

good as gold!

This is the gem that introduced many different items to the Mario world: the raccoon leaf, which gave you flying abilities, the frog suit, which gave you swimming power, the tanooki suit, which gave you statue power, and the hammer suit, which allowed you to throw hammers. All four of the new suits were unheard of until the game came along.

Now, nearly 15 years after the initial release of Super Mario Bros. 3, the next generation of gamers will have the priveledge of playing this gem of a game without having to shove a huge NES cart into their broken up NES. With all the additional features, and you can take it wherever you want! for a cheap \$30, this game is worth every penny.

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[201] CONTROLS
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Left/Right: Move Mario/Luigi in the corresponding direction.

Up: Climb vines, enter doors

Down: Duck, descend from vines.

Start: Pause game, unpause game.

Select: No use.

A: Jump, whip your tail, use an inventory item.

B: Shoot fire, throw hammers, pick up shells

R: Go to clouds (on map screen).

L: View items in your inventory.

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STORY

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Note: This is being taken from the SMB3 instructions booklet. Since I cannot read the Japanese instructions booklet, I will not put the SMA4 story until the english version comes out.

Bowser Is Back.

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 to 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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CHARACTERS

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MARIO

The main man of the game. And back again in his 3rd adventure. This time, he has to rescue princess toadstool from the evil perilous Bowser and his seven malicious children. Mario will have to fight his way through 8 dangerous worlds to rescue the princess with his faithful sidekick (luigi) at his side.

LUIGI

Luigi is Mario's sidekick. Like any faithful compainion, he is always at Mario's side whenever Mario needs him to be there. Luigi is the green version of Mario the player number two controls. He is taller than mario by quite a bit, and he can jump higher than Mario as well. He doesn't get as much credit as he deserves to get.

PRINCESS TOADSTOOL

Also known as Peach. She is the reason that most Mario games exist. Yes,

Bowser always kidnaps her, which is where Mario and Luigi come in to save her. She isn't seen throughout this entire game, except at the very end when you save her, and briefly in the middle of world 8. Also, occasionally you'll get a letter from her containing a special item.

BOWSER

The green bully himself! He's back with the evil help of his seven koopa kids. His kids are Larry Koopa, Morton Koopa Jr., Wendy O. Koopa, Roy Koopa, Lemmy Koopa, Ludwig Von Koopa, and Iggy Koopa. His evil plot is to take over the mushroom world, but for some reason, he decided to kidnap the princess while he was at it.

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#### ENEMIES

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This will include a full list of all the enemies that you will come across while playing the game, as well as a detailed description of them, all listed in alphabetical order.

ANGRY SUN

Don't ask me why, but for some reason, this sun doesn't like you, and will swoop down from the sky to make you suffer! Luckily, he only appears twice in the game. Kill him by throwing a Koopa Troopa shell at him.

BABY CHEEP-CHEEP

These guys are much smaller than an ordinary cheep-cheeps, which makes them more agile, and harder to hit with fire power. Big Bertha will release them from her mouth. The only way to kill them is with fire power.

BIG BERTHA

This female fish has the same resemblance as a Boss Bass, but is completely underwater, and will not try to eat you. Instead, she will release a Baby Cheep-Cheep from her mouth, which can be quite troublesome. The Baby Cheep-Cheep will go back into her mouth, and this process will loop. She can be killed with a shot of fire.

BLOOPER NANNY□ -----

This is like the parent blooper. It's the squid enemy that is only found in underwater levels. It will have four little tiny bloopers on its trail. Sometimes the tiny bloopers leave their parent blooper, which will result in a widespread attack.

BOB-OMB

Originally introduced to the Mario series in SMB2, they have a little switch behind them like a wind up toy would have. But, don't hang around them for too long, because when they begin to flash, they'll explode killing every thing around it. If you jump on his head, he will stop and you can pick him up, but don't hold him for too long, because they can still blow up.

BOO DIDDLY

This ghost enemy is too shy to look you in the eye. However, when you turn around, he will make a valliant attempt to make your adventure a not so fun one, if you know what I mean. He is only found in fortress levels, and can only be killed as Hammer Mario, or with star power.

BOOM-BOOM

The dreadful, fearful, malicious boss of the fortress levels. He is the last obstical of any fortress level, and he must be defeated to complete a fortress. To kill him, you can do one of three things: You can either (1) jump on his head 3 times, (2) shoot him with five fireballs, or (3) throw one hammer at him. When he perishes, he'll leave behind a question mark ball. Grab the question mark ball to end the level.

BOOMERANG BROTHER

This guy is basically a boomerang version of a Hammer Brother. Instead of throwing hammers, he will throw boomerangs. Watch out for the boomerangs, because they loop back in the air for a second chance to harm you. Boomerang Brothers can be killed by either a whip of the tail, a blast of fire, or a bop on the head.

BOSS BASS

This guy can be quite troublesome, and is located mostly in world 3. He will swim back and forth in the water, and attempt to eat you! If he eats you, you will automatically die, which is why he is so trouble some. He can be killed many ways, but he will come back after awhile if you kill him. For once, humans aren't on the top of the food chain!

BUSTER BEETLE

These guys are the least abundant of the Beetle family. In fact, they are rarely found at all. Their main attack is to pick up ice blocks and chuck them at you, which is quite a hazard! Unlike all his Beetle relatives, these guys are NOT fireproof.

BUZZY BEETLE

He's back from SMB1 and in black! And this time he can walk on the ceiling. That's right, the ceiling. Then, when you least suspect it, he will drop down for an attack! They can't be killed with firepower. Extremely tough, indeed!

CHAIN CHOMP

Although they are tied to a block, they can be quite an annoyance. They take the resemblance of an angry dog, kind of like what you see in cartoons. They bark too! If you stare at them for 150 seconds, they will break away from their chain. They only way to kill them is with star power.

CHEEP-CHEEP

This fish enemy was taken almost directly from SMB1. They are the fish enemy that are found underwater. There are two different variations of the Cheep-Cheep. The first version is green, and it is mainly found underwater. The second version is red, and is found hopping out of the water. And, in world 8, they can even jump onto the land! Fire power is the best way to eliminate them.

DRY BONES

This skelified version of a koopa troopa is only found in fortress levels. When you jump on it, it will crumble into a pile of bones, but that effect is only temporary; he will become restored after about 8 seconds. They can be permanently killed with star power, or by throwing a hammer at them.

