

# Super Mario Advance 4: Super Mario Bros. 3 FAQ/Walkthrough

by ootoss

Updated to v0.4 on Sep 4, 2005

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-[ Super Mario Advance 4: Super Mario Bros. 3 ]-
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 \-----[ Gameboy Advance ]-----/
  \-----[ FAQ/Walkthrough ]-----/
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Version: .35

Last Updated: 09/04/05

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-----1 Introduction/Contact Info-----
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Hello, and welcome to my first guide. I hope it is helpful to you. I will be adding new sections for anything I find necessary.

When searching for something in this guide press ctrl+f and type what you are looking for. Everything in the table of contents is written the same later on,

so you can just copy and paste anything from the TOC into the search field.

Email me

- If you find a typo
- If you find an error
- If you have CONSTRUCTIVE criticism
- If you know another way of doing something
- If you have any other information that could be helpful
- If you have a question not answered in the guide

Don't Email me

- Anything in another language
- About how bad my guide is
- Anything unrelated to this guide
- Questions already answered in this guide

My email is: ootoss@yahoo.com

I will give you credit for anything you contribute, by putting your name in the Thank You section, along with what you contributed.

-----  
 -----2 Version-----  
 -----

Version .4 09/04/05

Haven't updated in a LONG time, but I noticed I had a slightly newer version still on my computer, so here it is. I recieved my E-Reader, so I started that section. I rearranged the sections a little. Added a few random things.

Version .35 11/12/03

I got the American Version, but not an E-Reader. Added to the controls section. I continued the walkthrough to world 3, stage 6. Made the enemies section easier to read. Discovered that the game houses with the card matching game doesn't appear after specific slevels, but after 80,000 points. I also started figuring out different combinations of cards you can get.

Version .25 08/20/03

Got walkthrough up to world three fortress. Added a part of the map for world 3, a few tips, enemies, items, and a boss. I also elaborated on the walkthrough for the first castle.

Version .20 08/12/03

Added World 1, stage 6 through World 2, stage 4, a map of world 1 and 2, and an E-reader Section. Started Items, Tips, and enemies sections. Fixed a few typos. Changed section title format.

Version .10 07/29/03

First version of this guide. Set up the layout. Includes the Table of Contents, Gameboy Picture, world 1, Stages 1-5 of the walkthrough, starts boss guide, and Legal Information.

-----  
 -----3 Controls-----  
 -----

-----[ Basic Controls ]-----

				o Power	
D-pad:				A	A:
Move Mario				B	Jump
					B:
					Run
Start:		Start o			
Pause Game		Select o	GAMEBOYADVANCE		

-----[ Mario's Moves ]-----

This section is taken from the Instruction Booklet

Key:

- + - And
- H - Hold()
- < - Left on the D-pad
- > - Right on the D-pad
- ^ - Up on the D-pad
- v - Down on the D-pad
- A - A button
- B - B button

-----  
Mario's Basic Moves  
-----

Run: <>+B

When running Mario can skip over holes that are one space wide.

Jump: A

The longer you hold the A button, the higher Mario will jump.

Crouch: v

Press v on the D-pad to crouch.

Lift/Carry/Kick: <>+B

Lift things by pressing the B button as you approach them. Run around with the D-pad and kick the thing away by releasing the B button.

Super Jump: H(A)

When Mario jumps on an enemy, he can jump very high if you press the A button as he bounces off.

Swim: <>^v+A

You can swim using the D-pad and the A button.

Jump Out of the Water: ^+A

Press the D-pad up and press the A button.

Enter Pipes: ^v+A

By pressing the A button while pressing the D-pad up and down, you can enter all kinds of pipes.

Slide Attack: v

Mario can slide at high speed by pressing the D-pad down. Use this attack to knock out any enemies you hit on the slope.

-----  
Raccoon Mario  
-----

Fly: >+A

Repeatidly tap the A button. The "P" affect only lasts a short while.

Speed up: >+B

Fill ther power meter.

Maximize power: >+B

Once power is full, (P) will flash.

Float: >+A

Press the A button repeatidly.

Tail Attack: B

Swing Mario's tail with the B Button to attack enemies and break blocks.

Float: A

After jumping, press the A Button repeatidly to float down.

-----  
Frog Mario  
-----

Swim: <>^v+A

If Mario has the Frog Suit, he can swim freely by using the D-Pad. If you press the A Button, Mario swims faster.

-----  
Tanooki Suit  
-----

Transform: H(v+A)

Tanooki Mario can turn into a stauue for a short period of time if you press the D-Pad down while pressing th B Button. While Mario is a statue, he cannot be harmed

-----  
-----4 Items-----  
-----

The items are listed in alphabetical order.

/	Item		Appearance		Use	\
	1-up		A green mushroom		Gives you one more life	
	Cloud		A white cloud		Lets you skip over a level	
	Coin		A yellow coin		Collect 100 for a one-up	
	Flower		A flower		Turns you into Fire Mario	
	Frog Suit		A green frog		Gives you the ability to	
					swim faster	
	Hammer Suit		A black suit			
	Leaf		A brown leaf		Turns you into Raccoon Mario	
	Mushroom		A red mushroom		Turns You into Big Mario	
	Music Block		A white block		Puts Hammer men to sleep	
			with a note on it			

P wing	A white wing	Makes it so you "P" is	
	with a P on it	always full	
Pow	Switch with a P	Hit it to make an event	
	on it	occur	
Starman	A yellow star	Lets you become invincible	
		for a short period of time	
Tanooki Suit	A bear-like suit	Lets you become a statue	
Magic Whistle	A brown Whistle	Warps you to one of the next	
		three worlds	

-----  
-----5 Tips-----  
-----

-----  
General Tips  
-----

To get a star at the end of every level, make sure you are Raccoon Mario. Now fill up your "P" and run into the end zone. Jump and hit the item box and you will get a star.

When you come across a gap the is to big to jump, try bouncing off nearby enemies.

Try to wait until right after you beat a fortress to go to game and mushroom houses. This way if you don't get what you want, you can rstart without having to redo any levels.

-----  
End Zone Bonuses  
-----

When you get a mixture of three items in the end zone, you get a 1-up.

When you get 3 flowers in a row in the end zone, you get a 2-up.

When you get 3 mushrooms in a row in the end zone, you get a 2-up.

When you get 3 stars in a row in the end zone, you get a 5-up.

