

# Super Mario Advance 4: Super Mario Bros. 3 FAQ/Walkthrough (w/ Devin Morgan)

by CVXFREAK

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Super Mario Advance 4 FAQ/Walkthrough  
For the Gameboy Advance  
Version 1.1 (Created 5/16/2007)  
By Devin Morgan and cvxfreak

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-- 1. What's New --  
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Version 1.1 (5/16/07): cvxfreak here. Just updating my e-mail address.

Version 1.0 (8/10/03): The first, complete version of this co-written FAQ. It has pretty much every bit of information planned to be added, but if there are additions or corrections to be made still, feel free to email! Also, please note that all e-Card information is due at U.S. release which is currently due in October 2003.

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-- 2. Introduction --  
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At last, after three GameBoy Advance remakes of classic Mario titles, Super

Mario Bros. 3 finally arrives on the GBA in the form of Super Mario Advance 4. Based off the SNES Super Mario All-Stars version, Super Mario Bros. 3 on the GBA is pretty much the same game we all know and love. New additions in the game include e-Reader support for extra items, the Mario Bros. minigame and special GameBoy Player support. Overall, it's a welcome remake of Super Mario Bros. 3 and it's just as fun as ever!

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-- 3. Story --

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The Mushroom Kingdom has been a peaceful place thanks to the brave deeds of Mario and Luigi. The Mushroom Kingdom forms an entrance to the Mushroom World where all is not well. Bowser has sent his 7 children to make mischief as they please in the normally peaceful Mushroom World. They stole the royal magic wands from each country in the Mushroom World and used them to turn their kings into animals. Mario and Luigi must recover the royal magic wands from Bowser's 7 kids and return the kings to their true forms. "Goodbye and good luck!," said the Princess and Toad as Mario and Luigi set off on their journey deep into the Mushroom World.

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-- 4. Controls --

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Control Pad: Move Mario/Luigi

Start: Pause game, bring up submenu

Select: N/A

A: Jump (tap repeatedly to flutter as Raccoon)

B: Use special ability (fireball, hammer), pick up block/shell, open chests

L: View item inventory (on World Map)

R: View quick save menu

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-- 5. Overview --

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Power Meter

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The newest addition to this game would have to be the power meter, signified by the row of arrows with a "P" box at the end. When you run, the meter partially fills up. If you run fast enough to fill it, Mario (or Luigi) will extend his arms and be ready to fly. This is how you fly with Raccoon Mario, by the way. When flying, the meter stays filled for a period of time, then it totally empties, leaving you to fall back to the ground, or slow down, again. The only thing you have to really worry about is bumping into any

enemies while building up speed.

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Mario's Abilities  
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(NOTE: All abilities apply to Luigi as well.)

Super Star: Makes Mario invincible for a limited time.

Mushroom: Turns little Mario into Super Mario.

Fire Flower: Turns Mario into Super Mario who can shoot fireballs at enemies.

Super Leaf: Turns Mario into Super Mario with the ability to fly. If he runs and fills the P meter below the screen, he can soar into the air. He can also whip his tail to defeat certain enemies.

Frog Suit: Turns Mario in Frog Mario. He can leap long distances and swim faster with this suit.

Tanooki Suit: Turns Mario into Tanooki Mario. Press and hold Down + A to turn him into a statue for a few seconds. He can also tail whip enemies and fly using the same tactics as the Super Leaf.

Hammer Mario: Allows Mario to repel fire (when ducking down) and throw two hammers at a time to kill enemies he normally wouldn't be able to kill.

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World Map Information  
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In this game, players move around on a World Map to get from stage to stage. The actual levels are numbered, obviously. There are several other spots on the map worth visiting, however.

Mushroom Houses: Pick 1 of 3 chests to open, collecting the item inside.

Spade: You can play a game where you try to match 3 moving parts of a picture so you can gain extra lives.

Wandering Hammer Bros: If you meet one of these on the World Map, you are automatically put in an area where you have to defeat a Hammer Bro to continue. Simply hit the ledge from below to kill it easily. When it's over, open the chest that appears to get a special item.

Pipes: If you enter one of these on the map, go through the short passage below ground, and you will emerge from another pipe, located elsewhere on the map. Make sure the other exit isn't blocked first, though!

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World 1 - Grass  
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Level 1  
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This is an easy level. Watch the Goombas up ahead and move forward. The fourth block from the screen contains a Mushroom. Move forward until you get to the Koopa Troopa. Stomp on it and send the shell toward the block to get a Super Leaf. Up ahead are two Goombas. Kill them, or avoid them and continue moving forward. From here, if you have a Super Leaf, you can run to power up the P meter and fly into the sky and the clouds to collect coins. Anyhow, move forward, past the Goombas and Paratroopas. At the hole, the right block contains another Super Leaf. The rest of the path is explanatory. Jump over the holes, and avoid the all Piranha Plants. At the end is the goal, so hit the block and you'll get one of the symbols. This happens everytime.

Level 2  
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Move forward and jump over the pipe. Before the T-shaped pipe are two blocks and the right one contains a Mushroom. Jump over the T-shaped pipe and continue. The next part is pretty easy. Just keep going forward, avoid or killing all the Goombas and Flying Goombas. Run to the end and claim your reward.

Level 3  
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Run ahead and stomp on the Koopa Troopa. Take it's shell and send it at the Hammer Bros.-like creature. When you get to the blocks, stomp the Koopa Troopa and and hit it left so all the blocks are destroyed and points are obtained. When you get to the big colored blocks in the air, watch as Baby Goombas are dropped from the sky. After that, the level ends.

Level 4  
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Run forward and jump over the chasm onto the platform and jump forward. The camera follows you so you can to keep moving. The moving platforms will appear on the screen, and they will fall one second after Mario/Luigi lands on them, so time your jumps correctly. Continue forward, continuing the jump patterns on the moving patterns. After you pass the screen with all the moving platforms, you'll be on a block platform with three blocks high and six blocks below them. The top right block has a 1UP Mushroom in it so grab it if you wish (it'll go in the opposite direction Mario's moving in). One moving platform after that is an L-shaped block platform. After that, more oddly shaped block platforms, so jump onto them as the camera moves. Don't jump to far or too fast because you might miss a platform and fall down the hole. Keep going forward and repeating the same tactics as the entire level. It'll get a little trickier as the level goes, but nothing to difficult. Eventually, you'll reach hard land and a pipe. Head down the pipe. After it, watch out for the enemy to the left and move right toward the goal.

Fortress  
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Move forward and watch out for the fireball jumping out of the lava hole. Continue forward, jumping over these holes as you go. Halfway through the

room is a block with a Mushroom. Move forward and watch out for the Roto Discs circling around the wall. Move on, and avoid another disc. This next part is a little tricky because there are a few lava holes and electric balls, so time your jumps and moves accordingly or else you'll die. It's not too difficult, but it is tricky. After that part is a block with the Super Leaf, and a Dry Bones. Stand on the blocks you just hit and jump on or past the Dry Bones. At the end is a door which leads to another room.

In the next room, the ceilings will be rigged with spikes and they'll fall slowly towards the floor, but in the middle of the screen will be a gap where Mario can avoid being hit. Now as the ceiling rises, jump and RUN fast until you reach the door at the end. After that, avoid the ceiling as it falls and go through the door. The boss is at the end of the corridor. He's easy to defeat. Just jump on him three times while avoiding his weak attacks and you will have the fortress conquered once you grab the ? Ball! In the world map, all key doors will be unlocked.

#### Level 5

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The level starts on a slope. Press down so Mario/Luigi slides down and kills all the enemies coming up the slope. Get past the water pond and avoid the Piranha Plants in the pipes. The path will reach a fork, where you can go up or down. If you are heading up, just move forward, jump on or avoid all the enemies until you see a dead end and then go down into the pipe to reach the goal. If you go down, swim over the lake and then head forward until you reach a block with the Super Flower on it, and you'll head up into where the upper path on the forks leads to. Move forward and into the pipe to the end of the level.

#### Level 6

-----

Another level in the sky, except the camera doesn't force you to keep moving forward. Up ahead are Koopa Troopas you should kill and a block which has a Mushroom/Super Leaf inside. Ahead is a zig zag pattern platform, so use that and the music blocks to get to the next pillar. Keep moving until you reach a really high non-moving platform with a hole that leads to a moving platform (a platform that moves to the right). Get on that golden-brown platform. As it travels, look out for the Paratroopa and the coins. Jump on the next few platforms and another zig zag platform. Jump forward to the end and collect your reward.

#### Castle/Airship

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Head into the castle, listen to Toad and board the airship. The airship is full of Bullet Bills and cannon balls. Time your movements and jumps properly to avoid getting hit. Cannons and Bullet Bills can be stomped on but cannot be killed any other way. Move forward, basically stopping and going as you avoid getting hit. Halfway through is a block with a Mushroom/Super Leaf. Continue forward, avoid getting hit and you'll reach the silver pipe. Go through.

There will be a boss in here, but stomp him. Watch out after you jump on him as the Koopa Kid will fling himself into the air trying to kill you. Also, watch out for the magic wand's circles because they obviously deal out the damage. With the defeat of the Koopa Kid and the restoration of the King, Peach will reward you with a P-Wing. Onto the next world!

