

Super Mario Advance 2 FAQ/Walkthrough

by charmandermaster1015

Updated to v1.14 on Jul 30, 2008

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SUPER MARIO WORLD: SUPER MARIO ADVANCE 2

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Console: Game Boy Advance (GBA)
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This walkthrough is best viewed in Courier New, size 10.

NOTE: My current email address has changed to gman7331@gmail.com

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NOTE: Each level is search friendly, meaning that you can type in a combination of letters in the Find box) and you will be instantly located to that level. The levels are coded by the first letters of each word while the special levels have (SW) in front of the first letter of the level.

Section 6: Credits and Contact Information

Section 1: History

Version 1.14:

Changed email address and changed hosting policy.

Version 1.13:

Added lUp and SuperCheats to allowed list.

Version 1.12:

Added two more sections. More might be coming up in a week or two!

Version 1.02:

Fixed some minor spelling mistakes.

Version 1.01:

Fixed some consistency errors, added Neoseeker to allow list, and removed filter from email.

Version 1.00:

Submitted guide

History before initial submission:

11/17/05: Finished writing Sections 1, 2, and 4.

11/14/05: Finished Special World

10/25/05: Finished Star World

10/21/05: Finished Valley of Bowser

10/6/05: Finished Chocolate Island

9/26/05: Finished Forest of Illusion

9/19/05: Finished The Bridge Levels

9/13/05: Finished Vanilla Dome

9/8/05: Finished Donut Plains

9/4/05: Finished Yoshi's Island

9/2/05: Started Walkthrough

Yes, I slacked off near the end of the guide...

Section 2: Controls

---Single Button Controls---

A Button: Pressing 'A' makes Mario jump. If you press and hold 'A' for about a

second, Mario will jump the max height. This button also confirms menu selections. In the water, pressing 'A' will make Mario swim.

B Button: The 'B' button has many functions. Ironically if you just tap 'B' as normal or super Mario, nothing will happen. If you have a cape, pressing 'B' will cause Mario to swing the cape. Likewise, if you have a Fire Flower, 'B' will make Mario throw a fireball. 'B' also lets you grab shells, flip through grates, makes Yoshi lick, and cancels menu selections.

Start Button: The main use of the Start button is to pause the game, but you can also use it to confirm menu selections.

Select Button: On the map, the Select Button brings up the level completion checklist. During game play, pressing the Select button causes the power up (if any) in reserve to drop down.

Up button (on the Directional Pad): Pressing up during game play will make Mario look straight up and cause the screen to pan upwards. Use the up button to enter pipes, gates, and to climb fences.

Down Button (on the Directional Pad): Use the Down button to enter pipes below you, dodge enemies, or to pan down. If you press Down on a steep slope, you will slide down.

Left Button (on the Directional Pad): Makes Mario move left and enters some pipes.

Right Button (on the Directional Pad): Makes Mario move right and enters some pipes.

L (Shoulder) Button: Press this button to pan left or right (depending where you face).

R (Shoulder) Button: Press this button to spin jump or to get off Yoshi.

---Multi Button Controls---

Run: Simply hold the 'B' button as you press Left or Right. Running is very useful in many levels.

Carry an Item: Walk near an item while pressing 'B', and you will grab the item. This works for 'P' switches, shells, and other small objects. Holding any item will make you swim better in the water.

Climb/Jump off a Vine or fence: To get on a green vine or a fence, press Up when you are right in front of the vine. To get off the vine, simply press 'A'.

Yoshi sacrifice Jump: Like the name suggests, you can only perform this move if you are riding a Yoshi. With Yoshi, jump, and immediately press 'R' when you are in the middle of your jump. Now you will jump very high, but you will lose your Yoshi. This move should be used rarely and only if you are about to fall down a gap.

Fly: To fly, you must have caped Mario or Luigi, and you cannot be riding a Yoshi. Now get a good running start and run forward until you see your Brother throw out his hands. Now press 'A' and continue holding 'B' and you will fly high in the sky. To continue flying at level height, press Left every second while holding the 'B' button. Flying is much easier with Luigi. If you want

to shake the ground when you land, just hold the Right (or Left) button while pressing 'B'.

Section 3: Items & Powerups

This section will describe all of the blocks, powerups and other objects found around this game.

Blocks/Bricks

Yellow Brick:

This is your standard brick. You can easily recognize them because they look like a yellow block with two black dots on it (eyes). Most of the yellow bricks are empty (they contain nothing), which means they spin if you hit them and they break if you spin jump on them. Others contain coins, powerups, extra lives and many more. Yellow bricks turn into Brown ones when they are hit and not empty.

Brown Brick:

This is another common brick that has angry looking eyes unlike the yellow ones. These bricks are obviously brown, and are indestructible (they also have no coins/items). Brown bricks are mostly placed in the level to help (or possibly prevent) you to access different parts of the level. These bricks turn into coins when you hit a 'P' switch.

Blue Bricks:

Blue Bricks look just like yellow ones except they are blue instead of yellow (obviously). These are also very useful as you can pick them up (they will start flashing) and use them to hit blocks in hard to reach places, kill enemies, and swim quickly in water. Blue bricks are usually found in clusters and are not common to find. Note that these bricks disappear in a short time after picking them up, so be quick!

Icy Bricks:

This brick is seen in only the icy levels and act just like Brown bricks. The only difference is that they are slippery and they don't turn into coins when you hit a 'P' switch.

Prize Block ('?' Block):

Prize blocks are the same size of bricks, except they have a picture of a '?' on them that moves on the block. These blocks are never empty and may contain

coins, a stream of coins, or powerups. These blocks rarely contain green vines or extra live mushrooms.

Note Block:

Note blocks are unique from other ones because they are white and very bouncy. This means that you can jump on them to jump up higher than usual. Note blocks are usually used to help you reach higher ledges, but they also might contain powerups (never coins or vines). These blocks are also indestructible but do not turn into brown bricks after they are hit.

Green Star Block:

This is the rarest of all blocks. Only hit these blocks when you have thirty coins, because you will be awarded with an extra life. If you have less than 30 coins, they will only give you a measly coin.

Stone/Wooden/Other Blocks:

These blocks are found in castles, ghost houses and in other areas. They compose the walls in the levels and are indestructible like the brown bricks.

Shifting Blocks:

Shifting blocks act like '?' ones with powerups, except they change every second (they shift from Mushroom to Fire Flower to Cape to Star). Quickly hit them when you get your desired powerup, and grab it before it bounces away.

Powerups

Mushroom:

Shrooms are your standard powerup. Once Mario/Luigi touches them, they will grow twice their size (which gives you one piece of extra health) and will be able to break through yellow blocks easily. If you already have a mushroom, your new one will go into your reserve box.

Fire Flower:

Fire flowers will only appear if you have a mushroom and from certain '?' blocks. Once you get one, you get a third piece of health and will be able to throw fire balls. Fire balls are useful for killing certain enemies and even work in water. Mario's fireballs bounce lower than Luigi's.

Cape:

Capes are more useful than Fire Flowers, as they give you the ability to fly. They also let you whip enemies to kill them, spin yellow bricks near you, and even hover slowly to the ground.

Star:

Stars are the best powerup in the game, but they only last for a few seconds. Once you collect a star, you get impervious to all attacks and can kill enemies by running into them. If you run into enough enemies within the Star's duration, you can get a crapload of points and even extra lives.

Miscellaneous

Key:

Keys are used for getting to secret exits in many levels. Simply pick them up (you can use Yoshi), and put it in a keyhole nearby to get through the secret exit.

Green Trampoline:

These objects are very useful for getting to hard to reach places and possibly to secret exits. Like the Key, you can pick them up or hold it in Yoshi's mouth. To jump off of a trampoline successfully, press 'A' when the Trampoline is fully pressed down.

Section 4: Characters

This section will describe Mario, Luigi and other allies that you will be using throughout the game.

Mario:

The star of the game is back for another wacky adventure! You will start out as Mario (you can switch to Luigi if you like though) and will be playing through many levels using him. Mario is different from Luigi because he is faster, throws fireballs that bounce lower, and is harder to control while flying compared to him. Use Mario when you are playing levels with few obstacles and more enemies and some castles.

Luigi:

Luigi is also in for another adventure helping his pal, Mario. He is different from Mario because he jumps higher (though harder to control), throws higher fireballs, and flies better than Mario. Luigi should be mainly used in shorter levels with lots of jumping and with cliffs and gaps (sky levels).

Yoshi:

Yoshi actually started out as a free dinosaur playing with his friends. After the princess was kidnapped, Bowser trapped all of the Yoshis into different blocks. When you first free Yoshi, you will get a message from him thanking you for freeing him, and he will be willing to help you on your quest. Jump on Yoshi's back to ride him like a horse. With Yoshi, you can lick, eat enemies and even step on spiky terrain. You can fly with Yoshi, but you will fall down after reaching the highest point after takeoff. If you get hit by Yoshi, you will jump off of him, and he will be running back and forth. If this happens, quickly jump on him again before he falls in a gap.

There are four colors of Yoshi:

Green: Your standard Yoshi with no shell bonus.

Red: Red Yoshi is only available after you unlock him in Star World. When this Yoshi eats any shell, he will spit out fire if you press 'B' again.

Yellow: Like the red one, the Yellow Yoshi is also only available after you free him in Star World. With any shell in his mouth, Yellow Yoshi can stomp the ground causing the enemies around you to die or get stunned.

Blue: Blue Yoshis are my personal favorite on because he can fly for a short period of time with any shell in his mouth! The flying is a lot more controlled if you have a Cape (you won't be erratically bouncing up and down). Sadly, this Yoshi is also available in Star World.

Section 5: Walkthrough

Here is the Walkthrough! You may notice that the first few levels have more detail than the other ones. The reason for this was that I tried to explain every new concept as I originally planned not to write the other sections.

This is the format of every level in the walkthrough:

+++++
Name of level

Difficulty/10 | Recommended Brother (Mario or Luigi) | Number of Dragon Coins |
Time of level (200, 300, 400, or Infinity)
Enemies: Listed here are all the enemies found in this level in alphabetical
order. Bosses are always listed last.

Here, I will explain a little bit about the level and how it compares to other levels in this world. I may also recommend (or require) you to have specific powerups before you enter this level.

This will be the actual walkthrough for this level. If you see three consecutive stars (***) that means that if you want to use the secret exit, stop reading here and go directly to the 'Secret Exit' section of that level. In a few levels, there are alternative exits (usually associated with a pair of wings). These exits are depicted with three ampersands (&&&).

Secret Exit:

If there is a secret exit it will be listed here. (***)

Alternative Exit:

If there is an alternative exit, it will be listed here. (&&&)

GO TO: The next level

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Well, here we go!

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World 1: Yoshi's Island
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Yoshi's House (YH)

Difficulty: 0/10 | Brother: Luigi | Dragon Coins: 0 | Time: Infinity
Enemies: None

This is not really a level, but I put it here as a reference.

If you do not have a Yoshi, there is nothing you really can do but read the help block which says that Yoshi is out playing with his friends. If you come here with a Yoshi, you can eat all ten apples on the tree to get a mushroom.

GO TO: Yoshi's Island 1

Yoshi's Island 1 (YI1)

Difficulty: 1.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Banzai Bill, Chargin' Chuck, Jumping Piranha, Koopa, Rex

This level is not that hard, but people new to this game might have some trouble dodging all of the Banzai Bills.

You will start on the ground next to a slanting cliff with a shellless Koopa sliding down to attack you. Jump on it and you will see the first Dragon Coin near the top of the cliff. Grab the coin and move forward making sure you dodge the Banzai Bill trying to ram you. A lone Rex will walk from the right, so spin jump to kill it. Continue walking until you see a flying '?' block.

Hit it, grab the mushroom that pops out, then kill the two incoming Rex. Run up the slanted green pipe to land on a cliff. Keep running as you jump past the two Rex under the three slanted cliffs. Jump on the third cliff to collect the second Dragon Coin near the top. Run across the first bush to reveal a hidden mushroom. Kill the Rex, but watch out for the Jumping Piranha in the yellow pipe. Carefully jump across the pipe but ignore the help block. You will see a blue pipe that is blocked by stone bricks and yellow bricks. If you are super, spin jump to break the bricks below you, and enter the pipe. You will find yourself in a secret chamber. A mushroom is hiding out under three yellow bricks, so break them and grab it. (You really don't need it, but get it for the 1000 points) Grab the six coins above you and get the third Dragon Coin under three more yellow bricks. Now run into the green pipe and you will be blasted out of the chamber. Don't touch any button while flying and you will hit the checkpoint before you land.

---Check Point---

You will see a yellow '!' block outline, because you cannot do anything to it, ignore it for now. Keep walking forward and kill the three Rex trying to halt you. Jump up the series of cliffs until you reach the top. Grab the fourth Dragon Coin located there and slide down the cliff killing the Rex at the bottom. Keep walking forward, but beware of the Banzai Bill trying to hit you. Ignore the help block, pick up the shell and throw it up at the yellow brick in the sky. If you hit the brick, an extra life should come out and start to glide across the line of clouds. Follow the extra life making sure you dodge the Banzai Bill, and grab it when it falls down. Continue on your way, killing the two Rex that walk by, until you reach four bricks in a diamond shape. Hit the '?' block (The uppermost one), and grab the Fire Flower that comes out. Kill the two Rex that walk by and hop on the short cliff to avoid the Banzai Bill. Hop on the green pipe but don't get hit by the Jumping Piranha. Grab the last Dragon Coin, kill the Rex, and jump down from the cliff. A Chargin' Chuck will be snapping at the air. Keep jumping on it until it dies, and pass through the End Marker to beat the level. Congratulations! You finished the first level.

GO TO: Yellow Switch Palace

Yellow Switch Palace (YSP)

Difficulty: 0/10 | Brother: Luigi | Dragon Coins: 0 | Time: 200
Enemies: None

This is the Yellow Switch Palace, you are not required to complete this level, but I strongly recommend you to do so.

You will start next to a 'P' switch, jump on it. The whole room will be filled with coins for a limited time, so jump back and forth and try to grab as many as you can. You can get as many as 5 extra lives if you try hard enough. When the coins disappear, run through the green pipe and jump on the large yellow '!' switch. The message will tell you that all the yellow '!' block outlines will become real yellow '!' blocks; and each will contain a mushroom!

GO TO: Yoshi's Island 2

Yoshi's Island 2 (YI2)

Difficulty: 1/10 | Brother: Mario | Dragon Coins: 5 | Time: 400
Enemies: Chargin' Chuck, Jumping Piranha, Koopa, Monty Mole,

This level is one of the easier ones, perfect for beginners. I personally think that 400 seconds is too much for this level as I can easily beat it at 40.

You will start on the ground with no immediate danger. Walk forward, grab the shell, and jump to the upper cliff where ten Koopas are roaming. Release the shell to kill all the Koopas, a lot of points, and an extra life. As you walk forward, two '?' blocks and one '!' block will appear. Hit the two '?' blocks for coins and get the mushroom from the '!' block. Two more '?' blocks will appear, with a coin in the first and a Yoshi in the second. Hop on the Yoshi and continue on your way. The only new hint the help block tells you is that you can hop off the Yoshi by pressing 'R'. As you walk forward, lick any red apples that pop up. You can also run into the apples, and Yoshi will automatically eat them. The long path ahead will have the first 2 Dragon Coins in the air, and two shellless Koopas trying to attack you. Climb the flight of stairs at the end of the path and kill the Chargin' Chuck. As you jump off the edge of the cliff, grab the third Dragon Coin. Disregard the help block and run into the checkpoint.

---Check Point---

Hop across the two yellow pipes and hit the three '?' blocks. The middle block will contain a Yoshi or an extra life (Depending if you already have a Yoshi or not). Jump across the cliffs, kill the Monty Moles, and hit the pair of yellow bricks to the right. The second brick will reveal a plant that reaches the sky. Climb the plant, jump on the line of clouds to the right, and grab the fourth Dragon Coin. Jump off the clouds, and get the last Dragon Coin on the top of the short cliff that comes up. Get the mushroom from the '!' block if needed. Monty Moles will start to pop out of the ground at this point, so dodge them and go down the first blue pipe that pops up. You will land in a cavern with 6 flying '!' blocks and 4 blue bricks on the ground. Pick up the bricks and throw them at the flying blocks. The third block will contain an extra life while the rest contains coins. When you are done collecting the coins and the extra life, run into the green pipe and you will end up above ground from a white pipe. Jump across the green pipe and release the 'P' switch blocked by eight yellow blocks by hitting the middle one. Step on the switch, dodge the Chargin' Chuck and walk across the path of brown bricks that appear. The End Marker will be at the end of the short path of brown bricks. Second level complete!

GO TO: Yoshi's Island 3

Yoshi's Island 3 (YI3)

Difficulty: 1.5/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300
Enemies: Flying Koopa, Koopa

It is strongly recommended that you have already pressed the yellow '!' switch before you start this level. If you do, 75% of the time you fall down, a line

of yellow '!' blocks will save you from losing a life.

You will start near a series of cliffs with no immediate danger. Jump up the series of cliffs and onto the brown platform. When the platforms starts to rotate, jump to the small cliff with a green bush. Grab the mushroom if needed and jump on the middle of the line of yellow bricks. These bricks will retract into one block and back into five every two seconds, so make sure you jump in the middle every time. The first Dragon Coin will be at the top of second line of retracting yellow bricks. Hop on the second brown platform and jump on the cliff with two '?' blocks. The first block contains a coin while the second one contains a Yoshi. Hop on the Yoshi and kill any Koopas you see around you. Jump across the two white moving platforms. When you land on the cliff with the red Koopa, kill it and slowly walk off the cliff with out jumping. When you land on the yellow pipe, go down it. You will end up in a secret cavern. Hit the 'P' switch and run across the line of brown bricks that appear. At the end of the line, the second Dragon Coin will pop up. Grab the coin and exit the cavern through the green pipe. Back above ground, run through the Check Point, kill the Koopa and grab the third Dragon Coin.

---Check Point---

Hop above the line of yellow bricks and grab the Fire Flower from the '?' block. Jump across the series of platforms until you reach the long line of retracting yellow bricks. Be very careful as this line retracts vertically and horizontally. As you proceed across the bricks, grab the fourth Dragon Coin above the second to last line of bricks. Jump across the white platform and the three brown platforms, grab the final Dragon Coin and pass the End Marker. You are done with the third level!

GO TO: Yoshi's Island 4

Yoshi's Island 4 (YI4)

Difficulty: 1.5/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300

Enemies: Guppy, Koopa, Pokey, Spiked Ball

This level is short compared to the other levels in this world. It also has no Check Point.

You will start on a long cliff the shape of a mushroom with hopping Guppies swimming below you. Quickly run past these and grab the mushroom from the '!' block before they hop to attack you. The small green platform floating in the water will sink when you step on them, so quickly hop across this grabbing the first Dragon Coin sitting there. Get the Fire Flower from the '?' block at next cliff and the second Dragon Coin in the sky above the second floating platform. Jump across the series of platforms while dodging the Spiked Balls until you reach a small blue pipe. When you go down the pipe you will end up in a place where many Pokeys reside. Walk across this area dodging (or eating if you have Yoshi) all the Pokeys until you go through the pipe. Back in the previous area, head LEFT until you see the third Dragon Coin above the water, grab it. Now get the 'P' switch, step on it, and grab the star from the '?' block. When the row of brown bricks appears, run across it grabbing the fourth Dragon coin. Now run across the series of mushroom cliffs and sinking platforms. As you run across, dodge the Spiked Balls and make sure you grab the final Dragon Coin. When you reach the green pipe on the last mushroom platform, enter it to get to the final area. At this point, just run into the

End Marker ignoring the help block. Congrats! You beat the fourth level.

GO TO: Iggy's Castle

Iggy's Castle #1 (IC1)

Difficulty: 2.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Climbing Koopa, Fireball, Falling Log, Iggy

Here it is... the first castle and boss battle! You really should not have much trouble beating Iggy, but I included some tips to help you if you do.

You will start on the stone ground. Run up to the help block and read what it says. Climb the fence above you, and start to head right, making sure you dodge or to kill the Koopas around you. You can step on the Koopas on the same side of you, and you can punch the Koopas opposite towards you. When you see the line of '?' blocks, hit the middle one to reveal a Fire Flower. Because the space between the ceiling and the block is too small to fit through, you must use the 'P' switch to bring it down. Step on the switch, and the Fire Flower will fall down when the brown bricks turn into coins. When you get the Fire Flower, grab the first Dragon Coin near the large pool of lava. As you keep moving forward, you will see the second Dragon Coin on the other side of the fence, ignore it for now and dodge the jumping fireball. When you see the switch grate, press 'B' to flip to the other side. Now you can go back and get the second Dragon Coin. Head back right and hop to the other fence until you see another switch grate. Flip and get the third Dragon Coin slightly towards the left. Flip back and keep heading right until you pass the Check Point. Disregard the help block and enter the yellow gate to get to the second area.

---Check Point---

This area can be quite dangerous as you are automatically pushed forward and huge logs will try to smash you every few seconds. Move forward until you see a small pit. Quickly get the Dragon Coin above the pit and duck to dodge the falling log. The handy flying '?' block will contain a Fire Flower; grab it as it will be useful. The last Dragon Coin will be above a line of retracting yellow bricks. Grab the coin, disregard the help block and enter the red gate to fight Iggy.

Boss Battle: Iggy

You and Iggy will be on opposite sides of a see-saw floating in lava. Your goal is to push Iggy into the lava but not get pushed in yourself. Jump on Iggy's head (or throw fireballs at him) as the see-saw tilts right. If you did this fast enough, he should fall in the lava and die, but if he survives, you can keep pushing him towards the right as long as the see-saw is tilting right at the time. Occasionally Iggy will throw fireballs at you, but they are slow and easy to dodge by jumping. When Iggy finally falls into the lava, he will burn and die. Congrats! You beat your first boss! Now let's go to Donut Plains!

GO TO: Donut Plains 1

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World 2: Donut Plains
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Donut Plains 1 (DP1)

Difficulty: 3.5/10 | Brother: Luigi | Dragon Coins: 5 | Time: 400
Enemies: BB Chargin' Chuck, Jumping Koopa, Jumping Piranha, Super Koopa,
Volcano Lotus

This level tends to get annoying with all the Super Koopas flying around, so some people may have some trouble completing this level without getting hit. The BB Chargin' Chucks will also get on your nerves.

You start on the ground with no immediate danger. As you walk forward, a Super Koopa with a flashing cape will charge at you. If you jump (not spin jump) on it, the Koopa will lose its cape and a Cape will come out; grab it. Two Super Koopas with yellow capes will charge at you. These Koopas will not have any Cape if you jump on it, so you can ignore these. Grab the first Dragon Coin on the top cliff. Get the mushroom from the green bush if needed and kill the pair of BB Chargin' Chucks. Get the cape from the next super Koopa and kill the Volcano Lotus on the top of the cliff. Jump on the upper cliff, dodge the Super Koopa, and grab the second Dragon Coin. Ignore the line of yellow bricks and jump up the blue pipe. (Refer to Bonus Game #1) Head left until you see the Check Point; break it.

---Check Point---

Go back right and enter the first blue pipe. In this area, there are 600 coins, but I do not recommend you to get them all as it will waste too much time and is hard to do. Grab the Cape and run up the very tall pipe using the red triangle. Start to fly across the area grabbing as many coins as possible until you reach the end. Drop down and exit the area through the green pipe. Now run right and climb up the stairs making sure you kill the Volcano Lotus. The third Dragon Coin is in the sky, so grab the Yoshi from the '?' block, and fly to the upper right until you get the coin. Fall down while moving right and grab the fourth Dragon Coin above the Volcano Lotus. Kill the BB Chargin' Chuck above the three yellow bricks and dodge the four Super Koopas, but try to get the Cape from the first one. The last Dragon Coin is near the green pipe. *** Because you did not get the green '!' switch, ignore the stack of green '!' block outlines and the help block. Kill the Volcano Lotus and the BB Chargin' Chuck, grab the mushrooms if needed and run through the End Marker. You finished Donut Plains 1, Congrats!

Secret Exit:

You can only use the Secret Exit if you pressed the Green '!' Switch. Run up the line of green '!' blocks and end up on a small platform. Jump across the pipe and put the key in the keyhole. You found the secret exit! Good Job!

Normal Exit - GO TO: Donut Plains 2

Secret Exit - GO TO: Donut Secret 1

Donut Secret 1 (DS1)

Difficulty: 3.5/10 | Brother: Mario | Dragon Coins: 6 | Time: 300

Enemies: Blurp, Flying Koopa, Guppy, Rip Van Fish

This is your first under-water level. It may seem hard with all the fish, but if you get the Fire Flower from the Top Secret Area, you can kill all the fish with fireballs. I find it strange that Mario can throw fireballs underwater...

You will enter the course from an orange pipe. Swim forward, grab the five coins, and dodge the Blurp and the Guppy. Kill the Rip Van Fish with fireballs and get the first Dragon Coin that is above the line of '?' blocks. If needed, get the Fire Flower from the third '?' block. Swim forward and enter the blue pipe that is hanging from the ceiling. You will find yourself in a very tall, but skinny cavern. Get the 'P' balloon in the '?' block in the middle and float up towards the left. Get as many coins as you float up, and dodge the Flying Koopas that roam the place. When the balloon runs out, get the second 'P' balloon from the '?' block above the line of stone blocks. Two Dragon Coins will be on either side of the cavern at the very top. After you get the second and third Dragon Coins, exit the area through the orange pipe on the right. Hurry, because time is not on your side. If you missed a Dragon Coin, you can go back, reenter the blue pipe and try again. Now, kill the Guppy hovering over a small pit to the right and swim down it to find the fourth Dragon Coin. Keep moving right, get the Fire Flower from the '?' block if needed, and kill the Rip Van Fish that is guarding the fifth Dragon Coin. Kill the fish, throw one of the blocks away and get the Dragon Coin. Grab the second blue block to help you swim faster and get the Check Point right below you. ***

---Check Point---

From here, swim forward, kill the two Guppies and the Rip Van Fish, but ignore the 'P' switch. As you keep swimming forward, grab the sixth Dragon Coin above you. Kill the sleeping Rip Van Fish and swim forward ignoring the line of brown bricks and the keyhole below you. As you swim forward, kill all the guppies and the Rip Van fish and pass the End Marker near the arrow. You beat your first all water level! Good Job!

Secret Exit:

After the Check Point, swim forward killing the fish around you until you see the 'P' switch. DO NOT step on the switch yet! Instead, grab the switch and swim forward dodging the fish and grabbing the last Dragon Coin floating above you. Soon you will see a line of brown bricks. When you do stop, drop the switch and step on it to turn the bricks into coins. Quickly swim through the line of coins and hit the '?' block revealing a key. Swim out of the pit and put the key into the keyhole to end the level. Nice job! You found the secret exit! Now on to the Secret Ghost House!!

Normal Exit - GO TO: Donut Ghost House

Secret Exit - GO TO: Donut Secret House

Donut Secret House (DSH)

Difficulty: 4/10 | Brother: Mario | Dragon Coins: 5 | Time: 400

Enemies: Big Boo, Boo Buddy, Eerie

This is the Secret House! It is dominated by Boos and Eeries, so always watch your step. This level has no Check Point. You should only get all five Dragon Coins only if you plan to use the secret exit.

You will start near a flight of stairs with no immediate danger. Run up the flight of steps dodging the circle of Boos, until you are touching the tall brick pillar. You will notice that there is a gap in the circle of Boos. When the gap is facing to the left, jump through it, and stand on the ground. Get the first Dragon Coin to the left when the Boos allow, then run to the right. Dodge the Eerie, and step on the 'P' switch that will be near the Big Boo. Jump over the Big Boo when it moves near you. Quickly run up the second flight of stairs ignoring the yellow brick and the Dragon Coin below you, and enter the yellow gate. From here, head left, grab the Fire Flower from the '?' block, and dodge the lonely Boo until you see another circle of Boos. When the gap persists, jump through the middle of the circle then to the other side ignoring the '?' block. Grab the five coins on the small platform, jump over the pile of yellow bricks and keep heading right. Ignore the help block, the two Boos, and the yellow gate. Jump onto the platform with the 'P' switch. Ignore the 'P' switch for now and climb up the series of brown blocks on the left wall to get the second Dragon Coin. Jump back down and carry the 'P' switch to the right and step on it when you see the yellow bricks. Quickly enter the yellow gate hovering over the three '?' blocks to enter the next area. This area is dominated by Boos and Eeries, so be careful. Head right, grab the third Dragon Coin and enter the yellow gate. Now under the second flight of stairs in the first area, grab the fourth Dragon Coin and get the extra life from the yellow brick. Reenter the second area through the yellow gate. Back in the second area, head all the way right and bring the 'P' switch near the yellow bricks again. *** Hit the switch, run past the yellow gate and enter the blue gate on top of the platform. Outside the house, run to the End Marker and finish the level. Great Job!! You beat Donut Secret House!!