-----  
Moving Block Game Houses  
-----

These game houses appear everytime you get 80,000 points.  
They will appear at the level you played last.

Here you must match the cards. If you get it wrong twice, you lose. You get whatever you match. For example: If you match two mushrooms, you get a mushroom.

Key:

F - Flower

S - Star

U - 1-up

1 - 10 coins

2 - 20 coins

M - Mushroom

The cards are arranged in one of these orders:

I'm still working on getting all of the combinations

U M 1 M F S  
M 1 S 2 2 F  
S U F M F S

M F U F S S  
2 S M 1 U F  
2 M 1 M F S

M F 2 F 1 S  
2 U M 1 U F  
S M S M F S

M F 2 M 1 S  
F U M 1 U 2  
S F S M F S

F S U F 2 M  
1 M 2 U M 1  
S F S M F S

F S U F U M  
1 M F S M 1  
S 2 2 M F S

F 1 U F U M  
S M 2 S M 1  
S F 2 M F S

F 2 M S U F  
U F 1 M 2 S  
M 1 S M F S

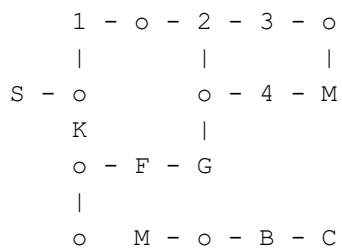
-----  
-----6 Walkthrough-----  
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-----[ 6-1 World 1 ]-----

Map of World 1

Key:

- # - Stage #
- - Path
- B - Bridge
- C - Castle
- F - Fortress
- G - Game house
- K - Key
- M - Mushroom house
- o - Stopping point
- S - Start



-----  
World 1, Stage 1  
-----

Kill the goomba, then hit the ? boxes the left three contain a coin, the fourth a mushroom. Jump over the pipe, avoiding the piranha plant. Jump down and hit the koopa. Kick his shell right, to hit the ? box, which contains a powerup. Kill the two goombas and the jumping goomba.

1. Now there are two ways to go. See either 1a, or 1b.

1a Not Raccoon Mario

Jump across the gap. Continue right killing the two jumping koopas and the normal koopa. Get the coin and powerup from the ? boxes, and jump both gaps. Jump over the two pipes avoiding the piranha plant and the spitting piranha plant. Hit the upper left box with your tail and jump on the revealed pow. Grab the coins and jump the gap and run to the end zone. See 2.

1b. Raccoon Mario

After killing the goombas, back up to the ? box where you got the leaf. Then run right. When you see the gap with the coins leading up, jump. propel yourself up and land on the cloud hit the box for a 1-up. Then collect the coins. Jump down at the end of the clouds. You should now be next to a bunch of boxes. Hit the upper left with your tail to reveal a pow. Jump on it and collect the coins. Head right to the end zone. See 2.

2. Now there are two ways to go.

2a. Not Raccoon Mario

Complete the level by grabbing an item.

2b. Raccoon Mario

From the end zone run left and propel yourself upwards as before. you should be pushing yourself up against the pipe. Get on top and go inside. Grab the coins and exit through the pipe on the right. Now go right and complete the level by grabbing an item.

-----  
World 1, Stage 2  
-----

Head right, over the horizontal pipe. Grab the coin and powerup from the ? boxes. Then jump on the ? boxes and then the T-shaped pipe. Kill the jumping goomba and jump the pipe. Here do not get the coins. Avoiding the spitting piranha plant's fireballs and the hit left block beneath the piranha plant. If you aren't Raccoon Mario, you should be able to slide under it. Hit the pow and you'll see that the coins have turned into blocks. Quickly jump up them and go into the pipe. Here you'll find a bunch of coins. Now go over the hill and hit the right music square to get a powerup Jump the gap and avoid the piranha plant. Hit the last music square to get a star. Go over the pipes and avoid the piranha plant. Grab the coin from the ? box. Jump over the pipe and avoid the flying goomba. Grab an item to complete level two.

-----  
World 1, Stage 3  
-----

Kill the koopa, hitting his shell into the boomerang bro. Jump up on to the boxes via the music squares, then hit the koopa and push his shell left to hit the ? boxes, to obtain 2 coins and kill the koopa. Head right, over the blocks. Kill the goomba and grab the coins. Knock into the top block of the second set of blocks will reveal a powerup. Kill the jumping goomba and grab the coins. Jump over the next set of blocks and kill the jumping goomba. Go over the next set of blocks and kill the next jumping goomba. Hop the gap and eliminate the boomerang bro. Jump the gap and hop onto the first floating crate to avoid the goombas. Hop to the white crate and kill the koopa.

1. Now there are two ways to go. See either 1a, or 1b.

1a If you want a Warp Whistle

Hold down while standing on the white crate. you will eventually fall down and be behind the bushes. Run right and kill the koopa. Continue right, and go behind the end zone. You will find yourself in a room with a chest and toad. Open the chest to reveal the first Warp Whistle.

1b If you don't want a Warp Whistle

Jump onto the blue crate and grab the coins. Continue to the orange crate, killing the flying goomba, then jump to the light blue crate. Drop down and run right. Collect your prize.

-----  
World 1, Mushroom House 1  
-----

You can get a mushroom, leaf, or flower from one of the crates. What you get is random, and it does not matter which chest you choose.

-----  
World 1, Stage 4  
-----

This is a moving screen level, meaning the screen automatically moves. This means you have to go fast.

The moving platforms fall right after you jump on them so jump off immediately.

Jump right, onto the block, then onto the moving platform and then the block again. Collect the six coins here. Jump to the next set of blocks, then go to the lower level and hit the top right block to reveal a 1-up. Jump past the three "L's", collecting the coins. Past the smallest 1, you can jump to the blocks below. The right-most block on the left side has a powerup, and the leftern-most block on the right has coins. Head right onto the sideways "L". Jump right to the next line of blocks. Jump on the moving platform and drop with it for a little to get some coins, then jump through the hole. Break the brick above the hole then hit the brick above that for coins. Head right, using the moving platforms to get you to the next group of blocks. Jump to over the flying goomba to flat ground. Now the screen will stop moving, so you can relax. Go in the pipe and immediately run right to avoid the boomerang bro. grab an item to finish level 4.

