

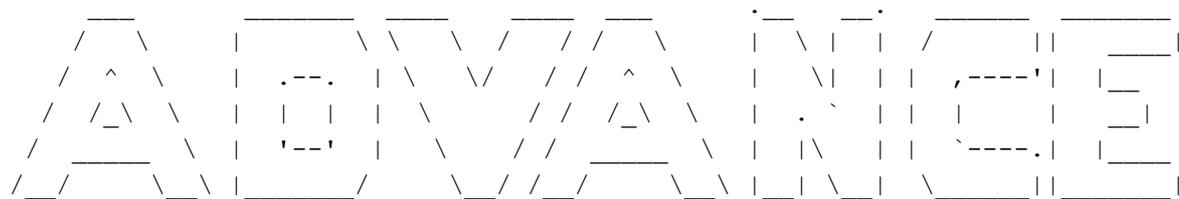
Super Mario Advance FAQ/Walkthrough

by Beautiful Affair

Updated to v1.6 on Nov 16, 2003

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Super Mario Advance FAQ/Walkthrough
For Nintendo GameBoy Advance (GBA)
Version 1.6 - Last Updated 16 November 2003
By Ryan Harrison - cornflake101(at)hotmail.com

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=====
== 1. Introduction ==
=====

Hello all, and welcome to another of HeRO RyO's FAQs, with this one covering Super Mario Advance for the GBA. I have a few reasons for wanting to make and producing this guide. Main ones included that I have already written a Super Mario Brothers 2 FAQ. These two games are almost the same, so I decided to transmit it into a form of a Super Mario Advance guide, with a few changes, and new sections for extra help. Another was that I had already made a SMA guide a few months back (read on to find out). A third is that I love to make FAQs to help those, and I am only hoping that this one can be as useful as possible.

Super Mario Advance is one of the GameBoy Advance's premier games that was released in its early life, back in 2001, and this was the very first GBA game I ever owned along with my GBA. It is a remake of two classic NES titles: Super Mario Brothers 2 (the main game), and Mario Bros. (a fun multi-player game also on Arcade). Both these games are great to play. This FAQ is only to cover the Single-Player mode for both games, as I haven't played the multi-player ones.

Super Mario Brothers 2 was the oddball of the classic Super Mario Brothers series for the old NES. It didn't involve the usual stomping enemies' heads, flicking fireballs, there are no '?' Blocks, and a lot of enemies that didn't make appearances again in the Mario games again. It is taken from a game called 'Doki Doki Panic' which was made for the Nintendo Famicom Disk System back in 1987, with the characters translated into the Mario characters, and Nintendo had made a new game. Needless to say, I loved it.

Here is a back-story to this FAQ: I made a SMA guide back in June of 2002. Back then, I was not a registered contributor (my first GameFAQs submission was in July 2002, and I first became an official FAQ writer in August 2002). That was going to be my first FAQ, but Popeye for NES has now taken that place. Ok, so while working on this guide, I sent it to myself to make sure the text file was working properly, after completing World 2-3. I had this guide saved onto my hard drive, by the way. So a few weeks later, I got the guide finished, and only a few more sections needed completing before submission. But before long, my computer began to play up - it had this worm that would cause the computer to switch itself off or crash whenever loaded up. So my dad used the C: Disk Format to totally wipe out the entire contents of the hard drive. Along with the deletions went my Super Mario Advance guide. Weeks and weeks of planning and writing down the drain. So I now use a Floppy Disk to contain my guides. I had luckily not deleted the guide I had sent to myself, but I was in no mood to do all that writing again.

But now I am. Enjoy the guide!

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== 2. Version History ==
=====

Version 1.6 (16 November 2003): Added another question and two reder tips, thanks to Nathaniel C. and Samuel Wang.

Version 1.5 (05 April 2003): There was a huge formatting problem in the guide and it didn't get posted on gameFAQs. However, I put the document up in a Text File and saw a huge formatting problem, and have decided to cut CJayC's work out for him by saving the entire thing as a Text document with Line Breaks.

Version 1.0 (03 April 2003): The first fully finished version of this FAQ, everything is done.

Version 0.85 (02 April 2003): I finished the Ace Coin Locations, and Nick Morgan was VERY generous and let me use his Yoshi Egg Location FAQ instead of having to write it all myself. If you want proof of the convo, there is a link in Section 3.10.

Version 0.8 (01 April 2003): Up to World 6-3 with the Red Coin Locations. Also added a new chapter for the Mario Bros. Section of the guide in the Table of Contents.

Version 0.7 (31 March 2003): I got a lot done today! I finished translating the walkthrough, and a huge spellcheck also occupied it. I have gotten to World 2-3 on the Ace Coin listings, and another couple of things in the Changes section for the SMB2 part of the game.

Version 0.1 (30 March 2003): The first version of this FAQ. Introduction done, and Chapters 3.1, 3.2, 3.3, 3.4, 3.5, 3.6 and 3.7 are done. I am up to World 1-2 in the walkthrough.

=====
== 3. Super Mario Bros. 2 ==
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NOTE: I have a Super Mario Brothers 2 FAQ for the NES, and if you want to look at it or use it, just go to this link:

http://db.gamefaqs.com/console/nes/file/super_mario_bros_2_e.txt

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-- 3.1. Story --

One night, Mario was asleep, and he was dreaming he was climbing a long staircase. When he reached the top he saw a door. He opened it, and another world spread out before his eyes. He heard a voice crying for help to be freed from a spell, then suddenly, a bolt of lightning struck and Mario woke up in shock. He had fallen out of bed!

Later that day, Mario talked to Luigi, Peach and Toad about this weird dream

he had. They decided to go for a picnic to cool things off. They went to a nearby cave for the picnic, and once they finished, they went inside the cave and found a large staircase. They climbed the staircase to the top, where they found a door. The door swung open to reveal the world that Mario saw in his dream!

This is where your journey begins!

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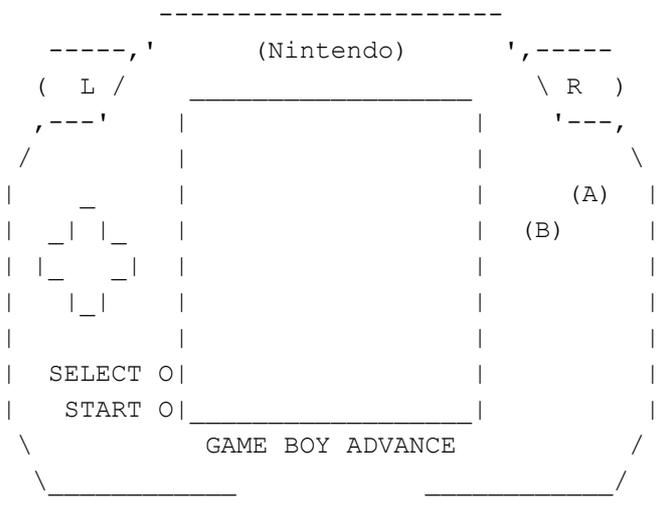
-- 3.2. Changes --

Okay, these changes are only the ones that I KNOW OF. I am sure there are more changes than this, but these are all I can find that make this game unique from Super Mario Brothers 2, and the SMB2 part of Super Mario All-Stars. There is a Changes FAQ on GameFAQs however, so if you want to see more accurate changes, look there.

- Enemies roll when you throw them.
- There are giant enemies.
- There are giant vegetables.
- There are giant POW Blocks.
- Some of the jars have different scenery and music.
- There are a few level changes.
- There are Ace Coins and Yoshi Eggs.
- A new item is the basket, which releases a random item when thrown.
- There is a score display.
- The characters and bosses have voice-overs.
- The characters do back flips when you perform a Super Jump.
- There are Heart Radishes and floating hearts that stay still in the air.
- The Robirdo boss in World 3 is new.
- Mouser is the World 6 boss instead of Tryclyde.
- You can bet a number of coins in the Bonus Chance game.
- The character selection screen is 3D.

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-- 3.3. Controls --



Left/Right: Move Character.

Up: Climb vine, enter door.

Down: Descend vine, duck (hold down to charge Super Jump)

Select: Choose Character.

Start: Start game from Story screen, select character, pause game.

B: Pull up weeds and enemies, throw what character is holding, accelerate while pressing left or right.

A: Jump.

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-- 3.4. Characters --

NOTE: Each character has individual skills that make them each unique. They each have different running, jumping, and power skills which could make each different character more appropriate to use in some levels, and another character for others. Included with each bio is a short run down of their abilities.

=====
Mario
=====

"Here I come!"

The most popular video-game character of all-time is back for yet another great adventure! Mario is the most well-rounded of all the characters, and he is a perfect choice for beginners.

Abilities

Speed

Rating: 4 out of 5
Mario is reasonably fast. When holding a vegetable he isn't slowed down too much.

Jump

Rating: 4 out of 5
Mario has a reasonably high jump, similar to the one from SMB, he has a fair amount of air time.

Power

Rating: 4 out of 5
Mario can pull up vegetables fairly quickly.

=====
Luigi
=====

"Here we go!"

Mario's taller, younger, slimmer brother has joined him to help him rescue

the Subcon World, hence the name Super Mario BROTHERS 2! Luigi is better for advanced players, as he has the best jump, but a little weaker than Mario and Toad.

Abilities

Speed

Rating: 3 out of 5

Luigi has an average running speed.

Jump

Rating: 5 out of 5

Luigi has the best jump out of all 4 characters. He can jump very high, and has plenty of air time!

Power

Rating: 3 out of 5

Luigi is ok here but pulling up vegetables in a quick amount of time isn't one of his strongest abilities.

====

Toad

====

"O-Kay!"

The Princess's servant has decided to aid you in this game. Toad is really great for running and pulling up weeds! But because he's also about as tall as a sandbag, his jumping is quite poor. Like Luigi, he's better for Mario 2 veterans.

Abilities

Speed

Rating: 5 out of 5

Toad is the fastest character in the game. His speed isn't affected when he's holding something either!

Jump

Rating: 2 out of 5

Toad's weak point. When you're playing a level where much climbing and jumping is involved, Toad won't be very effective.

Power

Rating: 5 out of 5

Toad can pull up items quicker than any other character, so he's best used for pulling up coins in Subspace.

=====

Peach

=====

"Leave it to me!"

In Mario and Luigi's previous adventure, they had set out to rescue Princess Peach, who had been kidnapped by Bowser in the Mushroom Kingdom. This time she's joining the crew to rescue the SubConians. Peach's floating ability is great to use for beginners.

Abilities

Speed

Rating: 2 out of 5

Peach is the slowest of all the characters.

Jump

Rating: 3 out of 5

Peach's jump is one of the best. Her floating ability can allow her to cross vast gaps with ease.

Power

Rating: 2 out of 5

Peach can take a bit of time pulling items up.

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-- 3.5. Enemies --

Red Shyguy

The most basic of all enemies in the game. They was straight ahead mindlessly and can fall off ledges.

Blue Shyguy

Similar to Red Shyguys, only they don't walk off cliff ledges.

Red Snifit

They stand still and fire nightmare bullets at you.

Grey Snifit

Like Red Snifits, but they can jump while firing and make an attack pattern.

Blue Snifit

These are the worst of all three snifits, they can run and fire bullets at you, which makes it hard to interpret them without getting hurt.

Tweeter

They're birds that hop around. They often make little jumps, too. They're easy to dispose and are not too big a problem.

Ninji

Ninjis come in two varieties - ones that stand still and jump straight up

into the air, and ones that move around that follow you around trying to jump on you. Ninjis usually come in groups of two or more.

Hoopster

They're little spiders that climb vines and trees. You can jump onto them for easy transportation up a vine, too.

Red Beezo

They carry little pitchforks, and swoop at you from above. They're slightly slower than Orange Beezos, so they're a little easier to evade.

Orange Beezo

Similar to Red Beezos, only these ones fly horizontally and are faster.

Trouter

Little fish that jump up from the bottom of the screen usually around waterfalls. You can also use them to jump across vast gaps like in World 5-1.

Pidgit

They fly red and white magic carpets around and try to swoop at you every so often. When you throw it away you can use its magic carpet for a ride, but watch out, the carpets disappear after a few seconds!

Bob-omb

Walking bombs that detonate at any moment. Sometimes you can find them in the ground, so be on your toes if you pull one up by accident!

Phanto

These are the masks that guard keys to essential places. As soon as you pick the key up it will immediately start following you, so if it gets close, throw the key down quickly.

Porcupo

The porcupine-like creatures. You can't jump on them, so the best way to deal with them is by throwing another thing at it.

Albatoss

Sometimes you see them carrying Bob-ombs and dropping them down at you; you can also use them as a method of travel like in World 6-2.

Cobrat

These snakes tend to hide in vases or the sand until you get close, then they jump out and start firing bullets while moving around quickly. They're hard to jump onto when moving around.

Panser

These little plants spit fireballs at you and can come in different varieties - most just tend to stay still and spit fireballs directly up, but some can spit flames at angles, and some can even move! Definitely one of the more annoying enemies.

Pokey

Tall cactuses that follow you. They're quite easy to handle actually, throwing a veggie at the base and taking out the head is the best way to deal with them. Also seen in Super Mario World and Super Mario 64.

Flurry

Usually seen in levels with ice. They tend to mime your actions and follow you around. Leading them into traps is easy, but trying to pick one up can be a little frustrating.

Spark

They travel along platforms, and are easy to kill. Just don't touch them!

Ostro

Ostrich-like creatures carrying Shyguys on their backs. If you can dispose of the Shyguy you can hop onto its back for a ride.

Autobomb

A cannon on wheels carrying Shyguys. Like Ostros, you can ride it if you get rid of the Shyguy.

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-- 3.6. Bosses --

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Pink Birdo

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The simplest and most common of all bosses. They spurt eggs at you and move around and jump a little. You can take her out by picking up three of the eggs it spits and throwing them back at her.

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Red Birdo

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Similar to the Pink Birdos, only they are slightly quicker, and they also spurt fireballs as well as eggs. Make sure your timing is accurate - you don't want to be jumping on a fireball by mistake!

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Green Birdo

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They're the quickest out of all three Birdo types, and they spit ONLY fireballs. A pretty tough boss when you've got little to fight with.

=====

Mouser

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The bosses of the first and third worlds. They throw bombs at you and move about a lot. To kill him, catch one of his incoming bombs and throw it back when it's about to explode.

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Tryclyde

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An oversized, three-headed snake that breathes fire. Scary, no? Found in World 2, they're not too difficult to defeat, you've just got to avoid the flames. You're supplied with six Mushroom Blocks to take it out with.

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Fryguy

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This large fire-spitting flameball is found at the end of World 4. Once defeated, it splits into four smaller Fryguys which are easily taken out with one hit.

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Robirdo

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This is a brand new boss in the game. It's a giant mechanical Birdo that charges and spits giant eggs. Defeated with a similar strategy to defeating Birdos.

=====

Clawgrip

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Its name comes in two parts. The 'claw' coming from the giant claw it sports, and the 'grip' from it's great grip it has on the rocks it throws at you. To defeat it, pick up the rocks it throws and throw them back, and prove that he's not the only one who can throw rocks around this place!

=====

Wart

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The big baddy of the game. That's right, no Bowser. Wart has kidnapped the

SubConians and he has a great dislike for vegetables. Watch out for the nightmare bubbles he shoots from his mouth, and feed him six vegetables to take care of this giant frog!

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-- 3.7. Items --

Super Mushroom

Also seen in Super Mario Brothers 1, these little wonders can grow a shrunk character back to normal size, and they also add another life container diamond for the level! They can restore a character to full health, too. Only found in certain locations in Subspace, and up to 2 can be found in one level.