Secret Exit:

Step on the 'P' switch and hit the yellow brick right above the yellow gate. Quickly climb the plant that pops out and run right to see a blue gate and the last Dragon Coin. Duck-slide under the blocks to get the Dragon Coin, then quickly jump and enter the Blue Gate to fight a Big Boo. You will be standing on a cluster of blue bricks with two Boos and a Big Boo hovering over you. Pick up a block and hit the Big Boo to hurt him. He will turn invisible and fly around. Hit him when he turns visible and tries to scare you again (Even if he can't hurt you). Repeat this once more to kill the Big Boo and beat the level. Great Job!! You beat the mini-Boss! Now on to Star Road!

Normal Exit - GO TO: Donut Secret 2

Secret Exit - GO TO: Star World 1

Donut Plains 2 (DP2)

Difficulty: 2/10 | Brother: Luigi | Dragon Coins: 5 | Time: 400

Enemies: Buzzy Beetle, FB Chargin' Chuck, Spike Top, Swooper

This is you first automatic moving level, meaning that the level scrolls automatically. This raises the danger of you being squished, so be very careful. There is no Check Point in this level.

Kill the beetle that walks towards you where you start and get the mushroom from the '!' block and the coins from the '?' ones. Dodge one more beetle and two swoopers and quickly jump on the yellow ground before it starts to rise. Kill the beetle and grab the Dragon Coin when you rise up. Dodge another Swooper and get the Cape from the '?' block when you get off the moving ground. Quickly run across the gray ground before the yellow ceiling squashes you. Dodge more beetles and Swoopers and beware of the rising ground until you reach the second green pipe. *** Get the Dragon Coin near this pipe and run past the last piece of rising yellow ground. Dodge even more beetles and swoopers and grab the third Dragon Coin. From the flying '?' block, get the Cape. The ceiling will start to fall and rise at his point, so be careful. Dodge two more beetles until you see and grab the fourth Dragon Coin. Quickly run across the yellow floor and get the last Dragon Coin near the blue pipe. Dodge the pair of Spike Tops and exit the ground via green pipe. Run to the End Marker to finish the level. You finished the first automatic moving level!

Secret Exit:

Go up the pipe. Get the mushroom if needed and kill the lonely FB Chargin' Chuck. Go past the yellow bricks and get the blue shell. If you have Yoshi, eat the shell and fly up above the fourth yellow brick to reveal a key and a hole. Spit out the shell and bring the key into the keyhole. (By licking it) If you don't have Yoshi, you can throw the shell at the second yellow brick to reveal a green plant. Hop across the series of blocks, climb the plant and put the key in the keyhole. Good Job, you found the secret!

Normal Exit - GO TO: Donut Ghost House

Secret Exit - GO TO: Green Switch Palace

Green Switch Palace (GSP)

Difficulty: 0.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 200

Enemies: Koopa

This is the second switch palace. It is very easy and if you play your cards right you can easily get an extra life.

You will be above the floor on a long platform. Step on the switch only if the shellless Koopa is on the right of the short platform below you. When he kicks the shell, start to run after it. (Stay on the upper platform) It will kill ten Koopas below you giving you an extra life! Enter the green pipe and step on the huge green switch in the next area. Now, the green '!' blocks will be solid and each will contain a handy Cape! Good Job!

GO TO: Donut Ghost House

Donut Ghost House (DGH)

Difficulty: 2/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Boo Buddy

This is the first Ghost House level. It is not really hard, but the Boo Buddies might get on your nerves. There is no Check Point in this level. If you choose to go to the secret exit, you cannot collect all 5 Dragon Coins.

You will find yourself on an eerie-looking floor with tons of Boos flying above you. *** Ignore the help block and run forward making sure you dodge all of the Boos and the many gaps on the floor. When the Boos are translucent, they cannot hurt you, but you cannot hurt them either way. Get the Dragon Coin after the second gap on the floor and enter the yellow gate after the third gap. You will see a Dragon Coin and a yellow brick under the flight of stairs in this area. Because you cannot get them, ignore them for now and enter the yellow gate. Now, you will appear the flight of stairs, so grab the Dragon Coin and step on the 'P' switch from the yellow brick. Quickly run to the left and enter the blue gate on the platform. In this area, hit the help block and read what it says. Hit the '?' block to reveal an expanding line of coins. Navigate the line of coins away from walls, and blocks to get as many as possible. Collect the coins and hit the green star block to get an extra life. Above the star block is the third Dragon Coin; grab it and exit through the yellow gate. Now back in the second area, climb the stairs and enter the yellow gate. Below the staircase again, ignore the yellow brick and enter the yellow gate above you again. Again you will be in the same spot below the staircase. Grab the fourth Dragon Coin and hit the yellow brick to reveal a green plant. Climb the plant, grab the last Dragon Coin, and enter the yellow gate on the platform. Outside the Ghost House, run to the End Marker and finish the level. Congratulations! You finished the first Ghost House!

Secret Exit:

You must have a cape to use the secret exit. Go under the help block and fly up towards the left. Try to dodge all the Boos and land on the very long platform above the level. Run towards the right, dodging all the Boos until you fall into a large pit. All four yellow bricks contain extra life, so carefully collect them and exit through the yellow gate. The End Marker is right outside the Ghost House. You found the secret exit!!

Normal Exit - GO TO: Donut Plains 3

Secret Exit - GO TO: Top Secret Area

Top Secret Area (TSA)

Difficulty: 0/10 | Brother: Mario | Dragon Coins: 0 | Time: 200

Enemies: None

You reached the Top Secret Area! This is not really a level, but is just a place to gather powerups and a Yoshi. I guarantee you that you will come here very often.

You will be in an area with five '?' blocks. The two on the right contain Fire Flowers while the two on the left contain Capes. The middle block contains a Yoshi. Exit by running to either side of the screen.

GO TO: Donut Plains 3

Donut Secret 2 (DS2)

Difficulty: 4/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Flying Koopa, Jumping Piranha, Koopa, Nip Nip, Spike Top

This is your first icy level, meaning that you will more than likely slip off the edge when you first try this level. This level does not have a Check Point. Yoshi is recommended to play this level easily.

You will find yourself near a help block and a '?' block. Read what the help block says and use the Koopa shell to hit the '?' block. Control the line of coins so that it does not hit anything for as long as possible; collect the coins when you are done. Climb the ice cliffs and jump off the right side for the first Dragon Coin. Use the trampoline to hit the yellow brick above it. When the green plant shoots up, climb it and jump off a small floating ice platform with the 'yellow brick. Hit the brick, grab the star, and jump off the ledge tilting right to grab the second Dragon Coin and to avoid the pit below you. Run through the Spike Tops, grabbing the third Dragon Coin near the tall cliff, and the fourth one to the left of the pit. Keep running forward, climb any cliffs and kill all Spike Tops until you reach a cliff slanting to the right. Carefully hop across the pipes, dodging the Jumping Piranhas and the Nip Nips until you see a green pipe sticking out of the ceiling. Hit the yellow brick to get the mushroom if needed, but ignore the green pipe. Fall to ground level, dodge the incoming Spike Top and get the last Dragon Coin. Hit the green Koopa and kick the shell to kill four Spike Tops and get a lot of points. Carefully jump up the slanted cliff and jump down the line of eight Koopas, getting an extra life. Run forward and hit the End Marker. Good Job! You beat Donut Secret 2!

GO TO: Donut Plains 3

Donut Plains 3 (DP3)

Difficulty: 2/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300

Enemies: Flying Koopa, Fuzzy, Koopa

This is another 'jumping' level, meaning there are less enemies and more obstacles and pits to fall in. This level is quite short, but make sure you have a Yoshi as he will be very useful.

On the mushroom platform, hit the help block in front of you and read what it says. Jump past the three rotating gray platforms and land on the tall, but small mushroom platform. Get the Cape if needed and jump on the brown platform that follows a circular path. The first Dragon Coin is on one of the gray rotating platforms. Now eat the blue Koopa and start to fly towards the upper right. Land on the line of clouds and follow the coins until you see the second Dragon Coin. After grabbing it, hop to the ground and read the help block right next to you. Kill the Koopa, jump on the moving brown platform and hit the 'ON' switch. You will notice that the 'ON' switch will turn into an 'OFF' one, and the path will change. When you see the second 'OFF' switch, hit it, dodge the spinning Fuzzy, and grab the third Dragon Coin. Now, back on the ground, run through the Check Point.

---Check Point---

Hop across the brown platform, making sure you dodge the Fuzzy, and get the Cape from the middle of the spinning gray platforms shortly after. Jump on the stationary brown platform and it will start to move towards the right. Dodge the Koopas, and grab the fourth Dragon Coin. Ignore the yellow pipe and jump across the two sets of spinning gray platforms grabbing the Dragon Coin on the second set. Hop across the orange pipe and the spinning gray platforms (Dodge the Fuzzy) until you land on a stationary brown platform. Hit the green star block for an extra life and run through the End Marker. You finished Donut Plains 3! Only one level away from Morton's Castle!

GO TO: Donut Plains 4

Donut Plains 4 (DP4)

Difficulty: 3/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Koopa, Goomba, Flying Goomba, Para-Goomba, Jumping Piranha, Amazing Flyin' Hammer Brother

It is recommended that you have a Yoshi and two Fire Flowers before you enter this level. The second half of the level is easier than the first.

Quickly run forward and kill the shellless Koopa (or the yellow shell) before it turns into a super shell. Get the first Dragon Coin on the top cliff near the green pipe. Hop across the pipes, dodge the Jumping Piranha, and you will encounter a blue Koopa. Eat the Koopa and start flying across the level, but be careful of the rising green pipes. Spit out the shell when you reach the line of yellow bricks and get the second Dragon Coin. Break the bricks below you and get the Fire Flower from the middle '?' block. Plunge down the blue pipe with the Jumping Piranha and you will land in a cavern with tons of Flying Koopas. Dodge the first four Koopas and grab the third Dragon Coin above the line of Koopas above the large pit. Enter the green pipe and you will be blasted out of the green pipe cannon. Don't touch any button, and you will hit the Check Point near the tall green pipe.

---Check Point---

Jump across the pit and into the first ditch where a Yoshi is trapped in a '?' block. The fourth Dragon Coin is in the second ditch and a shifting block is near the third ditch. Grab the star and jump on the Amazing Flyin' Hammer Brother, killing it. Quickly run across the long and bumpy ground ahead of you killing all the Goombas. The last Dragon Coin will be at the middle of your run. If you are fast enough and still invincible, you can jump across the huge pit, ignore the Amazing Flyin' Hammer Brother, and pass the End Marker. Great Job! You can now enter Morton's Castle!!!

GO TO: Morton's Castle #2

Morton's Castle #2 (MC2)

Difficulty: 2.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 400
Enemies: Ball 'n' Chain, Dry Bones, Thwimp, Thwomp, Morton

Welcome to the second Castle! The area after the Check Point is dangerous as you can get easily squashed. Get two Capes before you attempt this level.

You will start on the stone ground with no immediate danger. Walk forward, dodge the two jumping Thwimp, and get on the escalator. Dodge the three Ball 'n' Chains as you walk up the escalator, getting the mushroom and the first Dragon Coin on the way. Enter the yellow gate when you reach the top of the stairs. In this area, head left and dodge the Thwomps trying to squash you, and the pit of lava after the second Thwomp. The second Dragon Coin will be located in the resting place of the third Thwomp; so grab it only when the Thwomp is on the ground trying to crush you. The Dry Bones near the gate can only be killed if you hit it with a cape, but if you jump on it, it will be stunned for 3 seconds. Enter the gate and jump through the Check Point in the next area.

---Check Point---

Here, many large stone blocks will moving back and forth slowly in a consistent manner. When the blocks start to move left, climb up the staircase of stone blocks that will slowly appear. Jump across the blocks and to the line of '?' above the Check Point when the blocks move right. Quickly get the Cape from the middle '?' block and jump on the upper stone ledge when the blocks move left again. Before the blocks move right again, grab the third Dragon Coin and land on top of the tower of small stone blocks. With the blocks on the right, jump on the retracting 'bridge' and to the stone platform with the Dry Bones and the trampoline. Kill the Dry Bones and use the trampoline to jump up the gap when the blocks are moved towards the left. A flight of stone stairs will emerge when the blocks move towards the right; climb it. When you see the line of yellow bricks, hit the second one from the right to reveal a green plant; climb up it. The fourth Dragon Coin will pop up when the blocks are on the right side. Climb down the plant and hop up the vertical path on the right using stone blocks as support. You must do this quickly and before the blocks move left or you will be squashed by the stone blocks. Kill the three Dry Bones and get the coins out of the three '?' blocks. Hop on the middle block and to the platform on the right when the blocks are moved to the right. When the blocks move left again, quickly climb to the platform where you will see many yellow spikes. Jump across the small stone bricks making sure you dodge the yellow spikes. Grab the last Dragon Coin and hop on the platform with the red gate when the blocks move right. Kill the Dry Bones, grab the Cape and enter the red gate to fight Morton.

Boss Battle: Morton

You can kill this boss under 10 seconds if you act very quickly. When Morton is on the ground, jump on his head to damage him. (He is not damaged by swinging your cape) Do this two more times to kill him and beat the castle. If you don't step on his head quickly enough, Morton will climb up the wall, on the ceiling and try to crush you! Run away from him if he does this and jump on him when he hits the ground. Sooner or later you will jump on him thrice causing him to die. You beat the boss!! Now let's go to the Vanilla Dome!

GO TO: Vanilla Dome 1

World 3: Vanilla Dome

Vanilla Dome 1 (VD1)

Difficulty: 3/10 | Brother: Mario | Dragon Coins: 5 | Time: 400

Enemies: Buzzy Beetle, FB Chargin' Chuck, Flying Koopa, Jumping Piranha, Koopa, Spiked Top, Swooper

This is the first level in the Vanilla Dome. It is not too difficult, but you need to be very quick in the second area or you will die.

You will start near a flight of stairs. Run down the stairs dodging the Spiked Top, the Swoopers, and the Buzzy Beetle until you see a flying '?' block. Get the Fire Flower from the block if needed, dodge more Swoopers, and jump on the upper level of yellow bricks. Run forward and spin jump when you see the red pipe, breaking the yellow bricks below you. You will get the first Dragon Coin and land on the stone ground. Get the Cape from the sixth yellow brick to the left of the pipe and spin your way through the tower of bricks blocking your path. Get the extra life on the first yellow brick on the left and walk right until you see the lone Buzzy Beetle and a '?' block under a staircase of red '!' block outlines. *** Ignore the block outlines for now, get the Fire Flower from the '?' block and walk forward. Kill the flying Koopa, dodge the gaps and enter the green pipe on the right wall. In this area, run up the small slope and grab the star from the '?' block. Jump on the yellow stone ground, and it will start sinking. Now RUN to the right, kill the Buzzy Beetles and the Flying Koopa, and grab the second Dragon Coin near the end. Run through the green pipe to enter the next area. Jump on the hovering stone block and get the Check Point.

---Check Point---

Jump down and run forward, killing the Buzzy Beetles until you see the pair of yellow bricks. Hit one brick to make it spin and jump on the upper cliff using the other brick. From here, walk forward, drop down and hit a Spiked Top until you are small. Hop back up to the cliff and squeeze through the tunnel on the top. Move the blue brick away and get the third Dragon Coin. Dodge the Buzzy Beetle and drop down to the ground. Get the mushroom from the '?' block and hop on the first red pipe. Dodge the Jumping Piranhas as you hop across pipes. The fourth Dragon Coin is above the flying Koopa near the green pipe. Jump up the steep slope and dodge the Buzzy Beetles at the top. Fall down to the lowest level, destroy the green shell and slide under the brown bricks to get the last Dragon Coin. Use the two yellow bricks to get to the middle level, kick the blue shell until you reach the arrow sign. Follow the sign, dodging the FB Chargin' Chuck and the Buzzy Beetle, to get to the End Marker. Great Job! You finished the first level in Vanilla Dome!!

Secret Exit:

You must press the red '!' switch before trying to find this exit. Climb the steps of red '!' blocks and hit the yellow brick. Climb the plant that rises out, jump off to the left, and put the key into the key hole. Good Job! You found the secret exit!

Normal Exit - GO TO: Vanilla Dome 2

Secret Exit - GO TO: Vanilla Secret 1

Vanilla Secret 1 (VS1)

Difficulty: 2.5/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300
Enemies: FB Chargin' Chuck, Flying Koopa

This is quite a short level, but you can lose due to time if you keep falling down. There is no Check Point in this level.

You will start on the ground. Climb the cliffs towards the left, dodging both Koopas, until you see the pair of '?' blocks and green spring platforms. Hit the second block for a Cape and climb the springs making sure to kill the Flying Koopa. When you reach the gray platform above the Dragon Coin, drop down to the right to grab the coin and back on the green pipe. Kill the Koopa and hit the middle yellow brick to reveal a green plant. Climb the plant, kill the Flying Koopa and grab the second Dragon Coin to your left. Hop to the left platform and hit the brick to free another green plant. Climb the plant to the top, head to the left and fall in the pit with the pair of blue '!' block outlines to get the third Dragon Coin. *** Head back to the middle of the platform and climb up the series of cliffs until you see the green trampoline. There will be six flying Koopas flying back and fourth consistently with a small gap between them. When the gap gets to the middle, quickly jump on the trampoline to get to the next series of platforms. Here, grab the trampoline from the right and climb the series of cliffs until you reach the small platform hovering in mid-air in the middle of the course. Drop the trampoline and jump on it to get the fourth Dragon Coin. The last Dragon Coin can be easily reached by jumping to the far right. Climb the series of platforms again, but this time, jump on the green pipe. Hop up the four green spring platforms and enter the green pipe to the right. In this area, run past the FB Chargin' Chuck on a high cliff and pass the End Marker. Great Job!! You finished Vanilla Secret 1!!

Secret Exit:

Nintendo tried to make the game so that you could only get to the secret exit if you pressed the blue '!' switch, but you can still get it if you have a cape. On the platform near the top of the second plant, run from the right and fly towards the left. Land when you see the green pipe sticking out of the left wall and enter it. In this area, dodge the FB Chargin' Chuck and pass the End Marker. Good! You found the secret exit!!

Normal Exit - GO TO: Vanilla Secret 2

Secret Exit - GO TO: Star World 2

Vanilla Dome 2 (VD2)

Difficulty: 3.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Buzzy Beetle, Chargin' Chuck, Guppy, Spiked Top, Swooper

This level itself is not that hard, but getting all five Dragon Coins is. Time can pose a problem when getting all five Coins. Yoshi is useless in this level as you will lose him early on.

You will fall into a small pool of water. Swim to the right and quickly kill the hopping Guppy before it lands into the water. Kill the Buzzy Beetle and

fall into the large pool of water on the right. Get the Fire Flower from the second '?' block from the right and kill the swimming Guppy trying to stop you. Keep swimming forward, killing all Guppies, until you see a lone yellow brick above the surface. Hit the brick and climb the green plant that rises from it. Jump to the right and keep walking forward killing any Buzzy Beetles you see. Jump down the pit to get 7 coins and the first Dragon Coin. You will again land into the pool of water. Swim forward killing the Guppies, until you see the line of three '?' blocks. There is a secret extra life hidden in the invisible block directly under the first coin. Get the Cape from the last block, collect the coins and keep moving forward. When you see the lone '?' block, hit it, get the Fire Flower, and jump on top of it. Jump to the right side and get the second Dragon Coin to the direct left. Hop back on the right side and keep moving forward killing the Chargin' Chuck when it breaks through the yellow bricks and the Buzzy Beetle. Run through the Check point near the large stack of yellow bricks.

---Check Point---

Kill the Chargin' Chuck when it breaks through and get the star from the shifting block. Slide down the slope getting the third Dragon Coin then step on the 'P' switch resting on the brown brick. Run through the line of coins and get the fourth Dragon Coin on top of the cliff near the green pipe and the Fire Flower form the '?' block. *** This part of the level gets annoying as there are many Swoopers, Buzzy Beetles, and Chargin' Chucks. So run across the last stretch of the level, dodging all the enemies until you pass the End Marker. Nice Job!! You beat the level!!

Secret Exit:

The only way to get the last Dragon Coin is to go to the secret exit. Run all the way back, past the broken Check Point and to the left side of the ledge where the second Dragon Coin was located. Keep walking to the left making sure you don't step on the 'P' switch. Pick up the switch and keep moving. When you pass the barrier of coins, step on the switch, quickly run left and fall in the second pit trying to get all nine coins. On the left side above the large stone platform floating in water is the final Dragon Coin; get it. Grab the key from the same platform, swim down with it and put it in the keyhole below you making sure you dodge all the Guppies. Great Job!!! You will be heading to the secret Red '!' Switch Palace!

Normal Exit - GO TO: Vanilla Ghost House

Secret Exit - GO TO: Red Switch Palace

Red Switch Palace (RSP)

Difficulty: 1/10 | Brother: Mario | Dragon Coins: 0 | Time: 200
Enemies: Koopa

Welcome to the Red Switch Palace!! This is just like your standard switch palace, get an extra life in the first area and press the switch in the next. This level is easy, but the invincible Koopa may pose some slight trouble.

When you start, you will be right in front of a 'P' switch and Koopas are trapped between brown bricks. Bring the 'P' switch on the brown brick and quickly step on it. When you press the switch, quickly jump on the upper platform composed of brown bricks to avoid getting hit by the invincible Koopa.

Run towards the right, jumping across platforms until you see the green pipe. When you get the extra life, spin jump to kill the Koopa Shell and enter the pipe. You know what to do! Run forward and press the red switch. Good Job, now all the red '!' block outlines will turn into solid blocks! The only downfall is that these blocks contain no power up like the other ones.

GO TO: Vanilla Dome 1

Vanilla Ghost House (VGH)

Difficulty: 3/10 | Brother: Luigi | Dragon Coins: 5 | Time: 400
Enemies: Big Boo, Boo Buddy, Eerie

This level is quite easy, but if you did not master jumping by now, you will have trouble in the second area with the green bubbles. 400 seconds is more than enough time to complete the level.

When you start, two Eeries will be floating towards you. Duck down to dodge them and go to the spinning circle of Boos. Get the first Dragon Coin under the platform and the Fire Flower from the '?' block above it when the gaps persist. From here, walk forward and start hopping across the series of small, scattered platforms. Dodge the Boos guarding some of the platforms and get the second Dragon Coin near the end of the run. When you see the two lines of yellow bricks, lure the Big Boo up and drop down under the first line of bricks. Keep hitting yellow bricks on the right side until you hit a green plant that will sprout up. Climb the plant, jump on the platform and get the third Dragon Coin surrounded by four coins. When you see the small gap in the platform, jump down it to hit the Check point near another Big Boo.

---Check Point---

Dodge the Big Boo and run into the middle of the circle of Boos when the gap persists. Get the coins from the '?' block and the fourth Dragon Coin above it (when the gap is facing up). Run out of the circle of Boos and enter the yellow gate near the right wall. In this area, many large green bubbles will be bouncing about. You cannot destroy these bubbles, but to prevent injury, you can spin jump on the top and bounce off. Run forward, dodging the bubbles and hop on the upper platform. Keep dodging the bubbles, jump down to the lower ground, and hop across the broken floor. When you see three yellow bricks above a platform, stop and hit the middle brick to allow a 'P' switch to pop out. Grab the 'P' switch and walk forward ignoring the yellow gate. Grab the final Dragon Coin and the five coins in an arch. Step on the switch and enter the blue gate to leave the Ghost House. Run into the End Marker to beat the level. Nice Job!! You beat the Ghost House of Vanilla Dome!

GO TO: Vanilla Dome 3

Vanilla Dome 3 (VD3)

Difficulty: 3/10 | Brother: Mario | Dragon Coins: 5 | Time: 400
Enemies: Blaarg, Buzzy Beetle, Flying Koopa, Guppy, Jumping Piranha, Koopa, Piranha Plant, Spiked Top

This is the longest level in this world, so time will be a problem even with 400 seconds. Having Yoshi is strongly recommended as he will eat all your enemies.

You will start on top of a short flight of steps with no immediate danger. Head down and jump on the platform composed of four skulls in the lava. As you start to float forward, dodge the Blaargs trying to eat you and your Yoshi. The first flying '?' and the stationary one contain a single coin while the upper flying '?' block contains an extra life. When you land, ignore the Fire Flower from the '?' block and eat up the two Jumping Piranhas and the Buzzy Beetle. Jump up the three pipes, get the first Dragon Coin near the slope and jump on another skull platform. Get the coin from the flying '?' block and dodge the Blaargs in the upper part of the lava pool. When the skull platform falls down to the lower level of lava, jump to the stone ground. Run forward, touch the first red pipe, and jump up to reveal an invisible block. Climb up the block and get the Cape from the '?' block between the two pipes. Jump past the second pipe and run to another skull platform. Dodge the single Blaarg in the middle of the pool and jump when you see the platform made of brown bricks. Get the six coins and the second Dragon Coin, kill the Buzzy Beetle, and walk forward until you see a bunch of pipes sticking out of the ceiling. Eat up the Piranha Plants that pop out of three of the pipes and continue forward. Step on the skull platform and hop on the upper stone ledge. Walk forward, kill the Buzzy Beetle, but ignore the '?' block contain coins. Eat the Piranha Plant popping out of the green pipe and hop back on the skull platform when it reaches you. Go down the yellow pipe when it appears near the end of the lava pool. When you fall down, you will land in an ice cave. Run forward, dodging the icy pools, Buzzy Beetles and the Guppies. Grab the third Dragon Coin above the Flying Koopa and kill the Buzzy Beetle near the blue pipe. Get the Cape from the '?' block and jump up the pipe. Run forward and up the pair of orange pipe and land on the middle '?' block. Jump down, kill the shellless Koopa and jump on the shell to get the Yoshi from the '?' block. After you grab the Yoshi, run through the Check Point.

---Check Point---

Run forward and hop on another skull platform in the lava. As the lava's height climbs, dodge the two Blaargs lunging towards you. When the skull platform suddenly drops, jump on the floating stone block and grab the fourth Dragon Coin in the middle of the air to the right. Land back on the skull platform, dodge more Blaargs and jump on stone ground shortly after. Walk forward until you see the first blue pipe. Hop across the pipes, eat the Spiked Tops that crawl around and kill the Buzzy Beetle near the orange pipe. Hop across the broken ground, grabbing the last Dragon Coin and dodging the Buzzy Beetles. Get the Cape from the '?' block if needed and keep going forward until you see yet another skull platform. Hop on the platform and jump on the stone cliff with many pipes sticking out of the ceiling. Eat the Piranha Plants that pop out of four of the five pipes and jump back on the skull platform. When the platform falls down into the pit, jump to the End Marker to beat the level. Nice! You beat the longest level in Vanilla Dome!!

GO TO: Vanilla Dome 4

Vanilla Dome 4 (VD4)

Difficulty: 3.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Bullet Bill, Flying Koopa, Koopa

The first half of this level is quite hard as Bullet Bills attack you from every direction every two seconds. When ever you hear a gun shot, make sure you see where the Bullet Bill is going to avoid getting hit. Having two capes is strongly recommended before entering this level.

You will start on a large mushroom platform. Walk forward and you will shortly see the first Dragon Coin over a small gap. Jump up the spring and land on the mushroom shaped ground with the red Koopa. Kill that Koopa and the Flying Koopa floating shortly after. Jump down the spring platforms between the white walls to get the mushroom. Hop back up towards the right and land on the mushroom platform. Jump up the series of white walls and across the mushroom platforms until you see the Flying Koopa. Kill the Koopa and hop across the green springs making sure you grab the second Dragon Coin. Grab the Cape from the '?' block above the brown brick, it will be very helpful. Kill the Koopa below you and use the green spring to jump past the white wall and to land on the small mushroom platform. Kill the Flying Koopas and hop across another white wall using the spring. On the tall mushroom platform, kill the Flying Koopa near the platform and run through the Check Point.

