birdo.

Best character -

Luigi.

Ace coins -

(1) Above the skeleton before the sinking sand and vase after the door.

(2) Above the sinking sand waterfall, just before the area of vases with Cobrats.

(3) In between the two red Pansers, just before the vine leading down.

(4) Move over to the left when digging.

(5) Keep digging on the left.

Yoshi eggs -

Blue -

Enter the door beneath Ace coin 2. Bomb the wall and get the potion from the area with Shy guys. Make a warp in the area to the right of the door.

Turquoise -

Dig all the way to the bottom on the left to get a potion from beside the vase. Take the potion all the way back up to the vine and warp there to get the egg.

Shortcuts -

???

Level 3 -

Overview -

A desert level with temples to explore - and a lot of digging too.

Enemies -

Shy guys, Beezos, Phantos, Tweeters, Pansers.

Sub-boss/boss -

Tryclyde.

Best character -

Luigi (again!)

Ace coins -

(1) High up near a cactus after climbing the ladder.

(2) High and between the first two sand waterfalls, above a cactus.

(3) Fall to the left when you enter the pyramid.

(4) Dig all the way to the bottom (either side). The coin is on the left side at the very bottom.

(5) Above the red Panser, through the locked door.

Yoshi eggs -

Yellow -

To the right of the ladder is a potion, use it to warp on the ladder for the egg.

Pink -

When entering the pyramid, fall to the left or right and move towards the middle and land on the log platform with Shy guys, jump up to the stone platform in the centre. One of the grass patches is a potion, make a warp in the same spot to get the egg.

Shortcuts -

???

World 3

Level 1 -

Overview -

On the SNES, this level really gave me some trouble, but I found it easy on the Advance version. This level is pretty difficult and requires a lot of precision jumping.

Enemies -

Shy guys, Beezos, Pansers.

Sub-boss/boss -

Red Birdo.

Best character -

Peach.

Ace coins -

- (1) After entering the door, climb the green hills.
- (2) Fall down the waterfall after the door. Fall to the left for the coin.
- (3) On the right at the start of the carpet ride up.
- (4) On the left, near the vine, during the carpet ride up.
- (5) Use Peach or Luigi and jump the huge gap over to the door, left of the vine. Bomb the wall to get the coin.

Yoshi eggs -

Green -

Fall down the waterfall where coin 1 is and land on the platform with the door. Enter the door, one of the grass patches is a potion. Make a warp near the vase for the egg.

Red -

Get the potion from the green platform to the right of the green Panser. Make a warp here and the egg will be on the cloud above the platform where the potion was.

Shortcuts -

Go to where Ace coin 5 is. Now super jump up and run outside the screen to the left. You'll drop down at the gate near Birdo.

Go to where the green Yoshi egg is. Warp here and enter the vase to warp to World 5.

Level 2 -

Overview -

This level seems complicated but is relatively simple. There is a lot of climbing ladders and entering doors.

Enemies -

Shy guys, Snifits, Pansers, Tweeters, Beezos, Ostros.

Sub-boss/boss -

Red Birdo.

Best character -

Mario.

Ace coins -

- (1) Near the green Panser close to the start.
- (2) Above the giant POW block.
- (3) Run to the right of the giant POW block, its at the end near a grey Snifit.
- (4) Underground near the giant POW block.
- (5) In the underground section with 4 platforms and a blue Shy guy.

Yoshi eggs -

Blue -

Go all the way to the end where Ace coin 3 is. Bomb the floor here and get the potion from the green platform. Make a warp near the bombed floor. The egg should fall down the bombed floor.

Turquoise -

Go to where the floor is bomb-able with Porcupos underneath (this area is to the left of the ladder leading to the door). Bomb the floor furthest to the left, make a warp here and the egg is in the pit.

Shortcuts -

???

Level 3 -

Overview -

This level can be very difficult because of the Albatosses and their bob-ombs. Then inside there is a lot of jumping avoiding Sparks.

Enemies -

Shy guys, Phantos, Sparks, Albatosses, Bob-ombs, Ninji's, Snifits, Tweepers.

Sub-boss/boss -

RoBirido.

Best character -

Luigi.

