

Super Mario Advance 2 FAQ/Walkthrough

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Ikillkenny and squirtle_90909/squirtle90909's
Super Mario World (aka Super Mario Advance 2) FAQ/Walkthrough
Version 0.7 (J/US)
(J stands for Japanese Version, US stands for American Version)
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Chapter 1: Introduction
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| About This FAQ/Walkthrough |
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This FAQ/Walkthrough was started by Ikillkenny and squirtle\_90909/squirtle90909 on December 13th, 2001. This FAQ/Walkthrough's goal is to provide you with comprehensive information on Super Mario World (Super Mario Advance 2) for the Game Boy Advance (not to be confused with the very similar Super Mario World for the Super Nintendo.)

This document is conveniently broken into sections for easy navigation. Press Control + F on any PC to bring up the search window to find what you're looking for. For example: Search for "Chapter 4" or "Walkthrough" to find the start of the Walkthrough section.

This FAQ/Walkthrough won't be complete until after the English version is complete due to the fact that I don't speak a drop of Japanese and can't read what the ingame text messages say. While you won't get wrong information from this FAQ, it won't be totally complete information (yet).

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Chapter 2: Game Play
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| Controls |  
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The controls of Super Mario World are very straightforward, as they are with all of the Super Mario games.

A Button: Jump/Forward In Menus

B Button: This button has two functions:

Holding B while moving in a direction will make the character run.  
Moving and tapping B as the character moves will cause him to spin.

R Button: Spin Jump. When you're on the world map this switches between Mario and Luigi.

Note: If either player has Yoshi, Yoshi will be switched as well.

L Button: Look in whatever direction you're facing (doesn't work in all areas.)

When you're on the world map, this allows you to search around the different Worlds.

Start Button: Bring Up Pause Menu. With three options, four if you've beaten the level.

Select Button: Drop item from Item Box.

When you're on the world map this will show a screen. On this screen is Peach crying for help, a timer showing how many hours, minutes and seconds you've played, number of levels Mario and Luigi have completed, and a large table showing the name of the worlds the you have completed. Along with a a box showing who has beaten the level (M for Mario and L for Luigi). It will also have a circle, if it's filled it means you have collected the Yoshi Coins for the level, if blank, you haven't collected them yet.

<----->  
| Modes Of Play |  
<----->

Super Mario World comes with two seperate modes of play. The first, and biggest attraction for the game is it's side scrolling Super Mario World port. The other mode of play is the originail Super Mario Brothers arcade game from 1983.

Super Mario World play mode is basicaly the same type of play as in Super Mario World for the Super Nintendo. In this mode you will travel across the 8 + worlds. The objective of each level is to reach the goal at the end while avoiding things such as falling to your death and getting hit by the different enemies. Much more of this will be explained in the following sections, so I'll just leave it to this.

Super Mario Brothers is a modified version of the classic arcade game that debuted back in 1983. The objective of this mode of play is to advance in the levels by knocking out sevealr bad guys or collecting coins depending on the type of level it is. Every so often there will be a bonus stage where you must try to collect all of the coins on the screen for a big points bonus (points being the main objective of this play type.)

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Super Mario World for the Game Boy Advance offers a few new additions from the Super Nintendo Version:

- You can now choose between Mario and Luigi on the World Map by pressing L and R.
- Mario and Luigi now have differences between them.
- Voices have been added to Mario, Luigi and other characters.
- High scores are saved.
- Yoshi coins are now in Castles.
- Special Coins are now present.
- New status screen (Press select on the main map).
- Princess Coins available to be obtained when all the Yoshi Coins are collected.
- You now need to beat all 96 goals to get the "alternate" world instead of just beating the Special Star World.
- If you have a Power Up and you get hit, you go back to basic Big Mario/Luigi, instead of being small immediately.
- If you collect 11 or more lives in a row, you will hear the character you play as say "Bravo 'character's name'" and a sign on the top right corner showing how many lives collected enclosed with a flower on it's right and left side will scroll across the top of the screen.
- Once you've completed all 96 goals, on the World Map, push select and you'll see a list of levels. Well with all 96 goals completed, you can now select which levels you want to go to because an arrow is now added in. Selecting the level will automatically warp you to that location. This saves a lot of time, rather than walking all around. ^\_^
- Once you've "unlocked" certain color Yoshi's, you now draw them at random from Yoshi Blocks. However, there are exceptions in the game, depending on what power you have.
  - If you have the Feather, you will get a Blue Yoshi.
  - If you have the Flower, you will get a Red Yoshi.
  - If you are just normal Mario or Luigi, which ever Yoshi you get will be completely random.
- Eating 10 berries will get your certain items depending on what type of Yoshi you are (source: Scizor CT) of the GameFAQs message boards:

Green Yoshi: Mushroom

Red Yoshi: Fire Flower

Blue Yoshi: Flying Feather

Yellow Yoshi: Invincible Star

- Know something we don't? E-mail either writers:

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<----->  
| Mario or Luigi? |  
<----->

After years of neglect, Luigi is finally making is way back as a worthwhile character into several of the Mario games. In Super Mario World you have the option of selecting either Mario or Luigi when you start a level. Unlike the Super Nintendo version of this game, selecting either of the characters does make a difference. Here's a breakdown of each character:

=====  
Mario:

Mario, like in most other "Mario" games, is an all-around character. He's neither good nor bad at any task, and he is able to perform all of the missions relatively easily.

=====  
Luigi:

Luigi has a better jump than Mario, as he uses his shaking feet to somehow propel himself up in the air further. While Luigi does have a better jump, he also suffers from a control problem. It will take the new user a little bit of time to get Luigi "broken in" as he tends to slip slightly which can cost you big in tight spots. He's also better at flying then Mario because of his jumping capabilities.

Other diferences between Mario and Luigi include:

- As Mario, there are some blocks when you hit them, they sometimes give lots coins one by one. If you hit those blocks with Luigi, all the coins will scatter out for Luigi.
- When Luigi is riding on Yoshi and Yoshi eats an enemy, normally he'll eat it like he does with Mario, but with Luigi, Yoshi keeps the enemy in his mouth and he can shoot it back out at another enemy.

=====  
<----->  
| Yoshi |  
<----->

Everyone's favorite Green Dinosuar, Yoshi, has made his triumphth return to the Game Boy Advance (yes, he was in a demo a few years ago.) Yoshi adds a whole new element to the classic Super Mario game type, as a useful powerup and a burden at the same time.

Yoshi can usually be obtained by finding his egg in a [?] block in just about all of the levels. The first time you find him (which should be in World 1, Level 2) a short text message will appear explaining how Yoshi and his friends have been imprisoned in these eggs by Bowser and they need your help to be set free.

Here's a list of things that occur when you're riding on Yoshi:

- You automatically get a free hit, as Yoshi will simply run off after you've been hit while riding him.
- Press the B button to deploy Yoshi's tongue. Yoshi can suck up most enemies in front of him. He will usually swallow them with the following exceptions:
  - If Yoshi sucks up an enemy with a shell he will be able to spit that shell back out towards enemy delivering a powerful long range attack.
  - If Yoshi is a color other than green special conditions will occur (keep reading a little further in this section for more information.)
- Yoshi has the ability to jump on many more things without taking damage than Mario or Luigi. For example: Yoshi is able to jump on top of spiny cactuses and spikes that Mario would ordinarily take damage from.
- While riding Yoshi, Mario or Luigi can only hover. Mario or Luigi is unable to fly and glide with his cape.
- Mario or Luigi can not climb a vine while riding Yoshi.
- Mario or Luigi can't pick up blocks while riding Yoshi.
- To get off of Yoshi, Press the R button to execute a spin jump. This can be very useful in getting Mario or Luigi extra jumping distance, such as on the Bridge in the 4th World where you can find a secret level by ditching Yoshi and spin jumping to a previously unreachable ledge.

That's not all about Yoshi! Yoshi come in different types and colors, making this FAQ author type another whole paragraph about them ;-]. Here's a breakdown of the different types of Yoshi's and what they do:

=====  
Blue Yoshi:

When Blue Yoshi sucks up an enemy, he sprouts wings and is able to fly for several seconds before this power runs out. Blue Yoshi is probably the most useful Yoshi in the game, so make try your hardest not to have him run away when you're using him.

=====  
Yellow Yoshi:

Yellow Yoshi has the ability to stomp very hard on any objects below it after sucking up an enemy. This power doesn't have very many uses, and he's my least favorite Yoshi.