---Check Point---

From this point on, the Bullet Bills will shoot at you in clusters of fours heading in all four directions and Jumping Piranhas will appear. Use the green springs to hop across the yellow pipe with the Jumping Piranha. When you see the blue pipe, Kill the Jumping Piranha and enter it. You will end up in a cavern near skull platform in a pool of lava. (I know you must be sick of these by now, but bear with me) Jump on the platform to start the ride. You will shortly come across a brick so jump over it. Jump over the next three stacks bricks and duck under the next two. You will notice the piles of bricks are getting taller, just jump at the right moment and you will be fine. Jump over the next pile of bricks, duck under the next. Now, the skull platform will fall down, first to a lower level of lava then into a pit. Jump on the stone ground before the platform falls. Your reward for all the jumping is the third Dragon Coin, so grab it and exit via green pipe. When you enter through the blue pipe, you will notice that Bullet Bills stopped attacking! From the pipe, walk forward, kill the green Koopa and get the fourth Dragon Coin between two white walls. Dodge the red Flying Koopas, jump across the next set of white walls using the green springs and grab the last Dragon Coin in the air. The End Marker will be near the last Dragon Coin, so run through to beat the level. Nice Job!! Now let's conquer Lemmy's Castle!!

GO TO: Lemmy's Castle #3

Vanilla Secret 2 (VS2)

Difficulty: 3/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300
Enemies: Bob-Bomb, Chargin' Chuck, Flying Koopa, Lakitu, Spiny

In the first half of this level, many Koopas will be jumping around to get you. Because you will more than likely be hit by one of these Koopas, get two Capes and a Yoshi before you attempt this level.

You will start on the ground near a green bush. Walk forward, kill the pair of Jumping Koopas trying attacking you, and go back to where you started. Now,

run forward, fly up towards the right, and land on the line of clouds with many coins. Walk across the clouds and get the first Dragon Coin after you jump the small gap. Drop straight down and you will land on a green '!' block. Eat a Koopa, and use the shell to get the Cape from the block. Walk forward, dodge Flying Koopas, and get the second Dragon Coin on top of the small hill. As you continue, tons of Flying Koopas will be jumping towards you, so either jump on them or eat them with your Yoshi. Get the Fire Flower from the lone '?' block if needed and jump across the gap shortly after. Dodge the Jumping Piranhas that pop out of the two purple pipes and get the third Dragon Coin between them. Head right and run through the Check Point.

---Check Point---

Jump up the slanted cliff, kill the Spiny, and slide down the sloped edge. Stop when you see the two yellow bricks, the four note blocks and the blue pipe. Bob-Bombs will start to fall in the rest of this level, so dodge them, kill the Lakitu that is throwing Spinies from the pipe and get the Cape from the third note block. Climb up the slanted green pipe and keep heading forward. Slide down the slope making sure you dodge the two Spinies and get the fourth Dragon Coin above the brown brick in the gap. When you see the line of four yellow bricks, stop and hit the second brick to reveal a silver 'P' switch. Step on the switch to turn all Spinies in this level into silver coins for a short time. Get all of the silver coins in the pit, jump across the gap, and get another silver coin sliding on the slanted green pipe. You should get a total of 9 extra lives if you got all the silver coins. Kill the Lakitu in the green pipe and the Chargin' Chuck on the line of '?' blocks before he duplicates. Now go down the green pipe where the Lakitu was to enter the next area. To your left is a 'P' switch, step on it and jump on the platform of brown bricks. Quickly run left, get as many coins as you can as you run, and get the last Dragon Coin near the orange pipe. Jump back on the stone ground and enter the pipe. You will be blasted out of the slanted green pipe and will fly through the End Marker if you hop across the line of red Flying Koopas. Nice Job!! You completed Vanilla Secret 2!!

GO TO: Vanilla Secret 3

Vanilla Secret 3 (VS3)

Difficulty: 2/10 | Brother: Mario | Dragon Coins: 6 | Time: 300
Enemies: Porcupuffer

This level is easy compared to the other levels in this world. You should have a Yoshi to save you from the Porcupuffer if you fall.

You will start on a mushroom platform over water with no immediate danger. Jump past the first four dolphins and land on the tall, but skinny platform. Get the Cape and the first Dragon Coin in the air. Because the dolphins are swimming backwards, jump in the water and swim forward until you see land. Jump on the floating ground and get the second Dragon Coin at the middle of the platform. Now, a Porcupuffer will appear in the water preventing you from swimming the rest of the level. Hop across the dolphins and get the Cape from the '?' block near the dolphin jumping vertically. Now back on land, get the extra life from the star block, and jump across the next set of dolphins making sure you get the Check Point under the third dolphin.

---Check Point---

Hop on the tall platform and get the third Dragon Coin between the two dolphins jumping vertically. Jump on the second tall platform and wait until a bunch of dolphins start hopping towards the right. Jump on one of the dolphins moving forward and enjoy your ride! Make sure you dodge the Porcupuffer if you fall and get the fourth Dragon Coin the middle of the third set of coins. When you reach the end, get the fifth Dragon Coin and enter the green pipe to enter the next area. The sixth Dragon Coin is above the pipe to the right. Get the coin and run through the End Marker to complete the level. Good Job!! You beat Vanilla Secret 3!!

GO TO: Vanilla Fortress

Vanilla Fortress (VF)

Difficulty: 4.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Ball 'n' Chain, Bony Beetle, Dry Bones, Fishbone, Renzor

This is your first Fortress, but this one is underwater. Having two Capes is strongly recommended as it can be used to kill the enemies.

You will pop out of an orange pipe underwater and start the level. Swim forward; dodging the three Ball 'n' Chain and the three Fishbone until you see the stone ground with yellow spikes facing up. Carefully swim above the spikes dodging the Fishbone attacking you. Get the Cape from the '?' block, kill the Fishbone with a swing of your cape, and keep swimming forward. In this area, Bony Beetles, Dry Bones, and Fishbone will be attacking you. The ceiling has yellow spikes, and the brown ones fall on your head. Carefully swim across the danger zone making sure you get the first Dragon Coin above the first Dry Bones. Enter the blue pipe to enter the next area. From here, go left and get the second Dragon Coin under the Thwomp. Keep going left making sure you dodge the Dry Bones and the Chain 'n' Ball until you see a small flight of stairs. Swim down the stairs, dodge the Thwomp, Bony Beetles and the Fishbone, and grab the Cape from the '?' block. Now, swim up the gap to the right of the next Thwomp and get the Check Point on the upper stone platform.

---Check Point---

Head right, dodge the Ball 'n' Chains and the Fishbone, and grab the third Dragon Coin. Dodge one more Ball 'n' Chain and Fishbone then fall down the gap to land on the lower ground. Go towards the left to grab the fourth Dragon Coin near the Thwomp and the Dry Bones. Go back right, dodge the Fishbone, Ball 'n' Chains, and the Dry Bones, and get the last Dragon Coin near the right wall. Swim to the upper ground, avoid the Bony Beetles and the Fishbone, get the mushroom and enter The Boss battle via red gate. (Find: VDRZR) Nice Job!! You finished your first fortress!!

GO TO: Butter Bridge 1

Lemmy's Castle #3 (LC3)

Difficulty: 5/10 | Brother: Mario | Dragon Coins: 5 | Time: 400
Enemies: Dry Bones, Fireballs, MagiKoopa

Your third Castle will not be an easy one. The MagiKoopas will prove to be a big pain, while the moving blocks in the second area will cause you to fall. I require you to have two Capes before you start this level.

You will start on a line of yellow bricks near the top. Immediately, a MagiKoopas will appear on the lower level of bricks and will try to curse you. Run forward, and when you get stopped by the stone block, spin jump to break the yellow bricks and fall down to the lower level. Because you are still spin jumping, you must move forward and land on the stone ground, or you will land in the lava. Get the '?' block towards your left to get the Cape and head back right. When you see the yellow bricks above the pool of water, start to hop across them, trying not to fall in the pool. Grab the 'P' block, get ONLY the first two coins when you see the hovering door, and step on the 'P' switch on stable land (not the floating platforms). When the coins turn into brown bricks, quickly jump and enter the yellow door. In this area, get the Check Point and keep moving forward.

---Check Point---

Get the extra life from the yellow brick and enter the next area through the yellow door. In here, the stone blocks floating in lava will slowly sink down and rise up. Run forward until you see the first lava pool. When the blocks rise up, grab the first Dragon Coin, and quickly hop across the blocks before they sink down again. Back on stable ground, kill the Dry Bones, and hop across the small lava pit when the blocks are up. Quickly run across the stone ground before the stone block crushes you and hop across another small lava pit dodging the fireball. Kill another Dry Bones and wait until the blocks are completely up. Jump onto the next set of moving blocks, quickly get the second Dragon Coin in mid-air, dodge the jumping Fireball, and jump on the next set of stable blocks. Kill the Dry Bones to your right and wait until the moving stone blocks are up again. Hop across the two small blocks floating in the lava, making sure you get the third Dragon Coin, and jump to the next set of stable blocks. When the stone blocks are up again, hop across the lava pit, dodge the jumping Fireball, and get the cape on the lower ground. As you notice, the slab of ground where the cape was is safe, so there is no need to move back until the blocks are up again. Hop back to the upper ground and stand on the first stone step when the blocks descend. When the blocks start to move up, slowly walk across the steps. Be careful not to fall in the lava, and to get the fourth Dragon Coin on the lowest step of the staircase. Jump onto the next stable block, hop across the lava pit with the jumping Fireball, and kill the Dry Bones between four stable stone blocks. Hop on the moving platform when the block moves down, jump onto the upper stone platform, and kill the two Dry Bones walking back and fourth. When the blocks move down, jump on the second moving stone block, kill the Dry Bones on the stable block, and jump onto the third moving block. When the blocks are at its maximum height, slowly drop down the block's edge to get the last Dragon Coin. From here, quickly jump to the stable stone block using the dent in the moving block as support. Walk down the short flight of stone stairs, get the Cape from the green '!' block and enter the red gate to fight Lemmy.

Boss Battle: Lemmy

The only danger in this boss battle is the moving fireball that bounces all over the place, so dodge it at all costs. Shortly, three figures will pop out of three of the seven pipes. Ignore the 'Koopas' that are blue (decoys), and jump on the one that has a yellow spiked shell (Lemmy). Every time you hit Lemmy, the figures will move in and out of the pipes faster. There is no punishment if you hit the decoys, but you lose time from the Boss battle. Jump on Lemmy twice more to make him fall in the lava pit below you and beat Castle

3. Nice Job!! You beat the Vanilla Dome World!!

GO TO: Cheese Bridge Area

World 4: The Bridge Levels

Cheese Bridge Area (CBA)

Difficulty: 3.5/10 | Brother: Luigi | Dragon Coins: 11 (8 max) | Time: 300
Enemies: Bullet Bill, Chainsaw, Fuzzy

This is your first level on the bridge! Here, you will be sailing across brown platforms, climbing yellow ropes, and dodging Chainsaws. There are also THREE exits. (Two normal and one secret) If you use the alternate exit, you can exit the level anytime by falling down or losing your Yoshi.

You will begin on a sturdy bridge made up of wooden logs with no immediate danger. Run forward and get the Cape from the '?' block; you will need it in this level. *** Now jump on the brown platform to start to move forward on the black wire. When you see the Chainsaw moving towards you, jump on the brown platform above you. Another Chainsaw will try to chop you in half, so dodge it by jumping on a third brown platform. Now that all three platforms are moving forward, hop back down on the first brown platform, and spin jump to dodge another Chainsaw. Grab the first Dragon Coin above the black wire when yet another Chainsaw tries to grind you down. When you see the '?' block near the uppermost wire, jump on the third brown platform, and quickly get the Cape from the block. Grab the second Dragon Coin when another Chainsaw tries to chop you. Now jump on the lower platform making sure you dodge the Chainsaws. Your platform will enter a strange series of loops. When the looping ends, dodge that Chainsaw, and get the third Dragon Coin before the platform falls. Jump on the second platform and dodge the last Chainsaw to land on another wooden bridge. Hop on the '?' block and jump up towards the left to get the Check Point in mid-air. &&&

---Check Point---

Now you will see a line of yellow string hanging from a blue motor. Grab the string to move forward. Jump down the wooden bridge platforms and get the Cape from the '?' block. Ignore the next yellow string, get the fourth Dragon Coin, and head down the blue pipe. Here, every 5-6 seconds, four Bullet Bills will emerge from nowhere trying to kill you; so watch your step. Hop across the mushroom platforms until you see the moving white ones. Dodging the Bullet Bills, hop across the platforms and exit via blue pipe. Emerging from the yellow pipe, hop across the wooden platforms and climb on the yellow string. Many Chainsaws will be moving on separate lines of strings, so you must move up and down to dodge them efficiently. Dodge the first two Chainsaws by climbing down and up respectively. Dodge the next two by moving down and up again, and get the fifth Dragon Coin above the fourth Chainsaw. Stay up to dodge the last four Chainsaws and jump to the End Marker when the yellow string falls. Great Job!! You completed your first bridge level!!

Alternate Exit:

You need a Yoshi if you want to use this exit. Hit the '?' block, and jump with the Yoshi to the pair of floating wings to shoot up in the sky. Welcome to Dragon Coin Heaven!! Here you will find many yellow coins, six Dragon Coins, and sadly, Fuzzies circling around brown bricks trying to stop you. You will start on a bridge; fly forward and get the fourth Dragon Coin near the first Fuzzy. The fifth Dragon Coin will be just right of the fourth one; so dodge the Fuzzies and grab the coin. Now, as you descend, dodge more Fuzzies by flying through the middle, or by hopping off their heads. When you rise again, get the sixth dragon coin to your left, and the seventh and eight ones between the barricade of Fuzzies and brown bricks. Now as you descend for the last time, you will see an arrow of brown bricks pointing down. Drop down the sky to beat the level. Good Job!! You beat Cheese Bridge Area!

Secret Exit:

When you get the cape, you will need to run all the way back to start, because you will need the bridge to run fast enough to fly. Run forward and fly up to the right before you fall down the pit. Fly across the level, making sure you are flying so high that you are out of sight. If you are flying high and fast enough, you will pass over the End Marker. Do not go back and hit this End Marker, as you will not find the secret! Jump across the mushroom platforms to the right, get the moon crescent to get 3-up, and pass through the second End Marker to beat the level. Excellent Job!! You are on the way to Soda Lake!!

Normal Exit - GO TO: Cookie Mountain

Secret Exit - GO TO: Soda Lake

Soda Lake (SL)

Difficulty: 5.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Blurp, Torpedo Ted

This is the only (and most annoying) water level of World 4. Expect to get hit (or even die) several times before you beat it. This level has no Check Point. Having two Fire Flowers and a Yoshi is strongly recommended.

You will emerge from a silver pipe and land underwater on stone ground. Swim up towards the right, dodging the two Blurps and the Torpedo Ted. As you move forward, dodge two more Blurps and get the Fire Flower from the '?' block. Dive down to dodge two more Torpedo Teds and the single Blurp, and get the coins shortly after. Carefully grab the first Dragon Coin between the two Torpedo Teds, and land on the stone platforms and take a short rest. Now, dodge the four Blurps, and keep moving forward until you reach the end of the stone ground. Carefully move forward, and get the second Dragon Coin guarded by the Torpedo Ted near the wall. Dive down to dodge another Torpedo Ted and a Blurp. Swim to the right, dodge the four Blurps swimming to the left and get the third Dragon Coin in the large stone pit. Don't move too fast, or you will be hit by a Blurp or a Torpedo Ted!! This part is very tricky, so expect to lose your Yoshi or power up. As carefully as you can, dive down, move forward, and try to dodge all four Torpedo Teds. When you pass this danger zone, dodge three Blurps and get the fourth Dragon Coin near the Torpedo Ted near the sea floor. As you proceed, three more Torpedo Teds will appear. Quickly get the last Dragon Coin above the second Torpedo Ted and dodge the seven Blurps swimming towards you. Keep moving forward, dodging three more Torpedo Teds and Blurps, until you see the green pipe sticking out of the wall. Enter the green

pipe, and run through the End Marker. Good Job!! You beat Soda Lake!!

GO TO: Star Road 3

Cookie Mountain (CKM)

Difficulty: 5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Chargin' Chuck, Jumping Piranha, Koopa, Monty Mole, Porcupuffer, Sumo Brother

In this level, tons of Monty Moles will pop out of the ground and walls when you least expect it. You need to be fairly skilled to beat this level without getting hit. Having a Yoshi and two Capes is strongly recommended.

You will start on the ground with a shellless Koopa flying towards you. When the Koopa lands, kill it, and walk up the slanted cliff. As you do, two Monty Moles will pop out of the ground and try to attack you. Because you are on the cliff, they cannot hurt you, so jump past the gap and you will see a Sumo Brother stomping on a line of '?' blocks. Jump on the blocks, kill the Sumo Brother with a whip of your cape, and get the Cape from the single '?' block above you. Dodge the Monty Mole and jump over the gap. Three shellless Koopas will slide down the cliffs, so jump on their heads when they land, and get the first Dragon Coin above the second slanted cliff. Now pick up the red shell, climb to the upper ledge, and wait until four Monty Moles pop out of the ground. Throw the shell to kill the moles and get 1500 points. Walk down the four ledges, run forward and stop when you see a pair of red '!' blocks. Jump across the gap and quickly jump on the blue pipe to dodge the six Monty Moles. Jump across the gap, and run across the small pit. You will see a pair of Sumo Brothers on a long line of note blocks. When the fire dissipates, run across the pit, dodge the Sumo Bros, and also dodge the single Monty Mole near the green bush. As you continue walking forward, jump through the Check Point above the green pipe with the Jumping Piranha.

---Check Point---

Five Monty Moles will soon pop out of the giant walls and the ground, so watch your step when you cross this area. Hit the third yellow brick, when you see a line of four yellow bricks, to reveal a green plant. Climb the plant, grab the third Dragon Coin to the right, and jump on the tall cliff to the left. Hit the lone yellow brick near the middle of the cliff to get an extra life. Jump back down to the right, dodge any remaining Monty Moles, and hop past the blue pipe. Dodge the Monty Mole and get the Yoshi from the '?' block above the line of red '!' blocks. Dodge six more Monty Moles and get the fourth Dragon Coin on the tallest cliff. Hop across the gap and get a Cape from the shifting block. Walk forward and kill the Jumping Piranha (now throwing fireballs) from the middle white pipe. Get the final Dragon Coin over the line of green '!' blocks and stop when you see the two Sumo Brothers on the two lines of '?' blocks. Kill the lower Sumo Brother, get the cape from the third '?' block on the first line, and then kill the other Sumo Brother. Run forward, kill the jumping Chargin' Chuck, and run through the End Marker when you pass the blue pipe and the single yellow brick. Wonderful!! You beat Cookie Mountain!

GO TO: Ludwig's Castle #4

Butter Bridge 1 (BB1)

Difficulty: 4.5/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300
Enemies: Flying Koopa

This is another one of those automatic scrolling levels. Having two capes and a Yoshi is not only recommended but required to get all of the Dragon Coins easily and safely. There is no Check Point in this level.

You will start on mushroom platform near a bridge. Run forward, trying to stay in the middle of the screen, and walk along the bridge. Hop onto the very tiny mushroom platform, this will cause the platform you are standing on to fall and the one next to it to rise. This falling and rising rule applies to all of these platforms in this level (called RF platforms). Quickly cross the first three platforms, dodge the Flying Koopa, and hop on the fourth RF platform. Jump on the gray platform to get the first Dragon Coin. These gray platforms fall immediately when you touch them, so you have cross them very quickly. Jump past a RF platform, a gray platform and yet another RF platform. Here, you must jump to the hovering three logs by hopping off the Flying Koopa. So when the Flying Koopa drops down, hop off of it to the three logs, making sure you grab the second Dragon Coin. Hop across the RF platform, grab the third Dragon Coin, and hop on the Flying Koopa (green) above the second RF platform. Carefully, but quickly hop across the line of Flying Koopas until you reach the end of the bridge and get the extra life. Hop across four more RF platforms, and STOP on the fifth one. As the screen moves down, grab the fourth Dragon Coin, and glide to the seventh RF platform to your right. Jump past the next RF platform and the mushroom platform, then land on the wooden bridge below the line of yellow bricks. Get the Cape from the '?' block, and climb up the lines of bricks when the screen starts moving up. When the screen moves right again, jump past the two RF platforms and the Flying Koopa and land on the gray platform to get fifth Dragon Coin. As the screen moves down, hop down the lines of wooden logs, dodge all of the Flying Koopas, and stop when you see the mushroom platform. Ignore the help block, get the extra life from the star block, and head down the blue pipe. Exiting from a green pipe, jump to the End Marker to complete the level. Great Job!! You beat Butter Bridge 1!!

GO TO: Butter Bridge 2

Butter Bridge 2 (BB2)

Difficulty: 6/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Koopa, Super Koopa (both types)

This is the hardest level in The Bridge Levels. I require you to have two Capes and a Yoshi before attempting this level. The placement of the last Dragon Coin will cause you some trouble when trying to safely get it.

You will start on a long wooden bridge with a Super Koopa charging towards you. Kill the Koopa, and carefully walk to the right. Grab the Cape from the second Super Koopa, and jump past the gap to the line of six wooden logs. Kill the shellless Koopa, jump past another gap, and grab the green shell. Dodge two more Super Koopas, and throw the shell at the '?' block revealing a Cape. Grab the power up and walk to the left until you reach the end of the bridge. From here, run forward and fly up towards the right, and land when you see the line

of clouds. Get the first Dragon Coin above the clouds and drop towards the left. As you drop down, tilt towards the right to prevent falling in the gap. Here, you need to use the Super Koopas as "stepping stones" to get the second Dragon Coin. If you choose to get this Dragon Coin, do not fall down, as the bridge below you has small, but many gaps. So slowly move forward as you jump on the Super Koopas, and get the coin after you hop across four Koopas. Float down to the "unbroken" bridge and slowly walk forward. When you see the shellless Koopa and a red shell above you, immediately jump to avoid getting hit. Dodge two more kicked shells and Super Koopas, and get the Cape from the second one. The last two shells will be kicked at the same time, so dodge the two shells, and grab the third Dragon Coin near the upper shellless Koopa. Run across the long wooden bridge and jump through the Check Point.

---Check Point---

After you pass the Check Point, red caped Super Koopas will constantly swoop down to attack you. If you want to survive this level, you must constantly jump to avoid them. Kill the lonely shellless Koopa on the wooden bridge and jump to the upper ledge with three logs. Kill the shellless Koopa below you, grab the Cape from the green '!' block, and jump on the first blue pipe. Jump past the wooden platform and head down the second blue pipe. You will fall down on a light-orange colored platform and start to move along the wire. Immediately climb on the yellow rope to make the motor move forward. Climb up and won, getting as many coins as you can, and get the fourth Dragon Coin on the small wooden platform. Hop on the light-orange platform, and go through the blue pipe at the end of this small area. From now to the End Marker, hundreds of Super Koopas will swoop down, this makes it very hard to not get hit, so be very careful. Run across the wooden bridge, and hop across the wooden platforms killing the shellless Koopas. Stop when you see the fourth Dragon Coin above a gap. When a Super Koopa flies below the coin, immediately jump using the Super Koopa as support, grab the last Dragon Coin, and land on the wooden bridge to the right. This may take several tries for many people, so don't get frustrated over this trick. As you walk forward, jump over the five Super Koopas flying towards you at the same time, and jump to the End Marker to finish the level. Nice Job!! You finished the hardest level in The Bridge Levels!!

GO TO: Ludwig's Castle #4

Ludwig's Castle #4 (LC4)

Difficulty: 5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Ball 'n' Chain, Bony Beetle, Fireball, Koopa, Ludwig

Welcome to Ludwig's Castle!! This castle can be quite a pain because getting all of the Dragon Coins under 300 seconds is hard. Having two Fire Flowers is strongly recommended because you are bound to get hit in the third area.

You will start on a long stone platform with little ceiling room. Run forward, drop down to the lower level, and swing your cape to kill the Bony Beetle. If you quickly run forward and touch the stone brick without jumping, the Ball 'n' Chain will not hurt you. When the Ball 'n' Chain heads down, quickly hop up the stone blocks, jump past the stone ground, and land on the long stone ground with the Bony Beetle. Use your cape to kill the Beetle, and run forward, making sure you dodge the five spinning Ball 'n' Chains. When you see the yellow gate and the mushroom, get the mushroom if needed, ignore the gate and

head left. Look at the ceiling for a second; you will notice that one section of the ceiling is composed of a small square stone. Run directly underneath the stone, jump to soar past the ceiling, and land on the top of the ceiling to the right. Now run right, hop up the stone staircase, and plunge down the green pipe on the highest step. (Refer to Bonus Game #1) In this second area, you will notice that the ceiling, composed of yellow spikes, is slowly falling down. To avoid getting crushed, make sure that your jumps are short, and you run instead of walking. Head left, run down the moving escalator and jump past the first lava pit. Grab the first Dragon Coin above you, jump across the second lava pit, and keep moving left. You will see an 'ON' switch. So when the spikes touch the top of the switch, hit the switch to change the direction of the moving ceiling. Kill the Bony Beetle, get the second Dragon Coin to the left of the switch and run left. Kill another Bony Beetle, and quickly jump across four lava pits, but don't get hit by the fireballs. After the last pit, run as fast as you can and pray to God that you reach the end of the run before the spikes crush you. When you see the yellow gate, enter it to get to the final area before the Boss. In this area, run to the right and jump to get the Check Point in the small room.

---Check Point---

Head back to where you started and jump to climb the fence above you. Walk straight up, take the right at the fork, kill the climbing Koopa and jump to the stone ground to your right. Grab the Cape from the '?' block, go back on the fence, and move up again. When you are above the platform of yellow spikes, jump straight up to climb another fence. Kill the Koopa, jump to the third fence, and use the pivoting section of fence to get to the other side. Kill the climbing Koopa and get the third Dragon Coin to the right. Carefully jump to the stone platform to your right, but avoid getting hit by the yellow spikes. Use fireballs to kill as many climbing Koopas as you can to your left, and then jump past the two grates. The fourth Dragon Coin will be a tad tricky to get, so don't be surprised if you lose your power up. Locate the coin surrounded by yellow spikes, then drop down to get the coin. After getting the Dragon Coin, start to jump straight up the small sections of fences, but dodge the climbing Koopas. When you reach the large grate, start to climb straight up until you can see the '?' block above you. Hit the block to reveal a Fire Flower, get the power up, and continue climbing left. Hop to the long grate to the left of you, but be careful, as this grate is crawling with climbing Koopas. Climb up, kill the two crawling Koopas, and get the last Dragon Coin above the yellow spiked platform to your left. Grab the grate near the left wall, hop up to the grate above you, and kill the climbing Koopa. Head up, jump on the stone platform to your right, and enter the red gate to fight Ludwig.

Boss Battle: Ludwig

Ludwig is quite an easy boss if you can easily dodge his fireballs. On the bridge, head right until you encounter Ludwig. When you see him, he will start to spit four fireballs at you. This is the only time he can get hit, so jump on his head right before he spits out his third fireball. If you hit him, or if he throws four fireballs at you, he will transform into a shell and start to chase you. Dodge him, and after three attempt of trying to knock you out, Ludwig will jump to the far left or right. (Depending on where you stand) Repeat this twice to kill him and send hi flying out of the court. Nice Job!! You finished the Bridge levels and beat Ludwig!!

GO TO: Forest of Illusion 1

World 5: Forest of Illusion

Forest of Illusion 1 (FI1)

Difficulty: 4/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Amazing Flyin' Hammer Brother, Flying Koopa, Goomba, Koopa, Wiggler

This is the first level in the fifth World!! Here, you will have your first encounter with Wigglers and enemies that burst out of yellow brick. You should have two Fire Flowers and a Yoshi, if you want to use the extra live trick.