FIRE BROTHER

These guys are basically a fire version of the Hammer Brothers, instead of throwing hammers at you, they will shoot fire. They aren't nearly as common as a hammer brother, but they are still mighty dangerous.

FIRE CHOMP

Ugh! I don't like these guys at all! Despite their common names, they don't share any traits with the Chain Chomps. They float in the air, and a long chain of fire will trail them at all times. They will also shoot fire from their mouths. They can be killed by stomping their heads. They will explode if they aren't killed in time.

FIRE SNAKE

This chain of fireballs, which makes it's debut in world 2-1, can pass through many walls in an attempt to harm you. It can be killed by wagging your tail at the head, or by using fire power, or by star power.

GIANT KOOPA TROOPA

like an ordinary koopa troopa, there are two different variations that they can be found in: red and green. The red variation is slightly smarter as it will turn around when it approaches a platform drop. The green version will only turn around when a solid barrier gets in its way. Despite their size, you can jump on their heads and use their shells to throw as a weapon.

GIANT GOOMBA

This is a giant version of an ordinary little goomba. They are four times the size of a little goomba. Luckily, their brains haven't increased at all. They don't do anything different than a normal goomba would, and they are still easy to kill.

GIANT KOOPA PARATROOPA

This giant version of a Koopa Paratroopa is nearly four times the size of you! With the exception of their size, they are exactly the same as an ordinary koopa paratroopa. They can't really fly, instead they just bounce. To defeat one of them, just do what you would on an ordinary Koopa Paratroopa.

GIANT PIRAHNA

Fould only in world 4, they are no different than ordinary Pirahnas, with the exception of their size. Despite their humungus size, they are not too much harder to deal with.

HAMMER BROTHER

Taken straight from SMB1, they have an unlimited amount of hammers that

they will continually throw at you. They are usually found in pairs of 2, and are rarely found by themselves. You can kill them by bonking them on the head, but there are other, smarter ways to defeat them.

HANGING PIRAHNA

About as simple as a pirahna plant can be. They have no attacks, all they do is come out of their occupied pipes, and if you are stupid enough to run into them, then that is your fault. They are the most common of the Pirahna family. They wont come out of their pipes when you are near. Kill them with a whip of a tail or a blast of fire.

HOT FOOT

Hot foot is basically a flame that is on a candle. When you turn away from it, it will make an attempt at you, but if you look at it again, it will stay put. They are only found in fortress levels, especially ones later in the game. They can't be killed.

INVERTED PODOBOO

These guys are simply a variation of a normal Podoboo. Instead of coming from lava at the bottom of the screen, they will drop from lava on the ceiling. They somehow have the ability to defy the laws of physics! They are more troublesome than normal podoboos because you never know where they will be. They are first found in 5-Fortress 2. They can't be killed.

JELECTRO

This high voltage jellyfish is capable of sitting completely still and still getting in your way. They are often found in large clumps, arranged in patterns tricky to bypass. They aren't usually found by them selves, and cannot be defeated.

KOOPA PARATROOPA

This creature is basically the same exact thing as a Koopa Troopa, except it has wings that will allow it to fly endlessly. A stomp on the head will revoke its wings, and then it will turn into an ordinary koopa troopa. Kill it the way you would any ordinary koopa troopa.

KOOPA TROOPA

There are two different variations of a koopa troopa; a red one and a green one. A red koopa troopa will walk back and forth, but when he comes to a ledge, it will repace his steps. A green koopa troopa will simply just walk off the ledge.

KURIBO'S GOOMBA

This is an ordinary Goomba, except it has come in contact with Kuribo's Shoe. If you knock the Goomba out of the shoe, you can jump into the shoe, which can be used for protection against ground items, such as spikes. Unfortunately, they are only found once in the game.

LAKITU

This guy is absolutely hated! He causes so much trouble to the game. He will float around in the sky in a cloud, and throw spinys down at you! The real trouble is because of the Spinys that he will throw. He can be killed by a

shot of fire, or a stomp from above.

LAVA LOTUS

This artificial flower is found deep on the seafloor. It will release several fireballs at a time, and it will continually release more fireballs. To get past them without getting hurt, must swim past him before he starts releasing the fireballs. It cannot be killed.

LITTLE GOOMBA

This is as basic as an enemy as can be. A traitor to the Mushroom Kingdom. He is small, and brownish colored. All he does is walk from side to side. To kill him, just bash him on the head.

MICRO-GOOMBA

These are children of a Para-Goomba. When you come in contact with certain Para-Goombas, you will notice tiny goombas descending from it. These tiny goombas are Micro-Goombas. They are very annoying. If one touches you, it will stick to you causing you not to be able to run fast, or jump high. To remove it, press A and B as rapidly as you can.

MUNCHER

This member of the pirahna family is tiny, and black. They don't actually attack you, they just stay in one spot. If you accidentally touch one, you will pay dearly. You can't kill them, but if you hit a P-Switch, they will turn into coins.

PARA-BEETLE

These red-shelled beetles are only found in world 5-6. They are pretty cool. You can jump on their heads and ride them. They have two wings that enable them to fly. They are necessary to cross two large gaps.

PARA-GOOMBA

This enemy is simply a little goomba with an additional pair of wings. There are two variations of a para-goomba. The first has wings, and will bounce up and down, but will not actually fly. The second variation will use his wings to fly off the ground, and will release Micro-Goombas at will, which can be a pretty hard obstical. When you jump on either variation, they'll turn into an ordinary little goomba.

PILE-DRIVER GOOMBA

This member of the Goomba family, which makes their debut in world 2-1, will try to trick you by hiding out in a fake brick. The fake brick looks exactly like an ordinary brick, except it doesn't shimmer. As you bypass the fake brick, the Goomba will launch the brick high in the air at you, and try to land on you, then the process will repeat. Be sure to keep an eye out for them, because they are hard to spot. Kill them by jumping ontop of their fake brick.

PODOBOO

Taken straight from SMB1, they will leap from lava and a different rate ever time. They are made of lava type substance, therefore firepower cannot harm them. With the exception of a starman, nothing can kill them.

PTOOIE

This strange pirahna is mainly found in world 7. There are two different variations of a Ptooie. The first one is mobile, while the second one hides out in a pipe. Both variations have a spike that will float above them. They can be killed with either fire power, or a whip of the tail.