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World 2 - Desert  
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Level 1  
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Move toward the blocks. Dull colored blocks are actually shells of enemies so stomp them or avoid them as they leap to hit Mario/Luigi. Move forward and avoid a couple more of them. When you get to two blocks next to each other, the right one contains a Super Star so grab it and run down the level as fast as you can while killing all the enemies. You'll reach a purple area with flaming hot snakes. Avoid them. In the middle of the purple zone are two brown blocks. The left one has a Mushroom/Super Leaf in it. Below them, directly in the middle of the two brown blocks, jump to reveal a music block which you can use to get back up. At the goal is another block enemy, so avoid it or kill it and collect your reward.

Level 2  
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Move forward past the winged Goomba and over the quicksand. If you fall into the quicksand, it'll be hard to get back up so avoid it. A lone brown block up ahead contains a Mushroom/Super Leaf. Past the orange pipe is another quicksand hole. Past that is a platform that'll take you over a pond full of fish. Jump over the blocks and the Paratroopas and hit the pipe once you're on solid land. After that is the goal.

Fortress  
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Run forward and over the Dry Bones. After that is a Thwomp. Wait until it drops and is completely up before running past it. Ahead are two more Dry Bones that you should avoid. Another Thwomp is up ahead along with a Boo. Time your jump correctly to avoid getting hit by the Boo and Thwomp and the pipe is at the end. Up ahead is a spiked floor with a block platform above it. A Thwomp is also nearby. Wait until it drops and rises and then run past it. After that, there should be a golden block with a Mushroom in it. Now, RUN forward past the four Thwomps to the door. Now you're in a room with Boos and a falling spike thing. There are gaps in the spike thing, so quickly get in those gaps before the spike thing falls on Mario/Luigi. After that, you'll see a door. Get in, and kill the boss by stomping on it. Once he's dead, the key doors will be unlocked.

Level 3  
-----

This is a pretty easy level. Run past the two pyramids. There won't be much of a challenge everywhere else except for a few block enemies. Basically, run to the end and step on the Koopa Troopas to clear the blocks leading to the pipe. Past the pipe is the goal.

Quicksand Level  
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This is a sand level with no official name. In this level will be a sun who will viciously follow Mario/Luigi to try and burn them. Don't trying killing it. Just move forward and run to avoid it. Halfway through will be a tornado so power up the P-meter before hand and fly over it. Now, from here, the Sun

will start going after you. Run and avoid it when it swoops in to tackle our heroes. At the end of the goal but keep avoiding the Sun.

#### Level 4

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If you have a P-Wing item, you can fly to the upper left corner and destroy the blocks to gain access to the upper level. Run through here while you collect coins for points. If you take the bottom level, just run through here avoid everyone like you do in all the other levels. At the end is the goal.

#### Level 5

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Move through here and avoid the Chain Chomps. When you reach a Koopa Troopa, to the left of it should be a small pathway leading to some golden blocks. Stomp the Koopa and send its shell through the small tunnel to hit a block containing a vine. To the left of the vine are clouds with coins and a red pipe. Down there are blocks. On the block closest to the red pipe leading out of here is a Mushroom. If you're small, take it and then stomp the block above the lone block and get the P-Switch to get coins. Afterwards, leave. You'll be right by the exit. Watch for the Chain Chomp and claim the prize.

#### Pyramid

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Another number-less level. This is the pyramid icon level before the castle. Move forward through the door. Continue through the room and when you see a trapped blue shell enemy, stomp on it, send it soaring and then hit the block for a Mushroom/Super Leaf. When the path splits, take the bottom one as the top one is a dead end. And when the path splits from there, take the top one. After the path splits again, go left and then right. There are blocks in the way so use the tail to open it up or a blue shell enemy. Move forward, and down the slope. Move forward, and at the end is the pipe to the goal. To the left of the goal is a Pow Block which makes blue coins appear.

#### Castle/Airship

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The tactics and strategy are exactly the same as the last Castle/Airship. Head into the castle, listen to Toad and board the airship. The airship is full of Bullet Bills and cannon balls. Time your movements and jumps properly to avoid getting hit. Cannons and Bullet Bills can be stomped on but cannot be killed any other way. Move forward, basically stopping and going as you avoid getting hit. Halfway through is a block with a Mushroom/Super Flower. Continue forward, avoid getting hit and you'll see these enemies attacking from beneath. Jump on them. Continue, then go into the pipe to meet the next Koopa Kid.

There will be a boss in the room, Morton Koopa Jr. Watch out after you jump on him as the Koopa Kid will fling himself into the air trying to kill you. Also, watch out for the magic wand's circles because they obviously deal out the damage. Also good attacks are the fireballs from Fire Flower Mario. With the defeat of the Koopa Kid and the restoration of the King, Peach will reward you with a Jugem's Cloud. Onto the next world!

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World 3 - Water

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## Level 1

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When you start, let Mario/Luigi swim down into a gap on the left side of the screen. When you arrive at the bottom, grab the Mushroom or Fire Flower. Swim back up to the top and swim to the right. As you move forward, you'll see some Blooper enemies. They're fairly easy to get passed so just swim under them to stay safe. When you reach another deep area with a long pipe, swim passed another Blooper but beware of the fireballs that will come out of a little plant (how can fire function underwater?). Forward, you'll see another fireball plant, and above it are two blocks. If you're still Super Mario, then you'll get a Fire Flower. If not, a Mushroom is what you'll get. There's not much left in this level so swim forward, avoid the Bloopers and head up the pipe. Beyond the pipe is the goal!

## Level 2

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Starting from the platform, jump onto the zig-zag platform. Beware of the little fish from below the water. Move forward and hit the block for a Mushroom. Then, get on the platform that moves right and jump over all the enemies. Once you reach the end, beware of the enemy on the pipe. When you get down, beyond that is an enemy (who probably won't kill you) and the goal!

## Level 3

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This is definitely the most frustrating level ever, and it's HIGHLY advised that you have Fire Flower Mario on board. There will be a Boss Bass enemy throughout the entire level. Stay above water the whole level! It's also advised to kill that stupid fish with a Fire Flower every time it comes back so you don't end up being swallowed by it. So move forward, timing your jumps between platforms so you don't end up in the water. If you are just regular Mario with no upgrades, be extremely careful, as it's just skill that'll help you now. After platform jumping and fish dodging, you'll reach the pipe and beyond that, the goal.

## Fortress 1

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Beware of the Dry Bones and the spinning electric ball. You'll reach a wall and beyond that is another electric ball. Move forward and look out for the Thwomps. You'll see a series of doors and another Thwomp. After that particular Thwomp, go through the third door you see. From there, head up to another door and then face the boss. Kill the boss using the same tactics.

## Level 4

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This level starts on land. Avoid the Goombas and move forward, avoiding the pipe enemies as well. You'll reach a little lake with the next set of land high above it, so when you slide down the hill, make a very high jump, or if you've got the Super Leaf, run down the hill, charge the P-meter and fly to the next strip of land. Next up, avoid the Goombas and Para Troopas and you'll see annoying Lakitu shortly after. Dodge Lakitu and beware of the little gaps between land and the goal is just ahead!

## Level 5



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This is another swimming level but it's MUCH tougher, since there are more enemies, including the Big Bass from Level 3. There are also little electric jellyfish. Swim to the right, near the Big Bass on the lower side of the level, and avoid it or kill it (killing it is the better solution). Move forward. The rest of the level isn't nearly as hard. After lots of avoiding, you'll reach the pipe and the goal.

#### Level 6

-----  
An air-based level, move forward and hit the block for a Mushroom or a Fire Flower. Unlike the last level, this one's really easy. Just keep jumping onto the next platform and eventually, you'll reach the pipe and beyond that, the goal.

#### Level 7

-----  
This is another thankfully easy level. Just move forward, avoiding the spike-stone-throwing enemies. Just run through this level, because it's really simple. The enemies can be killed with the Super Leaf, but jumping is not recommended, and none of the required jumps are too hard. At the end is the goal.

#### Level 8

-----  
This is another very frustrating level, because Big Bass is back. Move forward and kill or avoid the annoying fish. Once again, time your jumps properly so that the platforms are the highest they can be, so you don't get swallowed. When you reach a Switch, hit it and run to the end or else you might get trapped. Beyond that is the pipe and goal.

#### Fortress 2

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Jump down into the pipe. In the next room, time correctly and swim while hitting Mario/Luigi's head on the ceiling so that you can avoid enemies and electric balls. Go down the pipe at the end. In the next room, you'll see these ghosts on some kind of a bar. Swim underneath the lower one so you do not get hit. Swim through the next few sets and try not to get hit (though you probably will get hit). Go down the pipe. From there, kill the enemy by stomping on it.

#### Level 9

-----  
This is a pretty simple level. Move forward, avoiding the Piranhas. You'll see a Bullet Bill and some bomb enemies, so avoid them, or you can kill them if you have the Super Leaf. Run through the short level, and holding blue blocks and throwing them at enemies. The pipe at the end is surrounded so clear the blocks. Down the pipe is a swimming level. Avoid the fish and go up the pipe. As always, beyond the pipe is the goal.

#### Castle/Airship

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Same pattern as before. Avoid the cannons, the enemies and time your movement

well so that you obviously don't get hit. There are a high amount of cannonballs, Bullet Bills and the like, so be very careful. Down the pipe, the boss is tougher but still fairly easy to kill. You'll be rewarded by Peach with Jugem's Cloud.

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World 4 - Giant  
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Level 1  
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You'll notice the worlds get much larger but the enemies aren't dangerous or anything. Move forward passed the two pipes. Stomp the giant goomba. Up ahead, stomp on the giant Paratroopa and use it's shell to break the stone below the block just a few paces back. You'll get a Mushroom/Super Leaf. Pass the pipes full of water. Up ahead are more Paratroopas and another big block with a Mushroom/Super Leaf. Go through the gap between the two stone blocks and ahead of the pipe is a floating cloud. Cautiously get on it. Jump on the next cloud platform, kill the koopa and move forward. Jump onto the green pipe and then watch for the plant spitting fireballs and get passed it. Beyond that is the final pipe which leads to the goal.