1-Up Mushroom

Also from Super Mario Brothers 1, only they are red mushrooms with the words 1-UP inscribed on the side, rather than green mushrooms. Anyway, they do the same job of giving your character a life.

Heart Radish

Pull it up for an extra heart piece.

Vegetable

A common weapon often found in the ground. These greens are used to take out enemies.

Young Vegetable

Similar to vegetables, only smaller, and can be thrown further.

Coin

Also seen in Super Mario Brothers 1. When in Subspace, pulling up weeds will give you coins (1 coin per weed). At the end of each stage you can use the coins for extra chances on the slot machine game.

Bomb

You can either find these hidden in the ground, or Mouser will throw them at you. A few seconds before detonating they'll blink, so be sure not to get too close, or you'll be sorry!

Cherry

They have no use by themselves, but collect 5 of them and get...

Starman

...This! Also from Super Mario Brothers 1, these stars will make your character temporarily invincible, and touching an enemy kills it. However, the invincibility time is slightly shorter than it was in SMB, so make sure you use it wisely.

Clock

After pulling up four vegetables, you'll get this from where the fifth vegetable would be. It temporarily stops enemies moving.

Shell

Pull this up from the ground and throw it ahead at any enemies. Like Super Mario Brothers 1, it plows down any enemies ahead.

Mushroom Block

Mushroom-shaped blocks that can be used as something to climb to reach high areas that cannot be reached by normal jumping. They can also be used as weapons.

Heart

After killing several enemies, one of these will float up from the bottom of the screen. They recover one diamond in the life container meter.

POW Block

These first made an appearance in Mario Bros. Like what they did back then, throwing one down will kill all enemies on screen. Great for taking out great clusters of enemies in a tight spot.

Giant POW Block

These take a little more time to pull up than a regular POW Block. When you throw it down, it'll bounce several times, each bounce with the effect of a regular POW Block.

Key

Guarded by Phantos. They need to be used to open the locked doors that are nearby.

Potion Bottle

Throwing one of these down creates a Subspace door. Entering it will warp you to the other world for a few seconds, to give you time for grabbing coins and Mushrooms.

Crystal

Birdos usually hold onto these. Crystals open the Hawkhead mouths to allow you to clear the level.

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-- 3.8. Walkthrough --

When you start the game up, choose 'SINGLE PLAYER' from the intro screen. You are then taken to the 'CHOOSE A GAME' screen. Pick 'SUPER MARIO 2'. You can then choose a file which you can use to progress through the game, and save at particular points.

NOTE: When you save a game, coming to that file will make you begin at the beginning of the level in which you saved. Just to make sure you remember.

Here we go!

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World 1-1

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The beginning of the level is a slight change from the original NES game. When you begin, you fall down onto the top of a cloud staircase. Move down the platforms to the left, then move right when the stairway switches directions. Then jump onto the grass hill and pull up the weed for a vegetable. Use it to KO the giant Blue Shyguy on the cloud platform to the left. It will release a heart; grab this to grow into a Super-sized character. Now drop down to the bottom of the screen, and get the two Heart Radishes if you need to. Jump onto the little grass hill in the middle of the screen at the bottom, and it will spring up. You can jump onto the hill to the right and enter the door to begin the adventure.

Two Red Shyguys will approach you. Kill or avoid them (there are vegetables in the ground). Ahead is another Shyguy and a Tweeter, kill them or avoid them. You'll come to a grass hill with a vine next to it. Climb the vine and step off onto the hill. Throw the Shyguy and pull up the weed furthest to the right for a Potion Bottle. Throw it down next to the weeds and enter Subspace. Pull up the three weeds while in Subspace for three coins and grab the Super Mushroom. If the cherry is on the screen, get that too. Leave Subspace and continue progressing right to a set of three pillars. Above the first one is a cherry, and on top of the second one is a POW Block. Between the first and second pillars are a Red Shyguy and a Tweeter, and a Red Shyguy is between the second and third pillars. Kill them all with the POW Block, and head on right. Grab the cherry past the third pillar and kill the Blue Shyguy with the young vegetable in the ground. Climb the grass hills and jump onto the log spanning the waterfalls. Kill the two Red Shyguys & Tweeter (there are two young vegetables in the left side of the log). Run across the log and you'll come to a second waterfall with logs falling down it. Cross the waterfall by jumping across the two falling logs and from the second log, jump onto the high grass hill. Then jump over to the set of three grass hills one atop the other with Blue Shyguys on. Use the POW Block to kill them all, and pull up the weed in the highest hill for a 1-Up Mushroom. Carrying on, grab the cherry in the air, and pull up the second weed in the ground from the grass hills for a shell.

Throw it to the right and follow it as it kills the Red Shyguys and the Tweeter, collecting cherries along the way. Cross the short log and enter the door.

To your left are two weeds and a Ninji. You can kill the Ninji with the veggies in the ground, or you can simply jump over it and climb the vine to the next area.

From here, you can jump left to take a shortcut to the end of the level (check out the Cheats/Secrets section). If you take the right route you'll come to a door that leads outside again.

Head right and pick up the first weed you come to for a Potion Bottle. A little more to the right is a pair of 2 weeds, a short gap, and a set of 5 weeds. Throw the Bottle down directly between the two sets of weeds and try to enter the Subspace door while all the weeds are on the screen. In Subspace, grab the Super Mushroom, and try to quickly pull up as many weeds as you can for plenty of coins in the gambling game! After leaving Subspace, throw the Hoopster off the vine and climb it into the cloudy area.

Kill the two Ninjis if you want. Then start climbing the grass hills. Up the next section of the screen you'll see a cloud with a jar on it in the upper-left hand corner of the screen. Climb up to it, and go in.

Now you'll drop into a brand new kind of jar from the original prequels of the game. At the bottom of the jar you'll see two weeds. Pull up the one on the left for a Potion Bottle, and while still holding it, jump onto one of the platforms on the Ferris wheel, and when it takes you to the top, jump out.

When you re-emerge, you'll see another cloud above you. Throw the Potion Bottle down somewhere with this cloud on the screen. When you go into SubSpace, a Super Mushroom will appear on this cloud, and you can bring your health meter to a total of five hearts. Then exit SubSpace.

When you reach the cloud with the vine on, climb it to the top and step onto the cloud to the left. Jump over onto the cloud at the very left of the screen and from here jump onto the cloud with three vines on. Climb either the very left vine or the very right vine but make sure that the Hoopster on it is below you before you begin ascending. After reaching the top of the vine, step onto the centre cloud and climb the vine to the boss area.

BOSS FIGHT: Pink Birdo

Also, new here, there are floating hearts you can get and a Heart Radish if you run low on health, which is rather handy.

Your first Birdo boss. If you haven't played this game before, you may have a little bit of difficulty, but overall, it's not too much of a big problem. Run right across the clouds and jump over onto the dirt and onto the steel platform where you will meet a Pink Birdo with the Crystal. All you have to do is jump on top of the eggs it spurts at you, pick up the egg while on top of it and throw it back at the Birdo and hit it. Do this twice more to knock Birdo out then grab the Crystal and enter the Hawkhead to the right. If you have coins, then gamble away at the Bonus Chance Slot machine Game.

=====
World 1-2
=====

Leap up onto the middle grass hill and wait for the Pidgit to swoop down. When it does, jump on its head, pick it up, throw it away and fly over the giant chasm, but watch out for Beezos. You'll go past two short grass hills sticking out from the bottom of the screen, and then to the overworld. Jump into the first jar. Pull up the weed at the bottom for a 1-Up Mushroom. Now pull up the weed to the left of this jar for a Potion Bottle and throw it down near the second jar and enter Subspace. Grab the Super Mushroom and pull up the three weeds to the left of the jar for three coins, then leave Subspace. Enter the second jar. Pick up the key being guarded by Phantos and quickly escape from the jar. When you get out, throw the key down STRAIGHT AWAY. The Phanto will stop stalking you, but beware, it will begin chasing you again when you pick the key up again. So grab the key and kill the two Ninjis with it, then head right and unlock the door by walking in front of it and pushing UP on the D-Pad while the key is in your hands. Grab any nearby cherries before you enter.

In this area, a Red Shyguy will approach you, so just jump over it or grab the three cherries and you should have enough to get a Starman. Jump over onto the small dirt island and kill the Blue Shyguy. Then jump over to the next area with the weaker wall. The two nearby weeds are bombs, use this to blow it away. Be careful, there is a Snifit inside the alcove, so be sure to watch out for the nightmare bullets. Climb the ladder. If you look to the right, you'll see some weak stone blocking the way down to the next area. Pull up a weed that is next to the ladder on its LEFT, for a bomb. Throw the bomb onto the weak stone to blow it away. Then pull up the weed nearest the weak stone for a second bomb, and throw this onto the weak stone to blow another part away. Then pull up the weed that was to the left of the weed you just pulled up for a third bomb. Throw it onto the weak stone to blow the final part away. Then pull up the weed next to the ladder on the right for a Potion Bottle and throw it down the drop you made into the next area, drop down and enter Subspace. Grab the Super Mushroom and leave Subspace. Jump up to the ledge and carry on right. Grab the cherry and try to take out the Ninjis. You'll come to a wall with the door leading outside, and it can't be reached by a normal jump, so hold DOWN on the D-Pad until your character charges up, and super jump up the wall and leave through the door.

You'll emerge outside underneath a grass hill ledge. Jump up onto it and head left. Pick up the Ninji and use it to take out the Grey Snifit. Get the cherry and pull up the weed for a Potion Bottle. Now head all the way back right and throw it down near the cluster of weeds, enter Subspace, and pull up all those weeds for lots of coins! After leaving Subspace head right and fall off the ledge, and carry on to the door in the big cliff.

BOSS FIGHT: Pink Birdo

Head right to the steel platform where Birdo is. Defeat it by jumping on the eggs it spits at you, picking them up and throwing them at the Birdo three times for another easy victory. Grab the Crystal, head right and enter the Hawkhead to complete the level.

=====
World 1-3
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You can use the Hawkhead to reach the higher grass hills and grab the cherries, or you can cross the lower ones and climb up to reach them. Kill or avoid the two Blue Snifits. You'll come to a long log resting on grass

hills, with two cherries and two weeds to its left. Pull up the weed on the right for a Potion Bottle and throw it down on the log and enter Subspace. Grab the Super Mushroom but DON'T get the cherries until you leave Subspace. You now have to jump over a short series of waterfalls by jumping on the logs resting on top of the narrow grass hills, and watch out for Trouters jumping up from the bottom of the waterfalls. Once you have reached the fourth log you have to cross a waterfall over logs. If you want, try grabbing the two cherries above the waterfall. If you're quite high up you can leap over to the high grass hill with five weeds on it. The five weeds are all vegetables, so pulling up the last one gives you a stopwatch. Cross the next waterfall and you'll come to a log resting on top of two grass hills with five weeds around it. First, get rid of all surrounding enemies WITHOUT using any of the weeds. When that's taken care of, look underneath the log. There are two weeds. Pull up the one on the left-hand side for a Potion Bottle. Throw it down in this area and enter Subspace. Grab the four surrounding weeds for coins and leave Subspace.

NOTE: If you take the bottle past the warehouse you'll come to a jar which you can use to warp to World 4. See the Cheats/Secrets section for more info.

Cross the small waterfall and kill or avoid the two Ninjis or Tweepers, evading them would be a better choice, really. Find the warehouse door and enter it.

Look up at the top of the screen and you'll see a chain. Grab onto this and climb it like you would with a vine. When you get to the top, kill the Pink Shyguy with one of the four nearby Mushroom Blocks. Then take the four blocks and place them on the steel platform holding the chain. Now use them to be able to reach the little steel platforms in the upper left-hand corner of the screen and carry on climbing up. When you get up you should see three platforms with Sparks circling them. Carefully climb them watching out for the sparks and enter the door on the top platform.

Jump onto the steel platform above you (watch out for the Spark) and take the key. Quickly leave the room.

As soon as you're out, throw the key down IMMEDIATELY so the Phanto doesn't touch you. When it's gone, pick it up again and drop down past the platform and down to where you found the Mushroom Blocks. Then drop down past the door in which you entered and you'll be at some steel platforms. Carry on descending and you'll come to a platform with three chains and a nearby Grey Snifit. Wait until it's not firing any bullets and drop down past the chains and STAY TO THE RIGHT HAND SIDE OF THE SCREEN. You'll arrive at the locked door, so enter with the key.

Grab the cherry in the air as you fall down onto the platform (watch out for the Spark!). Then jump across the next three platforms and you'll come to a platform with a Spark on it. Jump across it when it's safe, and jump over to the wooden bridges attached to the steel blocks. There is a POW Block you can use if ever the need arises, and three cherries just waiting to be taken. Carry on jumping across the brick pillars grabbing cherries, and watch out for Sparks. After getting across the brick platforms, head right, kill the Ninjis and get the Crystal next to the Hawkhead, which opens after you grab it. Enter it.

BOSS FIGHT: Mouser

Your first World boss, and he may be a little tricky if this is your first

time. First of all, blow away the weak wall with some bombs you'll find near it in the ground. When the wall is blown away, the battle can begin. Mouser will throw bombs at you. Catch them (your character grab them if they land on your head) and throw them back when they start blinking. Mouser moves around on the platform quite a lot, so make sure you know when to throw the bombs. A good place to fight would be on the edge of the platform where the weak wall was. If he's touching the bomb when it explodes, that counts as a successful hit. You need to do this three times in order to defeat him, and when you do, the door with light protruding appears, and you can leave the area to complete World 1!

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World 2-1
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You've now arrived at the desert. So, head right towards the pile of bones, and watch out for the Cobrat that pops out of the sand. Go past the pile of bones and jump over the jar with the Cobrat in it. Continue past the next set of bones and grab the cherry in the air above the gap with the Red and Blue Shyguys in. Carry on past the next set of bones and jump over the jar, killing the Cobrat if you wish. You'll come to some sand blocks with four weeds on top. Pull up the weed furthest to the left for a Potion Bottle and throw it down here. Enter Subspace for a Super Mushroom and three coins from the weeds. After leaving, you have to cross the quicksand, so if you start sinking in, repeatedly press the A button to escape. A little distance into the sand and you'll see two cactuses with a cherry in the air above them. Grab it. To the right is a pile of bones with a Pink Shyguy on it. Throw the Shyguy off or just evade it and carry on right, past a giant cactus and you'll arrive at a pyramid of sand blocks. There are two Red Shyguys here and a Panser on the top of the pyramid, so only grab the two cherries in the air if you're willing enough to get them. Go past the next cactus, and you end up having to cross sand again. There's a cherry in the air just past the cactus, but be sure not to get close to the Cobrat lurking in the sand. Cross the sand and jump over the cactus. Head right and you'll come to a pyramid with a door on the front. Enter it.

In this room you have to dig through the sand to reach your next destination. Start digging at the right hand side of the screen and get the cherry, but watch out for the Red Shyguy. The next cherry is at the left hand side of the screen, but there's also a nearby Red Shyguy. Carry on digging down and approach the ladder. Watch out for the Grey Snifit. There are two cherries near the ladder, get them if you want. Descend the ladder and enter the door to the right.

BOSS FIGHT: Pink Birdo

Climb the steps and jump onto the platform with Birdo on. This battle may be a touch harder, so pick up the eggs quickly or you may find yourself falling down the gaps at either side. Anyway, just use the normal method of hitting it with eggs three times, and Bob's your uncle.

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World 2-2
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Climb the steps and exit through the light door.