-----  
World 1, Game House 1  
-----

Here you have to try and match the three pieces.  
3 mushrooms - 2-up



3 flowers - 3-up

3 stars - 5-up

-----  
World 1, Fortress 1  
-----

Head right, go up the stairs. Jump both gaps, avoiding the shooting lava. Jump the next gap, get the powerup from the ? box, then jump the gap again. Head right and avoid both the spinning circles. Jump the gap, avoiding the shooting lava. Jump the gap and duck in the middle so you don't get hit by the spinning circle. Head right grab the powerup, and hit the skeleton.

1. Now there are two ways to go. See either 1a, or 1b.

1a Not Raccoon Mario

Go through the door. Go right a bit, so you are safe from the spike dropping from the ceiling. When the spikes go back up, jump the gap and wait there. When the spikes go back up, run right and stand against the wall. When the spikes go back up, a door should appear. Go through it. Head right to find a boss.

-----  
World 1, Fortress 1 Boss  
-----

He will run back and forth waving his hands. Jump on his head to hurt him. Do this three times and he will die. Watch out, because he changes speeds suddenly. You can also hit him with five fireballs from fire Mario.

1b Raccoon Mario

Go all the way against the wall on the right. Now run left and fly up. Go over the wall and head right. When you stop press up, and you'll drop into a room with a chest. Grab it to get a Whistle.

\*\*\*Note\*\*\*

Beating the first fortress by killing the boss destroys the key hole, while beating it by getting the whistle doesn't.

-----  
World 1, Hammer Bro 1  
-----

\*\*\*Note\*\*\*

If you beat World 1, Fortress 1 by getting the whistle, then skip the next part

The hammer bro on your map will move up on the world map, blocking you path. Go to the space he is blocking to fight him. He will jump up onto the blocks. Run under him and jump up to kill him. A little bag will appear, containing a star.

-----  
World 1, Stage 5  
-----

Go down, killing the four plated beetles, by sliding into them. Grab the coins above the water, go right and avoid the piranha plant.

1. Now there are two ways to go. See either 1a, or 1b.

1a Below Ground

Go down and head right. Go past the water and get the coins. Jump the two little water pits, then get a power up from the ? box if you need it. Go up the hill and above ground.

1b Above Ground

Jump to the upper platform and go right. Kill the koopas that come at you. Go right over the hill killing any koopas you see. Jump the hole when you get to it.

Go right and down the hole and avoid the piranha plants. Go up the pipe on the right. When you come out, go right and grab an item.

-----  
World 1, Stage 6  
-----

Jump up to the third platform and kill the koopa. Hit his shell right, to kill the koopa below. Jump down and grab the powerup from the ? box. Jump onto the ? box and then to the platform on the right. Jump onto the moving platform and then to the music squares and to the platform. jump right onto the ground. hit the koopa to break the two bottom blocks. the left one has a single coin, the right has a bunch. the third from the left box on the upper row has a 1-up. Jump right and then jump to the upper platform. go right and drop onto the two blocks. The go on the moving platform. Grab the coins, avoid/kill the koopa, and jump to safety. Jump to the second moving platform and ride it. You have to jump off so you can bounce off the flying koopa. Run right, kill the koopa and grab an item.

-----  
World 1, Hammer Bro 1  
-----

\*\*\*Note\*\*\*

If you beat World 1, Fortress 1 by killing the boss, then skip the next part

Go to the space he is on to fight him. He will jump up onto the blocks. Run under him and jump up to kill him. A little bag will appear, containing a star.

-----  
World 1, Mushroom House 2  
-----

You can get a mushroom, leaf, or flower from one of the crates. What you get is random, and it does not matter which chest you choose.

-----  
World 1, Castle  
-----

This is another moving screen level.

If you jump on a cannon shot, it will drop to the ground, so don't be scared to jump on them. Also watch out for cannonballs, even after you pass the cannon. Head right, and jump over all three cannons. Jump past the next cannon as well. Now you should see a ? box. Hit it and grab the powerup. Watch out for the cannons above you, especially the one that rotates. Hop the blocks and continue right. Now Avoid the last three cannons while ascending the staircase. Go down the Pipe to land in the boss room.

-----  
World 1, Castle Boss  
-----

This guy immediately starts shooting beams at you with his wand. Avoid the beams and jump on his head to hurt him. When he gets hit his shell will jump into the air. I suggest standing right next to where the shell lands and then jumping on his head before he can shoot at you again. Hit him three times to kill him.

Peach will give you a P wing.

-----[ 6-2 World 2 ]-----

Map of World 2

Key:

Lowercase letter - Pipe

# - Stage #

- - Path

B - Bridge

C - Castle

F - Fortress

G - Game house

K - Key

M - Mushroom house

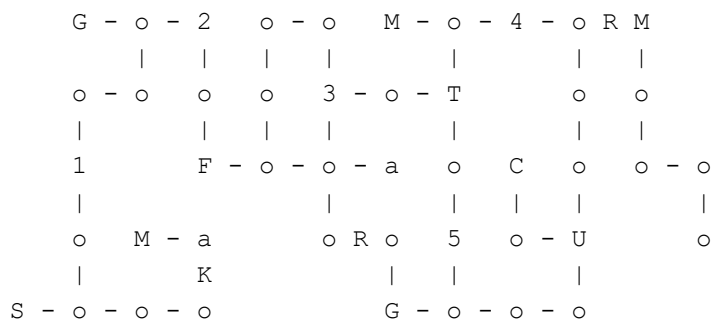
o - Stopping point

R - Rock

S - Start

T - Sand stage

U - Pyramid Stage



-----  
World 2, Stage 1  
-----

Head right. Jump in the little crevice and wait for the fake block to jump over you. Kill it, then go under the ? box and hit it when the fake block lands on it hit the ? box to kill it and reveal a powerup. Go right killing the fake blocks as you go. when you get to the two ? mark boxes, kill the koopa, and avoid his shell. the left ? box contains coin, the right a star. Head right and kill the fake block, avoid the fire chain (kill it if you have the star. Jump up to the pink platform via the music squares and continue right, killing the goomba on your way. Drop onto the left square to reveal a powerup. Head left and go into the pink bars. hit the ? box to get a 1-up, but beware of the fire chain. Jump back up onto the pink bars and go right. Drop down when you reach the end. enter the bars, avoiding the fire chain. collect the coins and leave. Go right, killing the fake block and avoiding the piranha plants. Then run

right and claim your prize.