Level 2  
-----

A water-based level this time. Luckily, there are no Big Bass around right now, so just jump from pipe to pipe, avoiding all the smaller fish. Run forward and avoid the pirahnas and fish from below. You'll see a block which needs to be hit with a blue stone or a shell. You'll obtain a Mushroom. In the next portion, run forward, not getting hit. Eventually, many fish will jump from the water so avoid them and be careful! A small block you can hit contains a Super Star so take it and run through the level fast! Shortly after that is the pipe which leads to the goal!

Level 3  
-----

You'll encounter a giant, green Hammer Bros. so be careful and avoid their attacks and then kill them. If the Hammer Bros. stomps, you can't move for a few moments. After that one is a second Hammer Bros. and beyond that enemy are two pipes. Take either one. Run forward and avoid the shell enemies and their rolling attacks. As you go further, you'll see a little floating island with a block that contains a Mushroom. Move forward, making big leaps to progress. A little further, you'll see three blocks above a brown platform. The left one yields a 1UP Mushroom so grab it if you like while avoiding the enemies. You'll then have to jump across several floating islands. At the end is the pipe which leads to the goal!

Fortress  
-----

Move forward. As you go, you'll see a candlefire which will go after you once you pass it. Avoid it. Run forward, and drop down below the Thwomp that will kill you by moving sideways. Don't take too long to get passed it since the candleflames will be going after you. Ahead, you'll see another sideways Thwomp, so wait until it's on the left side so you can jump to the platform above it. This part becomes difficult if you're regular Mario. You'll see yet another Thwomp so repeat the pattern from before. This time, it's a little

higher and harder to get passed to be very careful. Ahead of that, another Thwomp with two flames in between, so be careful, again. After all this hard work, the boss is ahead, so kill it using the usual tactics.

#### Level 4

-----

This is another water level which starts out with a Lakitu dropping it's spiked enemies, so dive into the water. This is a short level, so be happy. Nearby is a block which reveals a Mushroom so grab it if you like and swim down a little long, downward tunnel to the right of the block. Swim to the right and avoid the spiked enemies Lakitu drops from above. There aren't any other enemies so swimming through is no big problem. Eventually you'll reach a pipe which leads to the goal.

#### Level 5

-----

Run forward and jump over the pyramid of giant blocks. A koopa might kill you since it's jumping from atop the screen. There's a block you can hit with a Mushroom, and beyond the jump, are Bullet Bills. Watch out for the ones that glow since they can turn around and go after you if you avoid them. Jump over a platform and onto land again. Avoid the Bullet Bills and keep going. After a bit of jumping and avoiding, you'll reach the end pipe and the goal.

#### Level 6

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Run forward, and kill the Koopa enemy. Then jump over a wide gap. You'll then see a Super Mario Bros. 2-like door. Going through it turns all the enemies and environments small. Moving forward, you'll unlock a block with a Super Star and you'll see another door which again transforms the environments back to the way they were. A short distance passed that is the goal!

#### Fortress 2

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Run forward and jump onto the red platforms. Stand on them too long and you'll fall into the lava so beware. Keep jumping if you need to stay in place for more than 3 seconds. You'll reach a long row of platforms with a Mushroom block. Get the Mushroom and continue forward. Jump across a few more platforms. Move forward and avoid the damn Dry Bones. Run passed the electric ball after you jump and hit a switch which reveals blue coins. Beyond that is the same boss as always, so kill it to demolish the fortress.

#### Castle/Airship

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Look who the king got turned into. :P Anyway, the pattern's the same as always. Watch out for Bullet Bills or flamethrowers, time your movements correctly, etc. Beware of barrels that shoot fire upward. Move forward and be careful as usual. If you're low on health by the time you reach the pipe, there's a block to the right which contains a Mushroom (grab it and make sure it doesn't drop). Go down the pipe. Stomp on the boss, watch out for its attacks and it'll then dies as usual. The "kong" is restored and you move onto the next world!

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World 5 - Sky

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Level 1

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With a new world comes many new enemies, as you will see ahead. Knock into the first block you see to get a Mushroom/Super Leaf. Past that, make your way upward past the Chain Chomps and Nippers. When you come to a row of blocks, the third from the right has a Starman inside. With that, it's an easy run to the end.

Level 2

-----

Start by dropping down the pipe in front of you. As you fall, there are two possible paths you can take. The normal route is to fall straight down to the water below, drop into the middle pipe, and make your way right through the stage. If you have a Super Leaf, when the right wall ends, start to float onto a block to the right. Jump up the platforms and go up the pipe you reach, and you'll have reached the easy way out of this stage. If you take the easy path, you can go into the first pipe you see, and collect 3 extra lives from the giant box.

Level 3

-----

Now, this is probably one of my favorite levels in this game, for one reason: Kuribo's Shoe! Start by going into the pipe in front of you, then go left. You will pass a row of breakable blocks, then a Goomba with a green shoe will approach. When it jumps onto the row of blocks, break the block below it to kill the Goomba. Now you can jump into the shoe as if it were your own. With it, you can stomp any enemy, and even walk across the Munchers in the ground! There are a couple more opportunities to get Kuribo's Shoe ahead in case you lose it. Other than that, this stage is smooth sailing.

Fortress 1

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I highly recommend you come to this fortress with a P-Wing, or at the least a Super Leaf. It will help you maneuver in some spots of this place. Plus, you could fly through blocks in the ceiling and reach a room with 3 extra lives if you wanted. Otherwise, make your way past all the Thwomps and Roto Discs until you reach the door. Go through the door and you will meet Boom Boom; 3 stomps to the head will clear the fortress. No doors are unlocked this time; you are only given quicker access from the world start to the area across the river.

Sky Tower

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This place isn't really a stage, but more of a transition between the ground stages and the true "sky" levels. Make your way through the inside portions of the tower, evading Thwomps as you progress. Hit the first block you see to get a Mushroom/Super Leaf. In the first outside portion, beware, as there are Micro-Goombas inhabiting 2 of the blocks. In the second outside area, knock away the red Koopa Troopa and hit the regular block, sprouting a beanstalk. Climb it and go up the pipe to reach the sky world's second half.

Level 4

-----

This is another stage that would be SO much easier if you had a Super Leaf. With it, get a running start and fly to the high clouds. Run across them and fly all the way to the end pipe. If not, then use caution when making your way across the spinning platforms and the flying Koopa Troopas you meet. In the ending area, you will find a Lakitu. If you want to rack up the major points, let it dump out several Spinies before collecting the card.

#### Level 5

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Again, if you have the Super Leaf, or at least start with a Mushroom, you will be able to take the easy way out of the stage. Knock the block to the left of the covered pipes to get a Mushroom/Super Leaf, then knock away the blocks and go down the second pipe. Hit the large block to get the Tanooki Suit. Outside again, simply avoid the Koopa Troopa and run to the stage end.

#### Level 6

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For this side-scrolling stage, you will spend much of your time jumping across Buster Beetles (the red flying ones). I recommend you have the Super Leaf or Tanooki Suit, to make the jumps between each easier. Up ahead, jump across several platforms. When you reach some blocks, with two you can get under via the second block row below it, hit them to reveal a P switch. Hit it, then jump across the coin-turned-block platforms ahead and continue to the end.

#### Level 7

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If you want to make quick progress through this stage, I recommend coming in having used a Starman. There will be several blocks you can hit to gain more Starman power as you go, but only if you're currently invincible. Regardless, make your way past the Micro-Goombas in the blocks, Bullet Bills, and Lakitu. Go through the pipe at the end and collect the card ahead of there.

#### Fortress 2

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Start by jumping across and going down into the pipe. In here, watch out for the fireballs coming out of the lava below and in the ceiling. When you come to the row of blocks, the last one contains a Starman. Further ahead, another set of blocks will give you a Mushroom/Fire Flower. At the end, go up the pipe and continue to Boom Boom. Beat him and the fortress is dust, and the keyhole door on the map will disappear.

#### Level 8

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It would be of great help to you if you started here with a Super Leaf or a Mushroom, at least. Hit the third block to get a Mushroom/Super Leaf, then continue onward. Lakitu will hover overhead, bombarding you with Spinies, so be very careful as you move. At the end, go through the pipe and collect a card to exit.

#### Level 9

-----

For this stage, I highly recommend you enter with a P-Wing, trust me on this.

It will make your ascent through this stage that much easier. You must jump from platform to platform, all while the screen scrolls upward and to the right. Watch out for the 2 Fire Chomps that follow you from below. Go into the pipe at the end and continue to the stage exit.

#### Castle/Airship

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As usual, hear what Toad has to say, then board the airship. On it, avoid the cannonballs, Bullet Bills, and flame-shooters, as usual. At the far end, go into the cabin and you will meet the fifth Koopa Kid, Roy Koopa. This one is different because when he jumps and lands, the room shakes, leaving you unable to move if you aren't in the air when he lands. Stomp on him once, then jump because he'll pound the floor once before re-emerging. Three tries will do the trick. Once that's done, take the wand back to fix the king. In the letter from Peach, you will receive Jugem's Cloud, and then it's on to the Ice World.

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#### World 6 - Ice

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##### Level 1

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In the opening stage of the Ice World, I recommend you have a Mushroom to boot. Hit the first question block to get a Fire Flower, then use that power to safely get past all the Piranha Plants you meet. Further ahead you can exchange the fire for a Super Leaf if you wish, but I prefer not to. Blast away your enemies and run to the goal.