Head right to the pile of bones next to the quicksand. Watch out for the Cobrat in the sand as you cross. There is a line of the cactuses next with

two cherries in the air above them. Watch out for the Beezos that swoop down. Get the cherries and carry on heading right. Jump over the jar with the Cobrat in it (you may want to kill the Cobrat to stop it bothering you while you collect the Potion Bottle). Anyway, there are three weeds between this jar and the next two jars to the right. Pull up the one on the left and throw it down near the other two weeds so they are on the screen in Subspace. Enter to get a couple of coins and a Super Mushroom. After leaving, go past the next two jars (the contents are irrelevant). Jump over the three cactuses in the quicksand and kill the Cobrat in the small jar, which you can use as a stand. The next area of quicksand sinks quicker, so is therefore harder to escape. Some bones fall down the sand, so you can use them as stands to get across it. So when the bones pop up, jump on them quickly and cross the quicksand. Before the pots there is a door in the wall, enter it.

To the right is a cherry above three weeds. To their right is a lone weed in the little pit. Pull up this weed for a Super Mushroom. Now stand over the very left weed in the set of three. Charge up a super jump, then pull up the weed without moving, for a bomb. Quickly super jump back up and throw it at the weak wall to blow it up. Head left across the gap to some sand blocks with five weeds and three Blue Shyguys. Pull up the centre weed for a Potion Bottle and throw it down while all the other weeds are on screen. Enter Subspace, grab the Super Mushroom and pull up the weeds for some coins. Leave this cave area.

Back out in the overworld, continue heading right and jump over all the jars and avoid the Cobrat bullets as best you can. Don't bother entering any of them, as there's nothing decent in any of them. After the jars, jump over the cactus and continue heading right, past the pile of sand blocks with Pansers on. You'll come to a vine leading down underground.

You'll come to another 'digging' area. The first cherry in the sand is at the centre of the screen. Watch out for the Red Shyguy while getting it. Carry on digging down past more Shyguys and a Ninji, getting two more cherries. A little further down, and you'll see a cherry by itself in a large space in the sand. Grab this one and you'll have enough for a Starman to get rid of all those annoying enemies in the sand! Now you'll come to an area where the path of sand splits two ways, take the right hand side. Just carry on digging down and avoid the Shyguys and Snifit, and enter the door at the bottom.

BOSS FIGHT: Red Birdo

There are two strategies, which you could use in this battle. You could either get the three Mushroom Blocks below the Birdo and bring them up to the platform to throw at the Birdo, or you could just go up there and fight it with its eggs. Either way, hit it three times and it's dead. Easy.

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World 2-3

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You start this world underground next to a ladder leading into the overworld. So to start things off, climb the ladder to the top.

Head right to the first cactus with the weeds around it. Pull up the weed on the very left for a Potion Bottle. You can do one of two things with it - either throw it down here for some coins to collect in Subspace or carry it left back past the ladder to the two grass hills with the Pink Shyguy &

cherries for a Super Mushroom. You cannot have both ways, I'm afraid. :(Anyway, carrying on past the cactus, you'll see four high grass hills, and the one on the very left has a door, which leads to a room full of weeds.

To get up there you have to jump on top of the Beezos that swoop down. Toad isn't very good at this, but Luigi is a great choice. If you don't want to or can't get in here, you can just carry on and scroll down to the ***.

In this room there are nine vegetables. Pull up the nearest one to your right for a Potion Bottle and throw it down and enter Subspace for a Super Mushroom and lotsa coins!! Then leave and head back into the overworld.

*** Carrying on past the grass hills you'll come to a set of cactuses. Above the second cactus is a cherry. Carry on and jump over the two quicksand traps across the cactuses and you'll come to three piles of bones between quicksand traps with cherries in the air between each one. Get the cherries while crossing. Jump over the cactus and watch out for the Cobrat. Pick it up and throw it at the Pokey. Jump over the next cactus and enter the pyramid via the door on the front.

In here you're standing on a giant pillar with two great drops to either side. Drop down the right hand side and try to grab the two cherries as you fall. You'll safely land on a little log bridge with some Red Shyguys. Jump up onto the little platform to the left and pull up the weed for a POW Block, which you can kill the Shyguys with. Now continue falling until you land in an area with some digging sand and a locked door. You now have to dig to the bottom of the pyramid to get the key! So as you start digging, the first cherry is to the right hand side of the sand pit. The second is on the very left side. The third is on the left side, and the fourth on the right side. Remember to watch out for Red Shyguys while you're digging. You'll come to a spot where the path splits in two, but this time, it doesn't matter which route you take. However, you get a cherry in the right route. Both routes meet at the bottom and lead to a door to a room containing the key. Super Jump onto the platform avoiding the Spark. Take the key and quickly get out. When you are out, throw the key down STRAIGHT AWAY to stop the Phanto stalking you. When it's gone, pick the key up again and start jumping up to the top of the sandpit to get to the locked door. All the cherries have been replenished, so it is easy to get a Starman. Remember to throw the key down occasionally to avoid Phanto.

In this next room is a pile of sand containing Red Shyguys and four cherries. There is a nearby fifth cherry just to the right of the sand, so here's another easy chance for a Starman. Go past the sand pyramid with the Panser and Blue Shyguys. Jump over the cactuses and jar containing a Cobrat. Continue heading right, and pick up the Crystal, which is between two jars with Cobrats in. Don't bother entering any jars either. Head right and enter the Hawkhead.

BOSS FIGHT: Tryclyde

This battle is a fair difficulty, but it's your evading skills that count here, not your fighting skills. There are 6 Mushroom Blocks to fight him with, so you should pick three up one at time, jump onto the block platform to your left and leap over to the three-block platform to drop them off, then throw them at him plain and simple. Be sure to keep away from his flame breath; otherwise you should be fine. If you are really good at this you could defeat Tryclyde in as short a time as 15 seconds, a personal record of mine. :) On to World 3!

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World 3-1
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Head right until you get to a cluster of four grass hills. Jump over the small gap and enter the door in the fourth grass hill.

In this area is a giant waterfall and some clouds leading up into the sky which is the route you eventually will take but for now jump into the pit to your right and fall down the waterfall. Make sure you keep to the centre of the screen, so you land safely on some grass hills. If you don't, you'll plummet to your watery grave, not to mention an untimely death. Enter the door on the little hill.

This room here contains 15 vegetables and a little jar to the right. Pull up the sixth weed from the right for a Potion Bottle. You can either throw it down here to get lots of coins to use in Subspace, or you can throw it down near the jar for a Warp Zone to World 5 (check Cheats/Secrets section for more info). Anyway, if you get the coins, after leaving Subspace, head right and exit via the door to the right of the jar.

You'll come back to the waterfall area with the clouds. Now, climb the clouds as high up as you can, and kill the three Blue Shyguys if you want. At the top cloud you'll see a Pidgit hovering above you. When it swoops down, jump on it, pluck it up, throw it away, and immediately start flying the carpet upwards. Try staying near the centre of the screen, because Beezos start swooping at you, and it takes them longer to reach you if you are on centre screen. Anyway, further up you'll see a vine. Jump from the carpet and start climbing it into the next area.

If you are Luigi or Princess Toadstool, you can jump across the giant gorge to the left of the cloud platform to an area that has a shortcut to the boss. For more info, check the Cheats/Secrets section. If you head right, there are three clouds with a Panzer resting atop the highest one, and four nearby Mushroom Blocks. Use one to take out the Panzer. To the right is a very narrow grass hill with two weeds on it. The left one is a Potion Bottle. If you throw it down near where the Mushroom Blocks originally were, you can get a Super Mushroom in Subspace, which lands next to the three Mushroom Blocks. After leaving Subspace and carrying on, past the grass hill are three clouds in a stairway-like fashion, and a Mushroom Block is atop the highest one. Use it to take out the Panzer to the right. Head right a little further, and jump over onto the dirt. Head right, and use the Blue Shyguy to kill the moving Panzer. Descend the ladder to the area with six weeds. Pull up the one on the very left for a Potion Bottle, and throw it down here for five coins to use in the Bonus Chance mini-game. After leaving Subspace, head back up the ladder (watch out for that Panzer), go right, jump over the pit and enter the door in the cliff.

BOSS FIGHT: Red Birdo

There are three steel platforms in this area, and Birdo is on the middle one. This battle is simple as always, and to make it even easier, there are three Mushroom Blocks to the Birdo's right for some easy ammunition. When Birdo drops the key, grab it and Super Jump onto the higher steel platform and enter the Hawkhead.

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World 3-2
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An Ostro carrying a Red Shyguy will immediately charge towards you, so pick the Shyguy up off its back and kill the Ostro with it. Head right and jump over the four stumps. Beezos will start coming down here, so be sure to keep a careful foot. Head right past the two grass hills and you'll approach two stumps with two weeds between them. Pull up any for a Young Vegetable and carry it with you to the right to kill the Panser with to get by without any annoyance. Carry on heading right, and watch out for the two Ostros. Ignore the two POW Blocks set in the ground, so carry on heading right. Go past the next three stumps (watch out for the Snifit on the third one). Heading further right, you'll come to some weak stone held in the ground. There are two weeds to its left, and a grass hill with three weeds on, to the right. Avoid the Snifit (throwing it away would be a better choice, actually), and pull up the very left weed on the grass hill for a Potion Bottle. Throw it down where all weeds are on screen, so you can get some coins, and a Super Mushroom, which appears on the hill. Leave Subspace, and pull up a weed to the left of the weak stone floor for a bomb. Blow up the floor and go underground. Head left and descend the first ladder you come to.

This next area requires some quick manoeuvring, blowing walls up, and two platforms, which I will name the 'Upper Platform' and 'Lower Platform' for easy convenience. To star off, pull up a weed on the first part of the Upper Platform for a bomb. Quickly drop down off the edge at the right to the Lower Platform, and throw the bomb against the weak wall to blow it up. Go back up to the area where you got the bomb and pull up another weed for another bomb. Quickly take it back down again by dropping off the ledge and blow up the next part of the weak wall. There are two weeds on the ground near the second weak wall, which are both bombs, you can use these to blow up the next two weak walls and therefore get through. Three Tweeters will approach you, so dispatch them or avoid them. Carry on left, then jump onto the small ledge to the left, from there jump onto the steel platform, and climb the ladder into the next area.

You'll arrive in the overworld while still underground. A Panser is shooting fireballs directly down, so make sure to run past when it stops shooting (it shoots in quick 1-2 patterns before stopping for a couple of seconds before repeating the process again). Get past the fireballs, head left, and descend the next ladder.

This next area is pretty simple. Just cross the pillars to the left to the next ladder. There's a Blue Shyguy on the second pillar, but that shouldn't pose a serious problem. Climb the ladder.

You'll arrive in the overworld again (but still underground). Beezos will swoop down at you, so quickly move left and descend the next ladder.

In this next area you'll be on a platform with three weeds, and a weak wall blocking the path to your left. Pull up one of the weeds for a bomb, and stand on the very left edge of the platform. A couple of seconds after it starts flashing, throw it down to blow the wall up. Head left and you'll come to a ladder. Climb it but don't go to the very top just yet. Instead climb it to near the top and head through the left tunnel into an area with two sealed pits each containing two Porcupos, and four weeds. Pull up the weed on the very left for a bomb and blow up the stone sealing the pit on the RIGHT. Then pull up the weed on the very right for a Potion Bottle and throw it down near the pit you've just blown the stone off, and enter Subspace. Get the Super Mushroom in the pit and leave Subspace. Now head back right and climb the ladder mentioned earlier.

Head left and enter the door.

BOSS FIGHT: Red Birdo

This boss is relatively simple. Just head left onto the steel platform to meet Birdo. In this fight you have plenty of space to manoeuvre and escape incoming fireballs. Just use the usual strategy of hitting it with three of its eggs, and get the Crystal after defeating it. Head left and pull up a Mushroom Block to drop down into the lower area, and head right to enter the Hawkhead.

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World 3-3

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You start this level in a cave. Go right, climb the dirt stairs, and exit through the door with the protruding light, into the overworld.

Head right and jump over the three stumps, to the POW Block and four weeds. Pull up the weed on the very right for a Potion Bottle. Throw it down where the remaining three weeds and the three stumps are on screen. Enter Subspace, get some coins, and grab the Super Mushroom, which is on top of the highest barrier, then leave Subspace. Now head right and watch out for Albatosses dropping Bob-ombs, and an Ostro carrying a Red Shyguy. Jump over the next stump and enter the door to the warehouse.

To your left are three weeds and to your right is a lone weed. Pull up the weed in the centre of the three weeds to your left for a Potion Bottle and throw it down for some coins while in Subspace. When you leave, head left, avoiding or killing the Ninjis. Keep heading left to a ladder between a locked door and an unlocked door. Don't bother entering the unlocked door, as there's nothing of importance inside. Instead, climb the ladder onto the suspended platforms. If you jump over onto the platform to the left you can get a POW Block and take it back right to kill the Shyguys and nearby Sparks. Jump over the next two platforms to the right and onto the 'J'-shaped platform with a door on it. Enter this door.

In this next room you have to climb several steel platforms to the top of the room, but also watch out for Red Shyguys, which emerge from the small pots on the steel platforms. Once you reach the top, enter the door.

A Spark is quickly circling the steel platform with the key on it, so grab it carefully, and take out the Spark with it if you want. But remember to watch out for Phanto! After exiting with the key, just quickly descend back down to the bottom of the room with the steel platforms and Shyguy-generating pots. Remember to throw the key down occasionally, and take out Shyguys with it if you have to.

Back in the warehouse entrance room, take the key and jump off the 'J'-shaped platform and onto the floor. Carry the key left and unlock the door near the ladder mentioned earlier, then enter it.

In this next room you have to climb several '+'-shaped platforms to the next area to proceed. When you start in this area, you should see two '+'-shaped platforms separated by a steel platform in between them, to your right. A Spark is circling the higher one. Start by jumping onto the first '+'-shaped platform, jumping over onto the steel platform, from there jumping onto the next '+'-shaped platform and jump onto the giant ledge to the left. Get over onto the ladder hugging the very left wall, climb it to

the top, and drop onto the giant '+'-shaped platform to the right, but be sure to avoid the Spark circling it. Climb the next two '+'-shaped platforms, and above the top one is a steel platform, and above that is a hollow steel box with two Sparks moving around it (one on the interior and one on the exterior). Jump onto the platform, then leap over and grab hold of the ladder against the right wall. Climb it to the top, then drop left onto the steel box when the Spark surrounding the outside isn't going to touch you. Then jump up to the next steel platform above that and jump over to the ledge to the right with a door on it. Enter this door.

Start climbing to the top of this room via the steel platforms hanging out the walls. Watch out for the two Tweeters. You'll get to an area with a giant steel platform above you and a chain against the left wall. There are two Pansers on the platform that shoot fireballs at angles. Climb the chain to the left, carefully, making sure not to get hit by a fireball. When you get to the very top of the chain, hold right hard so you fall right, but grab the next chain along that hangs from the ceiling. Repeat this process until you get to the very last chain on the right, and then go over to the door on the left once you've climbed to the top. Avoid or kill the Grey Snifit. Enter the door.

This next area has so many Sparks, it's enough to make your head spin! First of all, there's a very long steel platform to your left, and above it, three more platforms, all with Sparks orbiting them. Jump onto the left platform above the steel one and get the two cherries in the air. From the middle platform, jump onto the 'C'-shaped steel platform, and watch out for the Spark. The weed in the 'C'-shaped steel platform is a POW Block, use this to dispatch nearby Sparks. Get the cherries and start climbing the steel platforms to the top of the room. Climb the ladder to the top and enter the door on the platform.

Head right and pull up the weed for a Shell. Jump onto the bridge with it and throw it right and follow it to clear your path of five Ninjis. Jump onto the next part of the bridge and then over to the Hawkhead. Get the Crystal and enter it.