-----  
World 2, Game House 1  
-----

Here you have to try and match the three pieces.

3 mushrooms - 2-up

3 flowers - 3-up

3 leaf - 7-up

-----  
World 2, Stage 2  
-----

Go up the hill, kill the koopa and jump over the quicksand, avoiding the fireballs from the spitting piranha plant. The block has a powerup. Jump the pit and go up the hill. Jump on the platform and jump over the flying koopa avoid all of the enemies on the way. When you go under a two blocks, the first is a coin, the second is a pow. Hit it to turn the coins into blocks. Continue on the platform to arrive next to a pipe. Enter it to find yourself at the end zone.

-----  
World 2, Fortress 1  
-----

Run right, down the stairs and hit the three skeletons. Jump on the platform under the stomp block, but don't go directly under it. The stomp block will stomp down. On its way back up, run by it. Hit the skeletons and go past the stairs. Trick the stomp block and run past. hit the skeleton and avoid the boo. As long as you look at the boo it won't come at you. Go in the pipe. Beware, the boo may still follow you. Jump to the platform, and go past the block when it starts its ascent. Whenever you stop, look left so the boo doesn't advance. Go across the spikes. Hit the block to reveal a powerup. Avoid the boo. Get past the group of stomp blocks by running by when they go up. Whenever you stop, look left to stop the boo. Go through the door. In this room, you have to wait until the spikes start going up and then dash to the next break in the spikes. Always look at the boos when you stop.

-----  
World 2, Fortress 1 Boss  
-----

This guy is similar to the boss in the first fortress. He runs back and forth, waving his hands. You still have to jump on his head to kill him. The difference is, now he can jump, he sometimes goes into his spiky shell when your about to hit him, and he moves faster. You can also hit him with five fireballs from fire Mario.

-----  
World 2, Mushroom House 1  
-----

You can get a mushroom, leaf, or flower from one of the crates. What you get is random, and it does not matter which chest you choose.

-----  
World 2, Boomerang Bro 1  
-----

Move to the space he is blocking to fight him. He will be on the left. Jump on his head to kill him. Avoid his boomerangs even after he dies. A little bag will appear, containing a Music block.

-----  
World 2, Stage 3  
-----

Stand still and wait for the fire chain disappear from the screen. Go right and jump to the top of the crates. Hit the blocks from below and then hit the ? boxes. The left contains a coin, the right a powerup. Go right and jump the gap. Go up to the top of the crate pyramid, avoiding the fire chains, and hit the blocks and ? boxes as before. This time the left contains a coin and the right a star. Grab it and quickly run right, over the gap. Go up the crates, killing anything that gets in your way with the star. Hit the ? boxes. The left has a coin again, and the right a powerup. Go down and over the gap. Kill the koopa. in the first pyramid, the block in the forth row from the bottom, fifth column from the left contains a 1-up. the very top block is a fake block, so kill it. On the second pyramid there are two fake blocks. One on the right wooden block and one at the bottom left of the pyramid. Kill them both. a koopa will drop into the hole between the two pyramids. Leave him there. Go over the pyramid and head right. Now there will be three sets of blocks. The second two have fake blocks on top, so dispose of them. The leftmost block on each row of the pyramid have a coin. Jump over the little hole hand hit the upper right blocks to get coins. Hit the koopa and kick his shell. Jump up right away so you don't get hit. When the shell goes to the bottom left, jump down. Hit the three blocks above you, which contain coins. If you feel like it you can jump down and stop the shell, then hit the right block to get a bunch of coins. Go down the pipe. Grab an item in the end zone to finish off the level.

-----  
World 2, Sand Stage  
-----

Run right and go over the sand pit. Jump over the next pit, avoiding the flying koopa and the spitting piranha plant. Jump over the next pit, over the spitting piranha plants. Kill the koopa when you land.

1. Now there are two ways to go. See either 1a, or 1b.

1a Not Raccoon Mario

Run right and jump the tornado. Go over the first set of blocks. Now the sun will get mad and start flying down to attack you. You'll have to avoid it for the rest of the level. Go over the next set of blocks. On he next set there will be a jumping koopa. Kill it and go over the next two sets. The third will have another jumping koopa. kill it and continue right. Jump the small pit, and then the larger one. Grab an item to finish the level.

1b Raccoon Mario

Charge your "P" and run right. Jump, so you hit the top of the tornado. Fly for as long as you can. You will notice the sun will be flying around now. When you land, kill the jumping koopa, and go right. Jump the small pit, and then the larger one. Make sure you don't hit the sun when it flies down. Grab an item.

-----  
World 2, Boomerang Bro 2  
-----

This guy is the same as the last. Move to the space he is blocking to fight

him. He will be on the left. Jump on his head to kill him. Avoid his boomerangs even after he dies. A little bag will appear, containing a Hammer.

-----  
World 2, Mushroom House 1  
-----

You can get a mushroom, leaf, or flower from one of the crates. What you get is random, and it does not matter which chest you choose.

-----  
World 2, Stage 4  
-----

Kill the jumping goomba on your right, hit the ? block for a coin, and go to the pillar of blocks.

1. Now there are two ways to go. See either 1a, or 1b.

1a Not Raccoon Mario

Kill the koopa. jump up to where the koopa once was and jump across to the other koopa. Kick its shell left to get a power up. Jump up to the elevated ground and kill the koopa. Jump the gap and grab the coins. Kill the boomerang bro on your right. Kill the jumping koopa and kick his shell left to get a powerup from the ? block. Run right and kill the koopa. Jump on to the platform and then jump onto the boomerang bro. Jump the large gap and hit the powerup from the ? block. When it is safe jump pas the spitting piranha plant. Run right and kill the boomerang bro. Make your way past the platforms, grabbing the coins as you go. Run right kill the boomerang bro and grab an item.

1b Raccoon Mario

Run left, and fly up in the upper left corner, to break through the blocks. When you reach the top go right. Go into the water. Hit the block third from the left on the right side. to reveal a pow. hit it and the blocks will turn into coins. Grab the coins and drop down to the right. Grab the coins. When you reach the platform hit the blocks from below to get coins. Jump onto the platform and grab the coins. Kill The two flying Koopas and go right. Grab the coins. and hit the right block. Hit the pow and the blocks will turn into coins. Grab them and go right. The right music block has a powerup. Jump down and kill the boomerang bro. Grab an item to complete this stage.