You will start under a pair of trees with a Wiggler walking in your direction. Eat (or jump on) it, and get the first Dragon Coin hidden behind the tree, to the top. Running forward, kill the Wiggler, hop over the gap, and land on the ground with the red Koopa, the yellow brick, and the '?' block. Kill the Koopa, and get the Fire Flower from the '?' block using the yellow brick as support. Hop across the three small platforms, but make sure you throw fireballs at the Koopas before you start to jump. From the last platform, jump on the high ground, get the Yoshi from the '?' block, and eat the Wiggler walking towards you. As you walk forward, eat two Goombas, one Flying Goomba, and another Wiggler. When you see the green trampoline, hold it in Yoshi's mouth and jump across the large gap. Back on lower ground, spit out the trampoline so it lands under the first Dragon Coin, eat the Wiggler, and hop on the trampoline to get the coin near the line of note blocks. Hit the yellow brick to reveal an extra life that will start to move on the note blocks. When the green mushroom is over a note block, hit that block to make the mushroom fly towards the right, and grab the mushroom before it falls in the gap. When you land on the upper ground, run forward past the six trees, get the third Dragon Coin between the trees, and dodge the three Wigglers. Jump back to the lower ground, run forward, and jump to the Check Point above the small gap.

---Check Point---

Kill the red Koopa and get the star from the shifting block. In this area, enemies will break out of yellow bricks and try to attack you. When you initially jump past the gap, grab the fourth Dragon Coin hidden behind the tree stump. After getting the coin, jump past the gap, and run forward trying to hit as many enemies as possible. Jump past two gaps and land on a bumpy bridge. Ignore the keyhole below you for now, and run past the bridge. Again, to get as many lives as possible, try to hit all the enemies that pop out of the bricks. Grab the fifth Dragon Coin near the end of the bridge and drop down to the small platform with the '?' block below you. *** Jump past the gap, kill two more Wigglers for four extra lives, and jump past the gap onto the green pipe. Here, an Amazing Flyin' Hammer Brother will try to kill by throwing hammers. So, dodge the hammers, kill the Wiggler, and get the sixth Dragon Coin near the tall wall. Kill the Amazing Flyin' Hammer Brother and use his platform to hop to the tall wall. Jump past the gap and into the End Marker to finish the level. Great Job!! You finished Forest of Illusion 1!

Secret Exit:

Standing on the small platform, run to the left and hit the '?' block to release a 'P' balloon. Jump into the balloon, and start floating under the bridge to the left. Dodge the single Flying Koopa, and hover over the small

platform with the keyhole until you fall down. Hit the '?' block to reveal a key, and then put the key into the keyhole to complete the level. Great Job!! You found the secret to this level!

Normal Exit - GO TO: Forest of Illusion 2

Secret Exit - GO TO: Forest Ghost House

Forest of Illusion 2 (FI2)

Difficulty: 5.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Blurps, Calling Chargin' Chick, Guppies, Rip Van Fish, Urchins

Welcome to the only water level in this world! Because you have only 300 seconds, time can pose an issue when trying to collect all of the Dragon Coins. Have a Yoshi and two Fire Flowers on hand to ward off the fish.

You will enter the level through an orange pipe, and landing on the ground. Swim forward, get the Cape from the green '?' block, and kill the Blurp to your right. Dodge two more Blurps and an Urchin, and land on the small piece of ground when you pass it. When the second Urchin is at the top, drop down, swim to the right, and kill another Blurp. Swim past the upper cliff, dodge five Blurps, and swim up the long gap when the Urchin is resting to the right. Hug the right wall, and swim to the blue brick when the Urchin is to the left. Use the brick to kill that Urchin, and get the first Dragon Coin near the left wall. Head back right and swim up the gap when the Urchin is down. Swim forward and stop when you see another Urchin. Here, the Urchins will be circling the stone blocks. This means that when you want to proceed, you must swim in the same direction the Urchin is rotating. Now, swim down the right gap when the Urchin is to the right and at the second set of gaps swim down the left one when the second Urchin is to the right. Dodge the few Blurps that may swim from the left side, and keep swimming forward. Grab the blue brick and use it to kill the lone Blurp swimming from the right. Swim straight up, dodge the three Guppies and the Blurp, and get the Fire Flower from the '?' block at the top. Swim right, pass the gap, and kill the Blurp using fireballs. Dodge the two Urchins, kill the Rip Van Fish, and get the second Dragon Coin. Swim back left, dodge the two Urchins, and fall down the first gap. When you are all the way down, swim forward, kill the Rip Van Fish and the Blurps, and pass the moving Urchin. The gap above you is blocked by hidden blocks; do not try to go up there yet. Swim right, kill the Rip Van Fish, and get the third Dragon Coin. Heading back to the left, hit only the first two invisible blocks, and let the extra life from the second block fall to the ground. Get the extra life and swim back left to the wall. Swim up the gap and swim onto the middle platform. Dodge three Urchins and swim through the small Check Point gate.

---Check Point---

Carefully swim past the gap, dodge the Blurp, and fall down the second gap. Quickly swim up to the right, dodge the three Urchins and the Rip Van Fish, and grab the blue brick. Swim through the narrow passage, dodge the first Urchin, and grab the fourth Dragon Coin in the small pit. When the second Urchin is down, swim up the gap and forward. Dodge two more Urchins as you fall down the right gap, and kill the Blurp and the Rip Van Fish when you land. Dodge another Urchin as you fall down the gap, and land on the lower ground. *** From here to the End Marker, Rip Van fish will be pursuing you, so you must move quickly. Swim forward and dodge the fish until you see the stone block on the

ground. Stand on the block, swim straight up to get the last Dragon Coin, and keep swimming forward. Ignore the Calling Chargin' Chuck and swim to the End Marker. Nice Job!! You finished the water level in World 5!!

Secret Exit:

From here, swim to the right and get the mushroom from the '!' block. Kill the Rip Van Fish, swim past the stone cliff, and put the key into the keyhole to complete the level. Nice Job!! You found the Secret Exit!!

Normal Exit - GO TO: Forest of Illusion 3

Secret Exit - GO TO: Blue Switch Palace

Blue Switch Palace (BSP)

Difficulty: 0.5/10 | Brother: Mario | Dragon Coins: 0 | Time: 200

Enemies: Spiny

Welcome to the final Switch palace! You can get an easy three lives here, but only if you carefully follow directions.

You will start on the ground with one blue 'P' switch and one gray one. You will also notice that Spinies are roaming on the line of brown bricks near the top of the ceiling. Ignore the switches for now, run right, and get ALL of the yellow coins that are below the line of bricks. When you see the green pipe, go back to the start and press the gray 'P' switch to turn the Spinies into silver coins. Now, step on the blue 'P' switch to turn the bricks into coins, and to allow the silver coins to fall to the ground. Quickly run to the right, and get as many silver coins as you can. If you got all the coins, you should have gotten three extra lives. Enter the green pipe to enter the second area, run to the right, and press the giant blue switch near the right wall. Nice Job!! Now all of the blue '!' block outlines will be solid! It is too bad that these blocks do not hold any power up.

GO TO: Forest of Illusion 2

Forest of Illusion 3 (FI3)

Difficulty: 4/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Bobomb, DP Chargin' Chuck, Goomba, Guppy

This level is quite short, but all of the enemies in bubbles will get on your nerves. Have a Yoshi to deal with the enemies more easily.

When you start, you will see a Bobomb floating in a bubble towards you. Eat the Bobomb, run forward, and get the first Dragon Coin in between the two green pipes. Hop across the gap, eat the enemies, and jump across the green pipe using the green trampoline. Get the extra life from the '?' block, eat the Bobomb, and enter the small blue pipe to your right. (Refer to Bonus Game 2) when you exit from the white pipe, eat the enemies in the bubbles, and rapidly hit the second yellow brick to get a lot of coins. Hop across another gap, and hit the lower yellow brick to shoot the shell up. When the green trampoline

falls down, pick it up, and bring it to the tall yellow pipe. Use the trampoline to hop across the two pipes, and eat the Bobombs and the Goomba when they pop from the bubble. Grab the second Dragon Coin from the air, jump across the gap, and run across the ground. As you run, dodge the enemies from the bubbles, and hit the Check Point under the two yellow bricks.

---Check Point---

From here, hop across the gap, and get the mushroom from the bubble before you land on the ground. Jump on the yellow pipe, and jump across the gap to the other pipe making sure you get the third Dragon Coin. Hop past the gap to the upper ground, dodge the bubbled enemies, and jump past another gap to the highest ground. Hop across the green pipe, and get 10 coins from the upper '?' block. Run forward, dodge the various enemies in the bubbles, and get the fourth Dragon Coin above the fifth '?' block (From the scattered '?' blocks). Run forward ignoring the '?' blocks and the enemies, and jump across the gap. Dodge the enemies, kill the Chargin' Chuck before it duplicates, and use the yellow bricks to jump on the green pipe. *** Slowly walk off the edge to get the last Dragon Coin near the pipe, and kill the three enemies when they pop out of the bubbles. Get the coins from the '?' blocks, hop across the yellow pipe and the gap, and run through the End Marker. Nice Job!! You dodged all of the bubbles and beat the third level!!

Secret Exit:

You must have a mushroom (or any other power up) to use the secret. Enter the green pipe to enter a small cavern. Go to the right and spin jump to break the yellow bricks. Put the key into the keyhole to beat the level!! Nice Job!! You found the secret of Forest of Illusion 3!

Normal Exit - GO TO: Forest Ghost House

Secret Exit - GO TO: Roy's Castle #5

Forest Ghost House (FGH)

Difficulty: 4/10 | Brother: Mario | Dragon Coins: 5 | Time: 400

Enemies: Boo, Big Boo, Eerie

Welcome to the Ghost House of World 5! This level is not hard, but the second area may pose some trouble to you if you are bad at dodging Boos.

You will start between two platforms with little headroom. Run past the Big Boo and the two Boos, and stop when you enter the very small pit. Face towards the left (to prevent the Boos from chasing you), and duck to avoid the floating Eerie. Now jump in the larger pit, and face the left wall to lure the Big Boo towards you. When the Boo is up, quickly run underneath it, and jump out of the pit to level ground. Run forward, ignore the two Boos, and drop down into another small pit with a pair of Boos. Again, lure the Boos to the left, but this time, spin jump past it to exit the small pit. Run forward, dodge another Boo and two Eeries and jump to the upper level. Dodge two more Boos, drop down to the lowest level, and run forward. As you enter open space, dodge four Eeries, and jump to the upper platform with two '?' blocks. Grab the first Dragon Coin between the blocks, and get the Cape from the second '?' block. Dodge another Eerie as you jump down to level ground, run right, and jump to the Check Point to the right of the yellow gate.

---Check Point---

Enter the yellow gate to enter the second area. Here, hundreds of Boos will be floating above you, just like the first Ghost House. Run forward, grab the Fire Flower from the flying '?' block, and hop across the series of wooden blocks. Get the Cape from the '?' block and the second Dragon Coin to the block's right. Hop across the gap, jump on the upper bridge, and get the third Dragon Coin near the end of the bridge. Keep going forward, get the fourth Dragon Coin above the platform composed of wooden blocks, and grab the 'P' switch. With the switch, jump into the second pit (not the one with the yellow gate), and hit the switch, quickly run to your right and enter the blue gate to re-enter the first area. You will appear on top of the upper line of bricks. Head left and dodge the three Eeries that will chase you. *** Jump across the bumpy cliffs, dodge the Boos, and enter the yellow gate when it appears. Outside the castle, run forward, and hit the End Marker. Great Job!! You finished the Ghost House of World 5!

Secret Exit:

Run across the bumpy surface, dodging the Boos and ignoring the yellow gate, until you see the Big Boo. Run past the Boo, grab the sixth Dragon Coin, and stop when you see the second Big Boo. Lure the Big Boo towards you until he uncovers a yellow gate. Spin jump past the Big Boo, and enter the gate to exit the Ghost House. Run forward, grab the Moon Crescent to get three lives, and hit the End Marker. Great Job!! You found the secret of Forest Ghost House!!

Normal Exit - GO TO: Forest of Illusion 3

Secret Exit - GO TO: Forest of Illusion 4

Forest of Illusion 4 (FI4)

Difficulty: 5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Flying Koopa, Koopa, Lakitu, Spiny

This level may pose difficulty for those who have trouble with Lakitus. Have two Fire Flowers with you to easily kill the Spinies.

When you start, a Fishing Lakitu will fly from the right side and start to hover over you. Grab the extra life on the fishing line, dodge the single Flying Koopa, and run forward. Jump past the gap, get the mushroom from the upper pair of yellow bricks, and jump on the Lakitu's head. Grab the first Dragon Coin to your right as you jump over the gap. Run forward, kill the Lakitu in the blue pipe, jump the gap, and get the star from the shifting block. Hop over another gap, get the coins from the '?' block, and kill the Lakitu as you jump over the pipe. Get the second Dragon Coin under the yellow brick and the Fire Flower from the fourth '?' block, and kill the Lakitu inside the yellow pipe. When the flying Lakitu appears, Use your star power to kill it, and jump on the cloud. Float towards the right using the cloud, ignore the Lakitu in the blue pipe, and hop on the moving green pipe. When the pipe is up, grab the third Dragon Coin in the air, jump past the gap, and kill the Lakitu in the first red pipe. Head forward, kill the Lakitu in the yellow pipe, and jump through the Check Point on the upper cliff to your left.

---Check Point---

Jump to the upper ground, run down the flight of stairs, and press the 'P'

switch under the hovering blue pipe. *** Grab as many coins as you can, and climb up the small flight of stairs above the tiny gap. Kill the Flying Koopa, jump to the lower ground, and across the pipes. Kill the Lakitu, get the Fire Flower from the '?' block, and eat the blue shell. Fly straight up, following the path of coins, until you grab the fourth Dragon Coin in the sky. Drop down, hop across the gap, and run forward. Kill the Koopa, hop across the gap, and use the blue bricks to steal the cloud from the Lakitu. Jump in the cloud, float forward, and drop when you see the green pipe. Eat the Jumping Piranha and get the last Dragon Coin between the pipes. Jump past the second pipe, kill the snapping Chargin' Chuck, and run through the End Marker. Nice Job!! You beat Forest of Illusion 4!

Secret Exit:

Wait a few seconds until the Lakitu throws a Spiny to the ground. Spin jump on the Spiny to get a boost, and land on the blue pipe. Kill the Lakitu and enter the pipe to land in the chamber. Put the key into the keyhole to beat the level. Nice Job! You found the secret exit!!

Normal Exit - GO TO: Forest Secret Area

Secret Exit - GO TO: Forest of Illusion 2

Forest Secret Area (FSA)

Difficulty: 3/10 | Brother: Luigi | Dragon Coins: x | Time: 300

Enemies: Flying Koopa

This is by far the easiest level in World 5. (Hold the Blue Switch Palace) To get the three secret extra lives, you need a blue Yoshi. There is no Check Point in this level. Having a cape makes this level much easier.

You will start on a brown cliff with two flying platforms to the right. (The ones that the Amazing Flyin' Hammer Brothers use) Jump on the first platform, and both will start to move forward, but in opposite directions. When the platform is at its highest point, kill the upper red Flying Koopa. As you descend, duck to avoid the three Flying Koopas, and get the first Dragon Coin near the bottom. Stay on the first platform, ignore the '?' block as you rise, and grab the second Dragon coin when the platform is at its highest point. Dodge the two red Flying Koopas and get the Fire Flower from the '?' block at the bottom. Kill the lone green Flying Koopa, duck to dodge four more Flying Koopas as the platform rises, and grab the third Dragon Coin when the platform is at its high point. Spin jump to kill the two flying Koopas as you descend, and jump to the second platform when it appears near the line of blue '!' blocks. Ignore the blocks, kill another Flying Koopa, and get the fourth Dragon Coin at the platform's highest point. Now jump on the line of blue '!' blocks, get the extra life from the yellow brick, and jump on the first platform when it rises near the blocks. Shortly after the highest point, grab the last Dragon Coin, and jump on the brown cliff with the arrow. Run through the End Market to complete the level. Nice Job!! You beat Forest of Illusion Secret!

The three secret extra lives:

You may have noticed that three extra lives were past the End Marker, but they disappeared when you finished the level. The only way to get these extra lives is to use a blue Yoshi (explained later). If you obtained a blue Yoshi, eat a

shell, and fly forward as high as you can. If you are off the screen, you should pass over the End Marker without actually ending the level. Simply drop down, grab the three extra lives, and run through the End Marker to beat the level. Great!! You got the three secret extra lives!!

GO TO: Forest Fortress

Forest Fortress (FF)

Difficulty: 6/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Falling Log, Fireball, Grinder

The Forest Fortress will be hard if you did not master spin jumping. If you want to use the Alternative exit and get nine extra lives, have two capes and use Luigi instead of Mario.

In this first area, you will be automatically pushed along a stone ground with falling log. Quickly run to the left and jump up to get the first Dragon Coin before it disappears to the left. Dodge the first falling log, run into the small pit, and duck. When the second log falls, jump out of the pit, dodge the Grinder moving along the rectangular path, and fall in the second pit. Duck to the right of the pit to dodge the second moving Grinder. When you are not in danger, quickly hop to the right to get the second Dragon Coin, and duck back in the pit to dodge the falling log. Now, jump out of the pit, dodge another Grinder, and dodge the falling log by staying to the right of the line of blue '!' blocks. Dodge another Grinder, run past the blue and red '!' blocks, and stay left to dodge the falling log. Run past another Grinder near the yellow '!' blocks and stop when you see the line of green '!' blocks. Dodging the Grinder, spin jump to get the third Dragon Coin, and duck on the green '!' blocks to dodge the falling log. Now the level will stop moving forward and you will see the yellow gate to the right. Simply dodge the Grinder above the blue '!' blocks and enter the yellow gate to enter the next area. When you appear in this area, a single Grinder will fall down from the right, and will move towards you. Spin jump to dodge the Grinder and run through the Check point under the stone block.

---Check Point---

Spin jump past the small lava pit with two fireballs and climb the small flight of steps. Time yourself to jump in the pit without getting hit by the moving Grinders. Spin jump yourself across the pit, run up the wall, and get the mushroom from the yellow '!' block. You will notice that there is the fourth Dragon Coin over the pit. Again, time yourself to get the coin and to dodge the moving Grinders, and run back up the wall to safety. Spin jump across the long lava pit to dodge the two fireballs, and stop when you see the pit composed of stone blocks. Here, fireballs will shoot out of the pit, and Grinders will move along the bottom of the pit. Use the stone blocks suspended in mid air to dodge the fireballs and avoid the Grinders. Hop across the lava pit with one fireball, and land on the stone ground. Immediately spin jump forward to dodge the two Grinders heading in your direction. Jump to the upper level, spin jump across the Grinders, and jump to the upper ledge with the '?' block. Get the Cape from the '?' block, fall back down to the middle level, and dodge one more Grinder. Jump to the upper level (to the far right), run across the stone blocks, and fall back down to the right of the red gate. Walk to the right until you see huge lava pit, and get the last Dragon Coin at the ledge. *** Head back left, drop down to the middle ledge, and run right. When

you see the red gate, enter it to fight Renzor. (Find: VDRZR) Awesome!! You beat the Fortress of World 5!

Alternative Exit:

This exit is only recommended for skilled players. It will be difficult to reach the exit, but if you do, you will get 9 extra lives. You must have a cape, and you should be using Luigi to reach the exit. Right after getting the last Dragon Coin, go a few steps back to the left, and prepare to fly a long distance. Get a good running start and fly before you fall in the lava. Control your flying by trying to stay near the ceiling. If you manage to dodge all the fireballs and not falling in the lava for about 10 seconds, you will find nine yellow bricks scattered over stone ground. Land on the ground, get all of the extra lives from the bricks, and enter the red gate to the right to fight Renzor. Nice Job!! You beat Forest Fortress and got 9 extra lives!!

GO TO: Star Road 4

Roy's Castle #5 (RC5)

Difficulty: 6/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Fireball, Fire Statue, Roy

Here it is, the Castle of World 5, Roy's Castle! For half of the level, you will be riding on a platform of brown bricks over lava or spikes, so do not fall off!! Have a Cape to make dodging fireballs and spikes easier.

You will start on high stone ground in a fairly cramped space. Run forward and jump down to the line of brown bricks over the huge lava pit. When the platform starts to move forward, spin jump to dodge the fireball, and grab the first Dragon Coin in mid air. Stay in the middle of the platform as it starts to climb, and dodge the bouncing fireball. Stay in the middle of the platform as it starts to descend and when it moves back and forth. Dodge three more bouncing fireballs as the platform rises again, and move to the back of the platform enters the short tunnel. Now, the platform will start to move in a wavy motion, making it easier to fall. To dodge the falling spikes, stay in the back of the platform. Grab the second Dragon Coin as you enter the spiked area. Dodge the falling spike above the third Dragon Coin, and grab the coin when the spike is gone. Dodge two more spikes when you see the fourth Dragon Coin, and like before, get the coin when the spikes are gone. When the platform enters another short tunnel, jump off the platform and duck so it can pass over you. With the platform gone, run forward and break through the Check Point near the small gap.

---Check Point---

Jump to the upper platform, carefully walk down the steps so you do not hit the spikes, and dodge the falling spike above the 'P' switch. Grab the switch, start to run across the bridge, and stop when you see the fireballs. Press the switch, spin jump across the three fireballs, and get the extra life after you jump across the two fire statues. Jump to the middle of the shifting platform, and get the Cape from the green '!' block. Dodge the bouncing fireball, jump to the middle of the second shifting platform, and get the last Dragon Coin right above you. Dodge the fire statue and the bouncing fireball, jump past the third shifting platform, and jump to the stone ground. Run forward, dodge the last fire statue, and enter the red gate to fight the boss.

Boss Battle: Roy

When you first encounter Roy, you will immediately notice that the arena is just like Morton's. Fight Roy just like you would fight Morton, by jumping on his head to hurt him. The only difference is that when Roy climbs to the ceiling and tries to smash you, the walls will start to close in. Quickly beat Roy, or the closing walls will make hitting him more difficult. Step on Roy twice more to kill him and send him flying away. Excellent Job!! You destroyed Roy, his castle, and you beat World 5!!

GO TO: Chocolate Island 1

World 6: Chocolate Island

Chocolate Island 1 (CI1)

Difficulty: 5.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Chargin' Chuck, Dino-Rhino, Dino-Torch, Flying Koopa, Nip, Jumping Piranha, Porcu-Puffer

This is your first level in Chocolate Island. Because you will be massacred by various enemies (mostly Dinos), this level is not easy. Have two Fire Flowers on you to kill of the Dino-Torches and the Jumping Piranhas.

You will start on the ground with a Dino-Rhino walking towards you. Jump on it twice to kill it, and jump on the single Dino-Torch when it slides down the two slanted cliffs. Jump across the cliffs to the upper platform, kill the Dino-Torch heading towards you, and brush against the green bush to free a trapped mushroom. Get the mushroom, slide down the slope to kill the single Dino-Rhino, and kill the three Dino-Torches as they hop towards you. As you walk forward, kill another Dino-Rhino, get the Fire Flower from the flying '?' block, and jump to the upper ground. Jump on the two Dino-Torches as they hop towards you, run down the steps, and stop when you see the green pipe. Jump on the sliding Dino-Torch when it drops past the green pipe, kill the Jumping Piranha in the pipe, and get the first Dragon Coin near the slanted cliff. Enter the yellow pipe near the green cannon and when you shoot out of the cannon, do not press any button to land next to a green trampoline. Jump on the trampoline to break the Check Point and to pass the small gap.

---Check Point---

Press the 'P' switch to free a jumping Chargin' Chuck from the sky, and to make a platform of brown bricks appear above the Nips. Jump on the Chargin' Chuck until it dies, run past the line of brown bricks and up the two slanting cliffs, and grab the second Dragon Coin near the upper ground. Slide down the large pits to kill the three Dinos, and grab the Fire Flower from the flying '?' block. As you walk out of the pit, kill another Dino-Torch, and jump past the large gap, making sure you get the third Dragon Coin. When you land on the ground, spin jump to kill the lone Dino-Torch, and get the Yoshi from the '?' block above you. Eat the Jumping Piranha, hop across the two yellow pipes, and kill the Dino-Rhino on the line of blue '!' blocks. Get the mushroom from the

yellow '!' block and the fourth Dragon Coin above it. Kill the Jumping Piranha and the Dino-Torch, and go down the second blue pipe to enter another area. When you come out of an orange pipe, get the extra life from the yellow brick, and start to hop across the dolphins. This will be quite difficult as the dolphins are swimming in your opposite direction. Don't fall or you will get hit by the two Porcu-Puffer swimming below you. When you land on solid ground at the end of this area, go up the blue pipe to exit the level. Now, you will be shot out of the green cannon. Do not press any button as you fly through the sky, and you will bounce off a Flying Koopa, get the final Dragon Coin, and land on solid ground near a green trampoline. Pick up the green trampoline and run through the End Marker. Because you brought the green trampoline with you, you get a bonus power up (depending on your current status). Great Job!! You finished Chocolate Island 1!!

GO TO: Choco-Ghost House

Choco-Ghost House (CGH)

Difficulty: 6.5/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300
Enemies: Boo, Eerie

This is arguably the hardest and most annoying Ghost House you will ever have to play. Boo-bricks and Bouncing Boos will surely cause you to die multiple times before you beat the level. Have two Capes on you, and always be very alert when you play this level.

When you appear on the wooden bridge, you will notice that there is a gap moving back and fourth in the bridge. Run forward, and spin jump over the gap to dodge the two Eeries near the ground. As you run forward, hop on the upper bridge when you reach the end of the first bridge. As you jump back down to the lower bridge, spin jump as high as you can to hop over another moving gap, and the five Eeries. Keep moving forward, dodge three more Eeries, and jump past the third moving gap. Quickly jump to dodge another two Eeries (in the up-down formation), and jump past another moving gap. Now, a Fishin' Boo will sudden appear to try to kill you, so from here to the second area, always make sure your jumps are short. Jump to the upper bridge, run down the stair, and spin jump to dodge the lone Eerie near the ground. Keep running up and down the short flight of stair cases, dodge another lone Eerie, and drop to the lower bridge with the '?' block. Wait until the five Eeries pass by you, grab the Cape from the '?' block, and walk forward. At the end of the upper bridge, slowly drop down, and tilt to the right to land on the small lower bridge. Grab the first Dragon Coin to your right, get the Cape from another '?' block, and head back right. Run forward, dodge the two moving gaps and the three Eeries, and stop when you see the Check Point above the third moving gap. Wait until any Eeries cross by, jump through the Check Point, and land on the ground to your right.

---Check Point---

Run forward, jump over the moving gap, and get the second Dragon Coin near the right wall. Enter the gate to your direct left to enter the second area. In this area, walk forward, ignore the '?' block over the Boo-blocks, and run underneath the brick pillar. Dodge the Bouncing Boos until it leaves the area, and lure the Boo-bricks under the third Dragon Coin. Face the Boo-blocks and use them to get the third Dragon Coin near the ceiling. Jump past the stone pillar, dodge the two Bouncing Boos, and run under another brick pillar

ignoring the yellow gate near the ceiling. Here, wait until the Bouncing Boos leave, use the wooden blocks to get the fourth Dragon Coin, and run under the final stone pillar. Here, try to dodge the Bouncing Boos, as you jump up the long wooden platforms. Grab the final Dragon Coin in the middle of the upper platform, and drop down to the right. Dodge the Boo-Blocks, grab the extra life from the yellow brick, and run towards the left. Jump past the pillars, dodge the Boo-blocks and the Bouncing Boos, and stop under the yellow gate. When the Bouncing Boos leave the section, fly up towards the right, and land on the upper wooden platform to the left. If you don't have a cape, you can jump to the upper platform by luring the Boo-blocks under the platform. Enter the yellow gate to your left to exit the Ghost House, and run through the End Marker to beat the level. Nice Job! You beat Choco-Ghost House!!

GO TO: Chocolate Island 2

Chocolate Island 2 (CI2)

Difficulty: Varies (4-6)/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: BB Chargin' Chuck, Dino-Rhino, Dino-Torch, Flying Koopa

This level is inarguably the most confusing one in the game (And the hardest to write). This level is written in a different format from the other ones in an attempt to make it less confusing. Each Area in this level is organized by chronological order. Each time you go through the level, only one Area per group. There are different requirements to access each Area. There is no Check Point in this level due to the various Areas.

EX: If I wanted to get all Dragon Coins, I would use this order.