Ace coins -

(1) Above the pillar on the left of the door.

(2) Enter the door after coin 1. Now enter the door at the bottom of the ladder. Pick up the Ninji and make your way to the top. The coin is right of the platform that's too high (use the Ninji as a platform to get to higher levels).

(3) Go through the door after the Ninji's, now make your way up avoiding the sparks. The coin is on the left side.

(4) Above the door before the long bridge leading to the crystal ball.

(5) On the brick platform where the bird face gate is situated, the coin is above here.

Yoshi eggs -

Yellow -

At the start after going through the door. After the POW block, one of the grass patches is a potion, make a warp next to the POW block. The yellow egg will be on top of the third pillar (the tallest one)

Pink -

Make your way up at the area where the platforms are cross shaped, keep going up after the door. Get onto the blue platform with the Ninji. Climb the ladders and get the potion from the screen above. Now return to the blue platform and make a warp here for the pink egg. Alternatively, at the door before coin three, fall down the gap in the floor. When falling keep to the left or right of the screen and you'll land at the top of the ladders where the potion is.

Shortcuts -

This level has a number of different routes, but they are all equally difficult. A prominent shortcut is where Ace coin 2 is, carry the Ninji from the bottom of the area up to the small left hand platform near Ace coin 2. Put the Ninji on the platform and stand on top of it, do a Super jump when the Ninji is at the peak of its jump. You'll land at a door and you've just skipped the bit of the level where you have to get a key to a locked door!

World 4

Level 1 -

Overview -

A fairly simple level that is short and sweet. The only slight

difficulty is everywhere is slippery, so be careful and watch for skidding Flurries. A good thing is that there isn't a boss or anything at the end of the level.

Enemies -

Flurries, Trouters, Autobombs, Shy guys.

Sub-boss/boss -

None

Best character -

Mario

Ace coins -

- (1) At the start above the first jumping Trout.
- (2) At the end of an icy platform, underneath another icy platform.
- (3) In another spot just like Ace coin 1, after some red grass patches, with loads of Flurries.
- (4) After going up in the Rocket, its in the area with the 1st Autobomb, use the Autobomb to get it.
- (5) To the left of the vases near an Autobomb, again use the Autobomb for extra height.

Yoshi eggs -

Green -

After Ace coin 2, there is a potion under a platform. Take it to the next platform where the red grass patches are and a Trout is jumping, make a warp here for the green egg.

Red -

At the end of the icy platforms, where the Rocket is, one of the grass patches above the Rocket is a potion. Warp here and the egg is where the Rocket would be.

Shortcuts -

???

Level 2 -

Overview -

Nothing too difficult about this level save for the long icy bit with tons of Beezo's. Towards the end, use the Autobomb (rid its rider) to cross the spikes.

Enemies -

Porcupos, Beezos, Flurries, Shy guys, Snifits.

Sub-boss/boss -

Red Birdo.

Best character -

Mario.

Ace coins -

- (1) Easy to spot amongst the oncoming Beezo's.
- (2) Further on amongst the fleet of Beezos.
- (3) In the area with the Whales, its on one of the whales tails.
- (4) On another one of the Whales tails further on after Ace coin three, near a vase.
- (5) After the Rocket, in the area with the Autobomb before the spikes.

Yoshi eggs -

Blue -

In the area with the whales, go left to the last whale and get the potion off its back. Warp a little to the right and the egg will be on the whale which had three Shy guys and a giant Shy guy on.

Turquoise -

The fourth pillar after the 1-up in a bubble has a potion on top of it. Make a warp here and the egg is on top of the ice block structure to the right of the pillars (that's left in the warp).

Shortcuts -

Warp to World 6-1! Go right and up the vine, avoid the swarm of Beezo's and enter the door on the cloud. Go right to the top of the

highest stone platform and pull up the plant for a potion. Take the potion right to the jar, drop the potion and enter the jar while in sub-space.

Level 3 -

Overview -

Once inside the castle/dungeon area, this level is extremely difficult. At the start you have to ride one of Birdo's eggs to the right.

Enemies -

Shy guys, Tweeters, Birdo, Flurries, Phantos.

Sub-boss/boss - Fry Guy.