=====  
Red Yoshi:

When Red Yoshi sucks up an enemy, he is able to spit 3 large fireballs back at the enemies he's facing. This is quite useful for killing tough enemies.

=====  
Green Yoshi:

Green Yoshi is the typical, average Yoshi. This is the Yoshi that you will see for most of the game, and he has no extraordinary abilities. However, when Green Yoshi sucks up a shelled creature of the same color as a Yoshi listed

above, he obtains the power of that Yoshi.

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<----->  
| The Spin Jump |  
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Another new element in Super Mario World is The Spin Jump. The Spin Jump has several advantages and disadvantages just like Yoshi. Here's a breakdown of the spin jump:

- Press R to spin jump
- Spin jumping will allow you to break through blocks below you as long as they're breakable and you're atleast Big Mario.
- Spin jumping is how you get off of Yoshi's back when the need arises.
- The Spin Jump has a more powerful landing impact then a regular jump, so you're able to kill with shells with just one jump.
- With the Spin Jump you can bounce off enemies such as ghosts without taking damage.
- You jump a lot less high with spin jump, so it's only general use is in special situations when you have to break blocks or jump over certain enemies.

<----->  
| Haunted Houses and Castles |  
<----->

Just about all of the Worlds in Super Mario World have atleast 1 Haunted House in them. All of the Worlds contain a Castle. In each of these Yoshi will have to wait at the door, because he's apparently afraid to enter.

Haunted Houses all contain ghosts within their walls. You may find that ghosts are some of the most annoying enemies in this game, as there tend to be a lot of them around at once. Also, most Haunted Houses are non-linear and you have to find hidden doors in order to find an exit.

Castles are at the end of every level. They all are homes for one of Bowser's eight kids who you have to fight at the end of each castle. Castles tend to have lots of lava and moving blocks to obstruct your path. When you finally do make it to the end of a castle you'll be in for a tough fight, as the bosses all tend to have several tricks up their sleeves. Usually you have to knock the boss into lava somehow, but there are a few exceptions to this rule. Once each castle has been defeated there is a small text message about how Mario defeated the evil tyrant inside and a usually rather-funny clip showing Mario blowing up the castle.

Ordinarilly you can't go back into a caslte, but if you hold select when you're on a caslte square you will be able to go into that caslte.

<----->  
| The Flag Poll and Bonus Areas |  
<----->

At the end of every level in Super Mario World is a dual-flag pole that's a little different then that in Mario's previous games. This flag pole has a

bar going up and down it. The objective here is to get Mario to hit the moving bar at its highest point in order to get the most amount of points. Once you've accumulated 100 points or more you'll be sent to a bonus screen.

On the bonus screen you have an opportunity to rack up as many extra life mushrooms as you can. To do this you need to match 3 of the same type of icons in a Row. These matches can go along the top, bottem, left, right, up-down or left-right in the middle or diagonaly across the top. For example, if you have 3 Fire Flowers along the right side you will earn an extra life. In order to select the extra life you'll have to time your jumps so that you hit the square exactly when the item of your choice comes up. It's tricky, but it is possible to time the jumps correctly.

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| Extra Lives |
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Super Mario World is very generous when it comes to dishing out Extra Lives. Here are the following ways to get an extra life:

- Collect a 1-Up Mushroom (it's like a regular mushroom but it is green and white)
- Score 100 Coins
- Collect All 5 Yoshi Coins in a level
- Stomp on more than 8 enemies in a row without hitting the ground to earn an extra life for each additional enemy that you stomp on.
- Kill atleast 8 enemies in a row when you're invincible to get an extra life. You'll get an extra life for each enemy after 8 that you kill.
- Witness a shell hitting atleast 8 other enemies to get an extra life for each additional enemy it kills.
- If you carry a block across the flag pole, you will get an extra life.
- Collecting 8 and more Silver Coins will get you more lives.

Here are some other places where you can score a great deal of extra lives:

- In certain pipes there will be an ascending group of platforms with three blocks in them. One out of the three blocks contains the extra life, but if you hit it before hitting the other two blocks all of the blocks will turn brown and you won't be able to get an extra life from that row.
- You can get an extra life for each row you match up in the bonus round. (See above in the Flag Pole/Bonus section.)

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| High Scores |
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New to the Game Boy Advance version of the game is the recording of high scores. In the Super Nintendo version high scores did not really mean anything, but in this game you will be able to record your high scores and even continue that high score when you continue your game. More will come in this section in future versions.

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Chapter 3: Enemies  
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Super Mario World features many, many enemies. But just because it has a lot doesn't mean it's going to stop us from posting all of them.  
The list of enemies include:

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Japanese Name: Para Bom  
American Name: Para-Bomb

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Japanese Name: Para Kuri  
American Name: -

-----  
Japanese Name: Fishing Jugem  
American Name: Fishin' Lakitu

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Japanese Name: Jugem  
American Name: Lakitu

-----  
Japanese Name: Togezo  
American Name: Spiny

-----  
Japanese Name: Bomhei  
American Name: Bob-omb

-----  
Japanese Name: Hanachan  
American Name: Wiggler

-----  
Japanese Name: Appare  
American Name: Amazing Flyin' Hammer Brother

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Japanese Name: P-Pakkun  
American Name: Jumping Pumpkin Plant

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Japanese Name: Mantogame  
American Name: Super Koopa

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Japanese Name: Ponkey  
American Name: Volcano Lotus

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Japanese Name: Bul  
American Name: Chargin' Chuck  
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Japanese Name: K.K.  
American Name: Sumo Brother

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Japanese Name: Killer  
American Name: Pidgit Bill

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Japanese Name: Sanbo  
American Name: -

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Japanese Name: Choropoo  
American Name: Monty Mole

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Japanese Name: Indy  
American Name: -

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Japanese Name: Dorabon  
American Name: -

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Japanese Name: Magnum Killer  
American Name: -

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Japanese Name: Raita  
American Name: -

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Japanese Name: Chibi Raita  
American Name: -

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Japanese Name: Noko Noko  
American Name: -

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Japanese Name: Togemet  
American Name: -

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Japanese Name: Basa Basa  
American Name: -

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Japanese Name: Met  
American Name: -

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Japanese Name: Unbaba  
American Name: -

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Japanese Name: Buku Buku  
American Name: -

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Japanese Name: Gooska  
American Name: -

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Japanese Name: Fugumannen  
American Name: -

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Japanese Name: Unira  
American Name: -

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Japanese Name: Torpedo  
American Name: -

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Japanese Name: Telesa  
American Name: -

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Japanese Name: Atomic Telesa  
American Name: Big Boo

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Japanese Name: Spook  
American Name: -

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Japanese Name: Telesauls  
American Name: -

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Japanese Name: Karon  
American Name: -

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Japanese Name: Keseran  
American Name: -

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Japanese Name: Pasaran  
American Name: -

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Japanese Name: Dosun  
American Name: -

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Japanese Name: Hone Met  
American Name: -

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Japanese Name: Coton  
American Name: -

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Japanese Name: Guru Guru  
American Name: -

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Japanese Name: Gari Gari  
American Name: -

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Japanese Name: Fish Bone  
American Name: -

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Japanese Name: Kamek  
American Name: -

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Japanese Name: Buibui  
American Name: -

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Japanese Name: Meka Koopa  
American Name: -

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Japanese Name: Morton  
American Name: -

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Japanese Name: Lemmy  
American Name: -

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Japanese Name: Iggy  
American Name: -

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Japanese Name: Ludwig  
American Name: -

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Japanese Name: Larry  
American Name: -

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Japanese Name: Wendy  
American Name: -

-----  
Japanese Name: Roy  
American Name: -

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Japanese Name: Koopa  
American Name: Bowser

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Chapter 4: Items  
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| Powerups |  
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Mario can collect many different items that allow him to increase in strength and have more functionability. Here is a list of all of the powerups that Mario or Luigi can get:

=====  
Mushroom:

The basic powerup. This makes Mario larger, and he gains an additional hit. Mario also gains the ability to break blocks while spin jumping and he obviously can get items that are high up thanks to his boost in height. When Mario is hit in this stage he shrinks to small Mario.

=====  
Fire Flower:

The Fire Flower has lost it's "Best Powerup" status after the release of Super Mario Brothers 3, however it's still a useful item. When Mario gets the Fire Flower he gets a total of 2 hits before dieing. He also gets all of the powers that Big Mario gets as well as the ability to shoot out projectile fireballs by pressing the B button. This is very useful in underwater levels, making Fire Flower Mario the best choice for a level where you're swimming. When Fire Flower Mario is hit he reverts back to Big Mario.

