

Super Mario Advance 2 Boss Guide

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SUPER MARIO ADVANCE 2: SUPER MARIO WORLD
BOSS GUIDE
BY GALACTICDRAMON

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While the information in this guide should work for the original Super Mario World on the SNES, I don't claim that it does. I am not aware of any differences between the two which would make this information invalid, but I don't claim that it works for that version.

VERSION HISTORY

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First version written.

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Minor spelling correction in Lemmy strategy. Corrected name of Chocolate Fortress.

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1: ABOUT THE GUIDE

Super Mario World is widely regarded as one of the greatest platformers. It's also widely considered among the greatest SNES games. Some say it's one of the greatest games in general. The GBA port is also excellent, but unfortunately didn't have a boss guide on the site. So...

2: THE BOSSES

2.1: IGGY KOOPA

Location: Iggy's Castle (Yoshi's Island; just after Yoshi's Island 4)

Iggy is a fairly simple boss. You fight on a giant turtle shell which lists back and forth. Iggy runs very slowly toward you, stopping occasionally to throw a fireball in your direction.

The idea is to throw Iggy off the shell. This can be achieved by jumping on his head or attacking him with a fireball. If you succeed in hitting him, he slides toward the end of the shell which is down. If the shell lists the other way, stop attacking and focus on dodging his attacks. A series of attacks will soon see him off. One thing to be a bit wary of is when the shell lists more than it normally does - it's easy to slide off, but Iggy also slides more than he normally would.

2.2: BIG BOO

Location: Donut Secret House (Donut Plains; en route to Star Road)

Big Boo appears if you take the secret exit from this level. You're fighting in a room where the floor is made up of blue blocks. Big Boo is accompanied by two Boos which move if you don't face them.

The strategy is quite simple. Big Boo is only vulnerable when he's not transparent. Wait for him to stop moving (face those Boos!) and when he does, grab a blue block and throw it up at him. If successful, it should hit him and begin the routine again. If you miss and the block is destroyed, grab another one. It's unlikely you'll run out of blocks to stand on. Three hits is enough to eliminate him and open the first access point to Star Road.

2.3: MORTON KOOPA JR.

Location: Morton's Castle (Donut Plains; just after Donut Plains 4)

Morton is even simpler than Iggy and probably the easiest boss in the game. Morton runs toward you, and will hurt you if he hits you while moving. When he reaches a wall, he climbs it and runs across the ceiling, before crashing down when he's above you. If you're on the floor when he lands, you'll be stunned briefly, giving Morton an opportunity to attack. What you need to do is jump on Morton when he's on the ground. Three hits are enough to finish him. If you're quick, it's possible to do this before he climbs a wall.

2.4: REZNOR

Location: Vanilla Fortress (Vanilla Dome; upper route toward Butter Bridge)
Forest Fortress (Forest of Illusion; west path leading to Star Road)
Chocolate Fortress (Chocolate Island; on the main path)

You fight Reznor on four occasions, but the battle is the same each time. The fight takes place on a bridge with a large machine in the middle. The machine has four platforms, upon each of which stands a large rhinoceros - a Reznor to be more exact. Your goal is simply to jump each platform from below, which eliminates the Reznor on it. When two of the Reznors are out, the bridge disintegrates slowly, forcing you onto the platforms. Carefully time your jumps to eliminate the last two Reznors, and avoid the fireballs they spit at you. If you're quick, you can take out a third Reznor before jumping on. If you're really quick, you can get four, but that's unlikely.

2.5: LEMMY KOOPA

Location: Lemmy's Castle (Vanilla Dome; lower route toward Cheese Bridge)

Lemmy is a bit more inventive than Iggy or Morton. The room contains seven pipes at various heights. Lemmy pops out of one pipe at random. He is backed up by a pair of decoys which appear from two other pipes, as well as a Lava Bubble which bounces around the room.