-----  
World 2, Mushroom House 2  
-----

Here you will always get a Frog suit. It doesn't matter which chest you choose.

-----  
World 2, Fire Bros 1  
-----

Move to the space he is blocking to fight. Immediately dash right and hit the one right next to you. Bounce off his head and hit the other. You will most likely get hit at least once during this battle, so come as Fire, Raccoon Mario. The bag will drop. It contains the third and final Whistle.

-----  
World 2, Stage 5  
-----

Go right, and jump over the bow-wow. The left ? box has a coin, the right a powerup. Jump up onto the crates, above another bow-wow. Jump right onto the boxes. Kill the Koopa, kicking its shell left. Go in the little hole the shell made and bump into the lower wooden block for a powerup. Go right, over the gap. Kill the goomba, and jump up the crates, avoiding the bow-wow. Continue right on the crates and kill the goomba when you come to it. Drop down to the wooden blocks. Go right and jump up and kill the two koopas. Kick one of their shells into the block on the right for a coin. Go right and jump to the right.

1. Now there are two ways to go. See either 1a, or 1b.

1a Kick the koopa's shell right and go up the vine

This ways you will get more coins.

Kill the koopa, kicking its shell left. It will break the blocks below and a vine will shoot up. Go left and climb it. When you reach the top, jump left onto the cloud. Jump from cloud to cloud until you get to a pipe. Go down it.

Diagram of the room you just dropped into:

Key:

\_ - Ground  
 | - Wall  
 B - Block  
 C - Coin  
 P - Pow  
 T - Pipe  
 U - Powerup

```

  _____
  |PP      |
  |  B B B B B  |
  |   B B B B   |
  |  B B B B B  |
  |   B B B B   |
  |  B B P B U  |
  |             |
  |  CCCC CCCC  |
  |         B   PP|
  |             PP|
  _____
  
```

If you are little Mario, then I think it is impossible to get the pow. If you are big Mario then make sure you get the powerup in the lower right block.

Grab as little coins as possible, as they will serve as a platform later. Here, the middle block has a pow in it, So hit the block from below, and make your way right. Hit the bottom right block for a powerup. Jump on the pipe. Now jump left and swing your tail. You should hit the block so you can stand. Hit the block above you, and go to the top layer. Break the block directly to the left and drop down. Hit the left block again and drop onto the pow. The coins will become boxes, and the boxes coins. Use the bottom boxes as a platform to grab the coins. When time runs out the platform will turn back to coins, so grab them and leave via the right pipe. Jump up to the second row of crates and get the four ? blocks. The 3 left blocks contain a coin, and the right has a powerup. Drop down and run right. grab an Item to finish the level, but beware of the bow-wow directly below the item.

1b Without going up the vine

Kick the koopa's shell right to kill the other two koopas. Head down the steps and to the right. Watch out for the bow-wow and grab the item.

-----  
World 2, Game House 2  
-----

Here you have to try and match the three pieces.

3 mushrooms - 2-up

3 flowers - 3-up

3 Three - 10-up

-----  
World 2, Pyramid Stage 1  
-----

Jump up the side of the pyramid and go through the door. Jump over the beetle and go up the hill. The ? box between the blocks with the beetle contains a powerup. Only try and get it if you think you can avoid being hit by the beetle. Head down the ramp. and jump up to the ledge.

Whenever you come to one of these walls you will need either Raccoon Mario, or a beetle. Raccoon Mario can just break the blocks with his tail. If you are not Raccoon Mario, then hit a beetle, so its shell it can't move. The run into it while holding "B" to pick it up. Now bring it to the point where you want to break a wall and kick the shell into it.

So break through the wall in front of you and jump onto the pipe the piranha plant is coming out of. Once you are on the pipe, jump to the ledge on your left. Now go left and jump to the ledge on your right. Go right, but not down the hill.

Diagram of where the invisible block is:

Key:

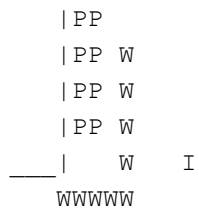
\_ - Ground

| - Wall

I - Invisible block

P - Pipe

W - Wooden block



-----  
There is an invisible block 2 spaces to the right of the wooden block. Jump under it to get a coin. Now jump on it and jump to the right to get in the pipe.

Diagram of the room you just came into:

Key:

\_ - Ground

| - Wall

B - Block

C - Coin

P - Pow



T - Pipe

```
|          |
|CCCCCCCCC|
|BBBBBBBBBB|
|          |
|CCCCCCCCC|
|BBBBBBBBBB|
|          |
|          |
|  P      TT|
|_____TT|
```

Break the block directly above the pow, and the block to the right of it. Hit the pow. The coins will become boxes, and the boxes coins. Now grab as many coin, and break as little boxes as possible. In a few second the coins/boxes will switch back, so grab any the rest of the coins and leave the way you came. You will find yourself at the bottom of the hill you were at earlier. Go up the hill to your right. Watch out for the two beetles on the ceiling, and the one on the ground. Break through the wall, and go over the piranha plant. Go up the pipe. Immediately kill the boomerang bro, so he can't throw any boomerangs at you. Now go left and go to the top of the pyramid. Hit the pow and grab the white coins. Now you can finish the level.

-----  
World 2, Castle  
-----

This is similar to the last castle. You will be on an airship, following the screen through the level.

Jump onto the first cannon you see, and then quickly to the next and finally the platform. Run off the platform and to the floor. Jump over the Cannon. Now, wait for the cannon to your right to shoot, then jump over the shot and onto the cannon. From the cannon jump to the platform on your right. Here, you should grab the powerup if you need it. Run right and through the holes, between crates. When you reach the bottom, go right, and up the crates, avoiding the cannons. Jump to the platform and run right. If you are fire Mario, continuously shoot fireballs and the wrench men that popup. If not jump over them and avoid their wrenches. Jump to the Cannon and the next. Now go the platform and down the pipe to the boss.

-----  
World 1, Castle Boss  
-----

This boss is extremely similar to the first castle's boss. He will shoot a beam at you with his wand right away. Avoid the beams and jump on his head to hurt him. While he is in the air, don't touch him, as it will hurt you. When he gets hit his shell will jump into the air. I suggest standing right next to where the shell lands and then jumping on his head before he can shoot at you again. Hit him three times to kill him.