##### Level 2

-----

For this side-scrolling stage, head to the right, jumping across cloud platforms. Use the special block to throw at the question block, to get a Mushroom/Super Leaf. I recommend you have a Super Leaf for this stage; it'll be overall easier, I think. As the screen scrolls upward, straight to the right, then downward again, keep moving along the platforms. At the end, go down the pipe and run right to get your card.

##### Level 3

-----

Here, start by getting onto the moving platform and ducking under the wall to pass through. Use the Koopa Troopa to hit the block ahead, so you can get a Super Leaf. Continue to the right until you find another Koopa Troopa. Take its shell and throw it at the first block to the right; a beanstalk will sprout. Climb it and enter the pipe, to find a Tanooki Suit. Exit via the right pipe and fly to the lower area, then continue onward to the end, across icy platforms and Para-Troopas.

##### Fortress 1

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Start by going down and riding the platform along the track, above the fireballs and the lava below. As you progress, watch out for the Roto-Discs that spin in your path (if you have the Tanooki Suit on, kill them in statue form). At the bottom, go right to the second room. Continue to the right past

the barrage of Roto-Discs. Get a running start and press Down to slide under the low wall ahead. Go into the door at the end, and continue to Boom Boom. Defeat him with 3 stomps to the head, and the Fortress is clear.

#### Level 4

-----

Head to the right through this level, being careful not to be knocked away by the spinning platforms. Ride the moving platforms along their tracks and continue onward, past more spinning platforms. If you want a safer journey ahead, hit the P switch and head to the right, along the coin trail. That way you can totally evade certain platforms, until the very end.

#### Level 5

-----

To start off, you should have a Mushroom, if not a Super Leaf already. Anyway, enter the pipe to drop into the caverns below. Here, head to the right, defeating all the Buster Beetles and clearing all the blocks on the ground away. Hit the question block you see to get a Super Leaf, if you don't already have one. You will find a Koopa Troopa wandering around, too. After you cleared the way, stomp the baddie and pick up its shell. Run to the right, then after the downhill part, fly upward into a hole in the ceiling, shell and all. Up there, throw the shell into the Nipper pit to kill them and clear the blocks. All that'll be left for you to do is go up that pipe and exit the level.

#### Level 6

-----

Start by entering the pipe in front of you. Below, take the upper path to reach a Mushroom/Fire Flower, or take the lower path to progress. Hit the blocks above to get a Starman if you wish. Run past the jumping Cheep-Cheeps and Piranha Plants, and go into the water. Swim to the right, past the fish and several more pipes, then you'll be out of the water. Pass the spiked ball throwing enemies, then head up the hill, watching out for more jumping fish. Go up the pipe at the end, and continue to the end.

#### Level 7

-----

This is another side-scrolling stage to deal with. Head to the right and hit the block to get a Mushroom/Super Leaf. Be careful as you progress through this level because the donut blocks will sink if you stand on them for more than a second or so. You may need to sink a couple in order to make it through the level, mind you. Continue by jumping from platforms of donut blocks while avoiding the Fire Chomps. At the very end, there will be a lone donut block in between 2 icy platforms. Sink the block and jump to the pipe. Go down it and head right to the end.

#### Fortress 2

-----

This would have to be the easiest fortress of this world, in my opinion. All throughout, there are Thwomps that'll move sideways to get you, but you can easily avoid getting hit by most of them, so no worries. If you need a power-up, hit either of the blocks you pass to get a Mushroom/Super Leaf. Once you make it through the Thwomps and Roto-Discs, go through the door. In there, you will fight Boom Boom; 3 stomps to the head will kill him and clear the level.

## Level 8

-----

Start by taking one of the special blocks and throwing it at the block atop the hill to make a Super Leaf come out. Head through this stage, watching out for the Nippers and Buster Beetles below. Towards the end, you can hit the regular block above the special ones to reveal a P switch, then fly high above to collect alot of coins (only works with a P-Wing). Otherwise, go right to the finish area.

## Level 9

-----

As with some past levels, there is an alternate (easier) route for this one as well. If you can enter with a P-Wing, you can ditch the underground part and fly over the ice wall, collect an extra life, and continue to the end. If not, go into the pipe and drop into the water. Head right past the aquatic baddies you meet. Let the air bubbles from one of the pipes blow you upward, then go right along that path. Continue onward until you see a single block acting as a ledge above the water. Jump onto it, then make your way across several Muncher pits. At the end, watch out for the Venus Fire Trap, and go up the pipe above it, to reach the end.

## Level 10

-----

Now, this has to be my favorite stage in this entire world! I also advise you to start off with a Mushroom. Head right past some Koopa Troopas, and hit the first question block you find to get a Fire Flower. Continue to the right and clear the special blocks under the wall. Up ahead, you will find a pipe covered with 4 frozen Munchers. Thaw them with some fireballs, then go back to the left. Clear the special blocks to the left of the wall, and slide under the opening and hit the block to reveal a beanstalk. Go up and hit some blocks to make a P switch come out. Hit it, then head back to the right. The thawed Munchers are now coins for the time being, so go down that pipe and claim your Hammer Bros. Suit!

Now that you have your prize, you must get out of this level with it, hopefully. Head right, battling some Buster Beetles with their own blocks. Jump across some icy platforms, then run to the end.

## Fortress 3

-----

If you still have the Hammer Bros. Suit from the previous stage, you will be in good shape for this final fortress of the world. You can use the hammers to kill off pretty much every enemy that gets in your way, which will really help. Make your way all the way right, avoiding getting hit by the Stretches and Thwomps, then enter the door at the end. Drop below and wait for the room to rise while facing the Boos so they don't give chase. When the door comes down, enter it and meet Boom Boom. Defeat him, and the way to the Castle will be opened.

## Castle/Airship

-----

As usual, listen to the retainer panic about the King's transformation. You will then board the airship. This one is fairly easy, actually. Head to the right and jump over the first spinning bolt platform. To the right, you may



need to jump with the bolts to reach the following regular ledge. Up ahead, watch out for the flames being shot out at you. When you can go up again, hit the blocks to get a Mushroom/Super Leaf. Go right and up to the pipe, then drop into the cabin. You will meet Lemmy Koopa in there, the sixth Koopa Kid. He sends circus balls around the room to provide a distraction, but ignore those and stomp the Koopa on the head. 3 hits will do the trick.

When it's over, take the wand and restore the King. You will receive a letter from Peach, who gives you a P-Wing. Now, it's on to the Pipe World!

=====  
World 7 - Pipe  
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Level 1  
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Starting off outside, go right and through the door. Inside this stage and many of the others in this world, it's a mostly vertical climb, but with no boundaries. That means if you walk offscreen to the left, you'll end up coming out on the right side. With that being said, you can continue. Jump up a few ledges, and go up the pipe to the left. Watch for the Piranha Plants nearby; when it's clear, go down and left, then jump into the pipe above them. Avoid the Koopa Troopa and go up the pipe to the left. At the other end, jump to the right ledge and jump on the Koopa to put it into its shell. Kick it to the right and jump out of the way, so it hits both blocks on the sides. Collect the Mushroom and continue upward.

Continue the climb by jumping up some more platforms, then through a narrow passage. Jump atop the pipes while avoiding the Piranha Plants that come out of some. Then, use the note blocks to bounce to the upper ledges. Go up the pipe at the top. Get right under the first gap above and wait for the Koopa Troopas to come to you. When one's about to come, jump straight up, but HOLD the A button! When you land on the Koopa, you'll bounce upward with enough leverage to land on the upper ledge. Go up the pipe to reach the outside, then collect the card to complete the stage.

Level 2  
-----

In this desert-themed area, head to the right. Use the special blocks to hit the question blocks, one of which containing a Mushroom/Fire Flower. Jump across some pipes, avoiding the Venus Fire Traps and Nippers. You will come to a large pit ahead, where if you try jumping out of it, note blocks will appear above you. Go in there and activate as many of the hidden blocks as you can, then go down the right pipe. Hit the block to get a Mushroom/Super Leaf, then come back up and go through the left pipe. Swim to the left and go up the next pipe to reach the above-ground areas again. Go right and bounce across the note blocks, then continue across a field of pipes. When you come to the one pipe that goes into the ground (it's a low one), go down it, then down the following one. Head right and collect the card to exit.

Level 3  
-----

Start off by hitting the block above you, and grab the Starman. Now, head to the right and down the hill, and hit the lower-left block to get another Starman. Jump atop the blocks and to the right ledge, then continue to the next similar block formation. Hit the bottom-left one and take the Starman,

then continue. Lakitu will appear and start throwing Spiny Eggs at you, so watch out. When you see a question block and a regular block below, hit the bottom one and take the Starman. Continue to the right a bit to find a pipe where Goombas come from, and hit the left block for the last Starman. From there, continue onward to the very end.

#### Level 4

-----

For this underwater level, it would be recommended you come as Fire Mario. Anyway, go down the pipe to start the stage. This is a side-scrolling stage, but don't go too far to the right, for you won't know what's ahead. Use your firepower if you have it to defeat the Spiked Cheep-Cheeps and Big Berthas, as well as the Bloopers along the way. One segment of the stage will scroll upward and to the right, through a pit of jellyfish, so watch out. Once you're through that, the action will scroll downward again. At the end, you'll reach a pipe. Go through it, then to the right to finish the stage.