=====  
Flying Feather:

When Mario picks up a Flying Feather he becomes Super Mario (like Super Man who also wears a cape... get it?) Super Mario is one of the best forms in the game as Mario gains several important powerups. Super Mario has all of the abilites that Big Mario does as well as the following: Super Mario is able to Fly when you run for an extended distance of time. When Mario is flying he can go for very long distances if you hover with him. To hover when flying, head down to get some speed and then head back up to get your altitude back. You can keep doing this for as long as you don't screw up and fall down to the ground. While flying Mario also has the ability to pull into a sharp nosedive by hitting down where, if you're really accurate, you can deliver a powerful blow on those below you. Not only is Super Mario great for his abilities in the air, he also has an easier time on the ground. Super Mario has the ability to spin his cape by pressing the B button that will kill just about anything in Super Mario's way. Plus, the cape flapping is a great defensive move too. Finally, when Super Mario is hit he will revert back to Big Mario.

=====  
Balloon:

When Mario picks up a ballon he "inflates" himself so much that he now is lighther than air. This means that Mario will be pulled up, but you can stay level if you hit down. The Balloon is a very important powerup for some of the more challenging stages and for getting secrets. Warning: Make sure you're over ground when Mario starts blinking back and forth between inflated Mario and regular Mario because the inflation is about to run out.

=====  
Star:

When Mario collects a Star he is invincible for about 10 seconds. During this

time nothing can stop Mario (except for falling off of a cliff to his death.) Also, the more enemies you kill while invincible, the more points you rack up. Once you've killed 8 enemies you will start to gain an extra life for each additional enemy that you kill while the star remains effective. See the "Extra Lives" subsection in Chapter 2.

=====  
Cloud:

Whenever you knock out a Lakitu in a cloud (he is the enemy that throws spikes your way) via any throwable object (jumping will not work) you will be able to hop in the cloud and take it for a joyride. When you're in the cloud you can hover for as long as you want until the cloud wears about (about 15-20 seconds after you hop in.) This makes it very easy to get to hidden passages \*way\* up in the sky. Being in the cloud gives you no special health benefits, though.

=====  
1-Up Mushrooms:

1-Up Mushrooms, while they don't physically effect Mario are very helpful. For each 1-Up Mushroom that you collect you will earn an extra life. See the "Extra Lives" subsection in Chapter 2 for more information.

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<----->  
| Coins |  
<----->

There are a few types of coins in Super Mario World. The first type of coins are your regular, run of the mill, coins that are spread just about everywhere throughout the map. You can get multiple coins from a Multi Block. If you're anyone but small Mario, when you hit these blocks all of the coins will explode out allowing you to collect about 10 coins. However, if you're small Mario you will have to jump up at the block several times to collect most of the coins.

Another form of coins are large Yoshi coins. These are usually hidden, but not so much that they are annoying. Each Yoshi coin provides you with 2000 points, and when you collect 5 of them you will earn a dandy extra life.

A new element that was not in the Super Nintendo game are Large Coins. When you collect these coins, a number will appear on the bottem of the screen. You need to collect all of the coins in the area to get that number to zero. This is usually a very challenging act, and it will take a lot of practice to perfect.

<----->  
| Colored Blocks |  
<----->

There are four different types of colored blocks in Super Mario World. When you first see the blocks they will be a dotted colored line, as you have not yet unleashed the power of the large (!) point that makes these blocks solid. See the walkthrough for the location of these blocks. Here's a breakdown of what they are and what they do:

=====  
Yellow Blocks:

All Yellow Blocks contain within them a Mushroom that you get by hitting the bottem of it, just like finding a mushroom in a [?] block.

=====  
Green Blocks:

All Green Blocks contain within them a Flying Feather. These are the most useful blocks in the game.

=====  
Pink and Blue Blocks:

Both of these blocks don't contain any items within them. However, you will usually find these providing a walkway to a secret area, thus it is important to find the large (!) switch that solidifies these blocks.

=====  
<----->  
| Top Item Box |  
<----->

A helpful element in Super Mario World is the item box located in the top-central part of the screen. This Item Box contains the last item that you had. For example, if you currently are Big Mario and get a Flying Feather, a Mushroom will appear up top. If you are Super Mario and get a Fire Flower, there will be a Flying Feather in the top item box. This is very useful as a backup incase you take too much damage, etc. The item will automatically fall when you've shrunk to regular Mario, and you can manually make it fall by pressing Select. Also, the item in the item box will stay with you if you advance a level or fall off a cliff.

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Chapter 5: Walkthrough  
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<<- World 1 ->>  
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| Yoshi's House |  
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Super Mario World starts off in Yoshi's House. Here you learn that the Princess has been captured and that Bowser has imprisoned Yoshi's across the world. So, it's up to you to save the Princess and the Yoshi's from Bowser's evil kids.

<----->  
| Yoshi's Island 1 |  
<----->

Location: 1 Square to the left of Yoshi's House

Synopsis: This is an easy, run of the mill level to start off the game. This level has no large jumps, very few hidden areas and is easy to complete no matter what the skill level.

Yoshi Coins:

- 1) Just after the start of the level hovering above an inclined hill.
- 2) Hovering in the air after a series of three inclined hills.
- 3) Spin jump 2 yellow blocks over a purple pipe. Head down the pipe and spin jump the blocks trapping the Yoshi Coin.
- 4) A little after the checkpoint. It's up on a large hill with several dinosaurs running below it.
- 5) Right before the goal, after a piranah pipe.

Points of Interest:

- There's a mushroom that pops up when you run past a bush right after the second Yoshi coin.
- A 1-Up is located shortly after the 4th Yoshi Coin. It's in a yellow block to the left of several clouds. Pick up the red shell under the block and throw it up to reveal the 1-Up.

Hidden Areas: None

Difficulty: 1 / 5

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<----->  
| Yellow Block Switch |  
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Location: You'll go up a ladder after beating Yoshi's Island 1, through a lake and up another ladder.

Synopsis: This is a fun bonus level with an opportunity to score several extra lives by collecting massive numbers of coins. Simply hit the pow switch and collect as many coins as you can in 10 seconds.

Difficulty: 1 / 5

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<----->  
| Yoshi's Island 2 |  
<----->

Location: One square to the right of the Yoshi House.

Synopsis: This is another easy level, but it does have a few more secrets than the previous level. Plus, this is the first level in which you get to ride on Yoshi (see the Yoshi subsection in Chapter 2 for more information.)

Yoshi Coins:

- 1) After the first ledge with the many turtles, you'll find this Yoshi Coin hovering in the air.
- 2) This coin is hovering at the top of an arc of several small coins over a

bush shortly after Yoshi.

- 3) This coin is located in the air after the ledge with the football player on it near the middle of the stage.
- 4) Hit the right-most yellow block on the ledge with the two gophers to reveal a beanstock. Climb up and find this Yoshi Coin hovering in the middle of the cloud ledge.
- 5) Hop down to the right from the clouds to find this Yoshi coin above a ledge.

Points of Interest:

- At the start of the level there is a shell. Pick it up, and throw it when you're on top of the small ledge. Keep running with it to knock over 8 red Koopa Troopers to earn an extra life.
- It's possible to score a Mushroom by eating just about all of the Berries in this level.
- Head down the purple pipe near the end of the level. Pick up one of the blocks here and throw it at the hovering block. This block is hovering at medium height a little to the right of the center blocks.
- At the end of the level hit the Pow Block to run on top of the coins and be able to get a high-score on the end goal.

Difficulty: 1 / 5

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<----->  
|Yoshi's Island 3 |  
<----->

Location: North of Yoshi's Island 2

Synopsis: This level is a little more difficult than the other levels because you have to do a good deal of jumping. At some points in this level you'll need to jump to ledges without the aid of a floor below you, so jump with semi-caution.

Yoshi Coins:

- 1) Head up the ledges at the beginning of the level and across some contracting blocks. This coin is hovering after the second large ledge.
- 2) Swing down on a swinging ledge with three coins hovering to the right of it. There is a yellow pipe down below it that leads to a sub-level with several coins and a pow block. Hit the pow block and run across the blocks. This coin is hovering right to the right of the last block.
- 3) This coin is located directly after the checkpoint.
- 4) This coin is hovering near the end of a series of contracting blocks.
- 5) This coin is hovering to the left of the final platform leading to the goal.

Points of Interest:



- There's a star block located near the end of the level. If you're quick you can score a 1-Up from this.