ROCKY WRENCH

This guy can be quite troublesome. He is a turtle that hangs out underneath sewer lids in airship levels. When you approach the sewer he is in, he will suddenly appear and start throwing wrenches at you! If you jump on him, he will become knocked out for a second or two, and then appear again! They can't be permantely killed.

ROTODISC

This non living enemy is found mainly in fortress levels. He is a white disc that will circle around a pearl. He does not do anything except move around in a circular motion. The only way to kill them is with the Statue State of Tanooki Mario.

SLEDGE BROTHER

This is a quite odd variation of a Hammer Brother. It is much larger than an ordinary Hammer Brother, and much fatter too. Like an ordinary Hammer Brother, they will throw hammers into the air. They will ocasionaly jump into the air, and when they land, they will land with such force that the ground will shake. If you are on the ground as the ground shakes, then you will become temporarily stunned.

SPIKE

This enemy is pretty mellow until he sees you walking. At this point, he will pull spikes from inside his mouth, and throw them at you. A stomp on the head will kill him.

SPINY

This annoying enemy, which was taken directly from SMB1. He is the enemy that is dropped by Lakitu. They are called 'Spiny' due to his spiked back, which is also protection against stomps. There is a variation where they walk on the ceiling too, but only for underground levels. The best way to kill them is by shooting fire at them.

SPINY CHEEP-CHEEP

This is basically the same as the Cheep-Cheep, except it has a spiny back, which makes it oblivious to back stomps. It also moves slightly quicker than Cheep-Cheeps. The only way to kill them is with a blast of fire.

SPINY EGG

Do you know that egg that Lakitu throws that hatches a Spiny? That is a Spiny egg. Usually, the egg will hatch immediately into a Spiny, but sometimes, the egg will remain an egg, and roll along the ground. Spiny Eggs can be very difficult to cope with, especially when there are more than one rolling on the same platform. The best way to kill them is with firepower.

STRETCH

This ghost is the guy that hides out underneath long white sheets found in certain fortress levels. You can safely touch the long white sheet, but the ghosts that peer out is what you will have to watch out for. The only possible way to kill them is by throwing a hammer at them as Hammer Mario.

THWOMP

A Thwomp is a mean grumpy looking huge brick that hides out waiting for the perfect time to strike. When you get close enough to him, he will drop from whatever position he is at and try to smash you alive! If he misses you, he will slowly reset to his original position to attack again. When he resets, you can safely go under him. The best way to get past them is with a running start, but if there is not enough room for a running start, then make him attack, and as he resets, go under him. You can kill him with a hammer, or by using star power.

VENUS FLY TRAP

This is the most common pirahna plant of the game. They come in different sizes and shoot fire from their mouths. They will shoot either one or two fireballs depending on what level you are in. They can be killed only with the whip of a tail, or a shot of fire, or star power.

WALKING PIRAHNA

This member of the Pirahna family is a small white plant that will walk back and forth. If you jump over them, they will leap up for an attempt to harm you, so be sure to get extra height as you jump over them. There is an extra rare variation where they shoot fire out of their mouths, but the are only found once in the game. They can be killed with fire, tail whips, or star power.

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ITEMS

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IN LEVEL ITEMS

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COIN

This the THE most basic item in the entire game. They are scattered about each stage you play. Collect 100 for an extra life.

KURIBO'S SHOE

Kuribo is the Japanese translation for 'Goomba' and a Goomba is the enemy that occupies the shoe, so it makes perfect sence. To knock a Goomba out of Kuribo's Shoe, you will have to lure the Goomba ontop of a brick, and then bash from underneath. Now you can go into Kuribo's Shoe, and hop around in

it. It will protect you from all harmful objects from underneath, such as spikes or Munchers. It is only found in world 5-3.

P-SWITCH

For a very brief time, it will turn all coins into bricks, and brick into coins. Some secrets can only be accessed with them, such as a hidden 1-up mushroom in world 2-1.

QUESTION MARK BALL

You will receive a Question Mark Ball for defeating Boom-Boom, which is the boss of the fortresses. Touch it to end the fortress levels.

TREASURE CHEST

These things can contain a number of things. It will usually contain a simple Powerup, but sometimes it will contain something good! A Treasure Chest is the thing that you get after beating a Hammer Brother level, just to let you know.

===== MAP ONLY ITEMS =====

ANCHOR

When you lose in an Airship level, the airship will travel to another section of whatever world you are in. Use the Anchor to stop this from happening.

HAMMER

Used to break certain rocks on the map screen to access hidden areas of whatever world you are currently in. Use it in the top right corner of world 2 to access a hidden secret area!

JUGEM'S CLOUD

Jugem's Cloud translates from Japanese literally into 'Lakitu's Cloud.' Lakitu is the guy who rides around in that cloud, so it makes perfect sense. Anyway, Jugem's Cloud will allow you to overpass any single level without actually playing it. It will NOT work on hammer brothers, Card Match Games, Tank Levels, or Hand Grab levels. Usually, I save them up for the last 3 levels of world 8.

MUSIC BOX

This item will put all Hammer Brothers/Pirahna Plants to sleep for 1-3 turns. Personally, I would just fight the Hammer Brothers/Pirahna Plants, because of the nifty items you receive for defeating them.

WARP WHISTLE

One toot on this whistle will send you to a far away land. And that statement is true. Use the whistle, and you will be transferred to Warp Zone where you will select what world you would like to go to. There are only 3 in the entire game.

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POWER-UP ITEMS
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1-UP MUSHROOM

If you find one of these beauties, you'll be rewarded with an additional life. You don't come across them often.

FIRE FLOWER

Find a fire flower, and you will have the ability to magically shoot fire from your hand. This is quite useful for killing many enemies.

FROG SUIT

This will turn your character into a frog! As a frog, you can swim extra fast underwater, but you can't play very well on ground. Use them while you can in world 3, aka Water Land.

HAMMER SUIT

This will turn Mario into a hammer brother! It will give you the ability to throw hammers. You can control how far you throw the hammers by using the D-Pad as you throw. You can also block fire by pressing down. This is the rarest item of the game, so make good use of it when you get it.

P-WING

These are a pretty rare find. A P-Wing will give you unlimited amount of flight for one level. That means, that your P-Meter will always stay full, which will enable you to fly for as long as you'd like! However, when you finish a level, the P-Wing power will be revoked.