#### Level 5

-----

Start by entering the pipe structure (any entrance is good). In the first room, avoid the Para-Troopas and go up the pipe across the room. Do the same in the next area. In the third section, defeat some Bob-ombs and slide under the low wall to the right. As you go, try jumping into the holes above to fill them in with hidden blocks. Also, take the special blocks and throw them to make it through. At the right end, go up the pipe to find a block with a Mushroom/Super Leaf inside. Otherwise, jump to the upper ledge and go all the way to the left. Go up the second pipe from the left, and continue to the right.

Head to the right, and break the block in the wall (if you have Raccoon power). Then, go back and get a running start, then slide under the wall to save time (otherwise, go down the last pipe and up the one atop a ledge). At the other end, head all the way right, then take the lower path. Get through the special block structure, killing the Koopa Troopas wandering around and within. Go down the pipe at the other side. Down there, go right and jump above to reveal hidden blocks. Go back up the pipe and head all the way left again. This time, take the upper path to the right. Go down the rightmost pipe, then to the right and up the final pipe. Outside, grab a card from the box and you'll be done here.

#### Giant Piranha 1

-----

In this mini-stage, start by avoiding the Venus Fire Trap's attack. Jump onto the pipe it came from and continue right. Jump a gap and you'll find a series of small pipes, with Nippers coming out of alternating pipes every few seconds. Jump across with that in mind, avoiding them as you step. Past this, jump another gap and over a couple pipes, being careful to avoid the Piranha Plants around. Go down the small pipe at the end; you will receive a P-Wing for your efforts.

#### Fortress 1

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Before you enter here, it's HIGHLY recommended you have a Mushroom at least. When tackling this fortress, there are a couple different ways of doing it. I'm going to write this walkthrough with the easiest/best path in mind. You'll notice that there are blocks all around. Stand under the 4th column of

them to the right of the regular ledge, and jump up through them. You'll hit a P switch block at the top; reveal it to make the room turn into Coins, and a hidden door appear on the ledge. Enter that hidden room. Go right and down the first pipe you come across. Drop into the room below and hit the big block to get a Tanooki Suit. Exit the room and go through the other pipe to the right.

In the large empty chamber, run all the way to the left. When you notice the cross structure above you, start flying upward. Enter a pipe hanging from the ceiling. Go right in the next room and you'll fight Boom Boom. Defeat him and you'll have cleared the fortress.

#### Level 6

-----

In here, head to the right and through the door to enter the pipe maze. Start inside by going left to end up on the right side, then go up the steps. Continue to the left until you end up on a flat ledge to the right. Jump onto the note block and onto the pipe when the Piranha Plant isn't sticking out. Jump to the right donut blocks and onto the next pipe. You'll find a box with an up arrow on it; jump onto it to start a platform moving upward. Ride on it, moving to avoid being crushed on the way up. At the top, jump to the left arrow box and jump aboard to activate it. Move to the left, then jump over the pipe and catch it on the other side. Duck down as it moves across the screen, then go up the pipe at the other side.

From there, walk to the right to end up on the left side, and jump on the light bulb platform. This is the sort of platform that changes direction each time you jump on it, going in order: up, left, up, right. Ride it up, then to the left. Go up when you pass the row of blocks above, then right when you're above them. Maneuver up through the gap in the ceiling, then onto the left arrow block to the right. Go left, then onto the up arrow one, then finally onto the right arrow block. Duck down when passing below the platform, then jump onto it at the other side. Jump atop the ledge, then onto the bulb block. Ride it upward, maneuvering it to go around the pipes safely. Above the spikes, go right, then jump up the pipe. Collect the card and leave the stage.

#### Level 7

-----

For this level, it is imperative that you collect EVERY Starman mentioned in this stage. It's the only way you'll safely make it to the end of the stage. Anyway, go through the pipe to enter the main area. Jump over the 2 regular pipes, avoiding the Piranha Plants, then hit the first block and grab the Starman. Now the REAL fun begins. There is an endless pit of Munchers ahead, which you must cross, hence the need of Starman. As soon as you get the first one, start the run across them. Slide under the block and hit it to get the next Starman. Continue onward and hit the third block for another one. Now the tricky part, you must jump through openings in between pipe walls, as not to waste time. Get through the 3 jumps, then get the last Starman from the block around a small but time-consuming wall. Then, continue to the end, go through the pipe, then grab a card to exit.

#### Level 8

-----

In this regular stage, head to the right while avoiding the enemies coming out of the pipes. Jump across the gaps with caution, as not to get hurt by the Piranha Plants. After the pipe pits, hit the leftmost question block to

get a Starman. Continue to the right until you find a couple of low-lying pipes, and a slightly elevated one to the side. Go down the left pipe and get the Hammer Bros Suit from the big block. Go up the upper pipe to exit, then continue to the right. Use the hammers to dispose of the remaining enemies in the stage. For the Nipper that shoots fire, duck down to block the fire; that's the great advantage of the Hammer Bros Suit. After that part, continue to the exit.

#### Level 9

-----

For the last regular stage, you will have to deal with a true pipe maze. Start by going right, then bounce atop the note blocks. Jump through the 3 holes in the pipes to reach the top floor, then defeat a Winged Goomba and continue left through the special blocks. Jump through another hole to reach the roof area, then go right a bit, defeating some Goombas on the way. At the large pit, jump across the platforms and continue atop the pipe structure. In the next pit with the note blocks, drop down and go left through the special blocks. Jump upward and throw the next set of special blocks away, then drop down in the open area. Defeat the Para-Troopa and go right for a while.

When you reach a hole in the floor, jump into the hole above and land on that ledge. Go through 2 rounds of special blocks, then jump up a few regular platforms. Continue right, down, and left, through the special block walls. Drop through a hole in the piping and head right, through one last wall of special blocks. Now that you're at the end, go down the pipe and collect the card ahead to clear the level.

#### Fortress 2

-----

Start off here by getting a running start and jumping onto the first pipe when the Piranha Plant goes down. Jump across a couple more pipes and you'll find some blocks below. Hit the leftmost one and grab the Starman before it gets away. Now, quickly move to the right, defeating the Piranha Plants and Thwomps on the way if you can. When you come to the next block, hit it to get a Mushroom/Super Leaf. It's recommended you had a Mushroom already, since the Raccoon power will really help ahead. At the end, there is a Piranha Plant in a pipe directly below you, but you need to drop down and to the left to land on it. Time it so you don't land on the plant when it's out, then go down the pipe. Head right through the next room, sliding under the walls while avoiding the Roto-Discs, Dry Bones, and the Thwomp. Ahead you will fight Boom Boom; defeat him and the fortress is dust.

#### Giant Piranha 2

-----

In this area, head to the right and jump onto the pipes. Watch out so you don't land on a plant, though. Get across the pipe segment of alternating Nippers. Ahead, avoid a Venus Fire Trap and Piranha Plants you see. Jump onto the right pipe, then jump across the note blocks to avoid the Nippers below. At the end, go down the middle pipe and collect the Mushroom as the reward.

#### Castle/Airship

-----

As per the usual, listen to the retainer carry on about the King's shape. When you board the airship, be prepared for lots of jumping and movement, as the area scrolls rather quickly. For the first segment, jump across the platforms with the flames shooting upward, but be cautious. Continue to the

right, jumping from ledge to ledge, using the bolt platforms as aid if needed. On the large segment, there will be Rocky Wrenches popping out of the floor, so be sure to stomp them. Slide under the low wall and continue onward across a series of small platforms. Use the bolt platforms if you need help reaching the next platform. When you finally make it to the end, go into the cabin to meet Ludwig von Koopa, the toughest and last of the Koopa Kids!

For defeating him, stomping on his head 3 times will do the trick. However, like in World 5, when this one jumps on the floor, the room shakes, stopping you in your tracks if you're on the ground. With that being said, stay in the air when he hits the ground to avoid such a situation. After you win, grab the magic wand and restore the King. You will receive an interesting letter from the King of the Koopas, Bowser. Apparently he has kidnapped the Princess and brought her to his Dark World. So that's where you're headed next!

=====  
World 8 - Dark  
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Tanks  
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In the first area of this world, you will be faced with an onslaught of tanks. It's a side-scrolling area, so make your way to the right, across all the tanks. Be careful, as each tank has cannons atop them which shoot either cannonballs or Bob-ombs. There may also be some Rocky Wrenches coming out of certain tanks. Hit the question block when you reach it to get a Mushroom/Super Leaf. Towards the end, watch out for the giant cannon set up. Go down the pipe at the end and defeat the lone Boomerang Bros; a Starman is your reward for clearing the stage.

Ships  
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This stage is basically the same as the first one, except there are several battleships to cross. There are many more giant cannons around, as well as Rocky Wrenches that'll pop out to attack. If you end up in the red water, don't fret; simply swim to the right, underneath the ships. You will survive, I've tried this personally and made it to the very end of the stage safely. When you reach the end, go down the pipe to meet Boom Boom. Defeat him and the lock on the map will disappear, allowing for progress to be made.

Hand Trap 1  
-----

In the first of 3 short stages across the trapped bridge, you will have to deal with every variety of Hammer Bros. Defeat a Fire Bro, then continue ahead to a pair of Hammer Bros. Hit the fourth block in the bottom row to get a Mushroom/Super Leaf. Go up and continue to the right, fighting a Boomerang Bro and a Sledge Bro. Go up the pipe at the end and claim your prize, which is a Super Leaf.

Hand Trap 2  
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For this even shorter stage, all you have to do is jump across a series of platforms while avoiding the fireballs coming from the lava. When you make it to the end, go in the room and take the Super Leaf reward.