Difficulty: 1.5 / 5

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<----->  
| Yoshi's Island 4 |  
<----->

Location: The next square northeast of Yoshi's Island 3.

Synopsis: This level is rather different from the previous levels as it features a new obstacle: Water. Don't let yourself drown in the water or else you'll lose a life. There's also a chance for several extra lifes thanks to a star and pow block at the middle part of the level.

Yoshi Coins:

- 1) This coin is very near the start of the level. It's hovering somewhat high, directly above the first large jump.
- 2) Head past the purple pipe to find this coin hovering above a small ledge in the water.
- 3) Throw the red shell up at the pow block. Now, hit the pow block and run across the new brown blocks. You'll be able to run right into this Yoshi Coin.
- 4) This coin is hovering near the end of the level.
- 5) This coin is hovering over a tree top ledge near the end of the level.

Points of Interest:

- When you get to about the middle of the level there is a red shell. Throw it above to the pow block above the yellow block. Hit the pow block and then get the star in the block to the right. Kill all enemies in your way, and specifically go after the mines in the water to score extra lives.

Difficulty: 1.5 / 5

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<----->  
| #1 Iggy's Castle |  
<----->

Location: Northwest of Yoshi's Island 4

Synopsis: This is the first castle in the game, so be prepared for a stepped up difficulty and a boss at the end. See Castles and Haunted Houses subsection in Chapter 2 for more information.

Yoshi Coins:

- 1) This coin can be obtained by simply climbing along the second fence.
- 2) This coin is located right after the fireball coming up from the lava pit.

You'll need to go to the "switch" fence a little after to end up on the other side of the fence in order to get this coin.

- 3) This is another coin that you will need to switch to get. It's located on the third set of fences and is surrounded by several climbing Koopa Troopas.
- 4) This coin is hovering in the area where the second large pipe comes down to crush you in the second part of the level. There's a small gap under the pipe for ducking that may make it slightly difficult to get the coin.
- 5) You'll have to time it correctly in order to get this coin without taking damage. It's located just to the left of the boss door, hovering over a contracting set of yellow blocks and under a large pipe. Go for this coin as the large pipe is coming up and the contracting block is going out.

BOSS: Iggy

Iggy isn't particularly tough, but it could be rather easy to die if you go about beating him wrong the wrong way. The objective is to knock him into the Lava by jumping on him several times when the sloping platform is sloping the same way. So, jump on him a few times and then be patient as he shoots fireballs at you until the slope comes back your way. Once it does, jump on his head and send him into the inferno.

You can also rush him by having full power (meaning having either Flower or Feather) and since he starts near a corner, when it slopes down right (assuming he's on the right side) quickly jump on him to force his death into the lava fast.

Points of Interest:

- It's possible to score a ton of extra lives in this level. For each enemy that you kill when hanging on the wire without hitting the floor, you will earn points towards an extra life. Kill eight enemies before touching the floor to start scoring extra lives.

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=====  
<<- World 2 ->>  
=====

<----->  
| Donut Plains 1 |  
<----->

Location: Southern most square of the world. Directly north from Yoshi's Island

Synopsis: This level introduces an all new element: Flying Feathers. Simply jump on any of the flying creatures with red capes in this level to reveal a flying feather. This level also introduces Watermellons that allow you to run up the side of large vertical things in front of you (as long as you're not riding a Yoshi who simply hops when going over these watermellons.)

Further still another new element is introduced:  
The ability to get keys to reveal secret exits to the level that lead to other levels. See the Level Exit section to find out the different level exits.

Yoshi Coins:

- 1) This coin is hovering above the first set up 3 hill-platforms with the flying cape men coming at you.
- 2) This coin is located after a large fire ball spitting flower near the middle of the stage. It's hovering above a few hill-platforms and before a purple pipe.
- 3) This coin is located on top of a cloud past the middle of the stage. Get the Yoshi, then find a lower area with two football players throwing baseball as you. Hit the right-most block of the set of blocks above the football player on the left to expose a vine that you can climb up and get the coin.
- 4) Drop of the cloud where Coin 3 is going right to find a fireball spewing plant. This coin is right next to it.
- 5) This coin is near the end of the level. It is located directly to the left of a large green pipe after 4 caped enemies come after you.

Points of Interest:

- There is a purple pipe directly after the second Yoshi Coin that leads to a 1-Up pipe area (see Chapter 2.)
- When you come out of the 1-Up pipe there is another purple pipe going downwards. Go through this pipe to find a large open area a coin block on top of the first set of pipes you can climb. Hit the coin block to see a counter of 600 coins. Collect all the coins to receive 3 1-Ups and some birds to follow you, only for that area. Once you leave, the birds leave.
- There are a few Clouds with several coins on them located high up in the level starting directly after you get your first Flying Feather.

Exits:

- The standard goal is located just at the end of the level.
- A secret exit is located near the end of the level, on a high up yellow pipe. You'll need to hit the Green Block Switch before getting this, as you'll need to run up a series of green blocks thanks to a watermelon to get up to this height (although it's possible to fly up here if you give it enough practice.)

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<----->  
| Donut Plains 2 |  
<----->

Location: Northwest of Donut Plains 1. It looks like it has a baseball glove around it.

Synopsis: This is the first automaticly scrolling level that you will experience and it is also the first cave level you will experience. The big hard point of this level is getting caught against the side of the screen and an immovable object. This will result in instant death regardless of powerups that you have on. Also watch out for the various shell enemies that you won't want to send flying in order to reduce the risk of getting hit. The moving earth can be quite tricky

in this level, and you'll have to act fast. This is especially true in the middle of the level where you're at risk of getting trapped unless you don't move right away. This level, as well, has a secret exit.

#### Yoshi Coins:

- 1) This coin is located at the first yellow earth going up and down. Hop on it and easily get this coin when the earth is at its highest point.
- 2) This coin is located after a series of Yellow moving earths that go up. It's directly below the green pipe that you use to get to a secret exit of the level.
- 3) This coin is in a small passageway a little after Coin 2. By the time you've reached this coin the moving earths no longer appear (for now.)
- 4) This coin is located just past the end of the passageway where Coin 3 is. It's actually on the left of the first upward moving yellow earth after this passageway.
- 5) This coin is located hovering after the moving earth that Coin 4 was on. It's in plain site and not very hard to find.

#### Points of Interest:

#### Exits:

- There are two ways to get to the normal exit. You can simply follow the auto scrolling until you reach the end of the level by not going up any pipes. However, you can also hop up a pipe near the middle of the level directly after a Green Block. This is a quick shortcut to getting to the end of the level, as you just need to go right a short distance to find an exit. Note: You'll need to go out the long way in order to get all of the Yoshi coins.
- The secret exit also has you going up the pipe in the middle of the level. This time you'll need to reach the top part of the screen where a hole in the ceiling is. There are a few ways to do this. The easiest way would be just to eat the blue shell with Yoshi and fly up to there. You can also fly up there when you are Super Mario (the Mario with a cape.) You could also hit the top yellow block to reveal a vine you can climb by either flying up to it or shooting the blue shell up with it. Note: You must be atleast Big Mario to get this exit.

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<----->  
| Green Switch Palace |  
<----->

Location: To the left of Donut Plains 2. You need to go out of the secret exit in Donut Plains 2 to reach this level. It is not visible until you go out of this exit.

Synopsis: In this bonus area, there will be a shell and a pow block on the level that you're on. Hit the pow block, then get right next to the coin gap and shoot it down. The goal is to have it hit the back wall, then run with it to get an extra life. The switch is located in the next room.

<----->  
| Donut Ghost House |  
<----->

Location: Northeast of Donut Plains 2.

Synopsis: This ghost house has quite a few ghosts in it, but very little of them will actually attack you.

Yoshi Coins:

- 1) This Yoshi Coin is located in the large room with the many ghosts. It's after about the third gap that you jump over.
- 2) Go through the door at the end of the big room. In this next room go through the door on the right. This Yoshi Coin is located directly to the left of you when you get through this door.
- 3) After getting the second Yoshi Coin, hit the yellow block and then the pow that comes out of it. Follow the coin arrow that says to go left and go through the blue door. In this room there are three blocks. You can hit the coin block above you to reveal a coin path going in various directions (this will be a block path until the pow wears off.) The Yoshi coin is directly above the brown block there, and you can get it by jumping from the solid blocks you created, or from jumping from the Help block.
- 4) Exit the room where Yoshi Coin 4 is, and go through the yellow door in the room once more. Now you'll find yourself in the same place where you were to get Coin 2. This time, instead of hitting the yellow block, jump up and go back through the yellow door. This coin will be located to the left of where you end up.
- 5) Hit the yellow block near Coin 4 to reveal a vine. Climb this vine to find the Yoshi Coin.