BOSS FIGHT: Robirido

This giant, mechanical version of a Birdo is both harder to evade, and tougher than its original counterpart. There are some chains in the ceiling you can use to get above her when she speeds towards you. When she spits eggs, use them to hit her, like you would a normal Birdo. Also, watch out for her ground pound move, which will paralyse your character if they are on the ground, so remember to jump. As you give her more damage, she'll move quicker. Keep on your toes. If you run low on health, grab a heart floating around in the room. It will take five hits to clatter the mechanism.

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World 4-1

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Your first icy level, and this is where the difficulty starts to go up a notch. Head right across the ice, avoid the Flurry and the Trouters, over the next two ice block platforms and carry on right. Jump over the two approaching Flurrys and keep heading right. Jump up to the next ice platform and head right and jump over the gap. Avoid incoming Flurries in the next part, where there should be two horizontal ice platforms only separated very slightly. On the lower one is a weed, which is a Potion

Bottle. Grab it (watch out for Flurrys), and jump over the gap to the next five weeds and throw it down here. Enter Subspace for five coins, then leave. Carry on right and jump up to the next icy platform. Head right, watching out for Flurrys, jump over the little gap, and at the end are some icy stairs. Jump over the gap to the little snow island. On the top of the snow island are two weeds. Pull up the left one for a Potion Bottle and throw it down here. Enter Subspace. Get some coins, and the Super Mushroom, which appears to the right. After leaving Subspace, you'll see a weed underneath the ice blocks hanging off the upper-right corner of the snow island. This weed is actually a rocket, which takes you to the next area. To get it, you have to jump down the little gap to the very right, and hold left hard to do a turn in midair, and you should land on the little ledge with the weed. Pull it up and blast off.

BOSS FIGHT: Auto-bombs

When you reach the next area, the rocket will drop you off then explode (maybe it was a firework). This area isn't actually a boss fight, but it is pretty tough. Run right and drop onto the ice. Avoid the incoming Auto-bomb and continue heading right, using the pillar to reach the high area. Continue right and get past the next five pillars. There's two Flurrys here and an Auto-bomb, the best option would actually be to evade them. Head right and jump over the pillar. Keep going, drop to the next area and jump over the next two pillars. Avoid the Flurry, head right, and watch out for the Auto-bomb coming down the stairs. Jump over it, climb the stairs and drop down to the next area. Use the Flurry to kill the Auto-bomb coming down the next flight of stairs, or just plain avoid them. Climb these stairs, grab the Crystal and enter the Hawkhead to finish the level.

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World 4-2
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Head right, run along the ice platform, and climb the vine against the wall into the overworld.

To the right are some icy block platforms in a stairway-looking fashion. Climb onto the highest one and begin heading right. In this area, Orange Beezos will begin flying towards you. I can't describe in accurate detail in what kind of order they come, but if one is aiming at your character's feet, the best option is to jump. If it's at the head, duck. The process is a bit difficult to get used to, but essential to survive. Soon after, Flurrys will come charging at you to make matters even worse. Just keep jumping and ducking and you shouldn't have too much of a hard time. Then there's a little drop onto a lower icy platform, and another higher icy platform to the right of it. Get onto this one and begin heading right again. At the end are some icy stairs and a Flurry, which is best to avoid due to all the Beezos around. Jump over to the right of the icy stairs and onto the icy platform. Jump onto the cloud above and enter the door.

You are now on a cloud above a giant whale. Jump onto the whale to the LEFT of the one you are above, and you'll see three weeds on its back. Pull up the one on the very left for a Potion Bottle. You can either throw it down here to get a Super Mushroom in Subspace (which is on the whale's tail) and a couple of coins, or you can carry it to the right to the three snowy platforms with several weeds for a LOT of coins in Subspace. Either way, it doesn't matter which way you choose.

NOTE: You can get a warp zone to World 6 using this bottle and a jar further

on in the level. Check the Cheats/Secrets section for more information on how to do it.

But for now, head back over onto the whale you were above when you first entered this area. Look for where it spits the water, and stand on that spot. When it spits, the bronco will take you up into the air! Jump onto the cloud with the door, then make a big jump to the right onto the icy platform. Jump right across the icy platforms, using the water the whales spit as stepping-stones, and grab cherries while you're in the air. You'll come to three snowy platforms. The first two have three weeds and the highest one has a weed, which is a Potion Bottle. You can throw it down here for lots of coins in Subspace, or carry it with you to the right to get warped to World 6 (check Cheats/Secrets for more info). There are also some icy blocks to the right, which hold the Super Mushroom while in Subspace. After leaving Subspace, go past these icy blocks and onto the whale. Stand on the water bronco and jump up to get the cherry when you are shot into the air. Jump over onto the next whale and do the same thing (watch out for the Blue Snifit). Now start crossing the whales and look out for the Blue Shyguys. On the third one, stand on the bronco and when it shoots you into the air, jump onto the icy platform, jump to the right onto the next icy platform, and begin heading right again. Watch out for the Flurry, and at the end of the platform, jump right, over onto the icy platform with steel on, and grab the weed for one of those rocket/firework things.

In the next area head right and drop into the small gap to get the cherry. Jump over the pillar and a Red Shyguy on a Autobomb will approach. Throw the Shyguy away and stay on the Autobomb. It will carry you across the spike pit and you can get cherries while riding. At the end of the pit, jump onto the ledge, avoid the Porcupos, and enter the door.

BOSS FIGHT: Red Birdo

Head right and jump up onto the higher raised ground. From the end of here, jump right, onto the icy platform in the little tunnel area. Fighting Birdo here will be tough, as you must be careful not to fall down the pits at either side of the icy platform (this means pulling eggs up quickly), watching out for when it spits fireballs, and the slippery ice which can make evasion a little trickier here. But you know the strategy for beating Birdos, so just heed these warnings, grab the Crystal, head right, jump over the gaps and enter the Hawkhead!

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World 4-3
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Climb the ladder to the right and exit via the door with light protruding.

You begin the area underneath three icy hills. The left and centre icy hills have weeds on them. The left one has two, pull up the one on the left for a Potion Bottle. Now carry it with you to the left of the screen. Keep heading left until you get to three pillars clustered together. Throw the bottle down around here and enter Subspace. The Super Mushroom is on top of the highest pillar. Exit Subspace, and begin heading right again. Go back to where you started, and jump over the Birdo, to its right hand side. When it spurts an egg in your direction, jump on the egg, but DON'T pick it up and throw it back. Instead, it will give you a ride across the giant ocean! The egg stops when you get to the snowy island with six weeds on. From here, jump onto the wooden bridge to the right, head right and enter the door into the warehouse.

Start climbing the icy blocks, but watch out for the Flurrys that come down charging at you. About halfway up there is a platform with drilling spikes on in the left wall. Carry on climbing but be more careful as not to fall! Just keep climbing and watch out for Flurrys and enter the door at the top left side of the room when you've ascended this area.

You're now at the castle battlements, and you're at the left castle on the wooden bridge. Between the castle you are at now, and the castle the right are two weeds in the bridge. Pull up the one on the left for a Potion Bottle, and go left past the door in the left castle. There are some clouds in the air. Carefully climb them while holding the potion then start crossing the stone battlements with it. Jump over onto the castle on the right and throw it down on one of the stone battlements, but make sure the very end stone battlement is on the screen. Enter Subspace, and grab the Super Mushroom, which appears on the end stone battlement. After leaving Subspace, enter the door in the right-hand castle.

Below you are a Red Shyguy and a Blue Shyguy. Jump onto the Red one. Don't pick it up, though. It will drop onto the ledge of spikes, but won't get hurt, so you can ride it safely. It will then drop onto a second set of spikes, then down a huge drop with cherries that you can try to grab. You'll land on an icy platform with a door. Enter it.

Above you are two icy platforms. The lower one has two Flurrys, and the higher one has a key on it. You can use the key to kill the Flurrys, or you can kill one with the other. But when you get the key, remember to watch out for Phanto! Exit the room with the key.

You've now got to start descending all these icy platforms with the key (throwing it down regularly to avoid Phanto), while keeping an eye out for Flurrys as well! It's just not your day, is it? Oh well. It's not TOO hard, just try to keep these pointers in mind and it shouldn't be all that hard, really.

Head right across the wooden bridge and watch out for the Beezo. Enter the door in the second castle.

Head right across the icy floor and get the Crystal, which is on the steel. Jump over the gap and enter the Hawkhead.

BOSS FIGHT: Fryguy

You land on two rusty steel platforms joined up by two Mushroom Blocks. Below are three Mushroom Blocks. A good strategy to use is getting one of the Mushroom Blocks that joins the platforms and standing on the ledge. When Fryguy appears just below, throw the block down and hit him. It works pretty well. What I wouldn't do is try to fight him from underneath, as he spits fireballs at the floor. When you hit him three times, he'll split into four little fireball creatures. Hitting them once with a Mushroom Block will expel them, and you can exit through the light-door to World 5!

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World 5-1
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When you head right an Ostro will come towards you carrying a Red Shyguy. Pull the Shyguy off its back and carry it to the right, and take out the Panser to avoid being hit by fireballs. Drop off the edge of the hill onto

the dirt platform. Jump across the platforms to the left and enter the one with the door on it.

The next area is a cave with several waterfalls. To your right are seven weeds, two on the ledge you are standing on, and a cluster of five on the lower ledge next to it. Pull up the one on the right in the set of two for a Potion Bottle. You can throw it down here for several coins to grab while in Subspace. Anyway, once that's done, jump across the gap onto the little dirt pillar. Jump onto the higher section, and cross the giant waterfall by using the falling logs. After you cross four, there's a little ledge of dirt you can jump onto. This next crossing is fairly difficult. You will see Trouters jumping up the waterfall. You have to jump on top of their heads to cross the waterfall. What I do is memorize the places where the Trouters jump, and leap to that area, JUST before the Trouters jump. You should be caught and taken into the air if you do it right. When you cross the waterfall via three Trouters you can jump onto the dirt pillar. You can cross the next section of the waterfall just by using the log that falls down it. The next crossing requires you to jump over Trouters again, and after a three-Trouter span there is a dirt platform with another dirt platform above it, with two weeds on. Pull up the one on the left for a 1-Up Mushroom. The other is a Potion Bottle. You can carry it with you after all the next crossings and get some coins in Subspace shortly before the door. Once you've got some coins, enter the door into the boss area.

BOSS FIGHT: Green Birdo

When you enter the area, you'll see the Birdo on a steel platform in the air. Sooner or later, though, it'll fall off so you can battle it on the ground. There is a Mushroom Block to the right, which you can battle it with. The best method of fighting is NOT GETTING TOO CLOSE. This fight is tough, and the Mushroom Block is your only arsenal. So as soon as you hit the Birdo, you should get the block again while it is temporarily stunned. This may take a few tries to get used to, but you'll get used to it in the end. Get the crystal and enter the Hawkhead.

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World 5-2

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Head right to the end of the cave and climb the ladder into the overworld.

On top of the grass hill to your right are four weeds. None of them are of importance, though. Head right, and you'll see three trees with Hoopsters climbing up and down them. Get past them and kill/avoid the Ostro with the Red Shyguy. Head right and ignore the weed. Super Jump up to the high ledge with three Hoopsters climbing trees. Head past them and you'll see a jar with four weeds around it. The weeds are irrelevant; enter the jar instead. At the bottom of the jar is some weak stone with a weed on it. Pull up the weed for a bomb and blow up the floor to reveal a second area of the jar. Go down here. In this next area are three wooden platforms and two weeds and two Porcupos at the bottom. Pull up the weed on the right for a Potion Bottle and carry it out of the jar with you. Back in the overworld, make sure you can see the ground to the right of the gap at the end of the ledge you are currently on. Throw down the Bottle and get the coins in Subspace and the Super Mushroom that appears. After that, carry on heading right, and watch out for the three Porcupos, Ostro and Red Shyguy. Go right and you'll come to some Hoopsters climbing trees. DON'T KILL ANY OF THEM. Instead, jump on them to get a ride to the top of the trees and you can cross the pits with any bother. To the right of the fifth Hoopster

is a Panzer shooting fireballs directly upwards. You could kill it with the Hoopster but remember to land on the pillar and continue crossing the gaps carefully. Once you've finished doing that, to the right is a grass hill with three weeds on it and two nearby Ninjis. To the right are two more weeds. The one on the right is a POW Block, which you can take the Ninjis out with. Cross the gap and avoid the Porcupo, and either kill or avoid the Ostro with the Red Shyguay on its back. Then climb the vine into the sky.

Start climbing the vine, and up the next section of the screen is a second vine to your left, and on either side are two Snifits firing bullets at the vines, so plan your timing and climb with care. Watch out for Beezos. A word of caution: one Hoopster is one each vine, so be sure to switch vines when one is nearby. The rest of the climb isn't that long however, so don't be too worried. When you get to the top of the vine you are on, drop onto the cloud to the right and enter the door in the face of the cliff to your right.

The next area involves a big drop, spike evading and direction swinging. It's a bit hard to make out a decent strategy, but here I go anyway:

Pull up the POW Block and throw it away. Now while you drop, stay about three-eighths to the left of the screen, then swing right. You'll go past some spikes, then quickly swing left. You'll fall into an open area, and try to stay to the left of the screen, but not against the wall, as there are two spikes at the bottom of the fall, and a few gaps to watch out for. Find this little strategy useful? Didn't think so. Hehe. :P Anyways, once you get down to the broken bridge, enter the door at the very right-hand side of the screen.

BOSS FIGHT: Red Birdo

Head to the right and jump across the little gap in the bridge to meet Birdo. There is a Troutor jumping out of the water, which you can use to hit Birdo with. You can also use the eggs it spurts. Just don't fall down the gap and you should do fine. Grab the Crystal when it is relinquished, jump onto the higher section of the bridge and head right and enter the Hawkhead to finish the level.

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World 5-3
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NOTE: There is a warp zone in this level that leads to World 7. However, Luigi is the only character who can reach it. See Cheats/Secrets section for more info.

When you start the level in the cavern, head right and climb the ladder into the overworld.

Above you is a jar with three weeds around it, but only Luigi can reach this area, as stated earlier. Head right and you'll come to three weeds, nearby cherries and some weak stone. Albatosses will start appearing and dropping Bob-ombs down at you, so be on your toes. Grab the weed on the left for a Potion Bottle and cross the weak stone pillars and grab cherries while crossing. You'll then come to a patch of five weeds. Throw the Potion Bottle down here, and keep the weak stone pillar to the left on-screen. Enter Subspace, get coins and the Super Mushroom which appears next to the weak stone pillar. Then leave Subspace and continue progressing right, and grab the cherry while doing so. Jump over the 'T'-shaped set of logs. Go

right and jump onto the log with the weed on it. Cross the grass hill and jump on the log to the right with a weed on it. Continue heading right and watch out for the approaching Bob-ombs. You'll come to a weak wall. Super Jump onto the top of it and jump onto the grass with three weeds on it. Pull up the middle one and throw it down onto the ground, next to the weak wall to the left. Blow up the wall with a Bob-omb to reveal a little area with a weeds inside. Enter Subspace and a Super Mushroom appears here. Get it, leave Subspace and go back to where you got the Potion Bottle. Drop onto the log to your right and avoid the Bob-ombs. Drop off the edge of the log onto the ground and head left until you get to a ladder. Descend it.

Head left in this next area and jump over the Bob-ombs and drop onto the steel platform. Jump over the gap and climb the log stairs (watch out for the Bob-omb. On the very left side of the log is a Vegetable, use this to kill the Panser on the log to the left. Jump onto that log, go left, and drop onto the ground and enter the door.