RACCOON LEAF

This item is basically the trade mark of the original SMB3 game. If you get one, it will give you the ability to fly, provided that your P-Meter is filled up. It will also give you a tail that you can use to whip enemies by pressing B. In addition, you can glide slowly to the ground if you tap A in the air.

STARMAN

For a brief time, you will have invincibility! That means that you can do whatever you want (except jumping off cliffs or into lava) without harming yourself in the slightest bit. Unfortunately, they only last about 12 seconds.

SUPER MUSHROOM

These babies will appear from question mark blocks. They will transfer you from your tiny state into a bigger state. You can also break bricks with one.

TANOOKI SUIT

This is basically the same exact thing as the Raccoon Leaf, except it will give you the ability to briefly turn into a statue. As a statue, any enemy will walk right by you. You can only use your statue for 5 seconds at a time, but as many times as you would like.

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SPECIAL BRICKS
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BRICK

This is an ordinary brick that contains nothing at all. They are mostly added to cause walls in your way. You can break them by bashing them from underneath, or by whipping them with your tail.

ICE BRICK

These special bricks can be picked up by pressing B as you press yourself up against it. They can be used to be thrown at bricks, or kill enemies. Buster Beetles will throw them at you.

NOTE BOX

These babies are white, and if you jump on them, you will spring into the air. They can be troublesome, but mostly they are fine. You can reveal super secret pink note boxes that can be used to spring into the clouds!

QUESTION MARK BLOCK

A Question Mark Block can contain a number of good items. They cannot contain bad items, so hit them as often as you see them. They can contain powerups, vines, multi-coin boxes, but they usually just contain single coins.

STEEL BLOCK

Sorry, but these things are permanently in a level, and cannot be bashed, removed or dealt with at all. They are made mostly for standing on.

WOODEN SPRING BLOCK

When you touch these things, they will cause you to bounce off of them in the opposite direction. Sometimes you will find secret powerups in them.

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This section will consist of cheap methods of gaining an unlimited supply of extra lives. You cheater!

#### 1-UP TRICK 1

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This trick will allow you to get as many extra lives as you choose to desire. It happens a few times throughout the game, but it is most easily performed in world 1-2. The trick requires flying ability, so therefore, you must be raccoon Mario to successfully perform this trick. Go to world 1-2 and climb up the hill. Situate yourself to the right side of the green horizontal pipe and wait for a load of goombas to start barging out. Now, jump on top of one of the goombas and use his head to bounce high in the air. Now, use your tail to slowly glide down onto another Goomba. Repeat this process over and over. Your points will start to rack up until instead of getting points, you will get extra lives. It will take a while to finally pull off for the first time, but once you get it down, it's easy!

There is another variation of this trick that can be performed in world 2-Fortress. As raccoon Mario, walk down the small staircase at the very beginning of the level. You should now meet up with three dry bones (skeleton turtle enemy). Bounce on one of the Dry Bones' heads, and bounce high in the air. Slowly, glide down onto another Dry Bones' head, and then another. There are only three different Dry Bones enemies, but they will get back up after about 10 seconds, so you can bounce on their heads over and over again.

The third and final variation of this trick can be performed only in world 7-5. You will need to browse the level until you find three green koopa paratroopas (turtle enemy) right next to each other. Bounce on one of the koopa paratroopa's head, and bounce high in the air. Slowly, with your raccoon tail, glide back down and land on another koopa paratroopas head, and then another. There are only three different koopa paratroopas, but they will get back out of their shells and start walking again after about 10 seconds, so you can bounce on their heads over and over again.

#### 1-UP TRICK 2

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This method of gaining extra lives is extremely time consuming; so therefore, you will only be able to collect a limited amount of extra lives before your time expires. It occurs in world 2-1. Go to the end of world 2-1 and you will see two pipes with a bunch of bricks in between them (one of the bricks being a fake Pile-Driver Goomba). Now enter the rightmost pipe. Inside the pipe, you will find a P-Switch; hit the P-Switch, and quickly exit via the pipe to the left. Now avoid the Pile-Driver Goomba, and collect the coins to the right. Now re-enter the pipe to the right, and you'll find that the P-Switch has reappeared! Repeat this process over and over again until time runs out! Usually, if I do this until time runs out, I'll end up with about 5-7 extra lives, IF I start out with good time.

Recently, I have found another area in the game where this occurs, but you must have flying abilities (raccoon mario). At the very end of world 1-1, there is a secret P-Switch that you can hit by knocking a shell into the bricks. Hit the P-Switch, and get the coins that appear. Now fly up to the pipe high in the sky. Now leave the pipe, and the P-Switch will reappear! Hit the P-Switch again and get the coins again. Repeat this process as many times as you can until time becomes scarce, then just touch the card roulette to the right to finish the level.

### 1-UP TRICK 3

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This one is stupid, but nonetheless, it is still a 1-up trick. It occurs in any level that has more than one 1-up mushroom, or over 200 coins. In any level where this occurs, get either the 200 coins or the 2 1-ups and purposely die. Now go back into the level and do the same thing. Repeat this process until you have enough lives to suit yourself.

### 1-UP TRICK 4

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This one is pretty good, and happens in world 7-fortress #1. To do it, you must know about the P-Switch hidden on the 3x5 set of bricks. Hit the P-Switch, then collect the MASSIVE amount of coins that will appear. When the P-Switch timer runs out, go into the door at the bottom right of the screen, and do the same thing again! Repeat this process until time runs out, then start the level again. You stop doing this whenever you decide to.

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WARP WHISTLES

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Want to know how to get the hidden Warp Whistles? Follow this section to find out how!

### WARP WHISTLE 1

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Warp Whistle #1 is located in world 1-3. If you want to know how to get it, then listen up. Navigate your way through the level until you come to a second boomerang brother. Jump past the boomerang brother, and over the tiny hole that follows. You will now see a peach, green, and grey platform in the background. Jump ontop of the grey one and knock the koopa troopa off of it. Now, hold down for approximately 6 seconds, and you will become behind the scenery of the level, causing you to fall through the grey platform. Enemies can still hurt you, even though you are behind the scenery. Quickly run to the right as far as you can go. You will run behind the black area where you normally finish the level, which will (for some odd reason) send you to a mushroom house. Inside the mushroom house, there is a single Treasure Chest. Sure enough, the Treasure Chest is a Warp Whistle. Open the Treasure Chest to obtain Warp Whistle #1.