The best trick I know of is to stand on the lip of the highest pipe. It's quite high up and it's near the middle of the room, so it's easy to reach any pipe fairly quickly. If you're on the lip and Lemmy or a decoy pops out of that pipe, you should be safe. Avoid the Lava Bubble as necessary, and hit the real Lemmy on three separate occasions and you're done.

2.6: LUDWIG VON KOOPA

Location: Ludwig's Castle (Bridge Area; where the two paths merge)

Ludwig's normal attack is to spin in his shell and charge at you. Jumping is the obvious way to avoid this, but spin-jumping is best; if you land on him, you simply bounce straight off. Eventually, Ludwig stops revolving and jumps through the air above you, before launching a few fireballs and spinning again.

The trick is to lure him to the far left of the screen. This way, his jump doesn't take him out of range and you can attack him when he lands. His jump is generally to the right; occasionally he goes left, though. Three hits and he's out.

2.7: ROY KOOPA

Location: Roy's Castle (Forest of Illusion; after leaving the forest)

Roy is essentially a harder version of Morton Jr. He fights the same way, charging across the floor, climbing the walls and dropping, but there's a catch. After each hit, the walls close in. If you fail to attack Roy quickly after that, they close in further. This happens after each of the first two hits, and eventually it can become tricky to avoid Roy. Three hits, as with Morton, is enough to fell him.

2.8: WENDY O. KOOPA

Location: Wendy's Castle (Chocolate Island; where the two routes merge)

As with Roy, Wendy is a tougher version of an earlier boss. Unlike Roy, she has a few unique properties. The battle takes place in a room with seven pipes, as with Lemmy, but all the pipes are level. There are also two Lava Bubbles instead of one.

Wendy's "fighting" style is almost identical to Lemmy's way. She pops out of one of the pipes and is vulnerable for a brief moment before hiding again. She is supported by a pair of decoys which appear out of two other pipes. It's even easier than before to stand on the lip of a pipe, and Wendy, while perhaps tricky at first, shouldn't be a major problem.

2.9: LARRY KOOPA

Location: Larry's Castle (Valley of Bowser; in front of the big castle)

The last Koopaling, and again, he's a powered-up version of someone else. This time it's Iggy, all the way back on Yoshi's Island. Larry is exactly the same in fighting style as Iggy, but there is a difference. Three Lava Bubbles leap up occasionally, which can be very hazardous if you don't take extra care. Other than that, it's just Iggy again, and it shouldn't be too difficult.

2.10: BOWSER

Location: Bowser's Castle (irrespective of which door you enter by)

Bowser, as the game's final boss, enjoys a few perks associated with being the central villain.

The first phase is fairly easy. Bowser flies across the roof for a while before retreating into his Clown Car and throwing out two Mecha Koopas, before resuming his flight. Jump on a Mecha Koopa to stun it, and pick it up. Wait until Bowser is about to fly over you, and throw it upward. If successful, the Mecha Koopa lands on Bowser's head. If it hits the craft's rotors or the chassis, it doesn't work.

After two hits, Bowser flies off, and flames drop onto the roof. These can be tricky to avoid, but spin-jumping on the top makes you immune. Bowser returns, and Peach appears, throwing a Super Mushroom. If you already have a better power-up in reserve, avoid it.

Bowser resumes his movements, now flying directly above you. Eventually, he stops and inverts to drop a rolling ball. Jump between it and the craft before he moves off, and do the same for the second ball. Bowser soon throws out two more Mecha Koopas. It's slightly more difficult to hit him now because he flies directly above, but two more hits is enough. A second rain of fire follows, and Peach gives you another mushroom.

Now, it gets nasty. Bowser's Clown Car goes psycho and starts manically crashing into the roof. If you're directly hit by the rotors, you'll be hurt. If you're hit by the chassis, you're thrown aside. Bowser stops again to throw out more Mecha Koopas, but there's an added problem now because the Clown Car can

destroy a stunned Mecha Koopa if it slams it. Two more hits will finish King
Koopa off.

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