This next room has you inside a little sealed off room with a Spark circling around. Pull up the Mushroom Block on the bottom-left hand side of the screen to drop down into the next section of the room. Drop down past the wooden platform and put the Mushroom Block on top of the pot to stop the Red Shyguys from getting out. Pull up the Mushroom Block to the right to drop into the next area. Pull up the next Mushroom Block and you'll drop into another area with a Spark, which you should make sure is not below you before pulling up. Place the Mushroom Block on top of the Shygyu-generating pot and drop down into the bottom area. There is a wooden platform in the air above the pit with a Spark circling it. To the left are three Mushroom Blocks, one atop another. Use these to start climbing the little wooden platforms, but watch out for the Spark on the bottom one. Just keep climbing, but watch out for the two Bob-ombs that appear when you get to the top of the set of wooden platforms. In this next section, the wooden platforms are scattered about. Climb them, and watch out for Pansers that move around on them, they're a pain to avoid. Once you get to the top, enter the door with light coming out of it.

Head right. There are four weeds on the log. You don't have to bother with these if you don't want to, but you can get a stopwatch if you want. Cross the logs and throw away the Blue Snifit on the last one. A Pidgit is swooping about nearby, get its carpet when it swoops down and quickly go right. You should be able to get to the log just as the carpet starts to flash. There are three weeds on this log, irrelevant to get, though. To the right are some clouds, climb these, and watch out for the Beezo. On the third, fourth, fifth and sixth clouds are Blue Shyguys, be careful when you are ditching them. Cross the 'T'-shaped sets of logs, and you'll have to fight a Red Birdo on the third one (it's not the level's boss, either! >_<) You must be quick in the process of grabbing the Birdo's eggs, as not to fall down into the giant pit when grabbing them. Once you kill the Birdo, get the Crystal. Jump onto the set of stairs to the right and enter the Hawkhead.

BOSS FIGHT: Clawgrip

When you enter this area, jump over the first little gap onto the stranded platform. Clawgrip will throw rocks at you. What you have to do is jump on top of the rocks as they bounce, then throw them back at Clawgrip. This process is not as easy as it seems, as Clawgrip can throw rocks in all directions. I wouldn't get too close to him while he's throwing the rocks either, as they do go at a wild force. But heed this advice well and you

should get the hang of it. Once you hit him five times he'll die, and you can enter the light-door to go to World 6!

READER TIP FROM SAMUEL WANG! THANKS FOR SENDING THIS!

About your super mario advanced guide, I found it really well done and I appreciate you for writing it :) I have a little comment about world 5-3 though. I wasn't sure if you were aware, but 1. There is a way to get to the warp not using luigi, and 2. There is a legit way to get infinite lives in the game. Starting 5-3, using any character, head up the ladder. The first weed you encounter is a shell, throw it and it should bounce repeatly between the small ledge and the wall. If you stand on the very left edge of the shell, the albatrosses will keep dropping bombombs onto the platform and should never actually hit you. If you stay on the shell, it will allow you to keep bouncing back and forth and bombombs to keep dropping, netting you infinite lives. Using this method, you can also charge a superjump on the shell and reach the warp. 99 lives really makes the game a lot eaiser :)

Great job again on the guide.

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World 6-1
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Back to the desert. :P When you start, there is a big gap of quicksand ahead of you with a Cobrat in it. Kill the Cobrat to avoid annoyance from it. Then are two piles of bones; there is a Blue Shyguy on the second pile of bones, which you can use to kill the Cobrat to the right. Head right across the quicksand and you'll come to a jar with a Cobrat in it. Throw the Cobrat away and enter the jar. Inside the jar is a Red Shyguy and a weed at the bottom, which is a Potion Bottle. Pull it up and exit the jar with the Potion Bottle. Back in the overworld, see that pile of bones to the right? Throw the Potion Bottle down on that and enter Subspace. The Super Mushroom will fall into the quicksand. Quickly jump on it and grab it before it is totally absorbed. Then leave Subspace. To the right of the two cactuses is a Pokey, I'd suggest killing it or throwing the body parts away. Head right and go past the next couple of cactuses. A Cobrat is in the quicksand, so approach with caution. This quicksand moves very fast, so if you fall in, you'd better start mashing those buttons. To the right of the Cobrat are two piles of bones, a Blue Shyguy and another Cobrat. Use one to knock out the other. To the right of the second pile of bones, there is some sand that doesn't sink, which you can jump to. Then jump right, into the next batch of quicksand, and jump onto the bones. To the right are some jars. However, entering them is unnecessary. To the right of the jars is a pile of bones and two Cobrats. Jump up to the high ledge. There are seven cactuses here, and two weeds. The first one is a Vegetable, which you can use to kill the Pokey to the right. The second is a Potion Bottle. Carry it past the second Pokey, the cactuses and the Panser and you'll come to a door encased in sand blocks with four weeds on top. Throw the Potion Bottle down here, enter Subspace and get the coins and Super Mushroom. After leaving Subspace, enter the door.

In this room is a huge row of jars. The third one from the left has a Mushroom Block on it, but beware, once you pull it up, a Cobrat jumps out. Kill the Cobrat and enter the jar. Dig down through the sand, and at the bottom of the jar are four weeds. Pull up the furthest one on the right for a 1-Up Mushroom, then leave the jar. Head to the end of the row of jars and you'll see a Cobrat lurking in the sixth jar from the end. Enter the jar

next to it on the right. Dig to the bottom and you'll find a key and a Phanto. Pick up the key but throw it down immediately to avoid being stalked by the Phanto. When it leaves, pick up the key and exit the jar with it. You know the drill. Just throw the key down whenever Phanto comes near. Anyways, take the key to the right through the tunnel and you'll come to a locked door surrounded by sand blocks. Open the door with the key, and enter.

BOSS FIGHT: Green Birdo

This one's a bit frustrating. You and the Green Birdo are cut off by some sand blocks, a dirt pillar and three Mushroom Blocks. Creating a barrier is somewhat effective, but you have to take a Mushroom Block into the area where you are fighting the Birdo, so you must take precaution. Be quick, and try to throw the blocks as fast as you can to avoid being hit. It's a bit hard to get used to this, but just keep trying, and you'll pull through, then get the crystal and enter the Hawkhead.

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World 6-2

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NOTE: This level involves a big gorge cross and lots of jumping is required, so I strongly suggest using Luigi.

Head right, jump up the ledges and exit through the light-door.

To the right is a weed. Pull it up for a Vegetable, and keep it in your grasp. Jump onto an Albatoss heading right. You go past three Albatosses heading left and one of them is on your flight path, so jump between the lower and middle-height flying ones to avoid getting hurt. As you're being carried right you'll come to a Panser on a dirt island. Kill it with the Vegetable to avoid being hit by a fireball. Jump over the island and back onto the Albatoss. Charge up a super jump to reach the top of the dirt island with two weeds on it and a thinner island next to it. Pull up the weed on the left for a Potion Bottle and throw it down here. Enter Subspace and get the coin and Super Mushroom, which appears on the other pillar. Leave Subspace, and jump onto an Albatoss heading left, and go back to the start of the level. Another Albatoss is heading right at a higher flight-level, jump on this. It will carry you right again, but watch out for incoming Beezos. After the two pillar-islands where you got the Super Mushroom, three Albatosses will fly towards you, so be ready for a jump (a Super Jump if you're really being careful). After a big round of gorge-crossing you'll be taken to a pillar with a weed on it, and a higher ledge to the right. Just jump onto the ledge and ignore the weed. Head right and enter the door in the cliff face.

BOSS FIGHT: Green Birdo

This boss fight is somewhat easier than the fight in World 6-1, that's a relief. :) The Birdo is on some steel blocks on the floor in the pit. To the left of the steel blocks is a Mushroom Block, and there are some sand-block platforms around the pit. There is a Mushroom Block on the platform above the Birdo. Just perch above it and throw the block down when it's directly below you. Quickly get back down, grab the Mushroom Block next to the steel blocks and carry it to the platform where you got the first block, and throw it down at the Birdo. Repeat the process once more, and that's an easy victory. Get the crystal, head right, jump over the little pit, and

enter the Hawkhead to finish this level.

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World 6-3

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Climb the ladder above you into the overworld.

NOTE: In this area is a shortcut to get to the end of the level quickly.
See the Cheats/Secrets section for more info!

The first weed on the right is a Potion Bottle. Pull it up and keep hold. Jump past the three cactuses and onto the pile of bones in the quicksand. Go past the second pile of bones and throw the Potion Bottle onto the first cactus stump (avoid the Pokey!). Enter Subspace and you'll see the Super Mushroom on the cactus to the right. Grab it and leave Subspace. Keep progressing to the right and watch out for the Cobrat in the sand. After the second set of bones the quicksand stops. Head right and enter the big hole in the cliff to some cavernated area.

To the right is a pot that generates Bob-ombs. Above it is a ladder with two cherries on either side. Try to get them both. To the right is a sand pit with a cherry in. Grab it if you want, but remember to watch out for the Bob-ombs! The next sand pit also has a cherry in it. Then there's a sand wall to the right of some steel blocks. On the platform are two weeds.

Pull up either one for a bomb, and blow up the weak wall to the right. You can dig through the sand and enter the niche to the left for a fifth cherry and a Starman. Now go back up to the higher level and just keep bombing the walls. Once you've done that, descend the ladder at the end, head right, and climb the vine.

Back into the sky area. Once you leave the rocky surface, you'll see three vines above you with Hoopsters patrolling them. But when you get higher, it becomes several vines! Just climb one of the side vines (preferably the one to the right) and when you get to the top, climb the vine that goes through the clouds. A Red Shyguy is on the cloud platform, but it's no bother. Start climbing the vine to the left, but watch out for the Snifit once you get to the next section of the screen. There is another Snifit as you go up, so climb with caution. The next area has two clouds on each side of the screen, each with a Mushroom Block on it. Climb the vine to the right and at the top, drop onto the cloud. Jump over to the bunch of vines to the left and climb the very left vine and go onto the cloud. Now it's just a simple case of climbing vines to the top of the sky. (Whew, all this vine climbing reminds me of DK Jr.)

Once you're up into the night sky, head right across the cloud platform and jump onto the sand block platform. Keep heading right and enter the door in the pyramid.

In this next area, you'll see a Mushroom Block below some steel blocks with a Red Birdo on it. Pick it up, jump onto the Hawkhead and onto the steel platform and fight the Birdo. Just use the normal strategy, this fight isn't too hard. Once you kill it, get the Crystal and enter the Hawkhead for the REAL boss fight.

BOSS FIGHT: Mouser

Instead of Tryclyde, this time you're fighting Mouser. Remember to avoid

the Spark in the room, otherwise this battle is pretty much identical to that in World 1. But this time he requires five bomb blast to be finished off, and it's on to the final world - you're one step away from Wart's hideout!

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World 7-1

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Climb the clouds and ascend the ladder on the highest one.

Head right and jump over the pillar. Watch out for Albatosses dropping Bob-ombs. On the next pillar is a POW Block, use this to soften up the area of enemies. Jump past the next pillar and onto the grass pillar with three weeds on it. Go past here and keep heading right until you get to a grassy building with a weed on top, on the cloud platform. Enter.

In this room are two steel platforms. A Spark is circling the lower one, and on the higher one are seven weeds. A Spark is circling a Mushroom Block in the air. Jump onto the platform with the weeds on, and pull up the third weed from the right. Throw it down and enter Subspace to get lots of coins and a Super Mushroom! When all's been said and done, leave this area back into the overworld.

Jump onto the top of the grassy building quickly, and jump on top of an Albatoss heading left. It will take you back past the ladder, which you used to enter this area. To left is a giant pillar. Jump over it but keep on the Albatoss. To the left is another giant pillar. Do the same. It will then take you past a giant pillar with a cloud resting on top. When you see some clouds near the bottom of the screen, you can dismantle. Climb the ladder and drop into the secluded area between the pillars. Pull up the weed for a rocket-firework.

In the next area, head right and get the cherry. Head right past the Tweeter. There is a Snifit on top of the pillar. Get the cherry above it. Head right, jump over the next pillar and get the third cherry in the air, which is just before the next pillar. Jump over the pillar and onto the cloudy area. Get the fourth cherry. Head left, drop down one cloud level, go right and get the fifth cherry for a Starman. Now just go around the clouds until you are at the bottom level. Try to jump onto the platform the Ninji is on, without getting hit. Drop onto the cloud with the Snifit on, and throw it away. From here, charge up a super jump and climb the ladder above you which is next to the pillar.

Jump onto the cloud platform to the right, and keep heading up, avoiding Sparks. On the third cloud platform, jump up and climb the ladder to the left into the next section with a Mushroom Block barrage with a Spark circling around inside. Jump on the top of the Blocks and charge up a super jump to reach on of the four ladders above you. Start climbing and when you get to the top, climb the ladder which meets between the second and third ladders. Watch out for the Snifit, which is firing bullets from the left. Once you get to the top, climb one of the two ladders on the clouds and enter the grassy house.

BOSS FIGHT: Green Birdo

A fireball-sputting Birdo with an infinite supply of fireballs. And your great arsenal to fight against it: one Mushroom Block. Heh. A pretty tough

situation here. Get the Mushroom Block and jump onto the steel platform. What you should do is throw the Block at the Birdo. When you hit it, it is temporarily stunned, allowing you time to grab the Mushroom Block again and repeat the process another two times. Be quick! Once it's all done and dusted, get the Crystal and enter the Hawkhead, and the final level awaits you...

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World 7-2
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Head up the cloud platforms, and throw away the Snifit on the pillar, on the third one. Keep heading right and kill or avoid more Snifits. Then you'll be at the drawbridge of Wart's tower. Be prepared, and enter.

You're now on a conveyor belt. It will take you to the right, and watch out for Red Shyguys heading left as there is a Shyguy generating pot at the end of the conveyor belt. Jump onto the next conveyor belt. There are three Ninjis on it; kill them or avoid them. Go right and drop down onto the next conveyor belt. Head right and jump over the Bob-omb generating pot. Jump over onto the next conveyor belt and head right. Drop down onto the next one, head right and jump over the Panzer flames. Then climb the chain at the very right end of the area.

Head left into the section of the room with a Spark circling around. Keep heading left, and climb the chain that goes through the top of the screen.

In the next area, there are some chains to the right. Climb up to the next section of the area via these chains. To the left, four Sparks are moving up and down between the gaps in the chains. Head through when you're sure it's safe, and climb the chain at the very left of the room. The next part has some steel platforms, and two chains above each end. Climb the one on the left, and enter the door on the steel platform.

Descend the ladders to the ground. Watch out for the Panzer spitting flames. It's resting on top of a mass of steel blocks with a Tweeter; below it is a ladder, descend this and you'll come to a door. Enter it.

There are four pillars in this room. There is a weed between the first and second ones, and a weed between the third and fourth ones. Pull it up for a Potion Bottle. Throw it down somewhere where the leftmost pillar is on screen. Enter Subspace and get the Super Mushroom, on top of the pillar, and a coin from the other weed. Leave Subspace and exit this area.

Climb back up the ladder, and use a Tweeter to kill the Panzer so you can climb back up the top safely. Go back into the tower.

Start climbing the platforms, and watch out for the Sparks. At the top of the room is a chain. Climb it to get to a platform with a door on it. Enter this door.

Pick up the POW Block to the right to kill off the Sparks. Climb the chain to the right and go onto the conveyor belt. While heading right, duck to avoid Sparks coming your way. At the end of the conveyor belt, descend the chain against the right wall.