- (1) Initial Area
- (2) Rex Area
- (3) Dino Area
- (4) Final Area - The 'P' Switch Zone

This is only one possible way out of four ways to get all the Dragon Coins.

(DC) means that this area will be in a pathway to getting all of the Dragon Coins. You MUST choose all (DC) Areas if you want all 5 Dragon Coins.

(SE) means that this Area has the key and keyhole for the Secret Exit.

---Area 1---

(1) Initial Area (DC):
No Requirements

You will start on the ground with a Dino-Torch walking towards you. Kill the Dino-Torch and the Dino-Rhino that will follow shortly after. Jump up the cliffs until you are on the third one (The one with a Dino-Rhino). Stand on the very left edge of the cliff and jump to hit a hidden block. Jump on the brown brick (hidden block) and tap your control pad to the left until you are directly underneath the '?' block (But still on the hidden block). Hit the '?'

block to get as many coins as needed. (To go to the Flying or Rex area) When you are done getting your coins, jump to the top of the multiple cliffs, and get the first Dragon Coin near the green bush. Get the extra life from the '?' block and the second Dragon Coin near another bush. Kill the Dino-Rhino and jump into the pit to the far right (get the pair of coins). On the lower ground, head into the green pipe to enter the second area.

NOTE: If you want to go through the Slanted Cliff Area and to the Secret Exit, ignore all coins (including Dragon Coins), and run across this Area as fast as you can. You should have around 285 seconds remaining after this Area if you decide to use this approach to the Secret Exit.

---Area 2---

(2) Slanted Cliffs:

Get less than 9 coins in the First Area

In this area, you will be hopping across slanted cliffs and dodging Flying Koopas. There are three sets of five slanted cliffs, where each set slants in one direction. Now, hop across the cliffs, making sure you dodge the Flying Koopas. Make sure you run quickly, but carefully, because you will more than likely fall on your first try. When you jump past the 21st cliff, fall down to level ground, and enter the green pipe to get to the third area.

(2) Flying Area (DC):

Get more than 20 coins in the First Area

Here, if you have a Yoshi, you must leave it behind. Grab the Cape and run to the red triangle to climb the tall wall. When you reach the top, immediately start to fly across the level. Try to fly at the level of the line of coins, but don't hesitate to fly higher if you think you are too low. After about 2 seconds of flying, fly slightly lower to get the third Dragon Coin. Keep flying forward and stop when you reach the right wall. Fall down to the ground and walk through the green pipe to get to the third area.

(2) Rex Area (DC):

Get between 9 and 20 coins in the First Area

When you exit from the green pipe, get the coin from the '?' block and kill the Rex heading in your direction. Walk forward, kill the four Rex walking on three cliffs, and jump over the small gap to the tall platform. Carefully jump to the green trampoline and use it to bounce back to solid ground. Jump over the four rex as you climb the cliffs, watch out for the Jumping Piranhas, and get the third Dragon Coin over the second brown pipe. Run forward, quickly kill the Rex, and get the Fire Flower from the '?' block on the highest cliff. Ignore the other two '?' blocks and run through the green pipe to enter the third area).

---Area 3---

(3) Dino Area (DC):

Finish Rex Area or the Flying Area with more than 230 seconds but less than 250 seconds remaining

Spin jump across the level to kill the Dino-Rhinos and the Dino-Torches. When you pass the third Dino, get the fourth Dragon Coin above the green bush. Pass by three more Dino-Torches and enter the green pipe to enter the final area.

(3) Mushroom Heaven (DC):

Finish Rex Area or the Flying Area with less than 230 seconds remaining

Here, you will be jumping from many platforms over pool of water. The best part of this area is that there are about twelve mushrooms floating in bubbles and no enemies. So quickly jump across the level, grab the fourth Dragon Coin (If you want it), and enter the green pipe at the end of the level.

(3) Land of the BB Chargin' Chucks (SE):

Finish Rex Area or the Flying Area with more than 250 seconds remaining

Run forward and quickly jump past the first BB Chargin' Chuck, and onto the small platform composed of two red '!' blocks. To dodge any of the baseballs the BB Chargin' Chucks are throwing, you should ignore the power ups from the various '!' blocks, and stay on the upper part of the level. Keep hopping across the different colored '!' blocks until you see the second yellow pipe. Kill the BB Chargin' Chuck that is (sometimes) on the pipe, jump past the small gap, and grab the key on the line of stone blocks. Put the key into the keyhole to your right to beat the level. Awesome!! You found the secret of Chocolate Island 2!

---Area 4---

(4) Final Area - The 'P' Switch Zone (DC):

Finish Mushroom Area or Dino Area with four Dragon Coins

When you enter this area, ignore the two yellow blocks, and grab the 'P' switch near the edge of the ground. Run across the line of various colored '!' blocks getting the coins and the final Dragon Coin near the end of the run. Still holding the 'P' switch, run across the End Marker to finish the level. As a reward for bringing the 'P' switch with you, you get a power up. Nice Job!! You finished Chocolate Island 2 with all of the Dragon Coins!!

(4) Final Area - The Ambush of the Rex:

Finish Mushroom Area or Dino Area with less than four Dragon Coins

When you get exit out of the green pipe, walk across the ground and jump on the green trampoline on a stone block. Carefully use the trampoline to hop across the large gap. As you fall, press ->, A, and B to land on the uppermost cliff. Jump across seven Rex, and run through the End Marker near the red arrow. Nice Job!! You beat Chocolate Island 2!!

Normal Exit - GO TO: Chocolate Island 3

Secret Exit - GO TO: Chocolate Secret

Chocolate Secret (CS)

Difficulty 7/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Amazing Flyin' Hammer Brother, Chargin' Chuck (FB and normal), Nip, Spiked Top

Welcome to the hardest level of Chocolate Island! I can guarantee you that you will be very frustrated the first few times you play this level. Also, 300 seconds may not be enough time for some people. Having a Yoshi and two Capes will make this level much, much easier.

You will start near the ledge on the stone ground near a large lava pit. See the green trampoline on the brown brick in the middle of the lava pit? Use it to safely jump across the pit and to dodge the single Blaarg hiding in the lava. Now run through the small tunnel, kill the two Buzzy Beetles, and stop when you see the pit. Jump across the pit and dodge the footballs the FB Chargin' Chuck will throw at you. Kill one of the two Buzzy Beetles to the right (By spin jumping), and take the shell from the second one. Use the shell to kill that FB Chargin' Chuck above you (on the cliff). Now, you will notice another FB Chargin' Chuck throwing footballs at you from the upper ground. Dodge the footballs, jump to the upper ground, and kill the Chargin' Chuck. Walk (Do not slide) down the steep slope and jump past the gap when the slope starts to curve. Quickly get the Cape from the '?' block, dodge the footballs as you walk up the curved slope, and kill the FB Chargin' Chuck near the green pipe. Enter the green pipe to rise up to the surface. In this short area, you will have to hop across four falling gray platforms. The hard part is that an Amazing Flyin' Hammer Brother in the sky will be throwing hammers in all directions. So carefully, but quickly jump across the gray platforms, dodge the hammers, and make sure you get the first Dragon Coin on the way. When you reach stable ground, enter the yellow pipe to return to the main area. When you drop down to the ground, a FB Chargin' Chuck will throw footballs at you from the direct left. Jump on the Chargin' Chuck thrice to kill it and hop down to the lower ground where the second Dragon Coin is. Run forward, get the coin, and kill the FB Chargin' Chuck throwing footballs at you on the short cliff. Jump to the hovering stone platform to the upper left, break the Check Point above the gap, and run into the green pipe on the right wall to enter the second area.

---Check Point---

When you enter this area, run down the flight of steps, and start to slide down (left). From here to the end of this area, just hold down the 'Down' button to slide down the various slopes, and to kill the Buzzy Beetles. After nine Beetles, you will start to slide down the fifth slope. Jump when you see the gap to dodge the pair of Nips. When you slide down two more slopes, enter the green pipe to enter the third area. In the first half of this area, Spiked Tops will be roaming everywhere. Climb up the steps by spin jumping to dodge the Spiked Tops, and stop when you see the yellow stone platform swimming in lava. Hop across this platform quickly to avoid sinking with the platform, and spin jump before you land to dodge another Spiked Top. Here, jump across the various pits, but spin jump to deflect all of the Spiked Tops. Grab the third Dragon Coin from the second pit, and stop when you see the many yellow blocks floating in the pool of lava. Get a good running start, jump straight to the second platform, and continue jumping across the six yellow platforms as fast as you can. Get the fourth Dragon Coin above the eight platforms, and jump to the gray stone ground to the right. If you are having trouble jumping to the gray stone ground, jump on the eight yellow platform twice (once to get the Dragon Coin and twice to jump across the lava pit. On this stretch of land, many Chargin' Chucks will be trying to tackle you. I suggest you to take out all of the Chargin' Chucks once at a time. Now run across the stretch of land, get the Fire Flower from the '?' block, and kill all the Chargin' Chucks on

your way. After about six Chargin' Chucks, you will see another bunch of yellow platforms will be floating in a large pool of lava. Get a running start, jump directly to the second yellow platform, and hop across the six remaining platforms. Because half of these platforms are slanted, you must be careful not to slide off. From the last platform, jump a little lower than usual to get the final Dragon Coin and to land on the safe stone ground. Run through the green pipe to finally enter the fourth area. Here, simply run forward and hit the End Marker to beat the level. Great Job!! You beat the hardest level of Chocolate Island!!

GO TO: Wendy's Castle #6

Chocolate Island 3 (CI3)

Difficulty: 4/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300
Enemies: Flying Koopa, Fuzzy, Koopa

This is another level where there are fewer enemies and more obstacles. Which brother do we choose for these kinds of levels? Luigi of course! The Fuzzies near the spinning gray platforms will be a pain in the butt. There is a Check Point in this level, but using the blue pipe is much easier, faster, and will let you get all five Dragon Coins.

Starting on mushroom platform, run forward, and hop on the spinning gray platform. Hop to the mushroom platform and to the second spinning gray platform (with a Koopa in the middle). Dodge the Koopa and get the first Dragon Coin on the tall mushroom platform to the right. Hop down to the lower mushroom platform and jump across three gray ones dodging the Koopas. From the third gray spinning platform, jump to the lower mushroom platform, kill the Koopa, and get the Cape from the '?' block. Jump to the smaller mushroom platform and hop across two spinning gray platforms. Stand on the second platform to get the second Dragon Coin underneath it. Over the third spinning gray platform, you will see a blue pipe. Enter the pipe when the spinning gray platform is directly underneath it to enter the sky. In this area, you will see hundreds of coins in the air and two different platforms. Jump across the moving white platform to the stationary brown one. Depending on which side you are standing on, the platform will start to spin to the left or right. Grab as many coins as you can in two revolutions (to save time) and get the third Dragon Coin to the right of the spinning brown platform. Fall down to the cloud ground and plunge through the green pipe to your right to reenter the main level. When you fall from the green pipe to the mushroom platform, jump to the spinning gray platform to the right (with a Fuzzy). Jump past three more gray spinning platforms with Fuzzes, get the Cape from the '?' block, and the fourth Dragon Coin near the third spinning platform. On the spinning gray platform without a Fuzzy, get another Cape from the green '!' block, and kill the red Flying Koopa. Get the final Dragon Coin under the last spinning gray platform and jump to the mushroom platform to the right. Get the extra life from the green star block and stand under the yellow brick. *** Ignore the blue Koopa, hit the yellow brick, and climb the plant that sprouts out. Jump past one more spinning gray platform and run through the End Marker on the upper mushroom platform. Great Job!! You finished Chocolate Island 3!

Secret Exit:

If you want to find the secret exit, you must have a Cape or a Yoshi. Using a Cape, take a running start and fly up to the right over the gigantic gap.

After three seconds, land on the mushroom platform and get the extra lives from the three yellow bricks. After getting the lives, jump through the End Marker to beat the level. Great Job!! You found the Secret Exit of this level!

Normal Exit - GO TO: Chocolate Island 3 (Yes, the same level)

Secret Exit - GO TO: Chocolate Fortress

Chocolate Fortress (CF)

Difficulty: 5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Dry Bones, Thwimp, Thwomp

This is the only Fortress in Chocolate Island. In the first area, pairs of logs (vertically aligned) will randomly try to pierce you. Have at least one cape with you to help you through the first area.

When you start on the stone ground, run forward, and jump through the two vertical wooden logs. Kill the Dry Bones, jump between another pair of logs, and run onto the line red '!' blocks. When the log moves up, jump into the small tunnel, and stop when you reach the end. When the fourth log moves up, jump over the chocolate lava pit, and get a Cape from the '?' block. From here to the next area, random breaths of fire will be flying across the air. Make sure you dodge these, because they can be really annoying. Now walk past the second tunnel, making sure you dodge the log and the two small chocolate lava pits. Jump across another log to get the first Dragon Coin, and land at the edge of another chocolate lava pit. Jump to the small stone platform when the log is up, hop past the lava pit, and land on the line of blue '!' blocks. Kill the Dry Bones, hop across the pair of logs, and jump through the various vertical logs. Make sure you get the second Dragon Coin above the fifth log. Run forward, hit the Check Point, and enter the yellow gate.

---Check Point---

When you see yourself on the upper stone ground, run forward and stop when you see the Thwomp. When the Thwomp tries to smash you, spin jump as you fall in the pit, quickly tilt to the right, and squeeze through the tunnel, back to the lower ground. Now run forward and spin jump over the Thwomp when he crashes down. Jump over the next Thwomp in the same manner, but make sure you dodge the Thwimp hopping back and fourth. If you want to dodge the Thwimp easily, I recommend you to stay to the left (NOT right) of the Thwimp's landing place, and spin jumping over the Thwomp when it crashes to the ground. Now, run forward and jump on the small stone platform with the Thwomp. Soon, the Thwomp will crash to the ground. When the Thwomp starts to rise again, immediately run under it, and then get the third Dragon Coin above the trio of '?' blocks. When the second Thwomp rises, drop to the lower ground, head left, and then get the Cape from the first '?' block. After getting the Cape, dodge the Thwomp again, and jump past the small gap to safe ground. Jump past the Thwimp when it hops to the left, run under the Thwomp, and stop when you see the four red '!' blocks. Run under this Thwomp and spin jump over the next one that is over the yellow spikes. Dodge the first two Thwimps, get the fourth Dragon Coin, and dodge another two Thwimps hopping back and fourth. From here, run forward, and jump under another Thwomp and the small pit of spikes. Dodge another Thwomp near two pits of spikes and stop when you see the Thwomp blocked by two blue '!' blocks. Because the Thwomp cannot hurt you, carefully jump past the two spiked pits. The next Thwomp will be blocked by two red '!' blocks, but a Thwimp will be hopping across the spiked pits. Spin jump over the Thwimp and

the pits, get the Cape from the green '!' block, and get the final Dragon Coin above the block. Run forward and enter the red gate to fight Renzor. (Find: VDRZR) Great Job!! You beat The Fortress!!

GO TO: Chocolate Island 4

Chocolate Island 4 (CI4)

Difficulty: 5.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Chargin' Chuck, Mega Mole

Chocolate Island may not be the toughest level in World 6, but it is certainly not the easiest. Your biggest challenge is to beat the timer of 300 seconds. Getting all five Dragon Coins may pose a slight problem, because one is cleverly placed in a hidden area. If you have a Yoshi and at least one cape, this level will be a tad easier.

When the level first starts, you will be sliding down a steep slope. Press 'Down' to slide down faster and stop when you see the slope bending. Jump on the moving grass platform to move across the chocolate lava, and hop to the upper slope to the right. Run right and stop when you reach the ledge of the slope. Now you will see two grass platforms, one moving diagonally up, and the other moving diagonally down. Hop on the one that is moving diagonally up, run up the steps when the grass platform stops moving, and get the first Dragon Coin on the slope underneath the steps. When you reach the right ledge of the stone peak, jump on the grass platform that moves diagonally up. If you fall down in this section, the chocolate lava will kill you. So carefully hop across the grass platforms (head diagonally up), and get the mushroom resting on the small ledge. Jump back on the grass platforms, but this time move down (but still to the right). You will see a falling gray platform above the lethal chocolate lava shortly. Quickly hop across the platform and land on the lower slope. Ignoring the extra lives for now, run up the slope halfway, and jump up left to the upper slope. Grab the second Dragon Coin at the top of the slope and jump back down to the lower slope you were initially on. Walk up the slope, run across the bumpy terrain, and drop down to the left to land on the edge of a slope near the Check Point. Hop on the first grass platform moving left, and let it break the Check Point for you.

---Check Point---

When you break the Check Point, drop straight down, ignoring the grass platform to land on the long line of blue '!' blocks. Run to the left ignoring the grass platforms, get the three extra lives on the red and yellow '!' blocks, and get the mushroom from the yellow block. Run back right and use the grass platform to jump back on the slope near the Check Point. Run up the slope, ignore the trapped Dragon Coin for now, and hop on the line of yellow bricks (Diagonally aligned). Get the third Dragon Coin above the second to last yellow brick, and spin jump to break the brick and to land on a slope. Run back up the slope past the piles of brown bricks, and hit the third yellow brick to release a 'P' switch. Hit the 'P' switch, get the fourth Dragon Coin from the upper pit, and go through the blue pipe in the lower one. You will land on an arrow composed of yellow bricks with a 'P' switch. Step on the switch and drop down the long pit. There will be many exits at the right side of the wall, but only one tunnel will have the fourth Dragon Coin. If you want to get to that exit, you must use a cape to slow down your fall. Press the 'P' switch, wait for three seconds (count in your head, and jump down the huge pit.

As you are falling down, always press the 'B' button to slow down your fall. If you did this right, the 'P' switch effect should fade away after the second line of coins. This means that the third line of coins will turn into a line of brown bricks, which will let you walk through the tunnel with the fourth Dragon Coin! After getting the coin, run through the green pipe to exit the area and reenter the main level. When you enter the level out of the yellow pipe, you will notice a Mega Mole falling down from the air. Ignore the mole and get the Fire Flower from the '?' block on the platform to your right. Slowly walk off the platform, but don't move forward as you fall. You should land to the left of a chocolate lava pit. Hop across the pit, run past the bumpy slope, kill the jumping Chargin' Chuck, and finally break the End Marker to beat the level. Excellent!! You beat Chocolate Island 4!

Chocolate Island 5 (CI5)

Difficulty: 3/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Chargin' Chuck, Guppy, Para-Bobomb, Para-Goomba, Spiny

This level is fairly easy compared to the other ones in this world. Time will usually not pose an issue, but you should proceed quickly before you get the 100 second warning. Have a Fire Flower to easily kill off the four Chargin' Chucks at the end of the level.

You will start on a small cliff with no immediate danger. For now, you will see Spinies trapped by eight brown bricks. Ignore these Spinies, run forward, and stop when you see the seven yellow bricks with one '?' block. Hit the '?' block to get an extra life, and hit the lower right brick to get a Fire Flower (Use Yoshi to eat the Fire Flower). Now grab (DO NOT PRESS) the 'P' switch, jump across more trapped Spinies and the trapped yellow pipe, and stop when you see the line of coins over the large gap. Spit out the switch (to the left), and press it to make a stable line of brown bricks over the gap. Quickly run forward, grab the mushroom and dodge the Spinies, and get the star from the shifting block on the ground. Because you have star power, all of the Spinies are at your mercy. Run forward, get the first Dragon Coin surrounded by coins, and keep running until you see the yellow pipe near the small flight of steps. Head down the pipe to enter the second area. This area can be a breeze, but only if you do not fall in the water. Run forward, jump to the upper ground and get the second Dragon Coin above the small bush. Now hop across the water (Don't fall in) ignoring the Guppies floating in the bubbles. If you hit the guppies, they will instantly die because they have no water. Occasionally you will come across some mushrooms. Grab them if needed, and keep jumping across the platforms until you see the blue pipe. Get the third Dragon Coin above the green bush and go down the pipe to reenter the main part of the level. When you pop out of the yellow pipe, jump up the cliffs and hit the Check Point near the huge gap (be careful not to fall down).

---Check Point---

Before you jump across the green pipes in the pit, you should know that they will move up when touched. So quickly but carefully hop across the green pipes, get the fourth Dragon Coin above the second, and land on the stable red pipe. Now carefully jump across three lines of dual shifting yellow bricks, and land on the moving green pipe. The last Dragon Coin will be on the yellow pipe in front of you, but it is guarded by a jumping Chargin' Chuck. So, aim for the Chargin' Chuck's head, and jump when the green pipe is fully extended. Kill the Chargin' Chuck, grab the final Dragon Coin, and jump right to stable

ground. Three more jumping Chargin' Chucks will be snapping at the air in front of the End Marker. To save time, don't kill all of the Chargin' Chucks, but hop across them to the End Marker to beat the level. Awesome!! You beat Chocolate World 5 and will head to Wendy's Castle!

GO TO: Wendy's Castle #6

Wendy's Castle #6 (WC6)

Difficulty: 6/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Dry Bones, Grinder, Hot Head, Lil' Sparky, Wendy

Here it is, The Castle of the Sixth World! The Grinders and the spikes in the first half of the level will prove to be a pain in the butt. Time is also not on your side, as 300 seconds may not be enough time to beat this level for some people. Have two Capes on you to help you jump across the platforms in the second half of the level.

You will start on the stone ground with a Dry Bones walking towards you. Run forward, kill the Dry Bones, dodge the bone he threw, and stop when you see the huge spike and the small gap. Wait for the spike to fall, and jump across the gap when it starts to rise again. When you land on the stone ground, stand still and stay away from the pair of green trampolines. When the spike falls on the spikes, let it rise fully, then use the trampolines to jump to the tall platform. Walk forward, dodge the three yellow spikes on the opposite wall, and drop down the pit moving to the right so you do not fall in the gap. Here, quickly run two steps, and duck to slide into the small pit to dodge the Grinder. Keep ducking in the pit until both Grinders pass to the right of you. Now jump out of the pit and stand underneath the first Dragon Coin, but do not grab it yet. When a Grinder moves from the right towards you, spin jump to deflect the blades and to get the first Dragon Coin in the air. Run forward, jump past the lava pit (spin jump to bounce off the fireball), and land on the pair of red '!' blocks. When the second fireball drops down back in the lava, jump across the other half of the lava pit, and land on the stone ground. Walk forward, and immediately duck in the small gap when you see the Grinder moving in a square motion. When the spike starts to move up, get out of the pit, run past another Grinder, and stop when you see the second spike. When this spike starts to move up, run across the ground, spin jump past the Grinder on the long rectangular wire path, and stop between the two rectangular wires. If you are in the direct middle, two spikes should plunge down to the ground, but barely touching you. When the spikes move up again, run across the second rectangular wire path (with two Grinders this time), and stop when you see the blue '!' block in the air. Here, you must carefully jump past two stone blocks and the blue '!' block without getting hit by any Grinder. So when the first Grinder moves up, jump on the first stone block and duck. When the second Grinder moves away from the blue '!' block, jump to that block. Again, when the third Grinder moves away from the second stone block, jump on the block, and hop immediately to the upper pair of stone blocks. Walk past the upper ground, fall down to the lower ground, and get the mushroom from the yellow '!' block (trust me, you will need it). These spikes will move four times as fast as the other ones. So carefully run past across the stone ground dodging the spikes, and stop on the pair of stone blocks above the second Dragon Coin. Run (do not jump) past the fourth spike, run back to get that Dragon Coin, and head back right across the stone ground. Grab the Check Point and open the yellow gate to enter the second area.

---Check Point---

In this area, you will me jumping across moving stone blocks, and dodging Hot Heads and Lil' Sparkies. Run across the ground, and jump to the first hovering stone platform you see (dodge the Lil' Sparky of course). Get the mushroom from the yellow '!' block, jump to the moving tunnel to your right, and grab the third Dragon Coin in the middle of the tunnel. When the tunnel moves up, spin jump across the air, and then land on the floating stone platform making sure you dodge the Hot Head. When the blocks move up again, quickly jump across the rocky terrain before the ceiling falls on your head, and jump to the floating platform with the Lil' Sparky. Keep spin jumping on that platform to dodge the Lil' Sparky, until the blocks move up again. When the blocks are, jump to the next floating platform (with the Hot Head) making sure you get the fourth Dragon Coin between the platforms. Jump to the vertically moving gray platform, and to the small white one moving horizontally. When the small white platform is to the right, jump on the floating gray platform making sure you dodge the Lil' Sparky. When the lower white platform is to the left, wait for 1 second, and drop down on it as it moves back to the right. Jump to the hovering gray platform, dodge the Hot Head, and wait until the blocks move down again. Get the final Dragon Coin tucked in the left block and jump back right, past the gray platform, to the moving stone ground with the Dry Bones. Kill the Dry Bones, jump past the uppermost hovering stone block (with the Lil' Sparky, jump to the right, and land on the lower ground with the green '!' block. Get the Cape from the block and enter the red gate to fight the Boss.

Boss Battle: Wendy

Fighting Wendy is almost just like fighting Lemmy from Castle 3. The only difference is that there are two bouncing fireballs instead of one. Fighting Wendy may not seem harder than Lemmy, but the fireballs give you a tougher time. The other difference is that all of the pipes are of the same height, which makes moving back and fourth easier. Just like Lemmy, jump on the real Wendy's head three times, but ignore the decoys. After you jump on Wendy the third time, you will see her fall into a pool of lava, and burn to death. Great Job!!! You beat the Castle of World 6!!

GO TO: Sunken Ghost Ship

World 7: Valley of Bowser

Sunken Ghost Ship (SGS)

Difficulty: 4.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 400

Enemies: Boo, Bullet Bill, Eerie, Flying Koopa, Spiked Ball

Welcome to the Sunken Ghost Ship!! This level is very strange as all three areas are unexpectedly different from each other. All of the Dragon Coins are placed in the third (falling) area, so you MUST have two Capes to get all five coins. There is no Check Point in this level.

You will enter the deep sea through a silver pipe, and drop on the sunken ghost ship. From here, swim forward, and dodge the Bullet Bills that will shoot out

of cannons shortly. Swim up dodging the Bullet Bills, and get the Cape from the '?' block above the first wooden crate. Keep swimming up past the crates, but stop when you see the small gap (between two crates) near the third Bullet Bill. Fall down the gap, and get the extra life that will pop out and swim away from you. Swim out of the gap and past the grate; fall down to the bottom of the ship, and swim forward to see a yellow pipe. Head down this pipe to enter the middle of the ship (also known as the second area). When you enter the ship's main cabin out of another silver pipe, swim forward and stay up to avoid the pair of Eeries. Keep swimming forward, dodge another Eerie, and land on the first wooden crate near the ceiling of the cabin. From here to the second pile of crates, hundreds of Boos will appear randomly, covering much of the screen. Although the Boos will not move while they are visible, every four seconds the Boos will disappear and relocate in a different spot. My best advice to dodge these pests is for you to walk on the ground without jumping while the Boos are visible, and to stand still and duck while they are relocating. Keep walking across the floor, swim up when you see the tunnel, and keep walking across the tunnel (the exact same way as before to dodge the Boos). When you exit the tunnel, the Boos will permanently stop randomly appearing, but dodge the two Eeries when they try to attack you. When you reach the mouth of the second tunnel (this one is lower to the ground), stop near the circle of Boos, and face left to stop the pair of Boos from attacking you. When the gap in the Boo circle faces you, swim through it, stay in the middle of the circle, and swim up when the gap allows you to. Swim across the line of wooden crates to the right, and stop when you see another Boo circle. Again, swim to the middle of the circle when the gap persists, but this time, drop to the ground from the middle of the circle. Enter the blue pipe to reach the final area. In this area, you MUST have at least one cape to get all five Dragon Coins. When you drop down from the orange pipe, get the star and immediately hold A to slow down your fall. Stay in the middle left of the huge pit, pass by three Koopas, and float to the first Dragon Coin. When you fall past the line of Koopas, float to the right, and get the second Dragon Coin after passing by two more Koopas. Stay around the middle and get the third Dragon Coin after about ten seconds of floating down. Keep floating down the middle of the pit, dodge about five more Koopas, and land on the line of stone blocks about five seconds later. Get the star from the '?' block, float down to the left, and get the fourth Dragon Coin about three seconds later. Continue floating down past the lines of Koopas, and veer right (not too much) when you see the huge cluster of coins. About five seconds after you see the cluster of coins, get the final Dragon Coin that will come up. After getting this Dragon Coin, feel free to drop down as fast as you wish. After three more clusters of coins, a thick line of stone blocks will appear, leaving only a small gap in the center to fall through. If you have the time and patience to, feel free to fly up and collect the many hundreds of coins in cluster above you. When you are done getting the coins, drop down to the stone platform and SPIN JUMP down the small gap in the middle. From here to the bottom of the end of the level, Spiked Balls will appear from all directions. Do not slow down (in an attempt to dodge the Spiked Balls), or you will increase your chances of getting hit. Veer to the far left as you fall, and you will soon drop down in a large pool of water. Immediately swim down to the right, and try to get the three sinking extra lives without sinking yourself. After you get the lives, swim up to the surface, head right, and jump to the stone platform with the green '?' ball. Run into the ball to beat the level (this is the only time that a green '?' ball will be your exit. Great Job!! You beat the first level in the seventh World!!