### Hand Trap 3

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At the final segment of the bridge, you will deal with swarms of flying Cheep-Cheeps. Head to the right, being careful not to get hit by any of them. Hit the lone question block to get a Mushroom/Fire Flower. At the end, go up the pipe and take the Super Leaf.

### Airships

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This is the last "battle" stage of the Dark World, and it's naturally going to be the toughest, so to speak. There are many small airships to jump across, and since the screen scrolls at maximum speed, you must be quick to move or you'll end up getting stuck/killed. There are engine flames and Rocky Wrenches, so be careful as you go. At the end, go into the final cabin to fight Boom Boom. Defeat him with 3 stomps to the head, and the passage onward is cleared.

### Level 1

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Now that you're in a normal stage, you may think things will be a bit easier. Well, you're way off, since this stage is probably one of the most annoying ones in the game. I HIGHLY recommend you have Raccoon Mario to boot, if not a P-Wing. If you don't, then you're stuck playing the game the regular way. Jump over the first pit, then jump across a series of pipes when they're all safe. Go right and over a Bullet Bill shooter, and a couple of pits. Hit the block to get a Starman, then head all the way right. When you come to a large pit with Bullet Bills on both sides, wait until Starman runs out, then use the Para-Troopa as leverage to jump to the right side. Go right and use the note block to bounce to the right pipe (you may need to bounce on a Bullet Bill to reach it, unless you're Raccoon-powered). After that, jump one last pit, and continue out of here.

### Level 2

-----

This stage is way easier, in comparison to the previous one. Go right and purposely sink into the quicksand pit. You'll end up in a hidden room below with 2 pipes. The right pipe has a load of Coins, and the left one leads to a block with power-ups. Either way you take, you'll end up on a hill surrounded by Venus Fire Traps. Go up the hill when they are gone, then go down the hill and head right. Bounce on the note blocks to cross the pit, then run to the end.

### Fortress

-----

Start off in here by jumping to the upper ledge and heading right. Watch out for the Roto-Discs along the way. Hit the question block you pass to get a Mushroom/Fire Flower. When you come to an H formation in blocks, break them, then enter the door in the middle. Be VERY quick when you reach the next area, since you'll be on a fast-paced conveyor that'll knock you into the lava if you're not careful. Make your way across the conveyors and avoiding the fireballs, to the right. Pass the Thwomp and you'll see 2 conveyors with a door atop them. Pass that, and jump onto the ledge to the right of it. Enter that room.

In here, go right and hit the P switch, then get ready to run! Go all the way

right, running through the rows of Coins (watch out for Dry Bones). At the end of the run, enter the hidden door. In the room you end up at, go all the way right and drop to the lower area. Watch out for the Thwomp and head to the left. Hit the right block above to reveal a P switch. Go around and hit it to make some hidden doors appear. Go right and enter the one on the small ledge. When the conveyor is restored, duck down as you slide under the spikes, and you'll encounter Boom Boom. Defeat him, and the fortress will be cleared.

#### Large Tanks

-----

This is the last area you will have to go through before the final stage of the game. Although it may seem a bit "busy", the large tanks here aren't too bad. Just watch out for the constant cannon/Bob-omb fire, and be cautious of the Rocky Wrenches that come out of the flat segment. At the end, go down the pipe and fight Boom Boom. Once you beat him, the lock will disappear and you can continue to the last area.

#### Bowser's Castle

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At last, you are in the castle of King Koopa himself! It will seem to be a giant maze for those without directions, which I will provide in the following lines. Start by running to the right while avoiding the fire from the laser statues. Ride the platform up the pit to the right, then go onto the right ledge. Go right and down the donut block, then onto a right ledge at the bottom (be quick or you'll fall into the pit below). Go right and jump up the ledges while avoiding the Roto-Discs, then go down the other side.

Head right and you'll be in an open area with a giant lava pit and donut blocks. In this section, start by jumping up the donut blocks to the top area of the room. Then, start jumping across the single blocks to the right. At the far right, jump onto the second highest ledge and head right on it. Hit the block to get a Mushroom/Super Leaf, then ride the donut block down a level. Go right and jump over the Thwomp, and use the donut block to go down another level. Head right and across several pits, then go through the door at the end to reach the next room. Go right and jump across several more platforms, being careful of fire arrows being shot your way. Past that segment, avoid a laser statue, and jump past several more statues. Enter the door at the end to meet Bowser in his lair.

Fighting Bowser is a bit different than any other enemy. You cannot hurt him by stomping his head; you can only bounce on his head indefinitely. You may notice that the floor is comprised of bricks, covering a pit. Avoid the fire arrows Bowser shoots at you, then after a couple of them, he'll jump above you and pound the ground where you were (make sure you move). By doing so, he breaks a layer of the bricks. Stand further away from the initial gap and get Bowser to jump to that area, then stand in the first gap and repeat the process. The game is won when Bowser pounds the same area 3 times and falls into the pit. Enter the door to meet Peach, then the credits will roll. Congratulations on beating this game!

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-- 7. Enemies --

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Angry Sun: Found in only the Quicksand stage of World 2, as well as World 8,

Level 2, this mean-faced sun lingers overhead. After a while, it will start swooping down to cause damage to you quickly, so watch out!

**Baby Cheep:** As the name implies, this is a baby version of the Big Bertha enemy. It's normally spit out by the Big Bertha, so watch out when it pops out to avoid losing your life.

**Big Bertha:** A twin of the Boss Bass, this fish stays underwater all the time. It generally swims back and forth in a set pattern, stopping sometimes to spit out Baby Cheeps at you, so be careful.

**Blooper:** As seen in past games in the series, this white octopus is commonly found in the watery stages. It swims in an upward pattern, so use this to your advantage when trying to avoid it.

**Blooper Nanny:** A regular Blooper, but with several of its children trailing behind. After following it around for a few moments, the children will scatter all over, so be careful not to get hit by them.

**Bob-omb:** A walking time bomb, it moves around for a period of time before stopping to explode. You can jump on it to stop the movement, then throw it aside before it starts flashing, which means it will explode shortly.

**Boo Diddly:** These ghost enemies usually appear in Fortresses and cannot be defeated. Look at them so they stop coming toward you. Avoid as they are coming.

**Boom Boom:** The guardian of every Fortress, it moves around waving its arms around. When you stomp it, its spiked shell will be revealed, so try not to land on it after attacking. Sometimes, Boom Boom can fly after being hit once, so try and stomp him down before that can happen.

**Boomerang Bros:** Like the hammer-wielding counterparts, this one throws boomerangs instead. Also, it's green-colored, as opposed to the normal turtle enemy color.

**Boss Bass:** The terror of the seas, in the form of a big-mouth fish. Be VERY careful of this one, as it can swallow you whole, killing you in one shot. When it's around, stay high above the water/low ground, and kill it with fireballs from afar.

**Bullet Bill:** Another familiar face, they shoot out of a cannon. Nothing can stop him other than stomping on him, and they're usually several of them on screen, so time your jumps correctly to avoid them.

**Buster Beetle:** This beetle has the unique ability of picking up special blocks, and throwing them at you. If you can be quick, you can grab the blocks from the ground before it does, to stop the threat, or you can just avoid the throwing and stomp the enemy from above.

**Buzzy Beetle:** A beetle with a very hard, dark shell. It cannot be damaged by fireballs, so jump on it from above and kick the shell away.

**Chain Chomp:** Just like the name says, this is a Chomp chained to a stationary



block. Its reach is the extent of its chain, so use that to your advantage when passing it by.

**Cheep-Cheep:** This green fish is a generic water enemy, as you see it in most every water stage. It normally swims around in place, or back and forth, but can also be known to jump out of the water to hit you on land as well.

**Dry Bones:** This is a skeletal Koopa Troopa, to some degree. When you jump on it, this enemy will crumble entirely to the floor. If you wait around for several seconds, it'll come back together in due time.

**Fire Bros:** Albeit rare, there are red versions of the Hammer Bros, who spit fireballs from their mouths to attack. Jump to dodge the fireballs and stomp this enemy right on the head.

**Fire Chomp:** Similar to the Fire Snake, only this enemy has a Chomp's head in front instead of a giant fireball. It floats around, spitting fireballs in your direction.

**Fire Snake:** This one is a snake made entirely out of fireballs. It hops around in your direction, but can be easily avoided by simply jumping over it.

**Goomba:** They're pretty much the same Goombas seen in all Mario games. They're not that threatening, and almost anything can kill them, from jumping on them, to hitting them with a fireball, to hitting them with a Leaf Tail, etc. They should pose no problems. They also come in a flying variety, and a giant one (World 4).

**Hammer Bros:** Another generic enemy from the earlier Mario titles. This shelled enemy jumps between ledges, throwing hammers your way. You will find plenty of these roaming the various world maps, so be ready for them!

**Hot Foot:** Found in some Fortresses, this small flame acts like a light in a candle. But when you turn your back to it, legs will sprout and it'll follow you around, so be cautious when passing some candles.

**Jelectro:** It's a black jellyfish enemy that does not move, and can be found in various water stages. It's another enemy that cannot be killed, so your best bet is to maneuver around it.

**Koopa Troopa:** These shelled enemies come in several different varieties. The most common varieties are the green and red-shelled ones. The green shell turtles walk straight ahead constantly, whereas the red ones walk back and forth on the platform they stand on. In World 4, you will meet giant-sized versions of these enemies, too. If you jump on them, they will go back into their shells, which you can kick into other enemies, blocks, into a pit, etc.