### WARP WHISTLE 2

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Warp Whistle #2 is located in World 1-Fortress. To get it, you will need to have flying abilities, which means that you will need to be Raccoon Mario. Navigate your way to the second question mark block of the level. A dry bones enemy will be right near it. Smash the dry bones enemy and quickly run to the right, and then back to the left so that you have enough speed to fly. Fly up over the ceiling start running to the right (the screen should scroll to the right). When the screen stops scrolling, press up, and you will be



transported to a small room with a single Treasure Chest. Sure enough, the Treasure Chest is a Warp Whistle. Open the Treasure Chest to get Warp Whistle #1.

### WARP WHISTLE 3

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The third and final Warp Whistle is located in World 2. First, you will need to fight, and defeat the Wandering Hammer Brothers that give you the Hammer. There are two Wandering Hammer Brothers in World 2, One gives you a Music Box and the other gives you a Hammer. Fight them until you get the Hammer. Once you have the Hammer, navigate your way to the top right of the map screen. Press B to unveil your inventory, and use your hammer. The rock to your right will break unveiling a hidden third part of World 2 that not many people know about. In the third section of World 2, there is a Mushroom House which contains a frog suit, and third set of Wandering Hammer Brothers. If you defeat the Wandering Hammer Brothers, you will receive Warp Whistle #3.

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[403]

CARD PATTERNS

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You know that card space that shows up on your screen after every few levels you beat? That is a Matching Game space. Usually, you'll have no idea what cards go where, but this section will tell you how to get every card, every time! There are 8 possible patterns in which you can get, they are all listed below as well as some steps you can take to find out which of the 8 patterns you have!

### SO, WHICH PATTERN DO I HAVE?

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Good question. To find out, flip over the leftmost card of the middle row.

- If that card is a 1-Up, you have Pattern 1.
- If that card is a Starman, you have Pattern 2.
- If that card is a Mushroom, you have Pattern 5.
- If that card is a Fire Flower, you have Pattern 8.
- If that card is 20 coins, then flip over the leftmost card of the bottom row. If that card is a Starman, then you have Pattern 3. If that card is also 20 coins, then you have Pattern 7.
- If that card is 10 coins, then flip over second card of the bottom row. If that card is a Fire Flower, then you have Pattern 4. If that card is 20 coins, then you have Pattern 6.

| Pattern #1 |     |     |     |     |     | Pattern #5 |     |     |     |     |     |
|------------|-----|-----|-----|-----|-----|------------|-----|-----|-----|-----|-----|
| -----      |     |     |     |     |     | -----      |     |     |     |     |     |
| FLR        | 20C | MSH | STR | 1UP | FLR | 1UP        | MSH | 10C | MSH | FLR | STR |
| 1UP        | FLR | 10C | MSH | 20C | STR | MSH        | 10C | STR | 20C | 20C | FLR |
| MSH        | 10C | STR | MSH | FLR | STR | STR        | 1UP | FLR | MSH | FLR | STR |

Pattern #2  
 -----  
 FLR 1OC 1UP FLR 1UP MSH  
 STR MSH 2OC STR MSH 1OC  
 STR FLR 2OC MSH FLR STR

Pattern #6  
 -----  
 FLR STR 1UP FLR 1UP MSH  
 1OC MSH FLR STR MSH 1OC  
 STR 2OC 2OC MSH FLR STR

Pattern #3  
 -----  
 MSH FLR 2OC FLR 1OC STR  
 2OC 1UP MSH 1OC 1UP FLR  
 STR MSH STR MSH FLR STR

Pattern #7  
 -----  
 MSH FLR 1UP FLR STR STR  
 2OC STR MSH 1OC 1UP FLR  
 2OC MSH 1OC MSH FLR STR

Pattern #4  
 -----  
 FLR STR 1UP FLR 2OC MSH  
 1OC MSH 2OC 1UP MSH 1OC  
 STR FLR STR MSH FLR STR

Pattern #8  
 -----  
 MSH FLR 2OC MSH 1OC STR  
 FLR 1UP MSH 1OC 1UP 2OC  
 STR FLR STR MSH FLR STR

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 [404] THE COIN SHIP

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 WHAT'S THE COIN SHIP?  
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A coin ship is something that doesn't happen very often, therefore, not many people even know about it, let alone what it does. What does it do, you ask? Well, it transforms the wandering hammer brother of whatever world you are on into a coin ship. It can only be done in worlds 1, 3, 5, & 6. The coin ship is simply a ship loaded with coins (enough to get two extra lives) where you fight 2 Hammer Brothers at the end. How do you get it you ask? Follow the directions below.

TO GET THE COIN SHIP  
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To get the coin ship, follow the directions below.

1. Go to worlds 1, 3, 5, or 6. It will only work in those worlds. It will not work in 2, 4, 7, or 8.
2. Get your coin total to be a multiple of 11. This includes 11, 22, 33, 44, 55, 66, 77, 88, or 99. 00 does not count.
3. Now that you have fixed the number of coins you have, you must fix the amount of points that you have too! You will need to make the number in the 10's spot of your points to be equal to the number in the 10's spot of your coins.  
 Example 1: 22 Coins, 0005420 Points.  
 Example 2: 66 Coins, 0032560 Points.
4. Now that you did the previous two steps, it's time for the part that requires some timing. Get to the end of the level so that you are only a jump away to touching the card roulette to end the level. Look at the timer. Jump up so that you hit the card roulette with an EVEN amount of seconds left. If you do it with an odd amount, then this will not work.

5. If you do the previous four steps correctly, then the wandering hammer brother of the level will magically change into a coin ship. This does not happen very often, and only a few people actually know how to make the coin ship appear without complete luck, so feel honored!