GO TO: Valley of Bowser 1

Valley Of Bowser 1 (VB1)

Difficulty: 5.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 400

Enemies: Chargin' Chuck, Mega Mole

This level is not necessarily the hardest, but it is very long and quite annoying. Because the nature of the level is very confusing, the walkthrough for this level may not be crystal clear. In an attempt to clarify some parts of the level, I introduced two new terms:

Double intersection: This means that there are two tunnels on top of each other, forcing you to choose one path.

Triple intersection: This means that there are three tunnels on top of each other, forcing you to choose one out of the three paths.

Main/Major intersection: This intersection has many paths ranging in all directions. This type of intersection is vital in this level.

You will start on the stone ground with no immediate danger. Run forward, jump on the line of red '!' blocks (these blocks are trapping a Mega Mole), and kill the Chargin' Chuck. Climb up the rest of the steps, drop down the small pit, and enter the lower tunnel (with the cluster of blue bricks. Start to dig through the bricks by constantly picking and throwing them, but make sure you are holding a brick to kill the Chargin' Chuck trying to ram you. After you dug through the cluster of bricks, you will see a Mega Mole and a Dragon Coin above a stone platform and three scattered yellow bricks. Use a yellow brick to kill the Mega Mole from below, and get the first Dragon Coin at the middle of the stone platform. Drop back down to level ground, run all the way back, past the bricks, and to the intersection of tunnels, and jump to the upper one. In this tunnel, walk forward and stop at the mouth of the small pit. When the Mega Mole runs and falls in the pit, jump past the pit, run forward (without jumping), touch the bottom step, and duck down to allow another Mega Mole to run past by you. Now jump up the steps, run past the pit to the upper tunnel, and get the second Dragon Coin after dodging the Mega Mole. After getting the Dragon Coin at the end of the tunnel, run back left, fall down the small pit, and jump to the middle tunnel to the right. Walk across the tunnel floor, jump over another Mega Mole, and hop to the upper cliff past the somewhat large gap. In this tunnel you will not have enough room to jump over the Mega Mole, so you need to jump over the mole when you are under the slanted ceiling. When the mole runs out of view, run forward up the slight slope, drop down to the lower tunnel, and break the Check Point at the dead end.

---Check Point---

From here run back, dodge the Mega Mole, hop to the upper tunnel (at the intersection), and run forward. Stop when you see the line of Nips in the small pit, and wait until you see the Mega Mole running around the pit. Use the Mega Mole as a platform by riding on its head, and jump to the stone ground when the Mole reaches the end of the pit. Jump past the gap and get the moon crescent at the dead end for three extra lives. Run back left, drop down the gap (without landing on the blue '!' block), and you will land on one (or two) Mega Moles stuck in a small pit. Jump out of the pit, run forward without jumping (you can run over the pits), and stop when you are at the double intersection on the lowest ground. Now, jump to the upper tunnel, and run across the long stretch of land until you get the third Dragon Coin at the dead end. As you run back, stop and hit all three hidden blocks in the gap between

this tunnel and the tunnel above you. Keep running left, jump to the main intersection of this level (to the left of the lowest one), and jump up the pair of stairs to the triple tunnel intersection. Enter the second tunnel and run forward to get the fourth Dragon Coin near the vertical line of yellow '!' blocks. Be careful not to jump too high in this tunnel, or you will free the Chargin' Chick trying to kill you. Now run back to the triple intersection and enter the lowest tunnel. Run past the long stretch of land, and immediately stop when you see the cluster of yellow bricks. Here, two Chargin' Chucks will be attacking you, leaving you little room to run. Let one Chargin' Chuck break away half of the yellow bricks, and kill him when he is finished. Run through the newly opened pathway, and kill the second Chargin' Chuck when he breaks through the other half of the yellow bricks. After you exit this tunnel, you will enter the second major intersection of this level. Now, jump over the gap (with the single yellow brick in the middle), and run into the lower tunnel at this double intersection. Run across this tunnel as fast as you can, and stop when you see the small pit in the ground. Let the Mega Mole get trapped in this pit, then run across the rest of the ground, and get the final Dragon Coin near the far right wall. Now run all the way back until you reach the main intersection, fall in the pit with the yellow brick, and dodge the Mega Mole that will fall down shortly after. Run forward and immediately grab a blue brick from the cluster before the Chargin' Chuck destroys them all. Kill the Chargin' Chuck with the brick, keep walking forward, and run through the blue pipe to enter the final area. Here, simply jump out of the orange pipe, run forward, and hit the End Marker to beat the level. Great Job!! You beat Valley of Bowser 1!

GO TO: Valley of Bowser 2

Valley Of Bowser 2 (VB2)

Difficulty: 7/10 | Brother: Mario | Dragon Coins: 7 (5 max) | Time: 400
Enemies: Koopa, Mega Mole, Swooper

This level is inarguably the most annoying in World 7. You will more than likely be crushed by the yellow stone, or get hit by an annoying Swooper. Have two Capes and a Yoshi on you to make the first area easier.

You will start on the stone ground with no immediate danger. Run forward, dodge the Swooper, and stop when you are hugging the moving yellow stone block. When the stone block moves down, jump on it while dodging another Swooper, hop across the stable gray stone platform, and fall into the large pit with the green Koopa. Jump on the Koopa once and grab its shell. Now jump to the second gray platform when the yellow blocks move up, and use the shell to kill the single Swooper. Quickly jump across the third slab of yellow stone to the third gray platform, kill the Swooper, and fall down the fourth pit (with two smaller yellow blocks). In the pit, jump on the green Koopa twice to make the shell bounce off the walls, jump on top of the '?' block, and let the invincible Koopa collide with the green shell. Now that both shells are gone, get the Cape from the '?' block, and jump out of this pit to the gray platform when the yellow slabs of stone move up. Kill the shellless Koopa, dodge yet another Swooper, and hop across the gray platform without falling in the pit. Here, get the shell from the green Koopa, use it to kill another Swooper, and jump past two more gray platforms making sure you dodge the two Swoopers at the end. Drop down to the stone ground and jump on the green Koopa to get its shell. Jump on the first yellow stone platform and get the first Dragon Coin when it moves up. Get the mushroom from the yellow '!' block, jump across one

more yellow platform, and break the Check Point near the green pipe.

---Check Point---

After breaking the Check Point, walk through the green pipe to enter the second (and annoying) area. When you enter the second area, immediately climb up the few step to your left, and get the Cape from the '?' block. Because this block is out of view, you need to stand at the middle of the last step, and jump to hit the block. && After getting the Cape, run to the right, and stop when you see the huge moving yellow slab of stone. This part gets fairly difficult, especially if you have a power up or a Yoshi. Your goal in this part of the level is to not get crushed by either the moving yellow stone, or the gray ceiling. You will also notice that there is a narrow tunnel at the center of the yellow stone; that is where you want to go. Now when the yellow stone moves down, jump to the small tunnel, but stay near the left edge. When the yellow stone moves all the way up, RUN LIKE HELL to the right, but stop when you pass by two gray stone blocks. Wait until the yellow stone starts to move up again, then run into the upper tunnel. STOP when you are under the small hole in the ceiling, so you don't get crushed by it. As the yellow stone moves down, run right again, and stop right when you exit the mouth of the tunnel. When the yellow stone is completely down, quickly grab the second Dragon Coin in the left tunnel, run back right, and stop when you see another tunnel to your right. Wait until the yellow stone moves up, and when it moves down, run into the tunnel and stop when you are over the small pit. You will fall into the pit as the yellow stone slowly descends. When the yellow stone moves up, run forward, and stop when you exit the mouth of the tunnel. Now with the yellow stone up again, run left to get the third Dragon Coin, and return to the mouth of the tunnel to avoid getting crushed. This time, when the yellow stone moves up, run to the right into the third tunnel, and stop over yet another pit in the ground (the stone should be down by now). When the yellow stone moves back up, run forward out of the pit and the tunnel, and stop when you are under the gap in the ceiling. Wait until the yellow stone moves down, and run into the upper tunnel when it moves up again. Like before, stop when you are under the gap in the ceiling, and run out of the tunnel when the yellow stone moves down. Don't stop running forward as you exit the fourth tunnel, and you will automatically run through the fifth one. Immediately stop when you exit the tunnel, and let the stone move completely up (make sure you are not moving). As the yellow stone moves down again, RUN LIKE HELL into the crooked tunnel, and stop when you exit the mouth of the tunnel (like before). Wait until the yellow stone moves up, and enter the green pipe right in the tunnel when it begins to descend. You may think this level is over, but sadly, it is not. Stay alert as you enter the third area, because you will fall down and land on a pushing yellow slab of stone. Quickly run forward, climb the stone steps, dodge the Mega Mole, and drop down to the somewhat large pit. *** Ignore the mole, jump across the second pit (this pit has line of red '!' blocks over a line of Nips and a Mega Mole), and jump onto the second pushing yellow stone. Again, quickly hop across the stone steps, and fall into the Nip's pit covered by a line of blue '!' blocks. Jump out of the pit, run forward past the red arrow, and break the End Marker to FINALLY beat the level. Great Job!! You beat the most annoying level of World 7!!

Alternative Exit:

Use this exit if you want to get all five Dragon Coins the cheap and easy way. The only problem is that you need a Yoshi to reach this pathway. This area is almost exactly like the one from Cheese Bridge Area, except easier and faster. To get to this area, hit the '?' block near the yellow stone, and grab the pair of wings that pop out. Walk across the bridge, and fly up to get the fourth Dragon Coin near the ledge. Hover at the bottom of the screen, and you should get the third Dragon Coin in about five seconds. Now go to the top of the

screen, and get the fourth Dragon Coin after about six more seconds. Finally, hover low to the ground, get the final Dragon Coin (after four seconds), and drop down with your Yoshi when you see the arrow composed of coins. Nice Job!! You beat Valley of Bowser 2 and got all five Dragon Coins!!

Secret Exit:

To use this exit, you must have a cape. Use your cape to kill the Mega Mole running around the pit, and run to the pit's right wall. Get a good starting run, and fly up to the left into the large gap in the ceiling. If you flew high enough, you should be out of view, and the screen should be moving left at a fast rate. When you see the key and the keyhole on a bumpy pile of stone blocks, immediately stop, and try to drop down on the right side. If you land on the left, there is a possibility that you may fall in the small gap and die. Now simply grab the key, put it in the keyhole, and you are done! Excellent Job!! You found the secret exit to Valley of Bowser 2!!

Normal Exit - GO TO: Valley Ghost House

Secret Exit - GO TO: Valley Fortress

Valley Ghost House (VGH)

Difficulty: (4 to 6)/10 | Brother: Mario | Dragon Coins: 6 | Time: 300
Enemies: Eerie, Boo, Boo line

Aside from the Sunken Ghost Ship, this is probably the weirdest (and last) Ghost House that you will encounter. The level itself is fairly short, but getting to the secret exit requires patience and skill. Do not have a cape in this level because it will cause slow you down if you are trying to reach the secret exit.

You will start the level on the bridge near a small flight of stairs. Climb the stairs, get the Fire Flower from the '?' block, and get the first Dragon Coin as you jump over the gap. From here to the second area, giant bubbles will be bouncing around the level. To dodge these, spin jump as you jump over gaps, and perform only short jumps. After you get the first Dragon Coin, walk down the short flight of stairs, jump across the three small gaps (two platforms), and enter the yellow gate near the right wall. When you enter this area, you will notice that you are hanging on a single platform with a 'P' switch above you. Hit the yellow brick to make the switch drop to the ground, but DON'T step on it yet. When the yellow brick stops spinning, jump on the brick, and get the second Dragon Coin above it. Now step on the switch, and you will notice that lines of '?' blocks will appear on either side of the platform you are standing on. Walk a few steps to the left, wait for a second, and a star will drop down and start bouncing towards you. Grab the star and start running to the left ignoring the Boos and Boo lines (they can't hurt you). When you see the first gap in the upper line of brown bricks, jump through it, and keep running on this upper level. After about two more seconds of running, you will see the second Dragon Coin and a '?' block. Ignore the block, get the Dragon Coin, and drop down to the lower level of brown bricks. Hop across the two gaps, and enter the yellow gate on stable ground. This is the final (secret) area, but we cannot access either exit just yet. Here, dodge the two Boos, and start running left. Ignore the yellow gate, the third Boo, and the '?' block, but grab the fourth Dragon Coin on the upper platform. Head back right ignoring everything, and enter the yellow gate to reenter the second area. Hit the yellow block again, step on the 'P' switch after moving a

few steps to the right, and get the star that will follow you. This time, you will need to run to the right to get the last Dragon Coin and the two exits. Run across the lines of '?' blocks and brown bricks. When you jump past the first two gaps, make sure you get the fifth Dragon Coin above the center of the platform. Ignore the '?' block that will pop up to save precious time. Jump across two more platforms and drop down on the lower bridge with little head room. You will notice that this bridge is flooded by coins. This is not a good thing because the bridge is fairly long and the coins will turn into brown bricks when the effects of the 'P' switch wear off. *** Because you want to find the normal exit, run quickly, but only enough to reveal the third or fourth yellow gate. When the 'P' switch effect ends, enter either one of these gates to exit the Ghost House. Here, run forward and break the End Marker to beat the level. Nice Job!! You beat the Valley Ghost House!!

If you are dying to know what the first two gates on the long bridge lead to, read the next sentence. The first gate throws you back at the beginning of the level while the second gate puts you in the final (secret) area without access to the secret exit.

Secret Exit:

If you want to even think of getting to the secret exit, you must RUN LIKE HELL across the bridge. Keep running as fast as you can, ignoring the first four gates so you don't waste time. If you were fast enough, you should pass by the final yellow gate and get an extra life. Open the yellow gate to enter the final (secret) area with a chance to access the secret exit. In this area, you will see a large cluster of floating brown bricks, a line of yellow coins over a gap, and a 'P' switch. Grab (DON'T press) the 'P' switch, and run across the large cluster of brown bricks floating in the air. Ignore the sixth Dragon Coin above the gap, and run past the three vertical coins below a brick wall. With the switch, jump to the upper platform and go to the '?' block. Before you hit the '?' block, lure any Boos away from you as far right as you can. Now run back to the block, and hit it to release an extending line of coins. Control the block so it moves in this proportion: two coins to the right and two coins up. Keep moving the coins in this way until you hit a wall/ceiling (you will know when the music changes). Before you hit the 'P' switch, run into a Boo to your right to get small (lose all your power ups). Head back left to the 'P' switch, step on the switch, and climb up the brown bricks (that used to be coins). After about ten steps, you should see a small gap on the wooden block wall (this wall is jutting out). Jump through this gap, and you will land on the platform with the key and keyhole. Put the key in the keyhole to beat the level. Great Job!! You found the secret of Valley Ghost House!!

Normal Exit - GO TO: Valley of Bowser 3

Secret Exit - GO TO: Larry's Castle #7

Valley of Bowser 3 (VB3)

Difficulty: 4/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300

Enemies: Banzai Bill, Flying Koopa

This is defiantly the easiest level of World 7. Unfortunately, it is also fairly easy to fall down a large gap and die. It is strongly recommended that you have two Capes to make jumping across platforms a lot easier.

A new type of platform is introduced in this level: The timed platforms. These

come in two variations, the one-second and the four-second platforms. When you step on these platforms, they move to the right for one (or four) second(s) then fall down. If you fall down with these platforms, you die.

You will start this level on a mushroom platform with three Koopas bouncing towards you. Be careful, as two of the Koopas jump amazingly high. When the two Koopas (jumping higher than the third) are on the ground, immediately jump over them as high as you can. Now jump to the pair of white walls, and get the Cape from the '?' block. Jump on the first timed platform to shortly move across the rope and the Koopa below. Right when the first timed platform falls down, hop to the second one to move forward. When this platform falls, drop down to the rope below, and jump to the third moving platform. Because there is no rope below you in this section, you must not fall down. As the platform falls down, jump on the flying red Koopa, and get the first Dragon Coin above it. As you fall, land on the platform that will move for four seconds. As you move forward, kill the two Koopas that will fly in your way, and jump past the platforms that will be to your right. Using the flying Koopa as a stepping stone, hop past the one-second-platforms to the four-second-one. When the platform reads two seconds left, drop down the one-second-platform, and get the second Dragon Coin. After getting the coin, hop past the white wall, and land on the one-second-platform to your direct right. Stay on the platform when it drops down to get the third Dragon Coin, but jump to the yellow pipe before the platform falls out of sight. Head down the lower pipe to play the Bonus Game. (Refer to Bonus Game #1) After getting the extra lives, you will pop out of an orange pipe. And land on the mushroom platform below. Jump on the trampoline to your right, and bounce off it to break the Check Point above you.

---Check Point---

When you fall back to the mushroom platform, run forward ignoring the '?' block, and jump to one of the platforms (of the three) to the right. Jump up these platforms, hop past the white wall, and run across the slanted rope. Be careful as you run across the rope, because three Flying Koopas will be trying to kill you. Dodge these Koopas, hop past the third white wall, and land on the moving grass platform. Jump from the platform when it moves diagonally down, kill the Flying Koopa, and hop on the four-second-platform. When the platform has two seconds left, hop across three one-second platforms, and kill another flying Koopa. After killing the Koopa, immediately jump on the moving grass platform, grab the fourth Dragon Coin, and hop on another four-second-platform. After about two seconds of moving, a Banzai Bill will shoot out from the right and pass below you. Ignore the Banzai Bill and jump to the one-second-platform just as the one you are on expires. Hop past two more one-second-platforms making sure you kill the Flying Koopa and dodge the Banzai Bill. After passing the third one-second-platform, jump to the four-second-platform and get the fifth Dragon Coin after about three seconds of moving. As the platform expires, jump straight up to dodge the Banzai Bill, and land on the upper one-second-platform. As the platform falls, jump to the platform composed of three stones, and get the extra life (you will need it). Finally, jump forward to fall on the mushroom platform, and run past the End Marker to beat the level. Excellent Job!! You beat Valley of Bowser 3!

GO TO: Valley of Bowser 4

Valley of Bowser 4 (VB4)

Difficulty: 7/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300
Enemies: DB Chargin' Chuck, Flying Koopa

This is defiantly one of the harder levels in World 7. If you want to even think of surviving this level, make sure you master your jumping and dodging skills. One wrong move, any you will die in a pool of lava. Having two Capes is strongly recommended. Do not enter this level with a Yoshi, because you will lose him in the first part of the level and there is one sitting in a '?' block near the green vine.

Starting on the tall stone ground, run forward and slide down the slope to deflect the dirt balls thrown by the DB Chargin' Chuck. When you see the lava pit, immediately spin jump forward to kill the Flying Koopa, and land on the floating white platform. When the platform starts to sink, jump past the rest of the lava, and on the stone ground ahead. Now run forward up the steep slope, dodge the dirt balls thrown from the DB Chargin' Chuck, and jump on him until he dies. Jump past the blue pipe, get the mushroom from the yellow '!' block, and walk to the ledge of the stone ground. This part is tricky, as you need to jump past the white platforms and dodge the three Flying Koopas at the same time. To prevent getting hit, make sure all of your jumps are spin jumps. Spin jump across the platforms making sure you kill the Koopas, and jump to the stone ground when you see green pipe is in view. Head down the green pipe to enter a sub-area. This area might pose a problem to some as it is covered in ice, and it is dotted with Spiked Tops. Heading to the left, spin jump past the floating blocks of ice to deflect the Spinies, and make sure you don't fall in the Guppy-filled water. After jumping past two ice blocks, jump on the icy platform, and get the cape from the '?' block. Because you have the cape, you can kill the Guppies allowing you to swim in the water. Jump in the water, swim to the left while killing the Guppies, and get the first Dragon Coin near the second Guppy. Swim past one more Guppy, jump to the icy ground to the left, and enter the purple pipe to exit the area. When you reenter the level out of the blue pipe, immediately kill the DB Chargin' Chuck to the left, jump past the large lava pit (with the three white platforms) the same way as before. When you reach the stone ground with the green pipe again, jump past the pipe, and hit the yellow brick to free a green plant. When you reach the top of the vine, jump to the stone ground to your left, and get the Yoshi from the '?' block. With the Yoshi on hand, jump past the green trampoline and the small gap, and spin jump to the right on the pile of yellow bricks. Keep spin jumping as you plunge through the bricks, and enter the gray tunnel to your right before you fall down. Walk forward, hit the yellow brick stuck in the small tunnel to reveal an extra life (ignore if for now), and drop straight down getting the second Dragon Coin. When you fall on a white sinking platform, immediately jump forward past two more platforms making sure you get the falling extra life and to kill the Flying Koopa. As you land on the gray platform, jump up the various cliffs (to the right), kill the DB Chargin' Chuck, and get the third Dragon Coin below the highest cliff. Now jump to the white sinking platform to your right, and break the Check Point as you jump to the stone ground.

---Check Point---

Use Yoshi to eat any dirt balls the DB Chargin' Chuck may throw at you, and kill that pest when you walk under the stone wall. Jump to the sinking white platform then to the yellow '!' block right above the lava. Jump straight up to hit the '?' block and to get its Cape. Jump past the second white platform and land on the stone ground to your right. Run forward ignoring the DB Chargin' chuck and the cliffs, and jump to the fourth Dragon Coin making sure you land on the white platform. Quickly jump back out of the lava pit before the white platform sinks, climb up the cliffs, and kill the DB Chargin' Chuck. Jump and run through the upper right tunnel, and drop straight down to land on a yellow '!' block. When the FB Chargin' Chuck's dirt ball falls into the

lava, immediately jump to the white sinking platform, and land on the stone ground to your right. Run up and down the two slopes, and jump past the lava pit ignoring the white sinking platform. Kill the DB Chargin' Chuck, walk forward, and stop when you see the large lava pool below. This part is very tricky and requires exceptional timing. When the Flying Koopa starts to fly away from you, jump on its head, and land on the first white platform to the right. Making sure you dodge the dirt balls, jump past two more white platforms, and land on the line of blue '!' blocks with the green trampoline. Carefully walk to the ledge of the line of blue '!' blocks to get the final Dragon Coin, and jump over the lava pit (below the stone slope) to land on the first white sinking platform. Jump back to the stone ground to your right, any you will see a key trapped in the stone, and a key hole next to you. *** Ignore these because you do not want to go to the secret exit, jump over the stone cliff, and run into the End Marker to beat the level. Great Job!! You beat Chocolate Island 4!

Secret Exit:

To access the secret exit, you must have a Yoshi. Stand on the ground so you are right next to the key, and press B to make Yoshi's tongue go through the stone and grab the key. With the key in Yoshi's mouth, jump to the line of two stone blocks, and run to the keyhole to beat the level. Excellent Job!! You found the secret exit for Chocolate Island 4!!

Normal Exit - GO TO: Larry's Castle #7

Secret Exit - GO TO: Star Road 5

Larry's Castle #7 (LC7)

Difficulty: 7.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Ball 'n' Chain, Dry Bones, MagiKoopa, Larry

Welcome to the seventh (and the hardest) castle! Time is very short in this level because the brown platform in the first area limits your speed. It is strongly recommended that you have two capes on you, so the second area will be easier to navigate through.

You will start on a stone platform near a huge pool of lava (there is a platform of brown bricks above the lava). Run forward, jump to the center of the line of bricks, and it will start moving forward. This line of brown bricks is exactly the same as the one in Roy's Castle, except it is about twice as long. Wait for about two seconds, and the platform will start to climb over stone steps with yellow spikes. Now a Ball 'n' Chain will be spinning in your way, so spin jump to dodge it and the brown platform will move straight again. Dodge five more Ball 'n' Chains by staying in the middle of the platform and spin jumping over (or ducking under) them. After you pass the fifth Ball 'n' Chain, the brown platform will start to move down the stone steps. Stay in the middle of the platform and spin jump to dodge three more Ball 'n' Chains (these Ball 'n' Chains are on separate stone blocks). This part can get very tricky, and will require exact timing and speed. See the floating brown bricks in the air between the last two Ball 'n' Chains? You must jump up both before the brown platform moves straight up. Make sure you are standing on the upper brown brick (of the two), and immediately jump to the brown platform as it straightens out above you. Dodging the single Ball 'n' Chain quickly run to the right, grab the first Dragon Coin, and get back to the middle of the stone platform (now moving left) before you fall off. Dodge three more Ball 'n'

Chains by very short spin jumps, and hop on the immobile line of brown bricks with many attached Ball 'n' Chains. Staying at the same speed as the moving brown platform below you, walk to the left, dodge the three Ball 'n' Chains, and ignore the yellow '!' block and the second Dragon Coin near the ceiling. When you reach the end of the line of brown bricks, immediately jump to the moving brown platform as it climbs up to the right. Jump to get the second Dragon Coin, and continue moving forward making sure you are at the middle of the platform (moving right). Ignore the Ball 'n' chains below you (they cannot reach you) and get the mushroom from the yellow '!' block. After about five seconds of moving right, two more Ball 'n' Chains will appear right below you. Spin jump to dodge these pests, and the platform will start to descend by moving back and forth. Stay with the platform, dodge the single Ball 'n' Chain when you see the lava, and the brown platform will begin to ascend to the right. Jump up the steps made by the platform as it ascends, and when it reaches the top, it will straighten out over a large stone platform covered with yellow spikes. Dodge another Ball 'n' Chain, grab the third Dragon Coin above the pest, and you will see a yellow gate near the right wall. DO NOT enter this gate! Instead, jump into the right side of the gap, and push against the right wall as you fall down. After about two seconds of falling, you will enter a small stone tunnel with a few useful goodies. Run through the Check Point, grab the last two Dragon Coins, get the mushroom (only if you need it), and enter the yellow gate near the right wall.

---Check Point---

When you start this area (in a stone tunnel), run to the right and kill the Dry Bones walking towards you. Run down the escalator to exit the tunnel, kill another Dry Bones, and jump into the second tunnel when the wooden spike is up. Right when you enter the tunnel, a MagiKoopas will appear and try to hurt you. Duck down (or spin jump) do dodge his spell, and run out of the tunnel when he disappears and when the second wooden spike is up. You will see a vertical line of yellow bricks blocking your path forward. If you have a cape, you can simply spin your way through, but you need to use a MagiKoopas to break a brick if you do not have one. So kill the Dry Bones, stand right next to the line of yellow bricks, and let the MagiKoopas break one of the lower bricks with his spell. Jump-duck through the hole in the line of bricks, dodge the MagiKoopas when he appears again, and jump across the small pit of lava. Get the mushroom from the yellow '!' block, run through the tunnel to your right (spin jump over the spikes), and kill another Dry Bones as you exit the tunnel. Jump over the lava pit making sure to dodge the fireball, and stand right next to another vertical line of yellow bricks. Wait until the MagiKoopas makes a hole in the line, and hop through by jump-ducking. Jump into the tunnel to your right, and run through only when the four spikes are recessed back. Jump across another lava pit with a fireball, jump up to the line of yellow bricks, and walk across. Make sure you dodge the wooden spikes, the fireballs, and the MagiKoopas's spells as you walk through. After passing by the third wooden spike, the line of yellow bricks will connect to stone ground. Run across the stone, kill the Dry Bones, and run down the escalator. Dodge another MagiKoopas and Dry Bones, get the Cape from the green '!', and enter the red gate to fight the Boss.