Best character - Mario

Ace coins -

(1) Just after riding the egg the coin is up above the first platform you land on.

(2) On the left hand side of the screen whilst climbing the icy platforms inside the castle.

(3) In the second castle, let an enemy carry you over the two sets of spikes. You should be able to see the coin on a platform to the left, jump over to get the coin.

(4) At the bottom of the area, beneath the locked door.

(5) On the icy platform above the crystal ball, to the far left.

You'll see it when you enter the door.

Yoshi eggs -

Yellow -

Near Birdo I a potion, take it left to the three columns. Make a warp and the egg is on the tallest (middle) pillar.

Pink -

In the cloud section, between the entrances of the two dungeon/castles. Get the potion and warp on the clouds to the left of the door, the egg will be on the first pillar of the first castle.

Shortcuts -

???

World 5

Level 1 -

Overview -

This level can be very difficult at times, as you have to use jumping Trouters to get past large sections of waterfall.

Enemies -

Shy guys, Ostro's, Trouters, Pansers.

Sub-boss/boss -

Green Birdo.

Best character - Luigi.

Ace coins -

(1) To the left next to the red Panzer at the start of the level.

(2) Once in the cave, the coin is at the top between the first couple of logs.

(3) Between the logs after coin two, near the bottom.

(4) After the lone log, between two jumping Trouters that have to be used as platforms.

(5) In between two pillar like platforms, use the Troutler to reach it at the bottom.

Yoshi eggs -

Green -

Once in the cave, get the potion from near the door. Take it along the waterfall to the platform after the lone log - this is where the egg is.

Red -

This one is a little difficult, its best to use Luigi at this point. On the last waterfall before the door to Birdo, when the right log is at its peak, jump to the right off the screen. Now drop down on to the left mushroom block, pick it up and fall down. One of the grass patches is a potion. In sub-space the egg will drop through where the mushroom block used to be.

Shortcuts -
???

Level 2 -

Overview -

This level is a tough one, there is no specific area that is overly difficult, its just generally difficult!

Enemies -

Shy guys, Hoopsters, Ostros, Trouters, Pansers, Ninji, Snifitts, Beezos.

Sub-boss/boss -

Red Birdo.

Best character -

Luigi.

Ace coins -

(1) Above and slightly to the right of the Hoopsters at the start, ride the first one up and jump for it.

(2) High above the Porcupos - Super jump of the Ostro to reach it.

(3) At the top of the screen, in between two Hoopsters on vines.

(4) Above a vase on a cloud in the area with vines.

(5) When dropping down, avoid the spikes. The coin is on the left near the bottom. Be careful not to fall through the gaps in the bridge at the bottom.

Yoshi eggs -

Blue -

Go in the first vase to get a potion. Now go right until you reach some pillars over some pits with a bunch of Hoopsters. Egg is on one of the pillars.

Turquoise -

Climb the longest vine when in the area with clouds. Kill the first Snifit. Pull up the potion that he was sitting on. Now ride the Hoopster to the top, the egg should be on the cloud that is next to the door (in sub-space).

Shortcuts -

???

Level 3 -

Overview -

This level begins extremely difficult with wave after wave of Albatosses dropping Bob-ombs on you. And the rest of the level isn't exactly a walk in the park.

Enemies -

Albatosses, Bob-ombs, Shy guys, Sparks, Pidgit, Birdo.

Sub-boss/boss -

Clawgrip

Best character -

Luigi.

Ace coins -

(1) Above the vase at the start of the level (above the ladder).

(2) High up above the small green platform in between two huge tree trunks (which are in the background). Use an Albatoss to reach it.

(3) Easily seen, below the door after entering the area with Sparks.

(4) When riding the carpet, the coin is high up.

(5) Similar to coin 4, only lower down.

Yoshi eggs -

Yellow -

Take a potion from the start to just before where ace coin 2 is. The egg should be before the long log suspended on shorter ones.

Pink -

Underground, near the Giant Shy guy, take the mushroom block off the vase to release Bob-ombs. Let the Bob-ombs chase you so they end up destroying the bomb-able blocks to the left of the vase. Now go down the hole made, the first grass patch is a Potion, return above the hole and the egg will be by the side of the hole in sub-space.