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[405]

WHITE MUSHROOM HOUSES

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A White Mushroom House is a secret in the game that not many people know about. There is only 1 White Mushroom House in a World. A White Mushroom House is almost the same as an ordinary Mushroom House, except it gives away much better prizes! To get to a White Mushroom House, you will need to collect a certain amount of coins for a certain World. For example, for World 1's White Mushroom House, you will need to collect 44 coins in World 1-4, and your prize will be a P-Wing. Got it?

|                 |                |        |
|-----------------|----------------|--------|
| World 1-4 . . . | 44 Coins . . . | P-Wing |
| World 2-2 . . . | 30 Coins . . . | Anchor |
| World 3-8 . . . | 44 Coins . . . | P-Wing |
| World 4-2 . . . | 22 Coins . . . | Anchor |
| World 5-5 . . . | 28 Coins . . . | P-Wing |
| World 6-7 . . . | 78 Coins . . . | Anchor |
| World 7-2 . . . | 46 Coins . . . | P-Wing |

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[406]

OTHER MISC. SECRETS

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CHAIN CHOMP SURPRISE

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The Chain Chomps, first introduced in World 2-5, is an enemy that takes the look of a dog on a chain trying to break free. But, did you know that they can break away from their chain? It's true. If you keep the same exact Chain Chomp on the screen for 120 game seconds, he will break away from his chain to make one final desperate attack at you. After 110 game seconds, his chain will start flashing as sort of a "Danger! You better get away!" type thing.

DIFFERENT GRATITUDE MESSAGES

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If you have equipped either a Frog Suit, Tanooki Suit, or Hammer Brother Suit, upon completion of an airship (castle) level, you will receive a different message of gratitude from the King. What are the messages, you ask? Well...here you go...

FROG SUIT: Oh, me. Oh my! You've been transformed! Shall I change you back with this wand?

HAMMER BROTHER SUIT: Hey, you! Can I borrow your clothes? No dice? What a drag!

TANOOKI SUIT: Thank you, kind Raccoon. Please, tell me your name.

P-WING SURPRISE

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If you beat the game, wait for the credits to roll and the game to completely finish. Now start a new game. In the new game, your inventory will be full with P-Wings. That's 28 P-Wings in all!

THE POWER OF FIRE

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This is something that most people don't know about: You can kill Boom-Boom by shooting him five times with fire. You can also defeat Castle bosses with 10 fire shots. Did you know that?

WORLD 8 IN 4 LEVELS

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It is possible to get to world 8 by only completing 4 levels. To do it, get the first Warp Whistle from 1-3, and the second from 1-Fortress. Then, use one of the whistles, and you'll be taken to the warp world. Before you choose what level you want to go in (while still in the warp world), use the second whistle. This will take you directly to World 8.

|   |             |
|---|-------------|
| 5 | WALKTHROUGH |
|---|-------------|

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[501] WORLD 1 - GRASS LAND

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WORLD 1-1
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Run to the right and jump over the Goomba. Hit the four question mark blocks. The rightmost of the four question mark blocks contains a mushroom, so be sure to grab that one. Now head to the right, and jump over the green pipe with a Pirahna Plant inside it, and hit the single question mark block that follows. Continue to the right until you come across a red Koopa Troopa. Jump on it, and then kick it to the right. The shell will slide to the right and hit a grounded question mark block and a powerup will appear; grab the powerup while you still have the opportunity. Now walk to the right and kill the two little goombas by jumping on their heads, and then do the same to the para-goomba that follows. This, is the first time in the game where you will have two options that you can go by.

Option 1
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Keep going to the right and jump over the pit. Avoid the two bouncing Koopa Paratroopas on the platform above. Continue to the right and you'll

come across a Wandering Koopa Troopa. Either kill him or leave him be, the choice is yours. There is are two question mark blocks to your right, the left one is a coin, and the right one is a powerup, which is a good way to make up for lost health. Now jump over the two pits that follow to the right.

#### Option 2

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This path is only if you are currently Raccoon Mario (with the tail). If you are not Raccoon Mario, then take Option 1. Make sure you have killed the two Little Goombas and the Para-Goomba. Run all the way back to the grounded question mark block where you got your Raccoon feather. Now, run as fast as you can to the right. Keep running, and right before the pit, make a jump. You will start to fly. Keep tapping A in the air, or you will fall. There is a pink-colored platform in the sky that you should land on. Get the three coins above the pink platform. There is a brick elevated above a platform comprised of four clouds. The brick contains a 1-up mushroom, so be sure to grab it. Now jump to the right onto another, larger platform comprised of only clouds. Get the coins on it, and jump off of the right side of the cloud platform.

#### Rejoined

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Jump over two pipes to the right side of you that both contain Pirahna Plants. Keep heading right over a bunch of bricks. There will be a Koopa Troopa walking on a single brick. Kick him into his shell, and then kick his shell to the left so that it breaks a bunch of the bricks. The shells destruction will have created an over hanging brick. Hit the over hanging brick to reveal a P-Switch. Stomp on the P-Switch to turn the remaining bricks into coins. Try to get all the coins before your P-Switch timer fades away, and the coins turn back into bricks. Now walk to the right until you see a small, single brick length hole with a pipe-platform to the right of it. Now, if you are currently Raccoon Mario, you can choose to fly up to the top of this pipe, and go in it to get some extra coins, but you don't have to. Now run to your right, and touch the Card Roulette to finish World 1-1.

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#### WORLD 1-2

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Run up the hill and jump over the horizontal pipe. Avoid the Little Goombas, and continue until you come to two Question Mark Blocks. The left ? block is a coin, and the right ? block is a powerup. Get the powerup, then jump onto the two Question Mark Block, and over the T shaped pipe formation. Avoid the Goombas that originate from the right side of the T shaped pipe formation. Continue to the right and jump over a struggling Para-Goomba, and up a hill. Jump over the pipe, and descend down from the hill. Don't get any of those coins that you see in front of you, not yet at least. Continue to the right, and you should see a pipe elevated in the air with two blocks underneath of it. The leftmost block is a P-Switch, to get it as big Mario, you will have to duck-slide. Hit the P-Switch and the coins to the left turn into brick platforms. Jump on the newly created brick platforms to the left one by one until you are on top of the pipe. Now, press down on the pipe to enter it. Once inside the pipe, drop down to the very bottom and grab the 20 coins sitting there. If you have a tail, you can fly back to the top of the room and get 32 coins there. When you are done, enter the exit pipe at the bottom left of the room.