Points of Interest:

- There are several extra lives that you can get if you take the secret exit path. They are the yellow blocks before the door (Look below for more details)

Exits:

- The first exit can be found by following the Yoshi Coin path. After Coin 5 simply head to the left and out the door.
- To reveal this exit you'll need to have at least 1 Flying Feather. From the start of the level go to the right of the first ledge but don't jump the gap. Instead, run backwards and fly up the left wall of the level. If you don't get hit by ghosts along the way, you'll find yourself on top of what appears to be the ceiling of the level. Head right until you drop down to an area with several 1-Up mushrooms. Head out the door here to find the secret exit revealing to Donut Plains Top Secret Area.

<----->  
| Top Secret Area |

<----->

Location: North of Donut Ghost House.

Synopsis: This is basicly a refill your power level. The two blocks on the left will give you the Fire Flower if your big. The Two blocks on the right will give Flying Feathers if your big. If your small, either side will give you Mushrooms. The center block will give you a Yoshi or a life if you already have a Yoshi.

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| Donut Plains 3 |

<----->

Location: Directly to the right of Donut Ghost House. A bridge will form once you beat Donut Ghost House.

Synopsis: This is one of the first "moving platform" levels in which you need to hop across many swining and moving platforms without falling (as there is no ground to fall on.)

Yoshi Coins:

- 1) This coin is rotating around on the first rotating grey platforms.
- 2) To get this coin, suck up the blue Koopa Troopa to the right of Coin 1. Then, fly up to the clouds and find this coin near the right hand edge of the cloud.
- 3) Coin #3 is located right before the mid-point of the level. Hop onto the brown platform, where you'll have to negotiate through the black-line path. Hit the "on" switch which will bring you along the platform. The Yoshi Coin is hovering at the end of this path.
- 4) From the mid-point of the level, hop on the brown platform and it will automaticaly take you along the path to this coin hovering before the yellow pipe.
- 5) Note: If you went through the 1-Up pipe, you'll need to head to the left to get this. From Coin 4, head to the right. You'll find this on one of the rotating gray platforms to the left of the large, orange pipe.

Points of Interest:

- This is the first level in which you can suck up a blue turtle shell. This will allow Yoshi to fly for about 15 seconds, and you'll be able to get to a semi-hidden cloud platform.
- There is a 1-Up Pipe right after Coin 4. It is yellow and is hovering in the air.
- If you're quick, there is a Star Block at the end of the level that will turn into a 1-Up.

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<----->

Location: Southeast of Donut Plains 3.

Synopsis: This is an interesting level. It introduces a new type of Koopa Troopa, a multi colored turtle. If you suck this turtle up, you will gain the abilities of all Yoshis for a short amount of time. The level also has some new forms of pipes that vary their height. There's nothing too tricky about them, but make sure you don't underestimate hopping onto any of them. Yet another new thing in this level are the hammer throwing enemies flying around on clouds. The best way to kill these is to hit the cloud blocks below them. Once you do this, the enemy will be killed and you'll be allowed to ride their cloud.

Yoshi Coins:

- 1) This coin is located on top of a hill near the beginning of the level. Hop up onto the Green pipe to be able to jump to the hill.
- 2) This coin is hovering near the middle of the level. It is after a large hill with several moles, blocks, and Koopa Troopas. It's right before a Purple Pipe that spits the Pirhana Plant up.
- 3) To get this coin, you need to go down the purple pipe with the Pirhana Plant shooting out of it that's very close to the 2nd Coin. Down here there are a \*ton\* of flying red Koopa Troopas. In order to get the coin, you'll need to bank off the Red Flying Koopa Troopas over the gap when they're moving up, so they act like a staircase. Another easy way to do this is to hop on top of the green exit-pipe and simply jump back for the coin when there aren't any Koopa Troopas in your way.
- 4) This coin is very easy to get. It's located in a ditch a little after the mid-point of the level. Before you pick this up, you may want to get the Yoshi in the Item Block on the left ditch.
- 5) This is another coin that is in plain view, but can be a little tricky to get if you didn't get the Invincibility Star from the rotating item block (see the Points of Interest section.) It's simply hovering above a ditch near the Exit Arrow sign. The thing that is tricky about it is that there are a ton of moles falling that you'll have to avoid or risk losing a life.

Points of Interest:

- There is a purple pipe in the beginning of the level (right after the first height-varying pipe) that leads you to several height varying pipes. There really isn't much point to this, as you don't get any extra lives or Yoshi coins.
  - After the 4th Yoshi Coin, there is a rotating item block. Hit this block right when the Flying Feather appears to get the Invincibility Star. Once you get the star, start head-hunting the falling Gophers. Once you kill 8 of them you will start to get extra lives for each enemy you kill. You can get atleast 2 or 3 extra lives quite easily out of this. This also makes it much easier to get to the end of the level.
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<----->  
| Donut Secret 1 |  
<----->

Location: North (in the water) of Donut Plains 1. You need to go out the secret exit of Donut Plains 1 to be able to get to this level.

Synopsis: This is a standard underwater level. It's best to have a Fire Flower going into this, as they best kill the various fish that come at you. The nastiest enemy in this level are the sleeping fish. If you have a Fire Flower, it's best to go after them offensively, but if you don't try sneaking past them by swimming slow.

Yoshi Coins:

- 1) This coin is located a little into the level, above a row of item blocks. You'll have to kill the sleeping fish that's resting below it, or you'll probably be hit.
- 2) Head a little to the right of Coin 1 to find a purple pipe leading up. Go up it to reach an area that is not under water. Instead, there is an item block with a balloon in it that you will need to pick up. Once you get the balloon you will start automatically ascending. When you start ascending, head to the left where you will see a platform with an item block on it. This item block contains another balloon which will allow you to continue your ascent. Keep going, sticking to the left. Try to ascend quickly, and you'll find a Yoshi's Coin on the left.
- 3) Right after getting Coin 2, head to the right and hover over a yellow block and wait until you fall. If you've done it right, you should land on a yellow block. Head to the right most block, and you should see another Yoshi Coin to your right. Jump to it, and hope you get it as you can't try again (without dieing or going back into the level.)
- 4) Head out of the Coin 2/3 area. Right as you get out of the pipe, head down into the gap to find this Yoshi Coin.
- 5) This coin is a little to the right of the 4th coin. It's to the right of a sleeping fish, inbetween two purple blocks. Kill the fish and pick up one of the blocks to get this coin.
- 6) After #5, keep swimming right until you see a POW in sight. Swim right to the wall and a bit up to see another coin on the other side. Once you see it, you can get it by swimming under the wall then going up on the other side.
- 7) After swimming across the Key Hole, swim up to the wall that has coins and fishes on its other side. Swim up this wall until your off screen. Walk on the top of it to find another coin.

Points of Interest:

- See the Yoshi Coin #2 section of this level for information about the above-ground area in this level.

Exits:

- The normal exit can be obtained by just swimming all the way to the east part of this level. This exit leads to Donut Plains Haunted House to the north.



- Here's how to get the secret exit that leads to Donut Secret House:  
From Coin 5, head to the right a little to find a pow block. Don't hit this, or you'll make it hard for yourself. Instead, pick up the pow block which will allow you to swim very fast. Keep going right until you come to a keyhole and several blocks above a gap. Let go of the Pow at this point, and hit it. This will turn those blocks into coins, and will reveal a Key. Swim the key into the key hole directly to the right to get the secret exit.

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<----->  
| Donut Secret House |  
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Location: This ghost house is located a little northeast of Donut Plains 1. You'll need to go through the secret exit in Donut Secret Level 1 to reach it, unless you're coming from the Star World in which you can go out the southwest star to reach it.

Synopsis: This is one of the only Ghost Houses in the game to have a boss, and it has plenty of secret exits as well. An important thing to remember in this ghost house is to press R to spin jump. Spin jumping allows you to not take damage when jumping over the large Boos.