You'll come into an area with Birdo and a conveyor belt. Pick up the eggs the Birdo spits at you and throw them back three times as you would normally in the boss fights. Once you kill it, it will release the key. Pick it up and leave the room with it.

Remember to throw the key down as soon as you enter the next area to stop the Phanto from chasing you. Carry the key to the left and use it to open the locked door between the four pillars.

Head right. There are two pillars with Mushroom Blocks on them. Take each Mushroom Block with you to the cluster of pillars with the Crystal. When you pick up the Crystal, the Hawkhead comes to life, and you have to fight it! Just be quick and hit it three times using the Mushroom Blocks mentioned earlier. When you hit it three times, it will open its mouth. QUICKLY jump inside. 'Cus if you're not quick, the mouth will close and you have to fight it again. Don't say I didn't warn you.

BOSS FIGHT: Wart

Okay, it's the showdown, the finale, the grand daddy of 'em all, the most anticipated battle in the...well, you know what I mean. Wart is tough, but with this strategy I have here for you, you'll be throwing him out of Subcon in no time. So, go to the Vegetable Machine. When it spits a Vegetable out, Wart will fire nightmare bubbles at it from his mouth. Catch the Vegetable and avoid the bubbles. When he opens his mouth again, pop the veggie in. It's then as simple as doing it five more times, he'll then go petrified and die. Enter the light-door. I'm not going to spoil the ending for you, so sit back and watch the great epilogue!

Congratulations on beating the major part of Super Mario Advance! It's now onto Yoshi's challenge from here...

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-- 3.9. Ace Coin Locations --

And now, for every listed Ace Coin to be found in the game, listed here! Can't find it? Wanna master the game? This little Ace Coin guide will help you, and I hope it comes in handy!

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World 1-1
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Ace Coin 1: After you fall out of the door in the sky, go to the bottom of the screen and exit through the door on the right-hand grass hill. Move right, and you'll see it just before the hill with the four weeds on top.

Ace Coin 2: At the second waterfall with the logs falling down, you'll see it in the air above and between the falling logs.

Ace Coin 3: When you enter the cave, it's on the first floor, in the air Above the Ninji.

Ace Coin 4: In the vine-climbing sky area, it's on the right-hand side of the cloud with the vine on it, above the highest grass hill.

Ace Coin 5: Okay, when you get to the part with three vines to climb shortly Before facing Birdo, it's on the very left side of the screen. To get it, hop on top of the Hoopster on the left vine. When it

reaches the top of the vine, jump over to the left hand side of the screen and you can grab it as you fall.

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World 1-2
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Ace Coin 1: When you take the Pidgit's magic carpet, fly near the bottom of the screen. Just before the grass, you'll encounter it.

Ace Coin 2: Immediately after getting the first Ace Coin, fly up and right, and you'll see it in the air.

Ace Coin 3: In the cave area, after the Blue Snifit, you'll see an alcove barricaded off by weak wall. Blow it up and move right. It's right there, with the Snifit. Careful when you get it!

Ace Coin 4: After you exit the cave, jump onto the grass hill and head left. Go past the Ninji and the Snifit, and you'll see it to the left of the cherry.

Ace Coin 5: Before the door that leads to Birdo, it's in the air above the pit. You can reach it with a Super Jump from the platform on the cliff face, or get it with a running jump from the ledge with the weeds on it.

=====
World 1-3
=====

Ace Coin 1: It's on the grass hill you are standing by when you begin the level. You can jump from the Hawkhead to reach it, or climb the other hills and cross over to it.

Ace Coin 2: After the hill with five weeds on it, you'll see it in the air above and between the logs falling down the waterfalls.

Ace Coin 3: Go past the warehouse. To the right of the jar is a small grass stump. Jump on top of it and it will spring up. You can grab the coin, which is in the air.

Ace Coin 4: When you descend the warehouse with the key to the locked door, you'll see it on the left hand side of the screen as you go past the chains. You should unlock the door first, so you don't lose the key while you're getting alone.

Ace Coin 5: On the set of three steel platforms before Mouser, it's on the left hand side between the middle and bottom platforms.

=====
World 2-1
=====

Ace Coin 1: In the air above the first pile of bones.

Ace Coin 2: After the bone pile in the quicksand, it's in the air above the cactus shortly to the right.

Ace Coin 3: It's above and the right of the Cobrat hiding in the sand in the next quicksand area.

Ace Coin 4: In the pyramid while you're digging, you'll see it in the sand at the right hand of the screen.

Ace Coin 5: Dig a little further down and you'll see it at the left hand side of the screen.

=====
World 2-2
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Ace Coin 1: It's above the first pile of bones in the overworld. You'll need to do a Super Jump to reach it.

Ace Coin 2: At the point with the bones falling down the quicksand, you'll see it in the air.

Ace Coin 3: After the multiple jars with Cobrats, it's in the air between the Pansers on the sand blocks.

Ace Coin 4: When digging in the underground area, it's on the left side of the screen as the area widens.

Ace Coin 5: When the area you are digging through is divided into two routes, take the left one. It's near the bottom of the sand.

=====
World 2-3
=====

Ace Coin 1: When you climb the ladder out into the overworld, you'll see it somewhere after the first cactus to the right.

Ace Coin 2: You'll see it in the air at the next row of cacti.

Ace Coin 3: In the pyramid, drop down the left side of the pillar. Grab it as you fall.

Ace Coin 4: While you are digging to get to the door for the key, it's at The left hand side of the red door.

Ace Coin 5: After you unlock the door, go right. There's a Panser on top of a pile of sand. The coin is above it.

=====
World 3-1
=====

Ace Coin 1: When you go through the first door, fall down the waterfall. The coin is on the left side of the screen, and you can grab it while you fall. Make sure to swerve back to the centre of the screen, or you'll die!

Ace Coin 2: When you come back to the area, don't climb the clouds just yet. Instead, climb the grass hills to the left, and the Ace Coin is at the top.

Ace Coin 3: After you take the Pidgit's magic carpet, you'll see it at the centre of the screen as you fly up.

Ace Coin 4: Keep flying up, and it's at the left of the vine.

Ace Coin 5: You need Luigi or Peach for this. When you climb the vine into the cloudy area, jump over the huge gorge to the left and enter the door. The coin is on the other side of the weak wall.

=====
World 3-2
=====

Ace Coin 1: After the two stumps and before the Panser.

Ace Coin 2: Above the Giant POW Block.

Ace Coin 3: Above the weak stone on the ground before the Snifit.

Ace Coin 4: Underground, beneath the giant POW Block.

Ace Coin 5: When crossing the pillars underground, it's between the second and third pillars.

=====
World 3-3
=====

Ace Coin 1: You'll see it above the pillar just before the warehouse.

Ace Coin 2: Go into the unlocked door before the ladder. Climb to the top of this room. The coin is in the air, you'll have to do a Super Jump to reach it.

Ace Coin 3: When climbing the steel platforms to the door that goes to the overworld, you'll see it halfway up.

Ace Coin 4: Once you get outside, it's directly above the door.

Ace Coin 5: Before you enter the Hawkhead, look behind it. It's there.

=====
World 4-1
=====

Ace Coin 1: It's right in the air before the end of the first icy platform.

Ace Coin 2: Between two ledges just shortly after the first one.

Ace Coin 3: Shortly after the row of two weeds, it's between this platform and the one above it.

Ace Coin 4: In the area with the Auto-bombs, it's before the first pillar in the pit.

Ace Coin 5: In the air before the first flight of stairs.

=====
World 4-2
=====

Ace Coin 1: When you get into the overworld, it's in plain sight when you are moving across the large icy platform and avoiding the

Beezos.

Ace Coin 2: Just before the end of the very same platform.

Ace Coin 3: When crossing the whales, it's on the tail of one after the stairs.

Ace Coin 4: A couple of whales to the right of the third coin, and it's on another whale's tail.

Ace Coin 5: When you take the rocket into the next area, it's in the air above the pit. You can use an Auto-bomb as a boost to reach it.

=====
World 4-3
=====

Ace Coin 1: When you cross the ocean on the Birdo egg, it's just a little above and to the left of the island that you land on.

Ace Coin 2: On the left hand side of the screen as you progress up the warehouse.

Ace Coin 3: In the second warehouse, it's on the other side of the spiked platform.

Ace Coin 4: In the pit to the right of the locked door at the bottom of the second warehouse.

Ace Coin 5: In the icy cave where the Hawkhead is, it's right above you when you enter the room. Use the platform with the Hawkhead in to jump up to reach it.

=====
World 5-1
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Ace Coin 1: Right before the Panser; you can't miss it.

Ace Coin 2: When crossing the first waterfall, it's between the second and third falling logs.

Ace Coin 3: Before the first stump of dirt, it's near the bottom of the screen, requires skill to get this.

Ace Coin 4: When crossing the second set of Trouters, it's between the first and second ones.

Ace Coin 5: Between the two narrow stumps, it's halfway down. You should time when to jump down so you are caught by the upcoming Trout.

=====
World 5-2
=====

Ace Coin 1: It's in the air a little above and to the left of the first set of trees with Hoopsters on.

Ace Coin 2: It's high above the area with the Ostro and three Porcupos.

Ace Coin 3: In the area you have to cross via Hoopsters climbing trees, it's between the third and fourth ones.

Ace Coin 4: Above the jar in the area where you climb using two vines.

Ace Coin 5: In the area where you have to fall and avoid the spikes, it's on the left hand side of the screen when the area opens up, before you come to the ground.

=====
World 5-3
=====

Ace Coin 1: This one requires Luigi. When you climb into the overworld, there's a jar above you. Super jump up to it, and you'll see the coin above the jar.

Ace Coin 2: Above the grass hill between the two trees.

Ace Coin 3: In the room with the Sparks, pull up the Mushroom Block, and it's to the left.

Ace Coin 4: In the overworld, take the Pidgit's magic carpet, and stay near the top of the screen as you fly across.

Ace Coin 5: Immediately after the fourth coin, move down and right to find it.

=====
World 6-1
=====

Ace Coin 1: High in the air between the two pairs of cacti. You should use a Super Jump from the Pokey to reach it.

Ace Coin 2: High in the air above the two sets of bones.

Ace Coin 3: At the huge row of 7 cacti, it's above the last one.

Ace Coin 4: In the room full of jars, look to the left of them; it's with a giant Red Shyguy.

Ace Coin 5: Above the jars near the end of row.

=====
World 6-2
=====

Ace Coin 1: When you enter the overworld, it's in the air near where you enter. Take an Albatoss moving to the right.

Ace Coin 2: Before the pillar with the weeds.

Ace Coin 3: Just after this one, a little higher level though.

Ace Coin 4: See Ace Coin 3.

Ace Coin 5: This one is near the bottom of the screen, you will need to drop down to be able to snag it.

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World 6-3
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- Ace Coin 1: In the overworld, it's above the pile of bones after the two cactus stumps.
- Ace Coin 2: When you get out of the Bob-omb cave, it's at the centre-right of the screen when you begin to climb the vines.
- Ace Coin 3: To the left of the second Snifit as you are climbing.
- Ace Coin 4: On the right hand side of the screen, shortly after Ace Coin 3.
- Ace Coin 5: When you climb into the next area, it's in the air to your left.

=====
World 7-1
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- Ace Coin 1: In the air above the weak stones & pillars, use an Albatoss to get to it.
- Ace Coin 2: You'll come to it before you reach the pillars with the rocket in-between.
- Ace Coin 3: When you drop out of the rocket, it's right above the pillar to your left.
- Ace Coin 4: Above and to the right of the Mushroom Block structure in the cloud/ladder area.
- Ace Coin 5: Above Birdo.

=====
World 7-2
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- Ace Coin 1: In the conveyor belt area, it's between the first Panzer and the set of spikes.
- Ace Coin 2: In the same room as Ace Coin 1, go to the very right end of the Room, and climb the chain into the next room. It's in the Centre of the first part of the room with two Sparks.
- Ace Coin 3: Find the area that leads outside, with the huge chain of ladders leading to the ground. Jump from the top, and stay on the left side of the screen, so you can grab it as you fall.
- Ace Coin 4: Go back inside, and finish climbing to the top of the room. Enter the red door, and you'll see it in the next room (with the Sparks and POW Block).
- Ace Coin 5: Go past the locked door and climb down the chain. Then get by the Birdo in this next room, and climb down the next chain into a room full of conveyor belts, Shyguys and Sparks. Keep moving down the screen; it's on the left hand side.

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-- 3.10. Yoshi Egg Locations --

A VERY big thank you to Nick Morgan, who was extremely generous and let me use his Yoshi Egg FAQ to put in here. I can't thank you enough, Nick.

If you want to see permission of Nick allowing me to do this, go here:

<http://www.angelfire.com/in4/chester/proof.htm>

World 1-1

Egg 1: After you fall out of the sky, and enter the first door of the game, head east just a short bit until you come to a high pillar with four plants on it and a vine to the right side of it. Climb the vine to the top and grab the rightmost plant for a potion. Take this potion to the short wooden pole to the right of the pillar with all of the Shyguys and Tweeters hopping next to it. Throw the potion down near this wooden pole and enter mirror land. Now, grab the very first Yoshi egg of the game.

Egg 2: Go into the first cave of the game. In this cave, scale your way to the top and exit using the door to the right. Once back outside, head east a little more until you come to a vine that is being patrolled by a Hoopstar. Carefully, climb this vine. Jump up a little bit more until you see a small vase on the left half of the screen. Jump in the vase, you should see a ferris wheel type thing. Pull the left plant sitting there and take the potion you just grabbed out of the vase and up two platforms. Throw the potion down and enter the door to obtain the second Yoshi egg of World 1-1.

World 1-2

Egg 1: After you pull the Pidgit's head off his carpet and use it to fly across the huge pit, you will see two vases. On the left of the leftmost vase is a plant containing a potion. Grab the potion and throw it to the right of the rightmost vase, but left of the two Ninjas hopping there. Enter mirror land and grab the first potion of World 1-2.

Egg 2: After you entered the locked door by stealing Phanto's key, you will see a crumbled wall with a Snifit shooting pellets on the other side of it. Blow up the crumbled wall with a bomb that is provided in the ground. Enter the wall you just blasted and go up the ladder. The first plant to the right of the ladder on the top ledge is a potion. Pick up the potion and throw it at your feet. In mirror land, you will need to quickly descend from the ladder and grab the Yoshi egg.

World 1-3

Egg 1: After jumping over a few water pits, you will come to a long wooden log that can be used as a bridge between two platforms. The bridge will have a massive amount of Ninjas jumping underneath. To the left of this bridge you should see two plants just sitting there. The right plant is a potion. Bring the potion to one of the two platforms under the bridge to where all the Ninjas are jumping repeatedly.

Throw the potion somewhere near the water pit. Go in the door and you will see a large yellow Yoshi egg which you should now get.

Egg 2: If you go on a little bit into the level, you will come across a door.

Once you enter the door, you will be in a cave/warehouse type place. Once in the warehouse, head north. Climb up chains and dodge Sparks as necessary. Before you reach the door at the top, you should see a vase to the right of you. Go in this vase and grab the plant on the left to get a potion. Use the ferris wheel thing to get out of the vase. Once back into the warehouse type place, throw the potion on the middle, lower platform that has the Spark surrounding it. Go in the door you just made and the Yoshi egg will be sitting right next to you.

World 2-1

Egg 1: Head east until you jump over two different vases that have Cobrats inside them. Just after the second vase, you will see a structure made out of blocks with a few plants on top of it. The leftmost plant is a potion. Throw the potion to the right of the block structure but not into the quicksand. Enter mirror land. You have to be somewhat quick, because the Yoshi egg will fall from the sky into the quicksand and if you are too slow, the quicksand will consume the Yoshi egg.