Once back outside, run and hit the P-Switch again. Jump back up to the top of the pipe, but don't go in the pipe. Instead, stand on the right half of the pipe, and jump straight up to reveal a hidden 1-up mushroom! Now, finally, get those coins to the left of the P-Switch. Once you grab those coins, head in the rightward direction, and climb the steep hill. Once on the other side, you will see two note boxes, and a Para-Goomba. Bounce on the right note box to reveal a hidden powerup. Now look to the right and you will see a hill. If you press down on the top of the hill, you will slide down it, killing the two Little Goombas that are currently climbing up it in your direction. Now jump over a pipe with a Piranha Plant inside and look to the right, you will see three more note boxes and a tiny hole below. Bounce on the Rightmost note box, you will reveal a hidden Starman. Grab the Starman and you will get temporary invincibility!

Now continue to the right over another pipe, past a Little Goomba, and over a pipe with a Venus Fly Trap inside. Hit the question mark block for a single bloody coin, and continue up the hill. Jump over the horizontal pipe, and avoid all the Little Goombas that it will spit out to the right. Keep going in the rightward direction and a Para-Goomba will appear. Avoid the Para-Goomba and all the Micro-Goombas that will appear from the Para-Goomba. Continue to the right and touch the roulette card to finally finish the level.

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WORLD 1-3  
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Jump ontop of the green Koopa Troopa to knock him into his shell. Now pick up his shell by pressing B and take it with you. Use the shell to kill the Boomerang Brother just ahead. Now you will find a rather odd looking brick formation with two visible note boxes, two question mark blocks, and a green Koopa Troopa walking back an forth ontop. Kick the green Koopa Troopa into his shell, and kick him to the left to break several bricks on the brick formation. The brick formation should have six blocks on the left, and ten blocks on the right. Now jump into the backwards C, and hit the second brick in to reveal a hidden coin box! There is also another hidden item here, also located in the backwards C; the hidden item is a powerup and it is in leftmost brick of the bottom row. Now, press yourself up against the rightside of the left platform, and jump up to reveal a hidden peach-colored note box! This, my friend, is where your path splits into two different options.

Option 1  
-----

Jump ontop of the peach-colored note box and press A just as you bounce on it to bounce up into the clouds! The clouds are like a secret bonus room; there are no enemies and life threatening situations, just coins. In fact, there are 35 coins on the ground. However, you will encounter more coins if you fly up in the air exactly half way through the area (of course, you must be raccoon mario to fly). In the sky, there are a total of 24 more coins as well as a block that contains an extra life. When the screen scrolls all the way to the right, enter the pipe to be released back into World 1-3.

Option 2  
-----

Ignore the peach-colored note box, and just continue to the right. Jump

over a green Koopa Troopa, or kill him if you choose to. Jump over a pillar comprised of four blocks, and kill the little goomba on the other side. Now jump over another pillar, this one comprised of three blocks instead of four. If you touch the top block of the three block pillar, a powerup will emerge. Now kill the jumping Para-Goomba, and collect the 3 coins there. Jump over another pillar and kill another Para-Goomba, and collect 3 more coins. Now jump over the last pillar. Continue and jump over a tiny pit, and you'll come into contact with Boomerang Brother. You can kill him if you choose to by bashing him on the head, but I recommend just jumping over him. Now go to the right and jump over a tiny hole, and two Little Goombas will meet you, kill them both. Continue past a few platforms above you, and past a green Koopa Troopa.

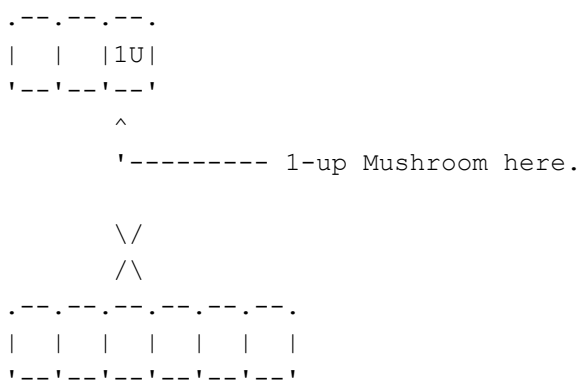
Rejoined

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 You will now find yourself in the vicinity of a Para-Goomba that is releasing tiny Micro-Goomba Clingers. Simply ignore it, and go to the right. Touch the card roulette to finish the level.

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 WORLD 1-4  
 =====

This level is a sidescrolling level, if you go to the leftside of the screen, the screen will "push" you. If you get pushed into something, such as a block, or a pipe, then you will lose a life.

Jump off of your green grassy platform and onto a platform comprised of 5 bricks. Jump onto the moving platform and then onto another brick platform; be sure to get the three as you do this. Go farther right on this same platform and get the 3 coins directly above. Now there are three more moving platforms, use them to get onto the lower platform there. You should now be about where the X is in the diagram below. There is also an extra life you can get, to see where the extra life is, check my diagram below.



Stand where the X is and jump up to reveal the 1-up. Now jump to the right onto another moving platform, and then onto a L shaped brick formation. Now grab the 3 coins, then jump onto another L shaped brick formation, and get the 3 coins above it. Now jump to the right onto a platform that looks like the diagram below.







into the door. Inside the door, you will find yourself in a long hallway. Follow the hallway all the way to the right and you will find Boom-Boom.

You will now be confronted with the fortress boss, a.k.a. Boom-Boom. You can kill Boom-Boom 1 of 2 different ways. The first way is to jump on his head 3 times. If you choose to jump on his head 3 times, you must know that Boom-Boom will get more difficult after each stomp. The second method of defeating Boom-Boom is to shoot him with 5 fireballs. If you do not have firepower, chances are you don't, then just use the first method of beating him. Once Boom-Boom has been defeated, grab the question mark ball to end the level.

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WORLD 1-5

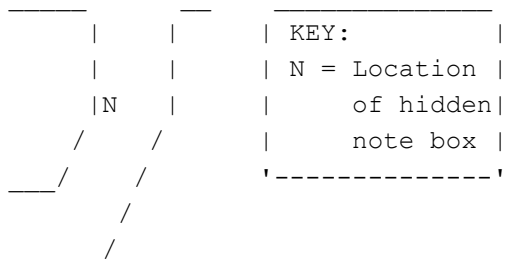
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As soon as you start the level, immediately hold down and you will slide down the hill and knock the four buzzy beatles off of the stage! You will land in a water pit. Get the 5 coins, then go to the right and climb up the short hill. Dodge the Pirahna Plant coming out of the pipe from above. Jump ontop of the Buzzy Beetle there, and kick him to the right at the right time to knock out a second Pirahna Plant below. This, is where your path splits into 2 different options.