Yoshi Coins:

- 1) This coin is located very near the beginning of the level. There is a large circle of spinning ghosts with a small gap inbetween two of them. Head through this gap a few times to make your way to the bottem left ledge where you can easily jump and get this coin.
- 2) Head past the Big Boo and through the yellow door when you get to the east wall. Start heading west, through an area with another small ghost wheel. Continue west, ignoring the doors. When you get to the west wall, hop up to the platform and continue to hop up the small ledges sticking out of the west wall. Once you get to the top ledge you will see the Yoshi Coin that you can easily run into and get.
- 3) Jump down from Coin 2 and hop on the pow block. Head back east to find a door on top of newly created item blocks. Head through this yellow door to find yourself in a room with several ghosts. In this room, head to the left to find this coin floating in the air dangerously close to several ghosts. Jump catiously, and you should be able to get it without getting hit.
- 4) Keep heading west from coin 3 and through the Yellow Door. This coin will be hovering in the air next to the door.
- 5) From Coin 4, jump to the staircase and through the Yellow Door there. Head back west to the pow block once more, and hit it. Head back to the door that you went through earlier, but don't go through it. Instead, hit the yellow block directly above it to reveal a Beanstalk. Climb it, and head east on the ledge. Here you'll find a Yoshi Coin under a small block. You'll have to slide to get it if you're not small Mario/Luigi, so run as fast as you can at it, then press down and right at the same time. You'll get it after a few attempts.

Points of Interest:

- There is a large Boo in the beginning of the level. To get past it, hit the POW to drop down a spring to jump on. Spin Jump off this and onto Boo to

clear him without taking damage.

- There is a 1-Up in the Yellow Block next to Yoshi Coin 4.

Exits:

- The first and relatively easy exit to get can be obtained by going through an invisible door to the left of the ghost wheel with the multiple coin block inside of it. You'll notice a few coins surrounding what appears to be an outline of a door. Grab all of these coins, then head west to the pow block. Hit it, and run back to where you got the coins. A blue door will now appear. Head through the door to find the End-Level Goal. This exit leads to a Pipe that takes out to World 8 (but not actually in it.)
- The more difficult exit to get is obtained in a similar fashion to the first exit. Head to the pow block and hit it. Just like when obtained Yoshi Coin 5, hit the block directly above the Yellow Door and climb the newly created Bean Stalk. Here there will be a door that will appear until the pow block, so make haste when getting to it. Go through the door to find the Boss of the level, Big Boo. See the boss section below on how to beat the boss. Once you beat this boss, Star Road will appear (see the Star World section for information on that.)

Boss: Big Boo

Note: To get to this boss see Exit 2 above.

The room where you fight Big Boo has a floor made of pick-up-able Purple Blocks. These blocks are your primary offense for fighting Big Boo, as you throw them up at Big Boo to kill him. However, you need to be careful not to pick up a block when there aren't any below that or you will fall to your death. Big Boo also enlisted 2 small Boos to help him, which make jumping rather difficult as there's a good chance that you will run into them. So, stay low and take watch of what block you pick up.

In order to hurt Big Boo, he needs to be completely white. You will not do any damage to him when he is faded, as your blocks will just float through him. You need to hit Big Boo three times by throwing purple blocks up to defeat him.

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<----->  
| Donut Secret 2 |  
<----->

Location: Contrary to the name, this level isn't in Donut Plains at all. It's actually located in World 8, home of Bowser's Castle. Why is it in this part of the walkthrough then? To get to this, you need to head through the pipe to the east of Donut Secret House (you can't get it through World 8.)

Synopsis: This level is pretty difficult because Mario and Luigi slip quite a bit on the surface of this level. Take things very slowly, or you'll end up falling off a cliff or sliding into approaching enemies. Another hard part about this level is that it is the first (if you haven't gone out of the order of this walkthrough) level to have Lakitu (Spiked Enemies) that you can not kill by jumping on, but instead hurt you. Stay clear of these, as they give Mario/Luigi a sore bum.

Yoshi Coins:

- 1) This coin is hovering to the right of the first set of hills in this level. It's easy to get just by jumping off the top hill.
- 2) From Coin 1, head east. You'll find a spring that has an item block directly above it. Use the spring to hit the item block that starts the growth process of a Bean Stalk. Jump around the block above you and onto the bean stalk from the spring. Here you will find a Invincibility Star and a Yoshi Coin to the right of this platform.
- 3) After jumping down from Coin 2, you'll find this coin shortly thereafter hovering against the side of a hill.
- 4) Right after Coin 3, head over the hill and find this hovering below the top of a hill shortly thereafter.
- 5) Continue east, jumping over the pipes with Black Piranah creatures below it. This coin is hovering in mid-air a little to the right of this.

Points of Interest:

- There is a purple pipe with a yellow block next to it that leads to an above ground area. Hit the first item block here to get a Balloon that will allow you to get about 25 coins floating above the area.
- Having an invincibility star or Yoshi makes the area with the Black Piranahas much easier.
- At the end of the level are 8 flying Red Koopa Troopas. Hop on the top one to start a chain reaction that will result in you de-wining all of them and getting an extra life.

Note: Once you're done this level, go through the other pipe to come out a little southwest of the Castle in this level. You'll be able to go through the lake and end up at Donut Plains 3.

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<----->  
| #2 Morton's Castle |  
<----->

Location: Directly east of Donut Plains 4.

Synopsis: This castle is a lot harder than the last castle, as there are moving blocks and several secrets. I advise going into this level fully charged up, with caped mario and a flying feather in inventory. Like all castles, this one has a boss at the end. By the way, if you haven't hit the Green Item Block Switch by now, go back and do that as the green blocks are very helpful in this castle.

Yoshi Coins:

- 1) Head past the small block dudes and up the escalator. This coin is hovering against the left wall near the third mace.
- 2) After you get coin 2, head through the yellow door. Make your way past the three large block dudes, until you see this coin hovering in the third block dude's drop zone. Get him to go down, then quickly snatch the coin while

it's not guarded.

- 3) This coin is located in the large, vertical room with the many moving stone platforms. This is in plain sight a little about the three item blocks (note: one of these has a power-up in them which will be helpful to you.) It is hovering against the side of a platform petruing from the left wall.
- 4) This is a very difficult coin to get, and it requires that you have Caped Mario. Make your way up after Coin 3 until you get to a platform with a moving skeleton and you're standing on 5 right blocks. Cape-hit the skeleton to kill it, then start running back and forth to get your speed up. The aim is to fly into that \*very\* narrow gap so that you can fly all of the way up to a ledge. If you don't see the Yoshi Coin immediatly, just wait a little and it will come out.

An easier way instead is to hit the fourth Yellow Block underneath to make a vine appear so that you can climb up to get the coin. Like above, if you don't see the Coin, just wait for it to appear.

- 5) From Coin 4, jump down to the ledge you were on before. When the platforms petruing from the right wall are all the way in, start making your way up as quickly as you can. Keep making your way up, until you finally get to the top floor (you'll notice the large red door.) This coin petrudes out from the left wall right below the top platform, it's hard to miss.

BOSS: Morton

Morton is actually a little easier than Iggy in World 1. All you need to do is jump on his head three times. The only hard part is that right after he's been hit, he starts climbing the walls and running on the celing. When he does this, you need to quickly run under him, idealy having him drop on you when you're dead center in the room. Right before he hits the ground, make sure to jump or you'll get stuck and you'll be in position to be hit. Morton gets faster each hit, so watch out. Hit him three times and you've completed Donut Plains.

Points of Interest:

- There is a 1-Up Pipe located above the beginning of th level. You'll need Caped Mario do get this. Right at the beginning of the level, go past the two small block dudes, but don't go up the stairs. Right as the block dude on the right starts going up, start running to the left and you should pass under both of them block dudes without harm. As soon as you can, take off into the air, but try not to hang against the left wall as you'll run into a block above you. Once you get up top, there will be a green pipe that you should go through. Once you get through it, you'll be at the midpoint of the level.

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=====  
<<- World 3 ->>  
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<----->  
| Vanilla Dome 1 |  
<----->

Location: First red dot your on when you enter this place. Lower mid-center area.

Synopsis: Make it past the Spike Tops and the Swoopers in this level because they are the main enemies you will face. There will also be high grounds to jump to and low grounds to walk on so be prepared.

Also, if your tall and you want to get into a small area only for the size of small Mario/Luigi, don't bother going to an enemy to lose your power, just hold down to make him crouch and start making him move in the direction you want him to by pushing the jump button. Very useful in tight situations.