Peach will give you a Cloud.

-----[ 6-3 World 3 ]-----

Map of World 3

Key:

Lowercase letter - Pipe  
 # - Stage #  
 - - Path  
 B - Boat  
 C - Castle  
 D - Drawbridge/Bridge  
 F - Fortress  
 G - Game house  
 M - Mushroom house  
 o - Stopping point  
 R - Rock  
 S - Start

```

M - o - o - 3   M D o D o - 6 D o - 7 - o
  |           |   |   |   D           |
  o           o   4 - o   8 D o - G - F
  |           |   |           |           K
  2   G - F - o - o           o D 9 - c   b
  |           |           |
  1           o K a   5 - o R o - o - - B
  |           |
S - a R G R o - b

```

If you take the boat, you will find this set of islands:  
 - M

```

G - M - - - - - - - - - - - - - - -
|                                     |
- M - G                             |
                                     |
                                     C - o - c

```

frog  
 leaf  
 leaf  
 -----  
 World 3, Stage 1  
 -----

Welcome to the first water stage in the game. If you need a powerup, head left, down the hole and hit the ? box. Head back to the beginning and go right. Go over the pipe and avoid, or shoot the jellyfish. Go down the hole and over the pipe. Avoid the plant on the floor and grab the coins on the roof. Continue over the next pipe. The left ? block has a powerup the right one has a coin. Grab the coins above the ? boxes and go up. Here you should swim up and to the right. You should get to the top of the water. Swim right along the top until you see a pipe. Drop down, avoiding the jelly fish, and go up it. Run right and grab an item to finish off the level.

-----  
 World 3, Stage 2  
 -----

Jump right onto the zigzagging platform. And from there to the next. Grab the powerup from the ? box if you need it. Jump onto the next platform and immediately jump right, into the wooden block. A star will pop out, so land back on the platform and grab the star when you pass by. Now stay on this platform, grabbing as many coins as you can. It helps if you got the star. If you didn't then you will have to avoid, or jump on the heads of the fish that jump at you. The three ? boxes on the way all contain a coin. Jump onto the

next platform and avoid or kill the jumping fish like before.

1. Now there are two ways to go. See either 1a, or 1b.

1a. If you want extra coins

Make sure to watch out for all of the fireballs coming your way during this. When you come to the platform, do not jump on it. Hit the third block, to reveal a pow. Jump up and hit it. The coins and blocks will switch places, so grab the coins. Now go into the pipe that the spitting piranha plant is on, and go down it. Avoid or kill the final flying fish and finish the level.

1b. If you don't feel like risking you life for coins

When you arrive at the platform of blocks, jump on it. Avoid the fireballs from the spitting piranha plant. When the plant goes down jump on its pipe and go down it. Avoid or kill the final flying fish and finish the level.

If at any time during the level you fell in the water, and you are still in the water when you get t the pipe, there is a way out. Go behind the pipe and you should see a ? box, which a powerup. Jump on it and then hit the box above you for a coin. Jump onto the spitting piranha plant's pipe when it goes away, and go down it. Avoid or kill the final flying fish and finish the level.

-----  
World 3, Mushroom House 1  
-----

Here you will always get a Frog suit. It doesn't matter which you chest you choose.

-----  
World 3, Stage 3  
-----

Immediately run right, over the gap and onto the platform. Watch out for the big fish, which will follow you the rest of the level no matter how many times you kill it. Jump over the two pillars, grabbing the coins. Now jump to the gap to the next platform. Here there are a bunch of blocks and a koopa. Hit the music block for a flower and kill the koopa. The second farthest right block on the top row contains a pow. Hit it and grab the coins and the flower if you want it. Continue right, to the next platform. From there jump right again. Jump to the pillar. Now you'll see a spinning platform. You must jump right before it stop spinning and then jump off it right away, so you don't get thrown into the water. Grab the powerup, then jump right and kill the koopa. Jump across the blocks, grabbing the coins below if you want. Avoid the small flying fish that pop out. When you see a higher set of blocks you should jump up to them. Now jump onto the spinning platform as before and jump off to the right. Go down the pipe. When you come out the other side, jump right and claim your prize.

-----  
World 3, Fortress 1  
-----

Go right, under the spinning ball. Hit the skeleton, and jump onto the pillar. Avoid the next ball and go up the stairs. Get past the stomp block and hit the skeleton. Now you'll be in an area full of skelletons, ghosts, and 9 doors.

Here is where each chart leads. Read the explanations below and decide what doors you want to go through. You will ultimately have to go through Door 6, which is where the boss resides.

- Door 1 - Water Room
- Door 2 - Water Room
- Door 3 - Water Room
- Door 4 - Water Room
- Door 5 - Platform
- Door 6 - Boss Room
- Door 7 - Water Room
- Door 8 - Water Room
- Door 9 - Coin Room

#### Water Room

You end up in this room when you go through doors 1, 2, 3, 4, 7, or 8. This room is a long hallway with water on the bottom. It contains a bunch of fish, which roam the bottom. The two silver pipes lead to the pipe before the door room. There are also two ? boxes, which both contain powerups.

#### Platform

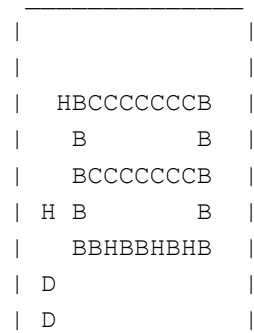
You end up in this room when you go through door 5. Hit the block, to reveal a 1-up. It will go right, so to get it you will have to jump into the water.

#### Coin Room

You end up in this room when you go through door 9. Diagram of the Coin Room you just came into:

#### Key:

- \_ - Ground
- | - Wall
- B - Block
- C - Coin
- H - Hidden Block



Hit the hidden blocks in the lower row of blocks. Then hit the two right most hidden blocks, and jump up. Grab the coins, then leave in the door you entered through.

#### Boss Room

You end up in this room when you go through door 6. Jump up to the left and enter the door. Head right, down the hall.

-----  
World 3, Fortress 1 Boss  
-----

This is almost identical to the bosses in the first two fortresses. He runs back and forth, waving his hands. He can jump, and sometimes goes into his spiky shell when your about to hit him. He now has wings. When he flies around wait until he lunges at you and then hit him in the head. Three to the head

will do it. You can also hit him with five fireballs from fire Mario.