Egg 2: Head east to the very end of desert. You should see a pyramid with a door leading into it which will lead you to the next room. Keep heading east, past this pyramid so that you are pressed against the edge of the screen.

You should notice a potion at your feet by now. Pick up the potion and bring it to the west of the pyramid until you see a structure made of blocks with the Panser shooting fire ontop of it. Drop the potion somewhere near the block structure. When you enter mirror land, the Yoshi egg will appear on the very top of the block structure.

World 2-2

Egg 1: Exit the cave that you start out in. Head east a while until you pass the super sinking quicksand. You should see a door to the right of the super sinking quicksand. Enter it and you will find yourself in a cave with a crumbled wall to your left.

If you head down a platform, you will see three plants just sitting there which are all bombs. Use those three bombs to blow up the crumbled wall to your left.

Now, head left past the crumbled wall that you just blasted until you see a block structure with 5 blue Shyguys roaming it. The plant containing the potion is the middle plant on the top row. Grab the potion and take it back to where you started. Drop it where you found the three bombs that you used to blow up the crumbled wall. Enter the door leading to mirror land and you will see the Yoshi egg which is what you were looking for.

Egg 2: Exit the cave that you start in. Head as far east as possible. You should see a vine. Descend from the vine into the next room. In this room you should see a giant Ninja, lots of sand, and a red Shygyu. Dig your way to the bottom of the enormous sand pit until you come

to a platform which divides the sand pits in half. When you get to the fork, dig your way to the left of it. Now dig as deep as you can until you get to the very bottom. You should see a vase, and two plants surrounding it. Grab the leftwards plant and you will obtain a potion.

With the potion in your hands, carry it to the very top of this sand pit and drop it where you saw the huge Ninja. Enter mirror land and collect egg number 2 of World 2-2.

World 2-3

Egg 1: Climb the ladder to exit the cave that you start in. Once out of the cave, you should see a three plants to the right of the ladder. Grab the leftmost plant and you will get a potion. Throw the potion on the three brown blocks to the right of the ladder that are higher than the other blocks. Enter mirror land and claim your Yoshi egg.

Egg 2: Climb up the ladder to exit the cave that you start in. Start heading east and you will be ambushed by a massive sky attack of Subcons. Keep heading east past the ambush past the large amount of cacti, past the quicksand, and past the two Pokeys until you find a pyramid with a door. Enter the door, and you will find yourself in a new room. Fall down the right cliff and hold left. When you land, you should be on a platform with two plants. The plant on the left is a potion, pick it up. Drop the potion at your feet and enter mirror land. In mirror land, the Yoshi egg will be on the platform that you are standing on, just grab it to obtain the second Yoshi egg of World 2-3.

World 3-1

Egg 1: Jump over the small waterfall pit and into the first door. In the Next room you will see three clouds and a waterfall. Fall down the waterfall. You will not die, instead you will fall a great distance onto a small platform in the center of the screen. Make sure you land in the middle though, because if you land too far east or west, you will not land on a platform and lose a life. Now enter the door on the small platform. You should now be in a cave area. In the cave, head east until you see a nice garden composed of 15 plants. Grab the 10th plant in, it is a potion. Take the potion to the vase at the end of this tunnel and throw it down there. Enter the door leading into mirror land and collect your Yoshi egg.

Egg 2: Jump over the small waterfall pit and into the first door. In the next room you should see three clouds and a waterfall. Using the clouds, jump as high up as you can possibly go. When you run out of clouds to jump on, you should see a Pidgit. Jump on his head and pull him off of his carpet. Ride his carpet as far north as you can get. When you reach a vine, just jump off the carpet and grab a hold of the vine.

Climb up the vine to the next area. You should see a giant blue Shyguy walking toward you. Head east past the fire shooting Panser and onto the green platform sitting there with two plants on it. Pick up the plant to the left, it is a potion. Take the potion to the cloud above you. You will probably need to superjump to get to it. Drop the potion at your feet and collect egg number 2.

World 3-2

Egg 1: Head as far east as you possibly can. When you can't go any farther, you will see a green platform with a Snifit under it. The leftmost plant on the green platform is a potion. Throw it near the crumbled ground. Enter mirror land and grab the blue egg which will fall on the crumbled ground.

Egg 2: Head as far east as you possibly can. When you can't go any farther, you will see a green platform with a crumbled ground to the left of it.

To the left of the crumbled ground is two plants, both of which are bombs. Use one to blast away the crumbled ground. Fall down the hole you just made and descend from the ladder which is west of where you just fell from. In this next cave, you will have to get passed all of the crumbled walls to the west of you. As you can see, there are many plants in the ground, most of which are bombs. Use the bombs to blast your way to the ladder west of this cave. Once you can reach the ladder, just go up it. Now you should see two Shyguys next to you and a Panser above you. Avoid all of these enemies and head down the ladder which is located west of you. Jump to the left, using the huge rock pillars as stepping stones. When you get to another ladder, climb up it. You should now be back outside once again. Head west a bit more and down the ladder you will find. Now, you should see a crumbled wall and three plants which are all bombs. Grab a bomb and stand on the left edge. Right before the bomb explodes, drop it down the pit. If you have timed it properly, the bomb will have exploded in midair and part

of the crumbled wall will be destroyed. This may take a few tries, so don't get frusterated. Once you have successfully blasted the crumbled wall, jump left to the ladder by going through the wall you just blasted. Now, head as far to the left as you can until you get to a room with four Porcupos and four plants. The leftmost plant is a bomb. Use the bomb to blast the left crumbled ground. Now grab the rightmost plant to get a potion. Throw the potion somewhere near the crumbled ground that you just blasted. Enter the door and collect the light blue Yoshi egg.

World 3-3

Egg 1: Exit the cave that you start in. Head east and jump over the three wooden poles. You should see a POW block with four plants to the right of it. The rightmost plant is a potion. Grab the potion and throw it on the highest up wooden pole to the left of the POW block. Enter mirror land and you should see a yellow Yoshi egg resting on the tallest wooden pole. Grab it to obtain the first Yoshi egg of World 3-3.

Egg 2: Exit the cave that you start in. Head east until you come to a building with a door in it. Enter the door into the next room. In the next room, head west until you come across a ladder. Go up the ladder and start heading east while being careful not to fall to the lower level, or get hit by a Spark. When you get to the door, go in it. In this next room, go north as high as you can go until you reach a door which you should now go in. In this new room you will see Panto's key.

Steal it and bring it out the door to the room that you were previously in. Take the key to the door at the very bottom while making sure the

Phanto doesn't hurt you or you don't get hit by a Shyguy. Once at the door at the bottom of this room, go in it and you'll notice that you are now in the room that you were previously in. With the key, jump to the lower level and into the locked door to the left half of this room.

Start heading north by jumping on the plus sign shaped platforms that all the Sparks are on. Keep going north until you come to a door.

Don't go in the door, instead, keep going upwards. When you get to two ladders, climb up the right ladder. When at the top, pick up the right most plant to get a potion. Jump back down to the base of the ladder and throw the potion on one of the many blue blocks sitting there.

Enter the door into mirror land and sitting right next to you should be the second Yoshi egg of World 3-3.

World 4-1

Egg 1: Start running to the east. Keep an eye out for a heart high in the air. When you see this heart, you should also see two ice platforms, the bottom of which will have a lone plant on it. This plant is a potion. While cautioning the Flurries, grab the potion and throw it a little bit to the right where the fish is jumping. Enter mirror land and a blue Yoshi egg will fall from the sky which you should now grab.

Egg 2: Start running east. Run as far east as you can until you get to an ice wall. You should now see four plants; two on a top platform, one on a bottom platform, and one below three ice blocks. Grab the leftmost plant on the top platform. Throw it down on one of the three ice blocks. Enter the door you just made to mirror land and you will see the red Yoshi egg on the platform below you. You will have to fall down a level to get this. Be careful though, because you can still die in mirror land.

World 4-2

Egg 1: Jump over the giant POW block, over the Porcupos, and up the vine. From here, head east. You will have to dodge a massive attack of Beezos and some Flurries. Once you have dodged this sky attack and have reached the door on the very east of the area, enter the door. In this area, you will see several whales in the water below you. On the left most whale is three plants. The leftmost plant is the potion. Pick it up and throw it on the left side of the whale to the right of you. Enter mirror land and collect your Yoshi egg.

Egg 2: Jump over the giant POW block, over the Porcupos, and up the vine. From here, head east. You will have to dodge a massive attack of Beezos and some Flurries. Once you have dodged this sky attack and have reached the door on the very east of the area, enter the door. In this area, you will see several whales in the water below you. Start heading east until you see three consecutive pillars sticking out of the water, each of which has three plants on it. Pick up the rightmost plant on the highest pillar, it is a potion. Drop the potion on the ice cube staircase to the right of the highest pillar. Enter mirror land and claim your potion.

World 4-3

Egg 1: Exit the cave that you start out in. Above the door that you just came out of you will see three plants. Grab the one on the left, it is a potion. Take the potion to your left until you see a strange structure of three ice pillars. Throw the potion so that it lands on the middle ice pillar. Enter the door to mirror land and collect your Yoshi egg.

Egg 2: Exit the cave you start out in. You will see a Birdo there. Do not kill him, instead ride on one of his eggs across the huge water pit to the right. Now enter the door which is a little to your right. In this next room, start heading north. Jump on the ice pillars as high as you can go while avoiding an occasional Flurry which falls from above. When you finally reach the door at the top, go in it. You will find yourself back outside with two plants and a door to your right. Pick up the plant to your left. Take the potion left until you see clouds. Jump on the first cloud, then superjump onto the higher cloud. Drop the potion on the higher up cloud. Now, enter mirror land. Now pick up the pink Yoshi egg on the top of the building next to you.

World 5-1

Egg 1: Head east, jump over the Panser whom is shooting fire, drop down a level, start heading left, and go in the door which leads to a cave. You should see two plants on the platform you are on right now. Grab the rightmost plant, it is a potion. Carry the potion east until you come across one lone log. The platform after that is where you drop the potion. Drop the potion on this platform, enter mirror land, and collect your egg.

Egg 2: Head east, jump over the Panser whom is shooting fire, drop down a level, start heading left, and go in the door which leads to a cave. Head east until you come to the last two logs of the cave. Jump on the rightmost log and you will see a wall to your right. You have to jump ontop of this wall, however the top of the wall is cutoff by the top of the screen, but it is still there. So jump ontop of this wall and pick up the first mushroom block. Now fall down to the bottom floor with all the plants in the ground. pick up the left most plant, it is a potion. Throw the potion on the ground. Your egg should fall from the sky and land right next to you. Pick it up to obtain egg number two of World 5-1.

World 5-2

Egg 1: Exit the cave that you start in. Head east until you come across a vase while dodging Hoopstars, Ostros, and occasional Shyguys as necessary. When you get to this vase, go down it. Pick up the potion at the bottom and blast the crumbled ground at your feet. Now, drop down to the new room with two Porcupos patrolling the bottom row. You should see two plants on the platform that the Porcupos are patrolling. Grab the rightmost plant, it is a potion. Take the potion out of the vase and take it to the right. Keep taking it right until you see the Panser plant spitting fire in the air. When you see the Panser, throw the potion on the first platform to the left of him. Enter mirror land and collect your Yoshi egg.

Egg 2: Exit the cave that you start in. Head to the very east of this screen until you reach a gaint wall and see a vine above you. Climb the vine until you see two Snifits shooting pellets at you. The potion is underneath the Snifit on the right. Fall off the vine onto him and pick him up and throw him. Now, get the potion. With the potion in your hands, jump onto the cloud that the left vine grows from (The base of the left vine). Now wait for a Hoopstar to climb down close enough to you that you'll be able to jump on his head and use him as an elevator. Jump on Hoopstar's head and ride him up the vine to the very top. When you see the cloud at the top of the vine, throw the potion onto it. Now, enter mirror land and collect your Yoshi egg.

World 5-3

Egg 1: Climb out of the cave that you start out in. Head east just a short bit until you come to a cluster of three plants in the ground. The Leftmost plant is a potion. Grab it. Take the potion east until you see a cluster of 6 plants in the ground on a platform elevated slightly higher than the rest of the ground. Throw the potion to the left of this, but before the T shaped log structure slightly to the right. Enter mirror land and grab your Yoshi egg.

Egg 2: Climb out of the cave that you start out in. Head east until the Albatross birds stop dropping Bombombs. Eventually, you should come to a crumbled wall. Super jump on top of it and start heading east again.

When you start walking on the wooden log, just head east until you get to the end. Drop down below the log and start heading west until you come across a ladder. Go down the ladder into a cave. In this cave, you should see a pot covered by a mushroom block and a huge Shyguy walking back and forth to the right of it. Uncover the pot and Bombombs will start piling out. Lure them ontop of the crumbled ground so that they blow up the crumbled ground. Once you have done this, use the mushroom block to cover up the pot so the Bombombs stop luring out. Now, drop down through the crumbled ground you just blasted. If you look left, you should see several evenly spaced plants in the ground.

The rightmost plant is the potion. Pick it up and jump to the top level where the huge Shyguy is walking on. Throw the potion just to the left of the crumbled wall you blasted. Enter mirror land and grab your Yoshi egg.

World 6-1

Egg 1: Head east until you come across a vase with a Cobrat in it. Get rid of the Cobrat and go into the vase. The only plant in this vase is a Potion. Take the potion out of the vase and throw it on the old ribcage thing just right of the vase. Enter mirror land. In mirror land, the Yoshi egg will drop into quicksand. Quickly grab it or it will sink.

Egg 2: Head east until you pass three vases, all of which will have Cobrats in them. To the right, you will see two Cobrats peeking their heads out of the sand waiting for you to come by so that they can strike. To the right of them you will see a platform that is higher than all of the other platforms that has cacti on it. Jump on that platform and start heading east. Jump over the two Pokeys, and the moving

Panser shooting fire. You will see a door. Go in it. In this next room, you will see many vases on the ground. In this room, head to the very east until you see a locked door with two plant above it. The plant on the right is the potion. Take the potion back to all of the vases.

Throw it in the middle next to the mushroom block. Enter mirror land and grab your Yoshi egg.

World 6-2

Egg 1: Exit the cave you start out in. Jump on the first Albatross bird heading east that is somewhat high in the air. Just stay on him, and use his back for transportation. Eventually you will see three Beezos flying toward you. Just jump over them. Eventually you will come to a tall pillar with two plants on it. Jump on this pillar and grab the plant to the left, it is a potion. Throw the potion at your feet. Enter mirror land and you should see the Yoshi egg sitting at your feet.

Egg 2: Exit the cave you start out in. Jump on the first Albatross bird heading east that is somewhat high in the air. Just stay on him, and use his back for transportation. Eventually you will see three Beezos flying toward you. Just jump over them. Eventually you will come to a tall pillar with two plants on it. When you see this, quickly jump of your Albatross, grab the plant in the middle to get a potion, and jump back on your Albatross. If you are too slow, you have to start over. Now, you should have a potion in your hands, and be riding an Albatross that is heading east. Ride the Albatross until you come to another pillar with only one plant on it. Throw the potion on this platform. Enter mirror land and collect your Yoshi egg.

World 6-3

Egg 1: Exit the cave you start out in. The first plant to the right of the ladder is a potion. Carry the potion east. Drop the potion on top of the cactus to the right of the first shyguy. Enter mirror land. Now, you will need to be extremely quick to grab the Yoshi egg because it will fall and land in quick sinking quicksand and if you spare any time, the Yoshi egg will be lost.