Yoshi Coins:

- 1) In the cage of of yellow blocks, go to the very top of it until you see an orange pipe. Spin jump to break the yellow block to get the coin below.
- 2) Area 2, where you get the star and run across the yellow platform that sinks down. The coin is at the very end of the platform, right before you jump off.
- 3) In Area 3, keep going right until you see a narrow passage fit for only small Mario/Luigi, with a Blue Block in the way. This is where the crouching technique comes in handy. Go in front of the passage and hold down and start tapping A and the direction you want to go to make Mario/Luigi to move. Once in, get rid of the block and find the coin in the center of the passage.
- 4) After #3, keep moving right until you see some pipes. Look for the orange pipe with the Piranaha Plant coming out and a Red Koopa flying up and down. Next to the Koopa in the air is another coin.
- 5) After #4, keep moving right again until you reach a hill. Go up the hill and jump across to where there are two Blue Blocks. Get rid of them by grabbing them and throwing them away. Go through and then down to where the Yellow Blocks are. Break the one on the right by doing a Spin Jump and then go down and right. Do the crouching technique in front of the brown blocks to get the final coin.

Points of Interest:

- Go to the cage of Yellow Blocks in Area 1. Stay on the ground, don't go into cage yet. On the ground keep running right and you'll see a mushroom pop out.
- In the cell with the first Yoshi Coin, hit the second block from the top-right of the cell to get a Feather or Mushroom, depending on your status.
- In the cell below the first Yoshi Coin, hit the third block from top-right of the cell to get a coin.
- In the big cell to the right of the third Point of Interest, hit the first block from the top-right of the cell to get a 1-Up mushroom.

Secret Exit : Make sure you have the Red Switch Palce beaten to do this.

After the cage of Yellow Blocks, go right until you see a stair of Red Blocks. Climb those stairs to find a Yellow Block. Hit it to make a vine appear. Climb it to find a Key and a key hole to put it in.

| Vanilla Dome 2 |  
<----->

Location: Northeast of Vanilla Dome 1.

Synopsis: Very simple level with a lot of dodging and jumping. The beginning is a bit difficult, but as you reach the end it'll get easier.

Yoshi Coins:

- 1) After climbing the first vine in the level, go right until you see a big arrow made out of coins, with the Yoshi Coin being it's top.
- 2) After getting #1, swim until you see a box with the " ? " mark it next to a wall. Jump on that block and then jump up again to the right where there's a ledge. To the left of it is another coin.
- 3) Go left and find the POW. Keep moving left until you reach a wall of Brown Blocks. Jump on the POW to turn it into coins then go left until your back until where coin #1 is. Jump into the gap of coins and then go to the top dry area to find another coin. I assume you have the Red Switch Palace unlocked in order to get out of here. You can also get this coin last because the secret exit is below the Yoshi Coin area.
- 4) After getting #3, jump on the Red Block to get out. Then jump back to where you came from before (not into the water). Keep going right. When you reached the place where the second coin is, jump over it and continue going until the floor starts to go down like a hill. Keep moving down until another coin is visible.
- 5) After getting #4, hit the POW to make the Brown Blocks turn into coins. Go right, jump on the pipe and then jump on to the raised land to find another coin.

Points of Interest:

- None

Secret Exit : Go to the place where you get the second Yoshi Coin. Go left and find the POW. Take it and continue on left until you reach a Brown wall made of blocks. Jump on the POW and then jump into the newly opened floor of coins. Make sure you have a Fire Flower for this because it's tricky.

If you have the Flower, jump into the water and kill off the fishes. Then you back to the top part, where you can see a Yoshi Coin and go left. The key should be at the very end. Take it and jump into the water and move right until you see the key hole.

If you don't have the Flower, jump on to the dry part and move left until you see the key. Take the key and go into the water. Dodge the fishes and swim right until you see the key hole.

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<----->  
| Red Switch Palace |  
<----->

Location: South east of Vanilla Dome 2.

Synopsis: You start off the level with a POW in front of you. You'll also see a Koopa Troopa, moving back and forth in it's cell crazily. Anyways, the purpose here is to hit the POW and get the Koopa Troopa to kill the Koopas as you move right. If you do this correctly, you can get a 1-Up. After your done, go in the pipe and jump on the Red Switch.

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<----->  
| Vanilla Ghost House |  
<----->

Location: North of Vanilla Dome 2.

Synopsis: Fairly simple level, with the exception of Ghosts, Ghosts Swirling in a Circle and ther numerous amount of Big Boos appearing. If you can dodge all of that, that your okay.

This level introduces the big floating Green Ball thingy which can hurt you if your not careful so watch out fot them in Area 2.

Yoshi Coins:

- 1) A bit after the start of the level. It's within the the Circle of Swirling Ghosts.
- 2) On the 11th small single platform after getting Coin #1.
- 3) When you reached the area with two rows of Yellow Blocks, go to the bottom floor (below the Yellow Blocks). Keep moving right until you see Big Boo. On the lower row of Yellow Blocks, look for a gap. From the gap, hit the third block to the right to open make vine appear (remember you must keep an eye on Big Boo). Climb the vine and then move right until another coin is sight.
- 4) After getting Coin #3, jump down the gap from the top. You should have landed near the mid-way gate. Go down the stairs until you see another chain of Circling Ghosts. Wait for an open and go in. Jump on the item box and on the item box jump again to get another Coin.
- 5) In Area #2, near the end of the room is a Yellow Door. To the right of the door is the final coin.

Exit: Right before the Yellow Door is a platform with Yellow Blocks. Hit the center one to get the POW. Take it and move past the Yellow Door until you see some coins. Take the coins and jump on the POW to make a Blue Door appear. Go in to the exit.

Points of Interest:

- None

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<<- Star Road ->>  
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Star Road can be reached from five different places on the world map. These locations include:

- Beat Big Boo in the Donut Secret Ghost House.  
This will take you to next Star World 1.
- Finish Vanilla Secret 1 in the Vanilla Dome.  
This will take you to next Star World 2.
- Beat Soad Lake.  
This will take you to next Star World 3.
- Beat the Fortress from Forest of Illusion.  
This will take you to next Star World 4.
- Beat Valley of Bowser 4.  
This will take you to next Star World 5.

Getting the Star World Secret Exits will lead you open other Star World levels.

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<----->
| Star World 1 |
<----->
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Location: Western point on the Star Road World Map.

Synopsis: The first Star Road level. Basically collect the mushroom at the start and do the spin jump to go down and break the blocks in your way. As you go down you can collect stars and a Red Yoshi.

Yoshi Coins:

- 1) When you start the level, get the mushroom. Go down to the first level. Go right. From the right wall count six blocks and then start a spin jump to go down until you see it then coin.
- 2) When you reached the second level of blocks, head left and from the left, count six blocks and do a spin jump to get the Yoshi Coin.
- 3) When you reached the third level of blocks, head left and count six blocks from the left and do the spin jump to break the blocks down until you see it.
- 4) When you reached the fifth level of blocks, head left again and count another six blocks and do spin jump to find another coin.
- 5) After the getting the fourth coin, quickly move right from the same spot to get the final coin.

Points of Interest:

- Two invincibility Stars can be found on the fourth level of blocks.
- Baby Red Yoshi can be found in the center or a row of blocks, 2 rows after the final Yoshi Coin.

Secret Exit: When you reached the second level of blocks, go to the far right and do a spin jump down until you reach a key. Pick it up and put it in the key hole.



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<----->  
| Star World 2 |  
<----->

Location: North Western point on the Star Road World Map.

Synopsis: Just Swim across the level with the Blue Yoshi until you reached the pipe. Make sure you avoid the fishes or if you've taken the Star, kill them so you can get some lives.

Yoshi Coins:

- 1) Right at the beginning of the level near the pipe you came down from.
- 2) Keep swimming right until you see the sleeping fishes for the first time. When you see them, the second coin will be there.
- 3) When you reached the box with Question Mark go past it abit and you should see another coin at the top.
- 4) After collecting the one on the top screen from 3), move down to collect the other coin.
- 5) Just above the entrance of the pipe. Swim up and you'll see it.

Points of Interest:

- A Star is at the beginning of the level. If you keep it until you see a Box with a question mark on it, hit it again to get another star to gain more lives.
- Blue Yoshi egg is near the begining.

Secret Exit: When you reached the pipe, don't go in. Instead swim down and go under that wall. Keep going right until you reach a little cavern. Take the key there and put it in the key hole.

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<----->  
| Star World 3 |  
<----->

Location: North Western point on the Star Road World Map.

Synopsis: Very straightforward level, run to the Flag Pole with a fully grown Yellow Yoshi with Lakitu the throwing the Spinnies (Red things with spikes) down at you.

Yoshi Coins:

- 1) Right at the beginning of the level, to your left.
- 2) At the top of the Blue Block Latter.