-----  
World 3, Game House 2  
-----

This is one of those match-up games again, but this one also has a 3"', so you can get a 10-up.

-----  
World 3, Hammer Bro 1  
-----

There are two hammer bros. If you are fire Mario then wait where you start, and shoot the bros. when they drop down. If you don't, you have to un in and kill them both without getting hit. Your prize is a hammmmer, which can be used to gain access to Game House 4.

-----  
World 2, Game House 3  
-----

Here you have to try and match the three pieces.

3 mushrooms - 2-up  
3 flowers - 3-up  
3 Three - 10-up

-----  
World 3, Stage 4  
-----

Go right, down the ramp and kill the two goombas headed your way. Jump over the pipe with the piranha plant in it. Jump over the water pit and continue right. The next pipe has a spitting piranha plant in it. Jump over it. If you need some life, grab powerup from the ? box. Jump to the ekevated ground to your left using the ? box. Slide down the hill, killing the goombas and drop into the water. Avoid the fish. Go right up next the the grass wall on your left, and jump up to reveal a hidden block. Now use the block to boost yourself up. Slie down the hill to kil the three koopas. Now kill the flying goomba, and grab a coin from each of the ? boxes. Kill the next jumping goomba that comes at you. Hit the two blocks below the pipe with the spitting piranha plant in it to reveal a coin and a pow. Hit the pow to reveal a bunch of silver coins. Grab the coins then the hit the next three ? boxes for a powerup and two coins. Go right. Now a lakuti will appear, so kill/ avoid it. The blocks beneath you all contain coins, except for the second from the left, which has a 1-up. Jump, across the platforms. The ? mark boxes contain a coin and a powerup. Jump up to the ledge and then down the hill. Grab an item to complete this stage.

-----  
World 3, Mushroom House 1  
-----

You can get a Frog Suit, leaf, or flower from one of the crates. What you get is random, and it does not matter which chest you choose.

-----  
World 3, Stage 5  
-----

Here comes another water stage. Jump into the water and fall down, avoiding the

fish, and grab the coins. Go over the pillar and kill/avoid the fish. the left ? box contain a powerup. The other ? boxes and boxes have a coin each. Swim up, to the right and grab the powerup that you just revealed if you need it. avoid the jellyfish. Swim right and grab the coins, while avoiding the fish. continue right, staying close to the groun and grabbing all the coins. When you reach the pipe go up with the bubbles. The three ? boxes contain 2 coins and a powerup. Grab them if you like. Now swim right, avoid the jellyfish, and go under the pipe. Make sure you are'nt pushed under the screen. There is a secret block two spaces south of the pipe, on the right side. It contains a 1-up. Go right, throught the minefield of standstill jellies. Kill/avoid the big fish and go right through the pipe. Jump throught the water and grab an item.

-----  
World 3, Stage 6  
-----

Jump to the donut blocks on your right. The ? box has a powerup in it. Jump to the safe land. Jump across the spinnin platform and onto the next safe area. Kick the koopa right to get a bunch of coins. Jump the gap to your right and kill the koopa. If you want a powerup, drop to the platform below and kick the koopa's shell into the ? box. Jump right then jump rightagain to the next platform and kill the koopa. Jump down onto the donut blocks and blue blocks. Hit the block above you for a 1-up.the first ground-level block on your right has a pow switch in it. If you hit the pow the rest of the block will turn into coins. Jum right, grabbing the coins (if you hit the pow). Kill/avoid the jumping koopa. Jump onto the next set of three blocks. From there jump to the pipe and go down it. Jump right and kill/avoid the flying koopa. drop the the next platform and grab an item. To get a star by running, you may need to back up to the first platform and run from there. You do not have to jump to the next platforms if you are running; just keep going, and you won't fall in the holes.

-----  
-----9 E-Reader-----  
-----

I do not have the Walmart exclusive cards, so if your interested in selling them (or giving them away :)), email me at ootoss [at] gmail [dot] com

Card Descriptions were taken from the cards.

-----[ 9-1 Demo Cards ]-----

Demo cards allow you to watch videos, which show a bunch of secrets and tips, such as unlimited 1-ups

-----  
World 1-1 Speed Stage  
-----

Watch small Mario race through World 1-1 a breakneck speed! Can you bet his amazing time?

-----  
World 1-2 Unlimited 1-ups  
-----

Discover Mario's special abilities as Raccoon Mario, lear the unlimited 1-up trick, and see what it's like to become invincible!

-----  
World 2-2 Toad's Hidden House  
-----

Watch as Mario demonstrates the tricks and secrets you'll need to know in order to collect all 30 coins in World 2-2!

-----  
World 3-2 Star Power  
-----

The Cheep-Cheeps charge at Mario with a vengeance, but he gets the last laugh by becoming invincible and using his athletic abilities to outsmart them.

-----  
World 3-4 Unlimited 1-ups  
-----

Watch and Learn! See how Mario uses Lakitu and his spiny eggs to create a 1-up factory! Even pesky enemies can be helpful!

-----  
World 3-8 Toad's Hidden House  
-----

Boss Bass is hungry and relentless in his pursuit of Mario. If Mario isn't careful, Boss Bass will swallow him whole! Can he survive to collect all the coins?

-----  
World 3-8 Toad's Hidden House  
-----

Cheeps-Cheeps are plentiful in this level, but if Mario can avoid them long enough to collect all the coins, a special house will appear on the map!

-----  
World 5-5 Toad's Hidden House  
-----

What a show! Small Mario deftly dodges a number of enemies before sneaking into a secret area to don the Tanooki Suit! Watch how he collects all the coins.

-----  
World 6-7 Toad's Hidden House  
-----

Fiery Mario sets World 6 ablaze! His Firepower stops enemies dead in their tracks, allowing him to use the Donut Lifts to grab all the coins.

-----  
World 7-2 Toad's Hidden House  
-----

Frog Mario has to do some tricky jumps to outsmart the many Venus Fire Traps intent on setting him aflame. Watch this coins collecting technique carefully.

-----[ 9-2 Level Cards ]-----

Level cards allow add new levels to the game. To use them enter World-e and go to the blue square to load a new level. Once you beat a level, you can save it to your game. This way you don't need your E-Reader with you everytime you want to play an E-card level.