Boss Battle: Larry

Does this place look familiar? It better be because this is a similar setting of Iggy's battle! Just like as you fought Iggy, jump on Larry's head when the sea-saw tilts to the left, and dodge his fireballs he may throw at you. The thing that makes this Boss battle hard, it the three fireballs that will shoot up from the lavas pit below. Spin jump to dodge the fireballs, and keep jumping on Larry until he falls into the lava and dies. Nice Job!! You beat the seventh castle and killed Larry!!

GO TO: Bowser's Castle (Front Door)

Valley Fortress (VF)

Difficulty: 6/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Bony Beetle, Dry Bones

Welcome to the Valley Fortress! This is the last (and the hardest) fortress you will have to play through. Surprisingly, your main enemy in this level is not the Bony Beetles or the Dry Bones; it is the gray spikes that try to kill you. I strongly recommend you to have two Capes with you as the spikes will surely hit you (especially near the end).

You will start this level on an elevated stone platform. Run forward and immediately stop when you see the stone spikes above the stone steps. Wait for the spikes to fall down, and then quickly run down the steps when they start to slowly rise. Jump to the small platform with the green '!' block, get the Cape from it, and wait for the spikes to fall down again. When they start to rise, quickly run up the stone steps to the right, and carefully jump across the yellow spiked pit to the stone tunnel. Use your cape to float down slowly and to avoid getting hit by the yellow spikes on the right wall. Run through the small tunnel, and you will enter a room with enemies roaming the floor and spikes covering the ceiling. Quickly run forward to avoid the falling spike and use your cape to kill the Dry Bones. Head a few steps back, and get the first Dragon Coin where the falling spike originally was. Keep spinning forward at a quick pace to dodge two more falling spikes, and to kill a Dry Bones and a Bony Beetle. Jump through the small tunnel to exit the spiked covered room, and to enter a place with falling stone spikes. Walk to the ledge of the stone ground you are on (near the first gap with two yellow spikes), and wait for the stone spike to crash down on the small gray platform. When the stone spike is fully retraced, jump and hover across the two spiked pits, and land on the large gray platform. Again, walk to the ledge of the platform you are standing on (the two pits will now have three yellow spikes), and wait for the stone spike to fall down. When it rises up again, spin jump to the small platform below the spike (this will get you the second Dragon Coin), and jump to another large gray platform to the right. This part is fairly difficult as you need to dodge THREE gray spikes without touching the yellow spikes in the pits. When the spikes begin to retrace, immediately jump across the gray platforms as quickly as you can. As you jump past the second small gray platform, make sure you get the third Dragon Coin in the air. You will more than likely get hit, so don't get frustrated over this part of the level. When you jump past the third spike and land on the large stone platform, walk under the stone wall and break the Check Point.

---Check Point---

Look to your right; you will see a huge lava pool raging with fireballs. The only way to pass this lava pit is to jump across the floating gray stones to your right. Now spin jump to the first floating platform (to dodge the fireball), jump on the Dry Bones, and get the mushroom from the yellow '!' block. Before the Dry Bones regenerates, spin jump to the second floating platform, and kill another Dry Bones. The third floating stone is to the right, but is right near the pool of lava. So carefully spin jump over the lava pool (to dodge the two fireballs), and land on the third platform with the Bony Beetle. Jump on the beetle and spin jump (not too high) over the pool of

lava, and land on the gray platform floating on it. If you jump too high, you will hit the yellow spikes covering the left side of the stone wall. Walk under the wall, and stop when you reach the ledge of the platform. To your right, you will see a gray spike moving four times faster than normal speed. So when the spike shoots up, immediately jump past the lava pool, and run to the left side of the gray platform you just landed on. Jump past the next spike in the same fashion, but spin jump to dodge the fireball. Staying on the middle of the platform you landed on, slowly walk right next to the third moving spike, and jump past the lava pit and under the fourth stone spike when both spikes move up. Make sure you jump high to get the fourth Dragon Coin over the lava pit. Jump past the next lava pit in the same fashion, but jump (spin jumping is too dangerous) only when you are sure you won't collide with the fireball. Immediately stop when you land on the gray platform to avoid getting hit by the gray spike in the ground, and quickly get run to the left ledge to get the last Dragon Coin (when the spikes are up of course). Now quickly run right, jump over the last gray spike when it is retracted down, and enter the red gate near the right wall to fight Renzor. (Find: VDRZR)

GO TO: Bowser's Castle (Back Door)

Bowser's Castle (BSC)

Difficulty: 6/10 | Brother: Mario | Dragon Coins: 0 | Time: 800 or 600
Enemies: Chargin' Chuck, Dry Bones, Hot Head, Koopa, Mecha-Koopas, Lil' Sparky, Thwomp, Ninjis, Bowser!

Finally, you have reached Bowser's Castle! Surprisingly, Bowser's castle to quite easy compared to the other levels in World 7. Unless you want to enter the fifth door, I require you to have two capes.

NOTE: because this level is different from all other castles, I have written it in a different format to try to make it easier. In this level, you have to choose two doors of the eight listed below (one from doors 1 to 4, and one from doors 5 to 8). I marked the easiest areas for each hallway with a star (*).

Front Door

The Hallways:

You will begin in a long hallway with four doors. You can tell the number of the door by looking at the stone structure near a yellow gate. The structures will vaguely represent a number, so if you want to enter a specific door, use the numbers as reference.

Door 1:

From the hallway, walk forward, and enter the first yellow gate you encounter. Here, you will see that you will be automatically pushed forward, and there are wooden logs trying to crush you. You will also have to jump over many lava pits with raging fireballs. The good news is that because you hit all of the colored '!' switches, various colored '!' blocks will be hovering over some parts of the lava pits. Now stay in the back and wait for the first wooden log to fall down. When the log rises back up, spin jump over the first two lava pits, and stay on the larger stone platform until the next log falls. Stay back as it falls, and immediately spin jump over the next two lava pits when it

rises again. Stay to the left of the screen until the third log falls, and spin jump over the large lava pit (using the colored '!' blocks as a platform) when it retracts. Enter the yellow gate near the right wall to enter the second hallway (doors 5 to 8).

*Door 2:

When you start in the hallway, run forward ignoring the first yellow gate, and cross the first bridge. Here, enter the yellow gate to see what dangers lie ahead of you. After entering the gate, you will be on a stone platform with a large fence in the sky, and spikes covering the ground ahead of you. Dodge the two bouncing fireballs that will be heading to the left, and hop on the fence above you. Climb to the right and enter the first switch grate. Because you are on the other side, the bouncing fireballs cannot hurt you, but the climbing Koopas can. To avoid getting hit by the Koopas, climb all the way to the top and move right. Keep heading right ignoring the Koopas and the bouncing fireballs, and drop down when you are right above the yellow gate. Enter the yellow gate to get top the second hallway (doors 5 to 8).

Door 3:

From the start of the hallway, run forward passing two gates and across two small bridges, and enter the yellow gate. This place is very tricky to navigate through as the rugs may be hiding Mecha-Koopas. The rugs with a large diamond pattern hide gaps in the floor, so make sure you jump over them. Walk forward, spin jump to kill the Mecha-Koopa, and stop when you are under the second rug above you. Jump through the gap, land on the left side of the ground, and walk left until you are under the rug above you on the third floor. Again, jump up through gap and land on the left side. Spin jump to the right to hop over the gap (the one you just jumped through), and to kill the Mecha-Koopa. Keep walking right, jump to another gap to reach the fourth floor, and land on the left side. Run all the way left to get an extra life behind a rug, and run back right making sure you jump over the gap you hopped through. Keep running right, kill the Mecha-Koopa, and drop through the gap to the third floor. Immediately spin jump to kill another Mecha-Koopa, and drop down the gap to your right to reach the second floor. Move right, spin jump twice to kill the two Mecha-Koopas, and drop down the gap near the vertical line of stone blocks. Back on the first floor, kill the first Mecha-Koopa, and run across the line of stone blocks making sure you kill the second Mecha-Koopa. Enter the yellow gate near the right well to access the second hallway (doors 5 to 8).

Door 4:

To get to the fourth door, run all the way right until you are stopped by a wall, and enter the yellow gate to your left. Here, you will be dodging Hot Heads and Lil' Sparkies, and you will be jumping across moving stone blocks. From the stone block you start on, walk forward, and stop when you reach the ledge. When the white stone block moves under you (and when the Lil' is in ahead of you), immediately drop down on the moving block and jump through the skinny gap when it moves all the way right. On the stable stone block, walk to the ledge, jump to the upper white block when moves to the left, and drop down another white stone block below you. When the two blocks move forward, spin jump (to dodge the Lil' Sparky) to the hovering gray block. When the Lil' Sparky is out of your way, spin jump forward, and land on the second stone block ahead of you. Dodge the Lil' Sparky, and jump to the three connected stone blocks. Be careful as two Lil' Sparkies and a Hot head roam around these blocks! So dodge the enemies, spin jump over the small stone block, and land on the long stone block below you to the right. Walk forward and enter the yellow gate to enter the second hallway (doors 5 to 8).

Enter second Hallway

Door 5:

If you want to get through the fifth area (door) alive, you must be small Mario, meaning that you can not have ANY power ups and you must not be Luigi. To get to this door, simply enter the first gate in the second hallway. When you enter this area, you will notice that there are gray spikes and Thwomps (in an alternating order) to your right. This pattern of Thwomps and gray spikes lasts for the whole area so you better be careful to dodge them. Stay where you are and wait for the gray spikes to plunge all the way down. When you hear the crash they will start to quickly rise so get ready to run. The instant you see the first gray spike rise out of the ground, RUN LIKE HELL and pray to god you do not get hit by a Thwomp. When you see the last spike, perform a duck slide to avoid getting crushed. Now that you are passed the long trap, go right, and enter the yellow gate to get to the final area.

Door 6:

Just like you did for the second door in the first hallway, enter the second gate. You will enter the submerged area out of an orange pipe. When you drop on the stone ground below you, swim to the right, and stop when you are under the gap. Swim up the gap, dodge the yellow spikes, and land on the upper platform to the left. When the moving wall is retracted to the right, stomp on the (not so) Dry Bones and swim up the gap all the way to the left. As you land on the third platform to your right, dodge the many Fish Bones swimming to the left, and get the Cape from the '?' block. Go into (not completely through) the gap above you, but make sure you dodge the yellow spikes on either sides of the gap. You will see two stone blocks move to the right, swim up the gap, but do not get hit by the spikes. Quickly swim up to the right, go through another gap with yellow spikes on both sides, and land on the platform to the left. Kill the Dry Bones moving on the platform, and immediately head up the gap to the right. Make sure you are careful enough to dodge the pair of Ball 'n' Chains, but go quickly to avoid getting crushed by another yellow spiked wall. In this small section, Ball 'n' Chains will be spinning around the water trying to kill you. Avoid these pests, swim up, and enter the gap in the right ceiling. When the yellow spiked blocks are moved to the right, quickly swim to the gap between them. Move with the spiked blocks as they move back left, but swim in the middle to dodge the Ball 'n' Chain and the yellow spikes on the low ceiling. Quickly swim up the gap at the left before you get crushed, land on the safe platform to your right, and enter the green pipe to get to the final area.

Door 7:

To get to this door, enter the third yellow gate in the second hallway. Here you will see various Bowser Statues shooting fireballs at you. To dodge these, you can duck under them or spin jump over them. Walk forward, dodge the fireballs, and jump past the first two Bowser Statues. Now you will see an orange statue bouncing towards you. Do easily dodge this statue, jump on the stone block below the third gray statue, and wait for the bouncing one to pass you. When it does, drop down from the stone block, run forward, and jump past the fourth gray statue, and another orange will bounce towards you. When the orange statue stops, immediately jump over it, spin jump past the lava pit (to dodge the fireball), and jump on the stone block below the red '!' one. Jump past the last gray statue, dodge another orange jumping statue (by ducking), and run up the stairs. Go through the yellow gate to enter the final area.

*Door 8:

From the second hallway, run all the way to the right, and enter the yellow gate near the right wall. This area is loaded with Jumping Chargin' Chucks, so you better be careful where you jump. To get the most points and make this level easier, I suggest you to kill each Chargin' Chuck one at a time. Run forward and kill off the first two Chargin' Chucks before they duplicate. After they die, jump on the blue '!' block over the spiked pit, and get the Cape from the green '!' block above you. Quickly jump forward, kill the next Chargin' Chuck with your cape, and do the same with fourth the one on the hill. Jump down from the hill to kill another Chargin' Chuck, jump past the spiked pit, and kill the sixth one before it multiplies. From here to the end, simply spin as you move forward to kill the next two Chargin' Chucks. Enter the yellow gate near the right wall to reach the final area.

Final Area (Back Door starts here):

When you first enter this area, the whole room will be fairly dark, but light enough to navigate through. Run forward, and hit the red '?' switch near the steps. Did you notice the disco ball under the reserve box when you first enter this area? Now that you hit the switch, the disco ball will turn on causing a beam of light to slowly move back and fourth across the screen. Run up the stairs, spin jump on the Ninji, and jump past the lava pit to the first vertical line of stone blocks. Jump over four more stone blocks to land on the stone ground, kill another Ninji and a Mecha-Koopa, and jump into the small tunnel to the right. Run through the small tunnel and kill another pair of Ninjis. Jump past the stone block, kill the Mecha-Koopa walking towards you, and kill another two Ninjis past the second stone block. Jump past the lava pit, run past the small bridge on the short platform, and climb the two steps. Gather all of your courage and enter the red gate to fight Bowser!

Boss Battle: Bowser

You will fight Bowser on top of his castle, and thunder will be cracking in the dark sky (Scary, isn't it?). A strange clown hovercraft will slowly appear from the sky, Bowser will pop out of it, and the final battle will begin! Bowser will now move back and fourth across the screen slightly swooping down in the middle. Do not jump while he is above you, or the green blades of the hovercraft will damage you. After four swoops, Bowser will stop at the left of the screen and throw two Mecha-Koopas to the ground. When Bowser starts moving again, spin jump to kill one of the Mecha-Koopas, and stun the second one by jumping on it. Pick up the stunned Mecha-Koopa, and time yourself to hit Bowser when you throw it in the air (preferably at the corner of the screen). If you hit Bowser, he will cry out in pain, and the clown over craft will shed a tear. Repeat this entire process once more. When you hit him for the second time, Bowser will hide in his hovercraft, and it will disappear out of view. After a few seconds, the hovercraft will reappear and move past you. Ignore the hovercraft as it cannot damage you (even when it enlarges), and focus on the fireballs that will soon fall to the ground. Dodge the fireballs by staying between two ones already on the ground, and jump between two more falling ones if they pose any danger. When the fireballs stop falling, the hovercraft will return, and Peach will throw you a mushroom from it. Grab the mushroom and start phase 2 of the final battle! In this phase, Bowser's hovercraft will move faster, and he will throw bowling balls at you twice before the releases the Mecha-Koopas. When Bowser throws these giant bowling balls, spin jump to bounce off of them, but make sure you try to jump away from Bowser. After he throws the second Bowling Ball, he will throw two more Mecha-

Koopas. Like before, spin jump to kill one of the Mecha-Koopas, and use the other one to hurt Bowser. Repeat this process once more and Bowser will fly away again and throw fireballs for the second time. Dodge the fireballs the same way as you did before, get the mushroom from Peach, and start the final phase of the battle! Now Bowser is really pissed off and will try to crush you with his hovercraft. To avoid getting hit, stay on the ground as much as possible. After about ten attempts to crush you, he will throw two more Mecha-Koopas. Just as before, spin jump to kill one, and stun the other and use it to hit Bowser. Repeat this once more to kill Bowser and beat the game! Excellent Job, you beat the game!!! Now watch Peach safely fall from the hovercraft and Bowser fly away! Enjoy the end scene!

Back Door:

If you went through the Back Door, simply start reading the walkthrough from Final Area in the Front Door section. The only difference between the Front Door's Final Area and the Back Door's is that there is a Check Point to the left of the red gate leading to Bowser.

GO TO: Star World 1 (If you have not already beaten that world)

World 8: Star World

Star World 1 (SW1)

Difficulty: 3/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Flying Koopa

Welcome to the first of the five levels of Star World! This level is fairly easy compared to the other ones in this world. You will be digging through masses and masses of yellow bricks with no turning back, so you only have one shot of getting all the Dragon Coins! You MUST have a cape with you to enable you to dig diagonally down. This level contains the RED Yoshi.

You will start on a long stone with a mushroom and a gap to the right. Run forward, grab the mushroom and drop down the gap to land on a huge cluster of yellow bricks. *** If you want to get all of the Dragon Coins, do not spin jump yet. Instead run all the way to the right, and look down. When the screen moves down, you should see the first Dragon Coin buried in the middle of the bricks about six blocks left of you. Run to the left until you are directly over the Dragon Coin, and spin jump to dig through the bricks and get the coin. Again you will land on a gray stone platform. This time, run all the way left, and fall down the small gap near the left wall to land on the second cluster of yellow bricks. Just like before, look down, align yourself over the second Dragon Coin, and spin jump to break the bricks and get the coin. Right when you get the Dragon Coin, try to shift to the left block as you continue digging. After about five more seconds of digging, get the Cape to the left, and drop down to the third stone platform. Run right, drop down the gap to the cluster of yellow bricks, and align yourself over the third Dragon Coin near the left wall. Dig through the yellow bricks, get the third Dragon Coin, and land on the fourth gray platform below you. Don't fall down the gap just yet,

or you will miss an extra life! Run right, jump past two gaps, and stand near the ledge of the small right platform. Move one step right, and quickly jump four times to rotate the yellow bricks above you and to get an extra life trapped within the bricks. Now it is time for some fun! Drop down the gap near the ledge you are standing on, spin jump to break two layers of yellow bricks below you, and get the star to become invincible!! Break two more yellow bricks, and kill the two Koopas when you land on the gray platform. Run left and jump past the gap to kill two more Koopas, and drop down the gap to kill another pair of Koopas on the cluster of yellow bricks. Now run to the left, align yourself over the fourth Dragon Coin (tilt slightly to the right), and spin jump to break more yellow bricks. After you get the fourth Dragon Coin, immediately tilt to the left to get the fifth one and to fall to another gray platform. From here, run left to drop down the gap, and spin jump to dig through more yellow bricks. As you fall grab the star and try to hit as many Flying Koopas as possible to get the most points. Stay to the left side to grab the red baby Yoshi, and feed it once your invincibility runs out and when you finish digging through the bricks. Once you feed baby Yoshi five enemies, he will grow big and display a message saying that he can spit fireballs from all Koopa shells! Take your new Yoshi, run through the green pipe to the right, and break the End Marker in the final area to beat the level. Excellent Job!! You beat Star World 1 and got a new Yoshi!

Secret Exit:

When you land on the bricks, run all the way to the right and spin jump when you hit the wall. Do not move as you move through the gap and you will eventually land on a gray platform with the key and keyhole. Simply put the key into the keyhole to end the level. Nice Job!! You found the secret to Star World 1!

Normal Exit - GO TO: Star World 1
Secret Exit - GO TO: Star World 2

Star World 2 (SW2)

Difficulty: 3.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300
Enemies: Blurp, Rip Van Fish

This is the level where you will get the beloved blue Yoshi (Who can fly). Although not as easy as the first, this level is quite easy and should not cause you much trouble. Be quick to grab the first star at the beginning of the level, or the blue baby Yoshi will eat it!

You will start the level by appearing from a purple pipe underwater. Instantly, a star will slowly descend from the surface, so dodge the Blurp and grab it to become invincible. Quickly swim back, get the first Dragon Coin near the pipe, and grab the blue baby Yoshi from the blue egg. Use Yoshi to swim forward near the ground, and eat any Rip Van Fish in your way. Get the second Dragon Coin near the first batch of Rip Van Fish, and continue to swim forward quickly to preserve invincibility time. When you see the triangle of Blurps, eat only two of them, and ignore the rest. After the Blurps pass by you, a '?' block will appear. If you are still invincible, the block will have another star, but if you are not, it will have a measly coin. After getting your item, slowly eat one of the Rip Van Fish to the right of the '?' block, and hop on the blue Yoshi when it grows. A message will tell you that the blue Yoshis can fly with any color of Koopa shell. Because this special power makes

moving across levels a hell lot easier, the Blue Yoshi is inarguably the best of the four different colored Yoshis. With your new Yoshi, eat any Rip Van Fish that have awoken (try to dodge the rest), and swim up to get the third Dragon Coin. Drop back down to get the fourth Dragon Coin (beneath the second), dodge the six Blurps (in two separate waves), and dodge another triangle of Blurps. When you see the final wave of Rip Van Fish floating down, drop on the ground, and walk past them to avoid waking them up. Swim when you reach the ledge, swim up and forward, and you will see a green pipe and a long tunnel underneath the pipe. *** Ignore the long tunnel, swim straight up, and swim forward to get the final Dragon Coin. Drop down to the stone ledge and swim through the green pipe to go back above water. When you appear from a white pipe, jump past the flooded gap, and run forward to break the End Marker and beat the level. Great Job!! You beat Star World 2 and got the Blue Yoshi!

Secret Exit:

Ignore the ledge near the green pipe, slowly drop down as you swim forward, and swim through the long curved tunnel. When you see the key, use Yoshi to eat it, and drop down the pit to your right to put it in the keyhole and finish the level. Excellent Job!! You found the secret exit to Star World 2 and got the blue Yoshi!

Normal Exit - GO TO: Star World 2

Secret Exit - GO TO: Star World 3

Star World 3 (SW3)

Difficulty: 2/10 | Brother: Luigi | Dragon Coins: 5 | Time: 200

Enemies: Lakitu, Spiny

This is the shortest level in the entire game (hold the Top Secret Area). If you want to access the secret exit or get all five Dragon Coins, you cannot simply run past the End Marker. This level contains the yellow baby Yoshi.

You will start this very short level on a pile of blue bricks. There will be a Lakitu hovering above you, the first Dragon Coin to your left, and a yellow baby Yoshi and a silver 'P' switch to the left. Grab the first Dragon Coin as you dodge the Spinies, and grab the baby Yoshi when it pops out of its egg. Feed your Yoshi with the falling Spinies, and it will grow big after it eats five. A message will tell you that the yellow Yoshi can stomp the ground (killing any enemies around you) with any color of Koopa shell! With your yellow Yoshi, jump on the silver 'P' switch to turn the Spinies into coins, and grab as many silver coins as you can. When the 'P' switch effects wear off, hop off your Yoshi, and grab a blue brick on the ground. Use your brick to knock the Lakitu off his cloud, and use the steps composed of blue bricks to get the second Dragon Coin and to hop to the cloud. Now that you are on the cloud, hover straight up, enter the gap in the middle of the line of stone blocks, and hop to the left side of the platform. *** Ignore the '?' block, jump across the gap, and jump on the platform with the keyhole (you will not exit through the keyhole because you do not have a key). Run across the platform, jump over the tall wall (composed of stone bricks), and you will soar across the End Marker to the other side. Grab the last three Dragon Coins in a triangular pattern, and walk left to break the End Marker. Congratulations! You beat Star World 3, got all five Dragon Coins, and got a new Yoshi!!

Secret Exit:

Hit the '?' to reveal a key. Grab the key, jump across the large gap, and put the key into the keyhole to beat the level. Excellent job!! You found the secret exit to Star World 3 and got a new Yoshi!

Normal Exit - GO TO: Star World 3

Secret Exit - GO TO: Star World 4

Star World 4 (SW4)

Difficulty: 5/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300
Enemies: Flying Koopa, Koopa

This is the fourth level in Star World. You can only access the Secret Exit if you already hit the red and green '!' switches. You must have a mushroom (Cape recommended) if you want to use the Secret Exit. This level contains the red Yoshi (Just like Star World 1).

From the mushroom platform, run forward, jump to the tall platform, and grab the red baby Yoshi. Jump past the three gray rotating platform, land on the tall mushroom platform, and eat the Koopa. Eat another Koopa on the next platform and jump on the three rotating platforms when the first Dragon Coin is in view. Grab the Dragon Coin, jump to the single mushroom platform to the right, and eat the two blue Koopas. Jump across the large gap to land on another mushroom platform, and eat the red Koopa to make the red baby Yoshi grow. If you haven't gotten the red Yoshi in the first star level, a message will tell you that the red Yoshi can spit three fireballs from its mouth with any color Koop shell. Hop on the Yoshi, jump to the platform directly below you, and grab the blue Koopa to make your Yoshi sprout wings. Drop down again and hover to the fourth platform directly below you to get the second Dragon coin. Fly forward staying under the line of Flying Koopas, and fly to the platform at the right of the line. Get the Cape from the '?' block and continue to fly forward. Fly past the next mushroom platform, but get the third Dragon Coin from the three rotating gray platforms. Jump to the long platform to your right, spit out your shell, and eat the blue Koopa under the right edge of the platform. Fly forward staying over the spinning gray platforms and the next two mushroom ones, and fly under another line of Flying Koopas. Fly up the ascending mushroom platforms, hover past the spinning gray platforms, and spit out the shell when you see the long platform composed of stone blocks. *** Use the spinning platforms to jump on top of the orange pipe to get the fourth Dragon Coin. Jump forward and float down to pass the two green pipes and to land on the mushroom platform to the right. Kill the red Koopa, jump past the second mushroom platform, and kill another Flying Koopa when you reach the spinning platforms. Face Yoshi to the pair of stone blocks, eat the blue Koopa, and jump off the spinning platforms to fly forward. Stay low as you fly past the mushroom platforms and the spinning gray platforms. Get the final Dragon Coin on the second single spinning gray platform, spit out the shell, and jump forward to break the End Marker and beat the level. Congrats! You beat Star World 4!!

Secret Exit:

Jump on the line of stone blocks and walk off the left ledge. When you land on the line of green '!' blocks below the stone blocks, run right past the green and red '!' blocks, and stop when you see the '?' block on the mushroom platform. Hop off your Yoshi and swing your cape to hit the block and free a

key. Finally, hop back on your Yoshi, eat the key, and run into the keyhole to beat the level!! Nice Job!! You found the secret to Star World 4!

Normal Exit - GO TO: Star World 4

Secret Exit - GO TO: Star World 5

Star World 5 (SW5)

Difficulty: 6/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300

Enemies: Flying Koopa, Koopa, Spiney

Welcome to the final level in Star World! The only difficult thing about this level is that the Spineys can pose some trouble, and the Secret Exit is quite hard to reach. I strongly recommend you to have a Cape to make jumping across the gray platforms easier. This level contains the yellow baby Yoshi.

You will start on a mushroom platform with no immediate danger. Wait for a few seconds and kill the green Flying Koopa that will slowly approach you. Now quickly, but carefully jump across the many falling gray platforms, but make sure you do not hit any of the Flying Koopas and get the first and second Dragon Coin on your way. To safely get the second Dragon Coin, jump on the gray platform above it, and jump off in at the last second. After your jumping spree, you will land on a mushroom platform with a 'P' switch and a '?' block. The '?' block contains remote controlled coins, and should be controlled in the following fashion for best results: three coins up, and the rest of the coins should go right. Wait until you run out of coins, and then hit the 'P' switch on the line of three yellow bricks. From the bricks, jump to the line of brown bricks, and run forward. You can safely ignore the Flying Koopas because they cannot hurt you. When you see the line of four yellow bricks above the last two brown bricks, jump on the yellow bricks, and wait for the 'P' switch effects to wear off. When the three red Flying Koopas are down, grab the second Dragon Coin, and jump across the sky using the three flying Koopas as platforms. When you pass the last Flying Koopa, drop down on the first yellow pipe, and grab the yellow baby Yoshi. With your baby Yoshi, jump across the three yellow pipes eating the Spinies and the two Jumping Piranhas. After you eat the third Spiney, the yellow baby Yoshi will grow big, and a message will tell you that he can shake the ground with any kind of Koopa shell. This message will only appear if you haven't already got the yellow Yoshi in Star World 3. Now hop across the blue pipe, and jump past three falling gray platforms. When you jump on the fourth one, quickly jump straight up to get the third Dragon Coin, and drop with the gray platform to get the fourth (Jump off the platform at the last second). *** Now on the mushroom platform, get the shell from the Koopa, use it to kill the three Spinies, and then walk below the three yellow pipes. If you would like to, you can use the yellow Yoshi's ability to stomp on the enemies, or simply spit fireballs at them. Jump to the second mushroom platform and use the Koopa on the pipe to kill another three Spinies. Finally, jump past the blue pipe, and jump through the End Marker to beat the level. Excellent Job!! You beat Star World 5!!