Shortcuts - warp to 7-1! Go right and up the ladder, super jump to get up to the platform with a vase. Pull up the right hand plant for a potion. Drop it near the vase and enter the vase in sub space.

World 6

Level 1 -

Overview -

More desert, relatively easy level - but careful of the quicksand.

Enemies -

Cobrats, Shy guys, Pokeys.

Sub-bos/boss -

Green Birdo.

Best character -

Luigi.

Ace coins -

- (1) In between a skeleton log and a cacti.
- (2) Very high up between two skeleton logs - you'll have to use a Pokey to reach it.
- (3) In the area of cacti just before the door.
- (4) After entering door, walk off the ledge and move to the left.
- (5) Up near a vase.

Yoshi eggs -

Green - Enter the first vase you see, only to emerge with a potion, now make a warp very close to the quicksand - the egg is in the quicksand!!

Red - at the end of the cave is a potion, get and go to the center of the area with all the vases and the egg should be here in a sub-space warp.

Shortcuts -

???

Level 2 -

Overview -

More desert, only at night. Again, this is a relatively easy level.

Enemies -

Ninji, Beezo, Albatoss.

Sub-boss/boss -

Green Birdo.

Best character -

Peach.

Ace coins -

- (1) High up near the start.
- (2) Right before the high pillar with the potion on top.
- (3) High up after the second Ace coin.
- (4) Again, high up after the third Ace coin.
- (5) This one low down after the 4th!

Yoshi eggs -

Blue -

Get the potion from the pillar (near ace coin 2), the egg is on the

thin pillar nearby, so warp where necessary.

Turquoise -

Getting a potion to use for this one is the difficult bit. Once you've got a potion, the egg is on a thin pillar near the door with a Ninji close by.

Shortcuts -

???

Level 3 -

Overview -

I was really stupid on this level. There is a metal door with a bob-omb above it that you enter like any other door. I thought that you had to blow the door up with the nearby Bob-omb. I accidentally found out that it as just like a normal door! Otherwise, this level is little tougher with vine climbing and wall bombing a plenty.

Enemies -

Pokey, Shy guys, Ninji, Birdo, Sparks, Snifits.

Sub-boss/boss -

Mouser.

Best character -

Luigi.

Ace coins -

(1) In between two skeleton logs, it's high up so use the Pokey for height.

(2) When climbing the brown vines, it's easily seen and obtained.

(3) Again, when climbing vines, easily seen on the left.

(4) Higher up when vine climbing, under five even length vines with Hoopsters on them.

(5) After the very last vine, the coin is on the left, use a Super Jump to get it.

Yoshi eggs -

Yellow -

Get the potion from the start and make a warp on the skeleton logs. In sub-space the egg will land in quicksand, so get it before it disappears.

Pink -

When climbing the vines in the clouds, get a potion from in the vase, make a warp near the vase as the egg is on the cloud to the left of the one with the vase on it.

Shortcuts -

After climbing the ladder at the start, go to the quicksand to the left. Get sucked into the quicksand and start jumping while moving left. If done correctly, you should emerge at a door. Go through to appear near Birdo.

World 7

Level 1 -

Overview -

OK, this level is very long and combines every difficulty trick employed in all the other levels to make getting to the end a very difficult task. It'll be difficult to survive the level unscathed with Yoshi eggs.

Enemies -

Shy guys, Bob-ombs, Albatosses, Snifits, Sparks, Hoopsters.

Sub-boss/boss -

Green Birdo.

Best character -

Peach.

Ace coins -

(1) Above the second block bridge.

- (2) You can get this coin when riding the Albatosses.
- (3) After the rocket ride use the left pillar to reach the coin.
- (4) Above the mushroom blocks that house a Spark.
- (5) The fifth Ace coin is right near Birdo.

Yoshi eggs -

Green -

At the second block bridge, get the potion from on top of the pillar, the egg is very close to here.

Red -

At the very last screen of the level, there is a potion on the right. Get it and the egg should be near here.

Shortcuts -

???