**Lakitu:** This guy, found in several stages, can be found floating overhead in a cloud, raining down Spinies at you. He can get really annoying, as he stays overhead for pretty much the entire stage. Be quick on your toes and you should be fine for whatever he tosses your way.

**Lava Lotus:** Transparent, fire-filled plants that sit at the bottom of watery stages. It fills up with fireballs inside, only to release them moments later, spreading them above as a trap of sorts.

Micro-Goomba: These are dropped by the Flying Goombas. They don't hurt Mario but they definitely slow him down and hinder his jumping skills, making him easy prey to enemies. Toggle the buttons to get them off. These can also be found inside of some blocks hopping around; stomp the block to kill them.

Missile Bill: This bullet is just like Bullet Bill, only it flashes red as it flies. It moves in your direction instead of just straight ahead, so it will follow you around until you can stomp it.

Muncher: These black plants, usually found in rows, are indestructible baddies. They can only be eliminated with Starman, or you can walk over them with Kuribo's Shoe (in the one level where it is actually available). Otherwise, simply jumping over them will suffice.

Nipper Plant: This is slightly different than a normal Piranha, especially in how it looks. This white plant creature hops around or stays still, only to jump higher if you try passing above it, so watch out.

Para-Beetle: A flying version of the Buzzy Beetle. These red-shelled flyers float steadily while moving forward, which you can use as stepping stones in between platforms in the sky world. They lose altitude when you stand on them for too long, so be careful.

Para-Goomba: These Goombas are the same as the ground ones except they have wings and fly. They also drop Micro-Goombas. They're a little more threatening than their ground counterparts, but are also fairly easy to kill and avoid.

Para-Troopa: This is basically the winged version of the Koopa Troopa. No difference in how they look/act, except they can fly, obviously.

Piranha Plant: These stick in and out of pipes and spit fireballs at Mario. Wait until they go back in their pipes and then you can get past them. Once you're above them and they're inside their pipe, they can't come out until you get off. These plants can also come out of upside-down pipes, and are available in giant form, so be careful!

Podoboo: These are the fireballs that jump in and out of the lava. They cannot be defeated, so the best you can do is avoid getting hit by one.

Ptooie: Similar to the Piranha Plant, this one does not inhabit a pipe. Instead, it walks around on its leafy legs, throwing a spiked ball up and down above itself. The best you can do is avoid the ball, or kill it with a fireball (once the plant is killed, the spiked ball is gone, too).

Rocket Engine: Found on the Airships, these are the flame jets placed on the deck. They shoot fire for a couple moments, stop, then repeat, so watch yourself to avoid getting hit when passing it by.

Rocky Wrench: Found aboard many of the Airships, this guy hangs out under the floorboards, only to pop up every now and then to throw wrenches at you. When you see it about to pop up, jump on its head to knock it out.

Roto-Disc: This is a spinning disc which rotates around a central point. It

cannot be destroyed, so your best bet is to time your movements so it doesn't hit you.

Sledge Bros: Here is the giant-sized version of the Hammer Bros. This guy throws hammers out, then hops in the air, only to come back down, shaking the entire area upon landing. Make sure you're in the air before he lands, or you'll be unable to move for a period of time due to the tremors.

Spike: A small, green enemy who throws spiked balls straight ahead to attack. Avoid them by jumping over them, then stomp on this enemy to make a killing.

Spiny: This spiky-shelled beetle is another common sight in past Mario titles, as well as this one. Its shell cannot be penetrated, so your best chance is to avoid it unless you can hit it from the side with another shell or something.

Spiny Egg: Green, spiked balls that Lakitu throws down at you. They eventually hatch into regular Spinies, but in ball form, they are much quicker and more annoying to avoid, especially when there are many around.

Spiny Cheep-Cheep: Basically the same thing as a regular Cheep-Cheep, but it's black and has spikes on its head. These fish are faster, and are usually seen swimming straight ahead instead of in a back and forth pattern.

Stretch: This ghost-like creature inhabits long, white blocks, found in certain stages only. Its head will pop out from both sides and move around, so watch out if you ever have to walk atop this block.

Thwomp: Found in most Fortresses, this giant spiked block comes crashing down whenever you come near it. Wait until it makes its way back upward before attempting to pass safely.

Venus Fire Trap: This is a regular Piranha Plant, but with the ability to spit fire at you. It comes out of a pipe, shoots 2 fireballs diagonally upward or downward, then sinks into the pipe. It cannot be stomped on, so use fireballs to safely kill it.

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-- 8. Items --  
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(NOTE: All items apply to Luigi as well.)

Anchor: This is a rather useless item, as it only serves purpose when used at the Castle in each world. If you use it prior to boarding the Airship in that world for the first time, that's when it'll work. Say you die on the Airship; it'll normally fly away to another area of the map, but with the Anchor used, it's stuck at the Castle.

Coin: Collect 100 coins scattered throughout the levels and you will receive an extra life.

Fire Flower: Turns Super Mario into Fire Mario; allows you to throw fireballs to attack. If in regular form, it turns Mario into Super Mario

only. If hit by an enemy, it reverts Mario into Super Mario.

Hammer: Allows Mario to crush stones in the World Map which block access to pipes, doors, Mushroom Houses, etc. They're usually found in the Mushroom Houses or are rewards for defeating Hammer Bros.

Hammer Bros Suit: Turns Mario into Hammer Bros Mario. Mario is given an armored suit, and can throw hammers to attack most enemies. The hammers can damage just about every enemy in the game. Also, when Mario ducks down, he is protected from fire attacks. When hit by an enemy, it reverts Mario to Super Mario form.

Jugem's Cloud: Use this to pass over an unplayed stage without having to play it. Keep in mind though that if you die on the level you go to, you are sent back past the level you skipped, forcing you to play it through unless you have another cloud of course!

Magic Whistle: Can be used to warp to a later world in the game. There are 3 total in the game, and they are well-hidden, so good luck!

Mushroom: Turns regular Mario into Super Mario. No real difference, except he is in larger form. If hit by an enemy, he reverts to regular form.

Music Box: Plays some soothing(?) music on the World Map, putting all of the wandering Hammer Brothers to sleep. This only lasts for 2 stages, though.

P-Wing: Turns Mario into Raccoon Mario, but with a totally filled power meter. For one level, he can simply fly as will without running the meter low or needing to recharge. It runs out after the level is completed. They're usually given by Peach after defeating a Koopa Kid.

Starman: Makes Mario invincible to all attacks for several moments. It's excellent for running through heavy enemy-infested areas untouched.

Super Leaf: Turns Super Mario into Raccoon Mario; allows you to fly. If in regular form, it turns Mario into Super Mario only. If hit by an enemy, it reverts Mario to Super Mario form.

Tanooki Suit: Turns Mario into Tanooki Mario. It's basically Raccoon Mario, but with a body suit that goes with it. If you press/hold Down + B, Mario turns into a statue temporarily, allowing enemies to pass him unnoticed. When hit by an enemy, it reverts Mario to Super Mario form. When in hard form, Mario can stomp out Roto-Discs

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-- 9. Magic Whistle Locations --  
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As you might've heard, there are a total of 3 Magic Whistles you can obtain in this game. There are 2 ways to reach World 8. See below to learn of both known ways. Below will list how to get all 3, then an explanation of how to use them:

1. In World 1, go to Level 3. Towards the end of the stage, you will find a

white block. Stand on it and press Down for 5 seconds, until you fall into the background. Now quickly run right behind the black segment and you will reach a hidden Toad's house with this Whistle.

2. In the World 1 Fortress, get to the end of the first area with the Dry Bones. With Raccoon Mario, get a running start, then fly high above the wall above the question block. Up there, go right as far as you can go, then press Up. You'll drop into a room with a box containing the Whistle.
3. In World 2, get the Hammer item from one of the Hammer Bros. Go to the upper right corner of the map and use the Hammer to break the dunes there. Then, go into the "extra" area of the map. Defeat the Fire Bros in there to receive the final Whistle.

Now that you have all 3 Whistles, you are set for reaching World 8. There are 2 methods in reaching World 8: one you need all 3 Whistles, and another you just need 2 for, so here goes:

1. When you use the first one, you will be sent to a warp island of sorts, with 3 rows (2-3-4, 5-6-7, and 8 all alone). Start by going to World 4 via this Whistle. Once there, warp again; this time you'll be in the second row, since you were in the last world possible for the previous row. Go to World 7. There, use the final Whistle, and go on to World 8.
2. Use a Whistle to reach the warp island. While you're still on the island, make use of the second Whistle; it will take you directly to World 8.

These methods of "cheating" aren't very highly recommended, as you won't have too many items, but if you insist on completing the game quickly, here's your path. Good luck!

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-= 10. Card Matching Game -=  
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General Information  
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Throughout the course of the game, you may notice a special type of tile randomly appearing on the world map. It moves back and forth in one spot, and it shows a spade with an "N" in the middle of it. If you go to this tile, you automatically enter a matching game of sorts. Fact is, for every 80,000 points you score, this game will appear for you to try.

Anyway, there will be 3 rows of 6 cards (18 total), and you get to pick 2 cards at a time. If they match, you keep the item shown. If you don't match up, you get a second try. If you miss twice, you're out of the game until the next opportunity comes up. There are 8 different patterns that the game can appear as (not necessarily different card layouts, but where each card is located in the rows). If you wish to cheat, below will show what each pattern is, leaving you to match it up with the one you're currently playing.