Yoshi Coins 3), 4) and 5) are all located in the same area. There are two ways you can get them:

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Method 1:

Take the Lakitu's cloud and fly straight up. Go in between the stone blocks and go to the side with the key hole. Jump over the ledge to the far right and you'll fall to the other side of the Flag Poll with the three coins.

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Method 2:

Take the Lakitu's cloud and fly to the Flag Poll. Pick up one of the Blue Blocks in front and move down. Quickly move across under the Flag Poll and then move back up to collect the last three coins.

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Points of Interest:

- With the Silver Pow on the ground, you can turn the Spinnies into Silver Coins. Collect seven silver coins to gain an extra life. Collect 8 to gain another two and collect 9 or more and you'll get another 3.
- Yellow Yoshi egg can be found in the beginning.

Secret Exit: With Lakitu's cloud, fly up over the Blue Block Stairs and go in between the stone blocks. Go left and hit the Question Marked Box to get the Key. Then Jump to the right to put it in the Key Hole.

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<----->  
| Star World 4 |  
<----->

Location: Eastern point on the Star Road World Map.

Synopsis: This level seems easy but it can be difficult. I suggest having the Cape and Blue Yoshi because it'll make it a lot more easier to pass because of the numerous amount of Koopas in this level and with the Blue Yoshi, you have a lot of chances to restore his wings to fly. If you want to be difficult, then you'll have a lot of jumping and dodging to do. You'll also have to deal with rotating platforms.

Yoshi Coins:

- 1) Found on the second rotating platform. It's placed on one of the platforms so just jump on it to get it.
- 2) After the second rotating platform. Jump right to the next platform. Then jump to the right again on to another platform. You should see a Blue Shelled Koopas on the top and another one underneath it. Go underneath the top platform three times until you reach the Coin.
- 3) After the second coin, keep going until you see another rotating platform. On one of them is another coin. Just jump on it to get it.

- 4) Keep going right until you reached an area with stone blocks and an orange pipe with some Koopa shells. On top of the orange pipe is the coin. Jump off the rotating platform to get it.
- 5) The very last rotating platform has the coin. Just go to the end of the level where the Flag pole is and jump on the single-rotating platform to get it.

Points of Interest:

- You can find a red Yoshi egg right before the first rotating platform.

Secret Exit: Go to where the orange pipe is. If you have the Red and Green switch unlocked, then just walk along the blocks until you reach the Question Mark Box. Do a spin on it to get the key and put it in the key hole. If the Green and Red Switches are not unlocked, then with Yoshi fly to the Question Mark box under the orange pipe and do the swirl to get the key.

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<----->  
| Star World 5 |  
<----->

Location: Right below the center of the Star Road World Map.

Synopsis: Make your way from left to right while trying to make it across the falling platforms and the herd of Koopas that will get in your way.

Yoshi Coins:

- 1) This one is on the fourth platform at the beginning of the level.
- 2) After the first one, go right until the end of this "top" row. At the last platform, stand on it and let it fall to get another coin.
- 3) This one is on a near some yellow blocks. Before it and after it (in the lower area) are the grey dropping platforms. When you first see them again, jump up to the yellow boxes to find the coin. Another clue is that it is under the place where there are lots of Yellow " ! " marked boxes in the air.
- 4) After reaching land where you can run and jump, keep going right until you see the grey dropping platforms again. Jump on them to make you go higher and higher. When you reached the top, you should see another coin.
- 5) After finding number 4, stay on the platform and wait for it to fall. As it falls, you'll get the final coin.

Points of Interest:

- After getting Yoshi Coin #3, if you keep going right, you'll see a Yellow Yoshi Egg.

Secret Exit: I suggest having Yoshi and a feather for this because it makes it easier. At the beginning of the level, get Yoshi to eat a Koopa and start flying high in the air. Fly quickly until you see some stone ceilings with either Power Blocks or dotted lines (depending

if you've beaten the Switch Palaces). None the less, keep going right under the stone ceiling until you come to an area with a key and a hole. If you can't do this with one shell, during mid-journey, look for a place to land and have Yoshi eat another Koopa.

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<<- Special Levels ->>  
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The Special levels can be reached after you have completed Star World 5. After it's completed, on the World Map, push up and you will climb up and reach the star on top.

<----->  
| Gnarly |  
<----->

Location: First level of the Special levels. Bottom left corner after the star.

Synopsis: Your basically jumping and climbing to get through. But be warned that the music shaped boxes tend to getting annoying.

Yoshi Coins:

- 1) Jump on the green spring boards to bring you up to an area where you see four Yellow blocks. Hit the last one to the right to make a long vine appear. Climb this vine until you reach another platform. Get off here and go left. There should be a Yellow block with a coin on top of it.
- 2) Go back to the vine and climb up again until you reach two more green spring boards. To the right is another coin.

There are two ways to get the last 3 coins. I'll seperate them by calling them Method 1 and Method 2.

=====  
Method 1:

- 3) After getting number 2, keep climbing up until you've reached the top. I recommend a feather for this because you can slow down the speed you fall at. Anyways, if you have a feather, jump down and hold A to slow down and move to the right until you see a Green Pipe. Near it is a coin with one of those music signed boxes next to it.
- 4) After getting that one, follow the way the normal coins go, in this case, go left. Keep going down left until you see some more of those music signed blocks. Follow them and they will lead you to the next one.
- 5) After getting #4, move a bit right quickly to get the final coin.

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Method 2:

The other 3 are all located in the same area so I'll give directions to them.

After getting the second coin, to the left is a Yellow block with a Red Koopa

flying other it. Kill the Koopa so it won't bother you. Anyways, once that's done, hit the Yellow block, make sure you hit the other one so you can have a vine to climb. Anyways, if you hit the left one, a POW will appear. Jump on the POW and quickly make your way up to the top. Then jump to the right (make sure your touching the wall) and you should land on a box that is in front of the Green Pipe. Enter the pipe to find the last 3 coins.

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Points of Interest:

- If you did Method 2 for the Yoshi Coins, move right, but don't jump up. As you move right, you will receive 3 1-Ups.

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Chapter 6: FAQs  
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This section will soon have Frequently Asked Questions about the game. To ask a question, e-mail either writer:

Ikillkenny (Mike Bentley) <i.kill.kenny@home.com> or  
squirtle\_90909/squirtle90909 <squirtle\_90909@hotmail.com>

- Q) How do I get back in castles?  
A) You must first beat the game first (as in defeating Bowser.)
- Q) How do I get the Alternate World? I've beaten the Special Levels and all. Am I missing something?  
A) To get the Alternate World, you have to complete all 96 goals in the game.
- Q) Is there a point to collecting the Yoshi/Dragon Coins?  
A) Point, we don't know if there is one, but we see it as a new challenge added to game for Super Mario World players. Also, collecting them all will change them to Princess Coins and that is the only reward we know of.

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Chapter 7: Version History  
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- Version 0.7 (J/US) - (Feb 17, 02)
- As far as I can tell there aren't any differences between the Japanese and American version of the game. If there going to differences, it will be labeled for your convenience.
  - The Enemy list has been put on hold for now while we're working on the Walkthrough.
  - Fixed some spelling errors.
  - Added some new statements in the Game Play section
  - Added Walkthrough for World 2 (Donut Plains):
    - Top Secret Area

- Donut Plains 3
- Dount Plains 4
- Donut Secret 1
- Donut Secret 2
- #2 Morton's Castle
- Added Walkthrough for World 3 (Vanilla Dome):
  - Vanilla Dome 1
  - Vanilla Dome 2
  - Red Switch Palace
  - Vanilla Ghost House
- Added Walkthrough for the Special Levels:
  - Gnarly
- Finished Walkthrough for Star Road levels:
  - Star World 5

Version 0.6 (J) - (Dec 31, 01)

- Changed Layout for easier reading
- Added Walkthrough for World 2 (Donut Plains):
  - Donut Plains 1
  - Donut Plains 2
  - Green Block Switch
  - Donut Plains Haunted House
  - Donut Plains 3 (Will complete for next version release)be
- Added Walkthrough for Star Road levels:
  - Star World 1
  - Star World 2
  - Star World 3
  - Star World 4
- Started to work on the Enemies List. This may take a while because there's a lot of them to cover.

Version 0.5 (J)

- First Version of the FAQ
- Based on the Japanese Version of the Game

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 =====  
 Chapter 8: Credits/Conclusion  
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<----->  
 | Credits |  
 <----->

Written By: Ikillkenny (Mike Bentley) and squirtle\_90909/squirtle90909

<----->  
 | Site(s) that may show this Walkthrough |  
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- GameFAQs < <http://www.gamefaqs.com/> >

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