Level 2 -

Overview -

Like level 1, this level too is long and very difficult, especially as when you get to the end you have to fight Wart - so make sure your energy is as high as possible. As with level 1 getting the Yoshi eggs in this level is a real challenge. Getting the Ace coins is a bit difficult due to the multiple route aspect of this level, my explanations of the Ace coin and Yoshi egg locations will be very confusing as this level is so sprawling it would take a page to explain a single Ace coin location. The same goes for level 7-1 too.

Enemies -

Shy guys, Pansers, Sparks, Bird gate head, Birdo.

Sub-boss/boss -

WART!!!!

Best character -

Luigi.

Ace coins -

(1) In the first room, go past the vase that spews bob-ombs, avoid the Pansers and the Ace coin is near the Spikes.

(2) After climbing a chain the coin is in the centre of the room with loads of Sparks.

(3) After climbing down some ladders, the coin is below the ladders to the left of the screen.

(4) After Ace coin 3, return through the last door you came through. Now head up the level, the coin is easily seen after you go through the next door.

(5) The final Ace coin is after the Birdo with the key. Go left and down after the Birdo, go past the locked door, avoid the next Birdo and go down the chain, the coin is near the spikes.

Yoshi eggs -

Blue -

Where Ace coin three was, drop down and then climb down the ladder. The plant furthest to the right is a potion, get it and the egg is close to the door.

Turquoise -

Climb the chain to the left of Ace coin 1, now continue along, go downwards in the room with mushroom blocks in it. Go through the door at the bottom of this room. Now, go right and through the first door, the potion is in the next room and the egg is right by the door you entered through.

Shortcuts -

There are no real shortcuts for this level because of its layout there are multiple routes, but neither route is easier than the others.

Well, that's it, you've completed the game with 100% Ace coin rating and all 40 Yoshi eggs! Congratulations, you should be proud of yourself!

Truthfully this is the point I'm up to:

I've completed the game with 100% Ace coin rating, the character I used most was Toad. I've got all the Yoshi eggs from the 14 levels. I've found all the other Yoshi egg locations (how could I write this guide without that knowledge?), I just can't survive the levels once I've got the eggs! This is kind of a good thing as there is still something left of the game for me to play for.

* * * * *

E -

Version history -

Version one was a bit basic and very crap.

Version two commenced from the 8/7/2001, it contained a guide to the first three worlds and was a complete overhaul of version one. I changed the title, contents, ending bit, intro, enemies and boss lists. I put the 'differences' section in there for fun.

Version three started on 29/7/2001, things have been delayed as I got Tony Hawks Pro Skater 2 and Mario Kart Advance on GBA and Gran Turismo 3 on PS2 (I may write guides for these games - keep an eye out) and a re-kindled love for my N64 returned, so Perfect Dark and Conkers Bad Fur Day have been taking up my time also. It contains a guide to everything after world 3. And I edited the entire thing, tweaking it so it looked better and made more sense, and getting rid of any spelling mistakes that slipped in.

A small apology about the unfortunate delay of version 3 - my computer keeps having problems with the file this faq is saved as, so I can only do a little bit of the guide at any one time or else the file screws up and becomes un-usable - then I have to load my backup file and rewrite what got screwed up! But I have confirmed that the problem lies deep within Windows and not the file!

18/09/2001 - Finally, the guide is finished it has taken me a while to iron out problems but the job's done.

* * * * *

F -

Thanks, copyright, Credits, and contact info.

Firstly I want to thank Nintendo for all the great games over the years and for creating the Game Boy - the most versatile console ever! Nintendo also provided most of the information in this guide as it's just an elaboration on the instruction manual (but updates will follow to make it more than this). I would also like to thank my self for buying this game and playing on it - how wonderful it has been. And also the decent thing to do would be to thank gameFAQS for posting this guide. Thanks. Also I would like to thank the people who asked for permission before posting this guide on their site.

If there is any imperfections in this guide that you feel should be corrected then please tell me and I'll do so, also if there is something that you want me to cover in the guide that hasn't already been done so, then by all means let me know. If your thing gets

included in the guide I'll give you the credit that you deserve
(you'll get your name in the credits, that's all...sorry)

E-mail your idea's, requests, corrections to:

christp.fletcher@talk21.com.

But don't send stuff complaining about how crap my guide is or how
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