Secret Exit:

To access this secret exit, you must have a blue Yoshi. Now that you are on the mushroom platform, use your blue Yoshi to eat the red Koopa, and then fly up past the green pipe until you get stopped by a line of blue '!' blocks. Following the blocks, fly left and enter the gap that will appear shortly. Duck slide under any stone blocks, and jump to the line of stone blocks top the

right. Simply grab the key and put it in the keyhole to beat the level!!
Congrats!! You found the secret to Star World 5 and going to Special World!

Normal Exit - GO TO: Star World 1

Secret Exit - GO TO: Gnarly

World 8: Special World

Gnarly (SWG)

Difficulty: 3.5/10 | Brother: Luigi | Dragon Coins: 8 | Time: 300

Enemies: Amazing Flyin' Hammer Brother, Flying Koopa, Lakitu, Spiney,

This is the first level in the Special World! Your goal is to jump over the rope wall in the first area. Although there are 8 Dragon Coins in this level, you can only get 5 at once. Have two Capes with you to make jumping easier.

You will start this level on a line of short white walls. Jump up the pair of green trampolines above you, and land on the rope line with four yellow bricks and a yellow string hanging from a blue motor. Only hit the fourth yellow brick (not the others yet), and climb up the green vine that comes out. When you see the line of brown bricks to the left, jump off the vine to the bricks, and get the first Dragon Coin above the second yellow brick. Now spin jump to destroy both yellow bricks, and fall through a gap to the rope line. Hit the rest of the yellow bricks, and climb up the second green vine. After you climb all the way to the top, jump to the green trampoline to your right, and get the extra life from the stone block. Get back on the green vine and climb back down until you see the red Flying Koopa and the ends of the other two vines. Kill the Flying Koopa and hit the first yellow brick (over the vine) to reveal a 'P' switch. Grab the 'P' switch and bring it with you until you reach the top of the rope wall. Jump past the other vine to get the second Dragon Coin. After you get the coin, land on the pair of note blocks to your right, and hop up the other two pairs by bouncing off the blocks. From the third pair of note blocks, hit the yellow brick to get the Cape, and bounce from the pair of note blocks to the lower brown brick. From here, jump past the upper brown brick and the stone blocks, and stop when you see the rope wall. Now press the 'P' switch, and '?' blocks will randomly appear on the right side of the level. As you fall, stay close to the right wall, ignore the various blocks to the left, and land on the single note block near the green pipe. Walk through the green pipe to your right to enter the second area. If you don't want to go through the green pipe, simply skip the green pipe and fall down.

If you go through the pipe:

You will enter the area through the white pipe. Get the three Dragon Coins to the left and run (right) across the stretch of land to get three hidden extra lives. You will see three 'P' switches above you. Jump to the upper cliff, grab the silver 'P' switch, and jump on both of the blue switches.

If you miss the pipe:

Hover down passing the other note blocks and getting the last three Dragon Coins. Start spinning as you fall down to the bottom so the Koopa waiting there won't surprise you. After you kill the Koopa, run through the pipe at the left to enter the second area out of a green pipe. To the left, you will see three 'P' switches. Jump to the left, grab the silver switch, and press both blue switches.

When the line of '?' blocks will appear over the gap to your right, run across the blocks, and kill the Amazing Flyin' Hammer Brother above you. Still holding the silver 'P' switch, jump on the moving platform (of two white bricks), and hop to the tall cliff to your right. Jump past the small gap and press the silver 'P' switch when the Flying Lakitu appears. Grab as many silver coins as you can (You can get as many as 10 extra lives), and kill the Flying Lakitu when the 'P' switch loses its effect. Run across the green bush to get the mushroom, hop across the block, and run through the End Marker to beat the level. Nice Job!! You beat the first Special Level!!

GO TO: Tubular

Tubular (SWT)

Difficulty: 8/10 | Brother: Luigi | Dragon Coins: 6 | Time: 300
Enemies: Chargin' Chuck (FB and Jumping), Flying Koopa, Volcano Lotus

Tubular is arguably the second hardest level in the entire game. Although the level itself is fairly short, you will be floating over huge gaps while dodging annoying enemies. If you make one mistake, you will defiantly fall in the gap and die, so do not get too frustrated over this level. You cannot complete this level without two Capes, so get them before attempting this level.

When you start the level, you will appear on a tall platform with various pipes to your left. Hop across the pipes making sure you dodge the Jumping Chargin' Chucks and Jumping Piranhas. Also be sure to get the first Dragon Coin above the first yellow pipe. When you reach the second tall yellow pipe, jump on the blue 'P' switch, and quickly drop to the trampoline directly below you. Use the trampoline to hit the '?' block and get 'P' balloon. Now that you are floating in the air, move right ignoring the coins, and get the second Dragon Coin below another '?' block. Stay up to dodge the baseballs from the BB Chargin' Chucks (standing on '?' blocks) and to get the third Dragon Coin. To the right of the second BB Chargin' Chuck is a '?' block containing another 'P' balloon. Hit the block, but get the balloon only when your floating powers stat to wear off. Keep floating right and dodge the pair of Flying Koopas that move vertically. Getting the fourth Dragon Coin is very tricky and requires precise timing and some luck. When the pair of Volcano Lotus shoots its fireballs into the air, quickly float below the upper Lotus, grab the fourth Dragon Coin, and hit the '?' block above you to kill the Lotus. After getting the Dragon Coin, keep floating right, but stay up to dodge the Flying Koopa below you. Hover past the lone yellow pipe with the Jumping Piranha, and keep hovering right until you see the second (upper) FB Chargin' Chuck. Stay above the Chargin' Chuck, and rapidly swing your cape as you hover down to kill him. Make sure you land on the block the Chargin' Chuck was standing on, or you will die. Look left (using L) to get a good view of the first Chargin' Chuck. Right after he throws his football, jump above him, rapidly swing your cape as you fall to kill him, and land on the '?' block. It is very important that you do not mess up when performing this move or you will fall and die. Slowly walk

off the right edge of the block, and rapidly swing your cape to hit the '?' block you walked off of, and get the 'P' balloon. Move right, and get the fifth Dragon Coin below the Volcano Lotus before it spits fire. Hit the '?' block above you to kill the Lotus, and continue hovering right to find another one. If you want to risk your life, get the sixth Dragon Coin right above this Lotus after it spits fireballs, and quickly hover right to get out of its way. After a little more hovering, pass through the End Marker to beat the level!! Awesome Job!! You beat the second hardest level in the game!!!

GO TO: Way Cool

Way Cool (SWW)

Difficulty: 6/10 | Brother: Luigi | Dragon Coins: 9 | Time: 300

Enemies: Chainsaw, Fuzzy

Compared to the other levels in Special World, Way Cool is not too difficult. Your main concern will be the many Fuzzies spinning in circles trying to hurt you. In the first half of this level, you will sail across a brown platform, while you will be climbing across yellow ropes in the second half.

You will start on a large mushroom platform with a brown platform to your right. Run forward, jump on the platform, and it will move across the black wire. Immediately hit the 'ON' switch to change the path of the black wire to allow you to get the first Dragon Coin. Duck underneath the spinning Fuzzy, spin jump over the moving chainsaw, and get the first Dragon Coin near the 'OFF' switch. Hit the 'OFF' switch to avoid falling down the pit. As you ascend up the wire, spin jump over the pair of spinning Fuzzies (there is no room to duck), and get the Cape from the '?' block. Ignore the next two 'ON' switches as you ascend, and dodge another pair of spinning Fuzzies when you straighten out. Dodge another Chainsaw, get the second Dragon Coin, and ignore the 'ON' switch. Spin jump to dodge the Fuzzies in your path as you move along the final stretch of wire, and get the third Dragon Coin when the platform falls down. As you fall back down, move right to land on the mushroom platform below you. Run forward, jump across another mushroom platform, and land on the green pipe past the gap. *** Walk across the mushroom platform, ignore the '?' block, and jump across the pair of falling gray platforms. Now you have to climb across many yellow ropes attached to the blue motors. Jump to the first rope and climb to the top to avoid getting hit by the Fuzzy. When you reach the end of the first wire, jump down, and grab hold of the yellow rope. Jump over the spinning Fuzzy when it appears, and hop to the spinning orange platform to your right. Dodge the Fuzzy near the platform, jump to the third yellow rope, and move up to dodge the first Fuzzy. Move down to dodge the second Fuzzy and get the fourth Dragon Coin, and move back up to dodge the last Fuzzy. When the yellow rope falls down, jump across the spinning orange platform (dodge the Fuzzy), and land on the mushroom platform. Now you will see a pair of Fuzzies spinning near another yellow rope up high. Spin jump over these Fuzzies, grab the yellow rope, and immediately climb up to dodge the third Fuzzy. Many more Fuzzies will appear below the black wire, so dodge these by moving up or down. When you see the two spinning Fuzzies vertically aligned, spin jump over them to avoid getting killed. Jump over the next Fuzzy, spin jump over the last two, and hop off the yellow rope when it falls. When you land on the mushroom platform, run forward to break the End Marker and beat the level. Excellent Job!! You beat Special World's Way Cool!!

Alternative Exit:

NOTE: You will only get four Dragon Coins if you use this exit. To get all five, come in this level with a Yoshi and get the first Dragon Coin before you jump through the pair of wings.

If you want to go through this exit, you will need a Yoshi of any color. You can get a Yoshi in this level if you hit the switches in the correct order that will lead you to a yellow pipe. To get to the pipe, ignore the first switch from the start, and dodge the two Fuzzies by ducking. As you continue to ascend, ignore the second switch, and spin jump to dodge the spinning Fuzzy. When you pass the Fuzzy, hit the 'ON' switch, and the wires will shift positions. Immediately hit the 'OFF' switch when you pass by it, and you will start to move straight up. When the black wire ends, jump to the yellow pipe and enter it. You will enter a small room with a single '?' block. Run forward and hit the block to get a Yoshi. Jump on the Yoshi and enter the second purple pipe to exit the small area. You will reenter the main level through a green pipe near a large gap. Walk forward, hit the '?' block to get a pair of wings, and jump through it with your Yoshi to enter the sky area. Run forward and fly straight up when you reach the end of the bridge to get the first Dragon Coin. Fly low, and you will get the second Dragon Coin after about three seconds of flying. Fly all the way up to get the third Dragon Coin and head back down low to get the fourth. When you see the large arrow of coins, drop down to exit the level. Great Job!! You beat Way Cool!

GO TO: Awesome

Awesome (SWA)

Difficulty: 7.5/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: Banzai Bill, Guppy, Flying Koopa, Koopa, Rex

Despite what the name of the level implies, this level is in no way awesome. The whole level is covered in ice, so you have to be careful not to slip off the edge. The 'P' switch is very important in this level, so do not step on it until I tell you too. Have two capes and a Yoshi before entering this level.

Right when you start this level, a shellless Koopa will enter a yellow shell causing an invincible Koopa to emerge. Spin jump to kill this Koopa when he tries to ram you. Run forward (Be careful due to the ice), jump across the middle of the retracting yellow bricks, and land on the icy cliff to your right. Jump into the ditch right next to you, and kill the Rex underneath the yellow pipe. Be careful when you walk forward, as a shellless Koopa will kick a shell at you from the right ledge. Spin jump to destroy the kicked red shell, jump out of the pit to the ledge, and kill the shellless Koopa. Jump in the second ditch, kill the pair of Rex, and get the first Dragon Coin in the middle of the ditch. Dodge another kicked shell (blue this time), and kill the shellless Koopa when you jump out of the pit. Jump into the third ditch and get the Fire Flower from the '?' block in the middle. This time, an invincible Koopa will drop down in the ditch and try to kill you. Dodge (or kill) this pest, and jump out of the ditch to safety. Now that you are out of the ditch, slide down the slope, and jump over the pool of water to get the second Dragon Coin. Be alert as you land on the other side, as a shellless Koopa will kick a shell from the right. Dodge the shell by spin jumping, and kill the shellless Koopa. Now you will see a blue 'P' switch near a pool of water. Grab the switch, and over the over the pool of water with the Guppy. Now at the other side, immediately jump up to dodge a kicked red shell, run forward, and jump

over shellless Koopa and three Rex (Killing them will cause too much hassle). Walk down the slope, and jump to dodge yet another kicked shell. Kill the shellless Koopa, and get the shell from the yellow Koopa with wings. When the jumping green Koopa lands, immediately kick your yellow shell and run forward to watch the green Jumping Koopa, three Rex, and another yellow shell get killed. Make sure you jump over the single shellless Koopa as it might not get killed by the shell you threw. Now, press your 'P' switch to turn the coins into brown bricks, and run under the yellow pipe, and jump to the bridge to begin the second half of the level. On the bridge, immediately jump on the line of brown bricks (dodge the Guppies), and get the star from the '?' block to make this part of the level a hell of a lot easier. Now that you are invincible, the Guppies and Banzai Bills cannot hurt you. Jump back down to the bridge, run forward to get a Fire Flower resting on the icy bridge, and get the third Dragon Coin at the end of the bridge. Jump across the line of light blue bricks (icy bricks), and continue to run across the second bridge killing more Guppies and Rex. At the end of the bridge, get the fourth Dragon Coin over the single light blue brick, and jump across the gap to the third bridge. Run across the bridge, and carefully jump past the two light blue pipes and the pair of light blue bricks. Do not be too hasty, or you will fall down the pit and die. When you reach the fourth bridge, run across it, and get the final Dragon Coin as you jump on the single light blue brick. Now your invincibility power should fade away, and you will be back on land. Run forward down the slope, and break the End Marker to (finally) beat the level. Awesome!! You beat Awesome!

GO TO: Groovy

Groovy (SWG)

Difficulty: 4/10 | Brother: Mario | Dragon Coins: 5 | Time: 300

Enemies: BB Chargin' Chuck, Jumping Piranha, Pokey, Koopa, Volcano Lotus

Does this level look familiar? It better, because this level is played by a computer at the level selection screen!! Anyway, level one of the easiest in Special World. Your only trouble will be the BB Chargin' Chucks near the end of the level.

You will start on the ground with a red Koopa walking towards you. Jump on the Koopa, get the shell, run forward, and throw it when you see the '?' block on the ground. Jump on the (hopefully blue) Yoshi, and get the first Dragon Coin near the brown brick. Keep walking forward, and dodge the shellless Koopa that will slide down the slanted cliff. Kill the green, red, and yellow Koopas when you pass the slanted cliff, but eat the blue Koopa to gain flying abilities. Now fly forward, but make sure you are close to the ground. Fly over the Pokey and the Flying Piranha (that pops out of the bush), and fly under the Volcano Lotus resting on the stone block suspended in the sky. Pass the gap and land when you see the shifting block. Spit out your blue shell and make Yoshi lick the block when the star appears to get invincibility. Now that you are invincible, run as fast as you can, killing the Jumping Piranha and the many Pokeys but make sure you get the second Dragon Coin under the Volcano Lotus. Kill the Volcano Lotus on the ground when you pass the sixth Pokey, and jump past the green pipe (over the gap) when you pass the eighth. As you jump over the pipe, get the third Dragon Coin and dodge the fireballs from the Jumping Piranha. When you see the three cliffs, jump under the four Pokeys to get an extra four lives. Now you will be on the third cliff near a blue pipe with your invincibility gone. If you followed my guide, you should have gotten

around 8 to 9 extra lives! On the cliff, wait until the Jumping Piranha retracts into the pipe, and jump past the pipe onto the slanted cliff over the large gap below you. Before the BB Chargin' Chuck can throw too many baseballs at you, jump forward, and step on its head thrice to kill it and to get the fourth Dragon Coin. Walk off the three stone blocks to land on the ground below you near a Pokey. Kill the Pokey by eating its segments, get the final Dragon Coin, and eat the Volcano Piranha and the second Pokey near the four yellow pipes. Now you will see a pair of BB Chargin' Chucks on four yellow pipes. Simply use them as stepping stones to jump across the yellow pipes. At the other side of the pipes, immediately break the End Marker to beat the level and to dodge the Chargin' Chucks from the yellow pipes. Great Job!! You beat Groovy!

GO TO: Mondo

Mondo (SWM)

Difficulty: 6.5/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300
Enemies: Amazing Flyin' Hammer Brother, Guppy, Koopa, Nip Nip

This level is just like your ordinary level except for one thing - the whole place is flooded in water! This may sound fun, but the many Guppies and the trio of Amazing Flyin' Hammer Brothers will make this level quite annoying. To save time, try to stay out of the water as much as possible. Having two Capes is strongly recommended.

You will start in the flooded water with on immediate danger. Swim forward, jumping out of the water to increase your speed, and dodge the pair of Guppies that will soon appear. When the Amazing Flyin' Hammer Brother swoops over you and throws hammers, immediately jump out of the water, and hit the flying platform to knock him off. As you fall back to the water, make sure you do not hit the Nips or Guppies. Stay stationary in the water, jump on the flying platform, and hop to the dry cliff to your right. Now the water level will increase, which is not a good thing. Wait for about seven seconds, and the water level will fall back down. When it does, jump off the cliff, and hop on the yellow pipe when the Jumping Piranha retracts down. Quickly jump over the pit of Nip Nips, kill the flailing Guppy, and hit the '?' block over another pit of Nip Nips to get a Cape. Kill the second flailing Guppy, and jump onto the blue pipe when the water level rises again. Wait for another seven seconds, and the water level will be completely down. Jump back down to the ground at you right, and run forward to kill three flailing Guppies. Kill another Amazing Flyin' Hammer Brother by bonking the flying platform, and get the first Dragon Coin over the pit of Nip Nips. Jump back on the flying platform, hop on the green pipe, and wait for the water level to fall down after it rises. After your seven seconds of waiting, drop down to the ground to your right, and jump over the pit of Nip Nips to kill the Guppy. Kill another Guppy by walking forward, jump on the cliff, and kill the Koopas by spin jumping or by swinging your cape. Get the second Dragon Coin above the uppermost cliff, and hit the third '?' block (to the left of the cliff) to get a handy Yoshi. Now go back forward and hop to the taller blue pipe when the water level rises. Instead of waiting for seven seconds like you did the other times, jump into the water pool to your right, get the extra life from the yellow brick, and hop back to the blue pipe before the water level falls again. As it falls, jump down to the lower blue pipe to you left, and enter it to get to the mini area. You will pop out of a purple pipe near a cloudy ground with many coins. Run down the very long slope to get the coins, jump to get the few

airborne coins at the middle of the slope, and get the third Dragon Coin near the white pipe. After getting the coin, enter the white pipe to reenter the main level. You will reenter the level out of a yellow pipe back into the flooded water. As the water level rises swim past the two Guppies, swim up the brown brick (over the gap filled with Nip Nips), and hop to the upper cliff ignoring the pair of Koopas. As the water level starts to fall, jump and glide over the many small pits of Nip Nips, and land near the lines of '?' blocks. Quickly run underneath the first line to kill two flailing Guppies, and to get the fourth Dragon Coin. The water level will rise again, so hurry up as you jump across the brown bricks, get the last Dragon Coin, and kill the Amazing Flyin' Hammer Brother; but don't fall into the pit of Nip Nips below you. Jump to the cliff to your right, and enter the green pipe to enter the final area of the level. Here, just run forward and break the End Marker to beat the level. Excellent Job!! You beat Mondo!

GO TO: Outrageous

Outrageous (SWO)

Difficulty: 8.5/10 | Brother: Luigi | Dragon Coins: 5 | Time: 300

Enemies: Amazing Flyin' Hammer Brother, Bouncing Fireball, Bullet Bill (and cannon), Goomba, Guppy, Jumping Piranha, Wiggler

This is arguably the hardest level in the entire game. You will be dodging bouncing fireballs, hammers, Bullet Bills, and more. To top it off, this level seems to go on forever. You MUST have two Capes and a Yoshi if you want to survive through this level.

You will start on the ground with no immediate danger. Run forward, kill the Wiggler, and hop over the small gap. Now you will see two fireballs hop towards you. Either lick the fireballs (if you have Yoshi), or spin jump off of them to avoid getting hit. Pass by two fireballs, and get the first Dragon Coin over the Wiggler. Jump over another Fireball, get the Fire Flower from the '?' block, and grab the green trampoline near the first Bullet Bill cannon. Jump over the first cannon, and run-jump to get over the second one. As you jump over the cannons, time yourself so you don't get hit by the Bullet Bills that are launched. Still with the green trampoline, immediately jump to the third cannon to avoid getting hit by the bouncing Fireball. From the third cannon, bounce off the Wiggler, get the second Dragon Coin, and land on the shorter Bullet Bill cannon to your right. Jump past the tall and the very short cannon (you should still have the green trampoline), hop over the yellow pipe (dodge the Jumping Piranha), and land on the cannon near the third Dragon Coin. When the Bullet Bills stop flying, jump off the cannon, dodge the bouncing Fireball, and get the third Dragon Coin. Now you will see another green trampoline (you should be holding another one). Keep the first trampoline in your hands, and use the second one to bounce over the pair of cannons. When you land, quickly bounce off the Wiggler under the few brown bricks, and land on the cannon to your right. Before the cannons shoot out more Bullet Bills, quickly jump to the taller cannon near the second Wiggler, and jump over the gap to land near a tall reddish pipe. Finally drop the trampoline you were carrying for the first half of the level, and bounce off of it to get on the red pipe. Jump off the pipe, bounce off the pair of Wigglers, and hit the pair of flying bricks when you see the Amazing Flyin' Hammer Brother. Jump on the bricks to get to the yellow pipe and walk off the pipe to see flailing Guppies and Goombas burst out of yellow bricks. Run across this

small stretch of land dodging these enemies and the bouncing Fireballs, but make sure you get the fourth Dragon Coin near the first Fireball. Jump past the red pipe dodging the fireballs from the Jumping Piranhas, dodge the Wiggler, and get the Yoshi from the '?' block. Jump past the second red pipe, hop past the green pipe to get to the tall platform to your right, and dodge the fireballs thrown from the Jumping Piranhas. Jump off the cliff, run forward, and hit the flying bricks to kill another Amazing Flyin' Hammer Brother (dodge the hammers and the Bullet Bill). Use the pair of flying bricks to get on the tall blue pipe near the cannon. Jump off the blue pipe, land on the line of '?' blocks, and hit the middle one to get a Fire Flower (dodge or kill the bouncing Fireball). Jump past the short blue pipe (with a Jumping Piranha), and bounce past the Wiggler to dodge the bouncing Fireball and to land on the red pipe. Dodge the fire thrown by the Jumping Piranhas as you hop off the pipe, run forward, and hop over the cannon inside a small gap. Bounce off the Wiggler to hit the pair of flying bricks (to kill the Amazing Flyin' Hammer Brother), and get the last Dragon Coin. Dodge the Bullet Bills, and use the cannon to your left to get on the pair of flying bricks. When the bricks fly to the right, jump over the gap to break the End Marker, and finally beat this annoying level. Excellent Job!! You beat the hardest level in the game!

GO TO: Funky

Funky (SWF)

Difficulty: 6/10 | Brother: Mario | Dragon Coins: 5 | Time: 200

Enemies: Chargin' Chuck (BB and Calling), Flying Koopa, Koopa, Sumo Brother, Super Koopa

Your main enemy in this level is time. Yes, you only have 200 seconds to beat this level, and to make things worse, this level is fairly long with many enemies. A Yoshi is mandatory because the green apples that dot this level give you 20 additional seconds in your timer. Have a cape to make jumping and flying with your Yoshi easier.

When you start the level, immediately run forward, and jump over the gap to avoid getting burnt by the Sumo Brother on the stone bricks above you. As you jump over the gap, stay low to avoid getting hit by the Jumping Piranha and to land on the ground near the green pipe. Kill the Jumping Koopa and eat the green apple to increase your time by 20 seconds. Run forward, dodge the fire from the Sumo Brother, and hop across the three gaps making sure you don't crash into the Koopas and you get the first Dragon Coin above the second gap. Back on the ground, kill the pair of Koopas (one with wings), and eat the green apple under the '?' block. Use a shell to get the extra life from the '?' block near the sky. Run forward, quickly hit the five "?" blocks to kill the Sumo Koopa, and jump across the same blocks to get over the cliff. Kill one of the blue Koopas, eat the green apple, and hit the first yellow brick to reveal a 'P' switch. Hit the switch, eat the second blue Koopa, and get the Fire Flower from the '?' block. Now that your Yoshi can fly, run forward, and fly over the line of note blocks (above the line of '?' blocks). Pass over the pair of Sumo Brothers, hit the last note block to get a star, and land when the line of note blocks end. Walk to the left, kill the first Sumo Brother (by hitting the '?' block), and get the second Dragon Coin in the corner. After getting the coin, run back right, jump over the small gap, and ram the two Chargin' Chucks. You do not have to worry about the second Calling Chargin' Chuck summoning Super Koopas because you are invincible. After you kill the Chargin' Chucks, get the third Dragon Coin, and jump across the lines of blue

bricks. Back on the ground, walk forward, and hit the note block to kill the Sumo Brother trying to burn you. Ignore the '?' block, eat the green apple, and jump across the gap to get near a blue Koopa. Eat the Koopa to gain flying abilities, fly forward, but stay near the ground. Spit out the shell to kill the Chargin' Chuck, eat the green apple to your direct left, and run underneath the right blue pipe. Jump across the three gaps killing the red Koopas, and hit the '?' blocks to kill the Sumo Brother when you are back on the ground. Kill the pair of Flying Goombas, eat the green apple, and jump across the three gaps. As you jump across the last gap, get the fourth Dragon Coin, and kill the BB Chargin' Chuck. Jump down to the ground, kill the Flying Koopa, and eat the green apple near the '?' block. Hit the block to get the Fire Flower, jump across the gap to the cluster of blue bricks, and use one of the bricks to get the extra life from the flying '?' block. Jump across the small gap, climb the cliffs dodging the baseballs from the three Chargin' Chucks, and get the final Dragon Coin at the end of the upper cliff. Drop down from the cliff, eat the green apple, and run across the final stretch of this level. As you run across, grab the coins above you that will form the words: "YOU ARE A SUPER PLAYER!!". After you pass the pair of Exclamation Marks, run past the arrow, and break the End Marker to beat the level!! Great Job!! You beat all 96 levels of the game!!!

GO TO: Yoshi's House

Bonus Games

Bonus Game 1:

You will occasionally find this bonus game when you enter pipes in various levels. This game is very easy and contains no enemies.

You will appear from a green pipe to the bottom of the ground with many bridges above you. You will also notice that there are three '?' blocks in every platform. Hit these three blocks in any random order. If you get three circles, an extra life will emerge from the third block you hit. On the other hand, if you hit the wrong '?' block, all of the blocks at that line will turn into brown bricks. Jump to the next platform and repeat four more times. When you reach the uppermost cliff, exit the bonus game through the pipe on the right wall.

Bonus Game 2:

You play this Bonus Game every time you get 100 star points.

You will appear in the middle of the room with eight spinning shifting blocks above you. Your goal is to hit the blocks and try to get the same power up picture in every block. Try to get the same power up that shows in the middle block. When you hit the blocks, extra lives will pop out of the blue pipe jutting out of the ceiling. Gather the extra lives and you will automatically exit the bonus game.

Boss: Renzor (VDRZR)

This is the boss that appears in all of the Fortresses. During the Boss battle, there are four Renzors circulating on four platforms. To beat Renzor, hit the bottom of the four platforms to knock off the pests. Be careful, as the Renzors will frequently spit fireballs at you! After you knock off two Renzors, the bridge will start to collapse. At this point, you need to jump on one of the platforms and kill the last two Renzors.

Section 6: Credits and Contact Information

Credits go to:

CJayC: For hosting this guide on his website (GameFAQs)

charmandermaster1015 (me): For writing this guide

Nintendo: For remaking a classic game

You: For reading this guide

I would also like to thank the kind members of the FAQ Contributor Boards for giving me tips for composing my first guide.

If you want to send suggestions, compliments, or constructive criticism, feel free to email me (gman7331@gmail.com). If you are a webmaster of another website and wish to host this guide there, you may so as long as you do not modify this FAQ. As all sites now have permission to use this guide, I have removed the "Allowed" list.

As you have probably noticed, updates to my guides have been very rare. Don't expect that to change anytime soon as I am very busy nowadays.

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