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Game Patterns  
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Legend

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STA - Starman  
MUS - Mushroom  
FLO - Fire Flower  
LEF - Super Leaf  
1UP - Extra Life  
10C - 10 Coins  
20C - 20 Coins

Board 1

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FLO - STA - 1UP - FLO - 20C - MUS  
10C - MUS - 20C - 1UP - MUS - 10C  
STA - FLO - STA - MUS - FLO - STA

Board 2

-----

FLO - 20C - MUS - STA - 1UP - FLO  
1UP - FLO - 10C - MUS - 20C - STA  
MUS - 10C - STA - MUS - FLO - STA

Board 3

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MUS - FLO - 20C - MUS - 10C - STA  
FLO - 1UP - MUS - 10C - 1UP - 20C  
STA - FLO - STA - MUS - FLO - STA

Board 4

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1UP - MUS - 10C - MUS - FLO - STA  
MUS - 10C - STA - 20C - 20C - FLO  
STA - 1UP - FLO - MUS - FLO - STA

Board 5

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MUS - FLO - 1UP - FLO - STA - STA  
20C - STA - MUS - 10C - 1UP - FLO  
20C - MUS - 10C - MUS - FLO - STA

Board 6

-----

FLO - 10C - 1UP - FLO - 1UP - MUS  
STA - MUS - 20C - STA - MUS - 10C  
STA - FLO - 20C - MUS - FLO - STA

Board 7

-----

MUS - FLO - 20C - FLO - 10C - STA  
20C - 1UP - MUS - 10C - 1UP - FLO  
STA - MUS - STA - MUS - FLO - STA

Board 8

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FLO - STA - 1UP - FLO - 1UP - MUS  
10C - MUS - FLO - STA - MUS - 10C  
STA - 20C - 20C - MUS - FLO - STA

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-= 11. E-Reader Information -=  
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e-Reader+  
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As of this writing, the Japanese version of Super Mario Advance 4 is packaged with two e-Reader+ compatible cards. By e-Reader+, I mean the re-release of the e-Reader in Japan. When the e-Reader first arrived in Japan, it didn't contain a Link Cable port, making link up to games like Animal Crossing or Pokemon Ruby/Sapphire impossible. The e-Reader which arrived in the U.S. contained a Link Cable port, making it superior to the Japanese version. Due to the importance of the Link Cable port on the e-Reader, Nintendo of Japan re-released the e-Reader that the U.S. got in Japan, standalone as well as bundled free with an upgraded version of Animal Crossing/Doubutsu no Mori et. So, Japanese gamers without the e-Reader+ are out of luck with using the e-Reader feature in Super Mario Advance 4. Also, importers with U.S. e-Readers should note that Japanese e-Cards are incompatible with U.S. e-Readers, so until the U.S. release, ONLY the e-Reader+ will work.

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e-Cards in Super Mario Advance 4  
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For Super Mario Advance 4, two cards come with the Japanese version of the game. Those cards are an Item Card and a Crash Course Card. These are merely sampler cards to entice gamers into buying the packs which seem to be available only in Japan for the moment. The Item Card contains a Super Leaf. The Crash Course Card contains an Advance Coin and a remade version of World 1-1 of Super Mario Bros. However, it contains the goombas and blocks from Super Mario Bros. 3 and all the abilites from Super Mario Bros. 3 can be used, changing the game quite a bit.

For the North American release of SMA4, a single e-Card is packaged with it. There are two types of cards available in the NA version: Demo Cards and Item Cards. The Item Card can be scanned, and then while you're playing the game, you can access the scanned card data to retrieve the pictured item (to my knowledge, you can do this as much as you want the item). As for Demo Cards, it lets you watch a movie clip, showing how an "expert" would go through a particular stage. Pay attention, you may learn something from it! :P

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Uploading e-Reader Information  
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To upload the e-Reader information into the game, you will require several items. First, you will need two GameBoy Advance systems. GameBoy Advance SP and the GameBoy Player for the GameCube are also acceptable to use. You will need the e-Reader+ and a GameBoy Advance Game Link Cable, and, of course, Super Mario Advance 4 itself. Finally, you'll need an e-Card. It's best if you use two different GameBoy Advance versions, like one GBA and one GBASP and name one of them GBA\_A and the second GBA\_B. Anyway, place Super Mario Advance 4 in GBA\_A and the e-Reader in GBA\_B. Take the Link Cable (it should definitely be an official Nintendo brand cable as third party cables don't work too well) and connect the PURPLE end of the cable into GBA\_A and the other end into GBA\_B. Turn both GBA systems on at the same time.

In Super Mario Advance 4, in the world map, press the R Button. Select the top option and then scan a card when prompted. You won't need to scan the card again after the game detects it if it is a Course Card. You can simply select it if you wanna play the course in the future.

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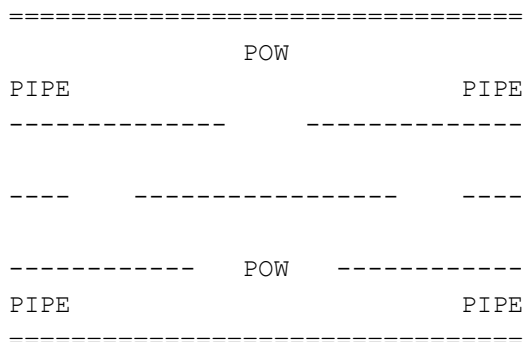
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-= 12. Mario Bros. Classic -=  
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=====  
Introduction  
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As was included with the first 3 Mario Advance titles, the original port of the Mario Brothers arcade game is available here as well. It can be played with either one or two players. It's good for a break from the more modern action of SMB3, and is fun for single players too (double the fun if a second player is connected via the Game Link).

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Overview  
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This game takes place in one large room, in a setup shown below:



Now, keep in mind that you can walk off the screen on the left side, and come out on the right side. That will help if you're trying to evade wandering baddies. Each POW block can be hit 3 times apiece from below. When hit, the



room shakes and all the enemies on the ground flip upside-down. The enemies come out of the pipes in the top of the room and make their way to the bottom floor, then exit via the bottom corner pipes.

=====  
Scoring  
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There are 2 ways to score in the stages: by killing enemies, or picking up stray Coins. The only way to kill an enemy is to hit the ledge the enemy is on from below, flipping it on its back. Only then can you jump up there and kick the enemy away. If you hit an enemy before flipping it, you will lose a life. Each enemy is worth 800 points, as are Coins. There is no quotas to how much you must score in order to move to the next Phase (what the levels are called). It simply comes down to defeating a bunch of enemies, and eventually the blue version of the stage's enemy, which is much faster than the regular versions. If you take long in a level, fireballs may appear and float around in the air, so watch out.

=====  
Bonus Stages  
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Every few stages or so, starting with Phase 4, you will be pitted in a bonus round of sorts. The objective in such stage is to jump around in the usual room, and collect 10 Coins within 20 seconds. At the end, you get 800 points for each Coin you get. If you can collect them all, you get an extra 3000 points for a Perfect, plus a 1-Up. These are excellent ways of gaining points and extra lives, so good luck!

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-- 13. Secrets/Tips and Tricks --  
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Coin Ships  
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There is an elusive Coin Ship you can trigger to appear in some worlds (1, 3, 5, and 6 only). The way to the ship is determined by your score, amount of Coins held, and the timer at the end of a stage. It's odd how this is set up, so follow these directions carefully if you wish to try this trick.

1. Amount of Coins must be a multiple of 11 (11, 22, 33, etc).
2. The TENS digit of the score must match the multiple of 11 (say you have 22 Coins; then you will need to have a 2 in the tens digit for it to work).
3. The timer must be stopped on an even number (2, 4, 6, etc).

If done properly, when you return to the World Map, one of the Wandering Hammer Bros will turn into a Coin Ship. You can board it by passing over it on the map. Collect a whole load of Coins, then fight a Boomerang Bro inside to complete it.

=====  
White Mushroom Houses  
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In every world, there are White Mushroom Houses you can reveal on the World Map. In order for them to appear in SMA4, you must first complete the game. Then on your second play-through, they can appear. To do so, you must pick up a certain amount of Coins in a given stage in each world. Below will be a listing of just what you need in each world to make this special house appear. As for rewards, in odd-numbered worlds, you will receive a P-Wing; in even worlds, an Anchor will be yours.

- World 1 - Level 4, 44 Coins
- World 2 - Level 2, 30 Coins
- World 3 - Level 8, 44 Coins
- World 4 - Level 2, 22 Coins
- World 5 - Level 5, 28 Coins
- World 6 - Level 7, 78 Coins
- World 7 - Level 2, 46 Coins

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== 14. Credits ==  
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Nintendo Power (Volume 13; SMB3 strategy guide): For the listing of the 8 patterns in the matching game.

Damien Good: For information about Angry Sun and the Tanooki Suit

Trace "Meowthnum1" Jackson: For reviewing this guide. Hi Trace. ^\_^

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-- 16. Contact Information --

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As of this version, the file contains all the information I know to date. If it is a work in progress, give me time before bombarding me with emails about things being missing. All I ask is that you READ THE FAQ before emailing me, since that's what it's here for! Don't waste my time (and yours) by asking me for information obviously covered in the guide. If it's in reference to a side quest or item, chances are they can be found in another section besides the walkthrough, so check the appendices as well.

If you have any questions, comments, or things to add that are not already in this FAQ, feel free to email me. I usually do post submissions, credit given of course, so long as I feel they are relevant to the game in question. My email address is: dbmfaqs(at)gmail.com; for cvxfreak, it's: fireemblempride(at)gmail.com. Thanks for reading, and be sure to check out the rest of our work at this URL:

Devin: <http://www.gamefaqs.com/features/recognition/3579.html>

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