Egg 2: Exit the cave you start in. Start heading right while being careful not to fall in any quicksand. When you get to the huge door, enter it into the next room. Start heading east jumping over all of the Bombombs, and over all the pots until you come to a crumbled wall with sand to the left of it. Use the sand to jump to the higher level and you will see another crumbled wall. The two plants before it are bombs. Use them to blow up the crumbled wall. Start heading east again until you come to another crumbled wall. Again, the two plants in front of it are bombs, use them to blow the wall up. Head east until you see another crumbled wall. Again, the two plants in front of it are bombs, use them to blow up the wall. Now head east until you see a ladder. Go down the ladder, to the east, and up the vine. You will now find yourself outside. In this area, you will find many clouds and many vines. Just start climbing up. Eventually you will come across a vase that is on the right half of the screen. Go in it and grab the plant on the bottom to get a potion. Take the potion out of the vase and throw it on the cloud left of the cloud that the vase is on.

Now enter mirror land and grab your Yoshi egg.

World 7-1

Egg 1: Jump out of the area you start out in by jumping cloud to cloud until you get to the ladder, then go up the ladder. Now, travel as far east as you can go until you see a pot with Shyguys gushing out of it. Look to the left of that and you should see a pillar with a plant on it. Pick it up, it is a potion. Throw it in the middle of the crumbled ground to the left. Enter mirror land and grab your potion.

Egg 2: Jump out of the area you start out in by jumping cloud to cloud until you get to the ladder, then go up the ladder. Now, travel as far east as you can go. You should come across a small hut with a plant on top.

Jump on top and wait for an Albatross bird to come heading west. When you see one, jump on it and ride it all the way to the extreme west of the screen. In between two huge pillars, you will see a lone plant.

Grab it, it is a rocket and will blast you to the next area. Now head east until you come to a huge pillar blocking your path with a ladder to the right of it. Get past this by running through the clouds. Get to the last cloud and jump onto the cloud with the ladder on it. Now climb up the ladder and onto the next area. Now, jump on the cloud and then to the other cloud, and then up yet another cloud, and then up the ladder. You will now see two sparks, one of which is trapped inside a cage of mushroom blocks. Set him free and then kill both Sparks. Pile the mushroom blocks on top of each other and super jump onto the next platform with the ladders. Climb up the ladders up high until you see a Snifit shooting pellets at you. He is on a pillar. Opposite of him is another pillar with a plant on it. Grab it, it is a plant. Throw it on the cloud that the Snifit is on. Enter mirror land and reclaim your red Yoshi egg.

World 7-2

Egg 1: Head east, jumping over Snifits on pillars. When you get to a door, go in it. In this room will be a lot of conveyorbelts. Just follow them to the very east of the level, then go up the chain. Avoid the Sparks. Head left and go up the chain again. Now, head east and go up the chain again. Avoid the Sparks, head left and up the up the chain. In this room you will see many Sparks, and two different chains that will split up your path. Climb the left chain and go in the door to get outside. While outside, fall all the way down to the bottom. When you get to the very bottom, go down yet another ladder and in the door at the bottom. In this next room, you will see two plants. Pick up the potion on the right, it is a potion. Throw the potion down somewhere in that room. Your Yoshi egg will appear on the tallest pillar to the right side of the room.

Egg 2: Head east, jumping over Snifits on pillars. When you get to a door, go in it. In this room will be a lot of conveyorbelts. About halfway through the level you will see a chain leading south. Climb it down to the next room. In this room you will see many, many mushroom blocks and some Sparks. Pick up the mushroom blocks to get to the bottom and then enter the door at the bottom that leads into the next room. In this next room is many Sparks and some chains. In about the middle of this room is a door go in it to the next room. In this next

room, go to the left and you will see two potions and four pillars. The leftmost plant is the potion. Grab it. Throw it on the edge to the left of where you came in this door from. Enter mirror land and get your egg.

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-- 3.11. Bonus Chance Mini-FAQ --

At the end of each level except World 7-2, if you got coins in Subspace, you get to use them in a slot-machine style game to gamble for extra lives. What is new in this version is that you can bet a number of coins to multiply the amount of lives you get. For example, if you bet three coins and get a combination worth 2-Up, you will get 6 lives. Here are the possible combinations.

Vegetable-Vegetable-Vegetable - 1Up
Starman-Starman-Starman - 1Up
Snifit-Snifit-Snifit - 1Up
7-7-7 - 5Up
Cherry-<<Anything>>-<<Anything>> - 1Up
Cherry-Cherry-<<Anything>> - 2Up
Cherry-Cherry-Cherry - 3Up

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===== E N D O F S U P E R M A R I O B R O S . 2 S E C T I O N =====
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== 4. Mario Bros. ==
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Mario Bros. Is the minor section of the game, which is a re-make of the 1983 Arcade game. This game is compatible with other players, and is a fun game to try out!

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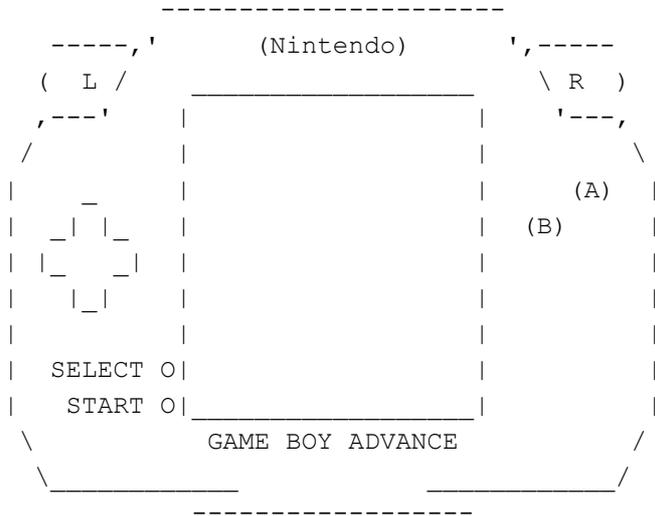
-- 4.1. Story --

This game takes place before Mario and Luigi made their awesome mark in the world of video-gaming, in Super Mario Bros. At this time, Mario and Luigi are living in Brooklyn, New York. They own a small plumbing shop.

One day, weird creatures suddenly come crawling out of the piping, and it's up to Mario and Luigi to do their jobs and clean the sewers up before it all gets out of hand.

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-- 4.2. Controls --



Left/Right: Move Mario.

Up: Nothing.

Down: Charge Super Jump.

Select: Nothing.

Start: Pause game.

B: Accelerate when running, pick up POW Block.

A: Jump.

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-- 4.3. Enemies --
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Spiny
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The red hedgehog enemies which also made appearances in later Mario games, such as Super Mario Bros., and Super Mario World. They are the most basic of all the enemies - they are slow, and require one hit to be tipped over.

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Fighter Fly
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These enemies hop around, so can't be hit when in the air, and are taken out with one bop from below.

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Crab
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These enemies are a little more complex. They start off moving slowly, and when you hit them once, they begin to move faster. Hit them again to stun them.

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Freezy
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They freeze platforms, making them slippery. They will also freeze Mario if

he touches them!

Fireball

There are two types of Fireball: Red and Green. Red ones tend to bump around a lot, while green ones are more controlled. They can still be taken out with a bump from below, but are deadly if you touch them!

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-- 4.4. Items --

Coin

When you beat an enemy, they come out of the pipes, and are worth a decent amount points.

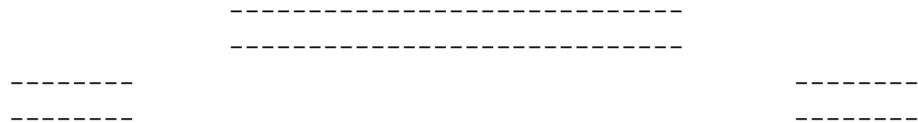
POW Block

Hit it from below to stun all enemies on-screen with their feet on the ground. You can hit it from below three times, or pick it up and throw it down, which stuns all enemies for a longer time.

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-- 4.5. The FAQ --

Here is the layout of the phases in Mario Bros.



The objective is to clear the phase from all the enemies. Hit one from below (jump and hit your head on the platform to bump it up) and stun the enemy. Then simply touch it to kick it away. Don't leave it lying there for long though; it can get back up again! Use the POW Block to stun all enemies on screen, but only if necessary.

Bonus Phases occur every so often; what you have to do is simply get all coins on screen within the time limit, and if you can manage to do so; you earn a 1-Up!

And that about wraps it up!

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===== E N D O F M A R I O B R O S . S E C T I O N =====
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== 5. Cheats/Secrets ==
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Shortcut to boss in World 1-1

In the cave area of the level when you reach the top half of the vine, jump over the big gap to your left. Climb the stairs and throw away the Shyguy. Pull up the weed on the top step for a bomb. Stand next to the ladder facing left. When the bomb starts to flash, throw it down and it should blow the weak wall away (you should be careful with your timing). Go through the weak wall and enter the door. You'll arrive outside, at the foot of a cliff. Climb onto the top of the cliff by using super jumps and the little steps. Head left and drop of the cliff to land to the area with Birdo.

Shortcut to boss in World 3-1

In the area with the clouds after climbing the vine (you must have Luigi or Princess Toadstool for this), look left and there's a big gap and some oval clouds. Luigi and Princess Toadstool have enough airtime to get across the gap. Enter the door. Pull up a weed for a bomb and blow up the weak wall. Go left and stand on the weak stone blocks. Charge a super jump and jump onto the ceiling to your left. Head left and you'll drop into the area with Birdo.

Shortcut to boss in World 6-3

When you climb the ladder into the overworld at the start of the level, look to the left and you should see some quicksand and a dirt wall. Go into the sand and sink into it but head left. Your character will go under the wall! Keep moving left to get to the other side of the wall and get back out of the quicksand. Enter the door. You are now on some clouds. Go left and cross the clouds and jump down to the pyramid. Go inside and fight the Birdo to continue the level.

Warp to World 4

Get the Potion Bottle in World 1-3 (the one in the overworld near the start of the level). Carry it past the warehouse and throw it down near the jar. Enter the jar while in Subspace to Warp to World 4-1.

Warp to World 5

In World 3-1, go to the cavern area with several vegetables. Pull up the sixth one from the right for a Potion Bottle. Take it to the right and throw it down near the jar. Enter Subspace and go into the jar. You will be warped to World 5-1.

Warp to World 7

You need Luigi to do this. When you enter the overworld for the first time, you'll see a jar and three weeds around it on a platform. Go a little to the right and super jump onto the platform. One of the weeds is a Potion Bottle. Use it to enter Subspace, and while in Subspace, enter the jar to be warped to the final world!

Easy Health

Find a giant enemy, and throw it, just don't kill it! Every time it hits the ground it will relinquish a heart. You can do this as many times as you want!

Lots of lives in World 2-2 (submitted by Nathaniel C.)

A cheat to get a LOT of lives is to go to World 2-2. Exit the cave you start in, and then head east. After you get past the super-sink quicksand, and there is a door on the right, don't go into the door, just go a little more east and you will be where there is a lot of jars, with Cobrats in some of them. Go to the SECOND jar, where there is no Cobrat, and go in. At the bottom, there will be two plants. Pull up the left one, and it will be a POW block. Head back out of the jar with the POW block in your hands. While the Cobrats are trying to kill you with their bombs (unsuccessfully hehe), get off the jar and just stand on the left of the third jar, and look to the right. Wait until you see the 4 cacti things on top of eachother heading towards you. Stay where you are, and throw the POW block. You may want to go on the right side of the second jar and then walk right after you throw it, so that the POW block kills all the Cobrats AND the 4 Cacti. Once you do this successfully (its really easy), you will get at least 4 or 5 lives. Go back into the jar, get the POW block, repeat the process until you have 99 lives. Very handy trick.

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== 6. Frequently Asked Questions ==
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Q: Is the Super Mario Bros. 2 section of this guide useable for Super Mario Bros. 2?

A: Yes, but I have also written an entire FAQ for Super Mario Brothers 2, so just go there instead if you're looking for a more accurate guide.

Q: Which character(s) is/are best to use?

A: Any. They all have certain abilities that make them unique, but I tend to use Mario and Luigi most.

Q: Is there a save feature in the game that allows you to save after you have completed a level?

A: Yes.

Q: Can I post this FAQ on my site?

A: As long as I have given you permission and that you don't change it in any way, shape or form. If one of my FAQs is marked Version FINAL, the answer is no.

Q: I'm looking for something I can't find in your FAQ.

A: If there's anything I missed, contact me and I'll add it.

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== 7. Conclusion ==
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Thank you for reading my Super Mario Advance FAQ! It has taken me a long while, but I feel I have done a decent job of translating my Super Mario Brothers 2 FAQ into here. Please feel free to contact if you have any additions/questions/comments (just check Contacting Me section).

This FAQ was created on Microsoft Word with a Courier New size 10 font. It was first created on March 31, 2003, and the current version (1.6) was finished on November 16, 2003.

FAQ Size: 159KB

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== 8. Credits ==
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Nick Morgan (<http://www.gamefaqs.com/features/recognition/22650.html>)
For letting me have his Yoshi Egg FAQ to use in here. I have proof he let me, there is a link in Section 3.10. He also gave me the suggestion to translate my SMB2 guide into a SMA one.

Nathaniel C. ([deathscythe_hel_1_\(at\)hotmail.com](mailto:deathscythe_hel_1_(at)hotmail.com)) for the handy World 2-2 Extra Lives cheat seen in Section 5.

Samuel Wang ([isolidarity\(at\)earthlink.net](mailto:isolidarity(at)earthlink.net)) for the reader tip in World 5-3.

Devin Morgan (<http://www.gamefaqs.com/features/recognition/3579.html>) and
Psycho Penguin (<http://www.gamefaqs.com/features/recognition/9471.html>)
For being two great friends and FAQ role models.

Brakker-Z (<http://www.gamefaqs.com/features/recognition/7937.html>),
Ste C. (<http://www.gamefaqs.com/features/recognition/24927.html>),
OnceInALifeTime (<http://www.gamefaqs.com/features/recognition/29462.html>),
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Twilight (<http://www.gamefaqs.com/features/recognition/9847.html>),
Guitarfreak86 (<http://www.gamefaqs.com/features/recognition/26010.html>) and
Dingo Jellybean (<http://www.gamefaqs.com/features/recognition/2226.html>)
For being great contributors themselves, and for giving me support, advice,
or comments on my work. Thanks very much guys!

CJayC for making his cool site, and for hopefully posting this guide on it.

Anybody who read this guide.

Me, for typing half of it up.

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== 10. Contacting Me ==
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If you wish to contact me PERSONALLY, then my E-Mail address is cornflake101(at)hotmail.com. Since I use Hotmail, I also use MSN Messenger, and I like to talk to people, so feel free to add me to your list. But don't forget that I have a family computer, so don't even THINK of sending me any spam or junk through the IM system, because my parents wouldn't think too nice of it, and I'll have no choice but to block you. So if you want to IM me, I would only just like to talk and nothing else.

If you have any gameplay-related questions, please send them in to superryano64(at)yahoo.co.uk, since Yahoo does not contain as much spam as Hotmail, therefore I can answer your questions without too much difficulty and not wasting too much time. Please try not to send gameplay-related questions to my other E-Mail address, I am having a bad enough time as it is weeding through all the unwanted E-Mail I am getting. To contact me via Yahoo Messenger, slam 'superryano64' onto your list.

My AIM Screen Name is 'rharrison0987'.

My ICQ# is '208880208'.

My GameFAQs Message Boards username is KenShamrock.

To view all my work, check out the URL below:

<http://www.gamefaqs.com/features/recognition/22792.html>

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