-----  
Level 01: Wild Ride in the Sky  
-----

Take a wild ride in the sky! Think you can nab all the coins? Not if Bullet

Bill has anything to say about it.

Advance Coin: AAAA

Difficulty Level: \*\*\*

Guide:

-----[ 9-3 Power Up Cards ]-----

-----  
Item 03: Super Leaf

-----  
Use the Super Leaf to turn Mario into Raccoon Mario! With that tall, Raccoon tail, Raccoon Maio can attack enemies, or fly high into the sky!

-----[ 9-4 World-E ]-----

-----  
-----8 Enemies-----  
-----

I don't have the correct names for most of these, since I made many of them up, so email me if you have the correct names. Also, if someone has a complete list of all the enemies' names that would be great. The enemies are listed in alphabetical order.

-----  
Enemy Name

-----  
Description:

Movement:

How to Defeat:

Extra information:

-----  
Angry Sun

-----  
Description:

-Orange sun

Movement:

-Swoops down from the top left of the screen, and tries to hit Mario

How to Defeat:

-Avoid it by jumping when it comes down.

- "It is possible to defeat the Angry Sun by hitting it with a turtle shell. You can either do this as it's swooping down at you, or if you're Raccoon or Tanooki Mario you can grab a turtle shell and fly up to the sun before it swoops and kick the shell at it." - glennvolio

Extra Information:

-----  
Bow-wow

-----  
Description:

-Black ball, mouth, chained to a post

Movement:

-Leaps at you

How to Defeat:

-Avoid him (I haven't tried killing it yet, so email me if you can kill it)

Extra information:

-----  
Goomba



-----

Description:

-Small, brown

Movement:

-Walks back and forth

How to Defeat:

-Jump on its head to squash

Extra information:

-----  
Flying Goomba  
-----

Description:

-Small, brown, wings

Movement:

-Flies around, dropping little yellow things, which hinders your jumping

How to Defeat:

-Jump on its head to make it a normal Goomba, then squash it

Extra information:

-----  
Flying Koopa  
-----

Description:

-Red/green shell, wings

Movement:

-Flies up and down, or back and forth

How to Defeat:

-Jump on it so it loses its wings then he'll be a normal koopa

Extra information:

-Shell can be used to break boxes, jump on them to lengthen your jumps

-----  
Jumping Goomba  
-----

Description:

-Small, red, wings

Movement:

-Jumps back and forth

How to Defeat:

-Jump on its head to make it a normal Goomba, then squash it

Extra information:

-----  
Jumping Koopa  
-----

Description:

-Red/green shell, wings

Movement:

-Jumps back and forth

How to Defeat:

-Jump on it so it loses its wings then he'll be a normal koopa

Extra information:

-Shell can be used to break boxes

-----  
Koopa  
-----

Description:

-Upright, red/green shell

Movement:

-Walks back and forth

How to Defeat:

-Jump on it so it is only a shell, then kick the shell

Extra information:

-Shell can be used to break boxes

-----  
Piranha Plant  
-----

Description:

-Green/red vine

Movement:

-Goes in and out of pipes

How to Defeat:

-Jump over them to avoid

-You can kill them with koopa shells, while you are Star Mario, and by whipping them with your tail as Raccoon Mario.

Extra information:

-Try going in their pipes when they leave to find hidden areas

-----  
Spitting Piranha Plant  
-----

Description:

-Green/red vine

Movement:

-Goes in and out of pipes, shoots fireballs

How to Defeat:

-Jump over them to avoid

-You can kill them with koopa shells, while you are Star Mario, and by whipping them with your tail as Raccoon Mario.

Extra information:

-Try going in their pipes when they leave to find hidden areas

-----  
-----9 Boss Guide-----  
-----

The bosses are listed in order of appearance.

-----  
World 1, Fortress 1 Boss  
-----

He will run back and forth waving his hands. Jump on his head to hurt him. Do this three times and he will die. Watch out, because he changes speeds suddenly. You can also hit him with five fireballs from fire Mario.

-----  
World 1, Castle Boss  
-----

This guy immediately starts shooting beams at you with his wand. Avoid the beams and jump on his head to hurt him. While he is in the air, don't touch him, as it will hurt you. When he gets hit his shell will jump into the air. I suggest standing right next to where the shell lands and then jumping on his head before he can shoot at you again. Hit him three times to kill him.

-----

World 2, Fortress 1 Boss

-----  
This guy is similar to the boss in the first fortress. He runs back and forth, waving his hands. You still have to jump on his head to kill him. The difference is, now he can jump, he sometimes goes into his spiky shell when your about to hit him, and he moves faster. You can also hit him with five fireballs from fire Mario.

-----  
World 1, Castle Boss

-----  
This boss is extremely similar to the first castle's boss. He will shoot a beam at you with his wand right away. Avoid the beams and jump on his head to hurt him. While he is in the air, don't touch him, as it will hurt you. When he gets hit his shell will jump into the air. I suggest standing right next to where the shell lands and then jumping on his head before he can shoot at you again. Hit him three times to kill him.

-----  
World 3, Fortress 1 Boss

-----  
This is almost identical to the bosses in the first two fortresses. He runs back and forth, waving his hands. He can jump, and sometimes goes into his spiky shell when your about to hit him. He now has wings. When he flies around wait until he lunges at you and then hit him in the head. Three to the head will do it. You can also hit him with five fireballs from fire Mario.

-----  
-----10 Frequently Asked Questions-----  
-----

Question:

On the gameboy advance Super Mario three, I went into a level and found a strange block that made a coin counter appear. When I got enough coins the meter showed a purplish-blue mushroom house. After I beat the level a purplish-blue mushroom house appeared next to the level. Inside there was a single treasure chest. Inside of it I found an anchor. What does the anchor do? I tried using it but it won't let me. Could you help me figure it out?

Answer:

The achor is used to keep airships from flying away after you die in one.

Question:

Answer:

-----  
-----11 Thank You-----  
-----

CjayC  
for running GameFAQs and posting this guide

nnguyen11490  
for pointing out typos

glennvolio  
for giving information on the Angry Sun

thorpe89  
for pointing out typos

-----  
-----12 Legal-----  
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This FAQ Should only be found at [www.gamefaqs.com](http://www.gamefaqs.com). If you see it somewhere else, please notify me at [ootoss@yahoo.com](mailto:ootoss@yahoo.com).

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