Option 1

-----

Take the uppermost path! Take the top path that leads toward the surface. Follow this path, and stop when you get to the part of the path that goes straight up (when you can see the daylight). There is an invisible note box you can get. To find out where it is, use my diagram below.



If you would like a coin heaven, hit the invisible note box. Bounce ontop of it, and press A as you bounce to be sent to a coin heaven. If you choose to omit the coin heaven, then ignore the hidden note box, just jump ontop of the surface onto the flat land. To the right, climb the hill and avoid the two green Koopa Troopas. Now climb another hill and avoid the next Koopa Troopa. Go down the other side of the hill, and you'll see a hole in the ground exactly like one where the hidden note box was, except there isn't any hidden note box this time.

Option 2

-----

Take the lower path! Take the lower path where the second pipe is. Drop down the hole in the ground and land on the pipe. Go to the right into a water pit and collect the 5 coins there. Continue to the right past two more tinier water pits, and then you'll come to a fourth water pit that has a question mark block above it. For a powerup, go into this water pit and hit the question mark block. Get the powerup, then advance up the hill to

the right. When you get to the top of the hill, jump up above the surface.

Rejoined

-----

Go to the right and climb up the small hill there. Avoid the green Koopa Troopa, then go down the right side of the small hill, then drop into the hole in the ground. Advance down the hill in the ground, and past two pipes, one of which has a Pirahna in it. Continue past another pipe with a Pirahna in it hanging from the ceiling. Continue to the right as far as you can go, then jump into the final pipe at the very right of the room.

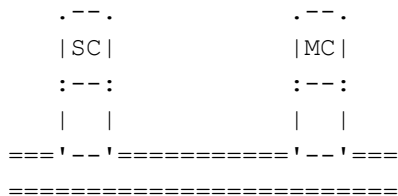
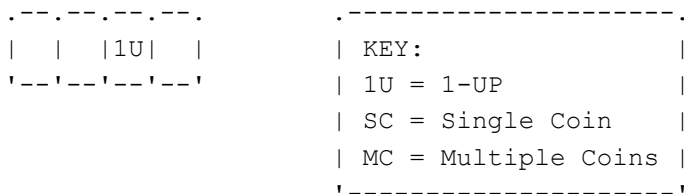
In the new area, go to the right, and touch the shuffling card roulette to complete the level.

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WORLD 1-6

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Jump to the right from platform to platform until you come to a high up platform occupied by a red Koopa Troopa. Knock the red Koopa Troopa off, and grab the 3 coins there. Now drop off the platform you are currently on, and land on the lower right. Knock the red Koopa Troopa off of that platform, and hit the question mark block which contains a powerup. Get the powerup if you choose to, jump ontop of the used question mark block, and then ontop of the platform to your upper-right. To the right, jump onto a rail lift, then onto the two note boxes that follow. Use the two note boxes to bounce onto a platform to the right. There is a red Koopa Paratroopa to the right, but completely ignore him. Instead, jump over him and land on a large platform with two blocks on each side that are preventing a green Koopa Troopa from falling off the edge. There are several secret items in these bricks, use my diagram to locate them.



To get the single coin and the multi-coin, jump on the green Koopa Troopa once, and kick his shell inside this area. His shell will break the two underneath bricks, which will enable you to go underneath the coin bricks and grab their treasure (if you are big, you will have to duck-slide). Once you have gotten the two coin bricks, you can hit the 1-up brick. Hit the 1-up brick from below, and hope it goes in a way that favors you.

Once you are finished with the area with the bricks, jump to the right onto the single platform. Jump ontop of the hill on this single platform, and then onto the higher platform to the upper-right. Continue to the right and jump up when the platform increases in height. You will now see a small spot where the platform is missing. Drop through this missing block, and land on

the small brick platform below, then jump onto the rail lift to the right. As soon as you jump on the rail lift, it will start moving. Grab the 2 coins, avoid the red Koopa Paratroopa, and get the additional coin. Stay on the rail lift a bit more, and the line will end, causing the rail lift to end. When the rail lift ends, jump onto the platform to the right. Look to the right of where you are now and wait for a lift to glide your way. When you see the lift, jump onto it and ride it to the right. Now jump on another rail lift. As soon as you jump on it, it will start moving. Now jump to the right overtop a red Koopa Paratroopa, and land on the ground. Advance to the right and you'll come to the shuffling card roulette. Avoid the green Koopa Troopa directly in front of the shuffling card roulette, then touch it [the card roulette] to end the level.

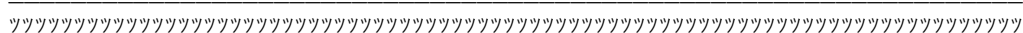
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WORLD 1-CASTLE  
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Hmm...the King has been transformed into a Cobrat from Super Mario Advance 1. Let's help him, shall we?

Carefully head right over the two Ball Cannons and a Bullet Bill Cannon. Try not to let the cool lightning effect in the background distract you. The platform you are on will drop a bit, so drop down. Advance past another Ball Cannon, and then jump over the wooden pillar. This next part is the hardest part of the level: you will now be attacked from below, as well as from above. Continue past 2 more Ball Cannons located on the ceiling, and another Bullet Bill Cannon on the ground. Hit the question mark block for a powerup. Get the powerup, and continue to the right. Watch out for the Rotating Ball Launcher above, it will shoot two Balls at a time. Continue to the right and jump over a wooden pillar. Advance past another Ball Cannon, a Bullet Bill Cannon, and another Ball Cannon. Advance up the steps and you'll come to a small white pipe. Go into the white pipe for a confrontation with Larry Koopa.

Larry Koopa is extremely easy, but he could give some trouble to those of you whom are n00bs to the game, no offense if you are. Larry Koopa can only harm you one of two ways. The first way he can harm you is if you get hit by the magic he will shoot from the wand. The second possible way he can harm you is by touching you. To defeat Larry Koopa, you will need to bash him on the head 3 times. Unlike some of the other bosses, Larry Koopa does not get any tougher when you stomp on him. You can also defeat him by blasting him with 10 fireballs, but I find that method to be extremely difficult, and I highly recommend the 3 bashes on the head method. However you defeat him, grab the wand that he will leave behind, and bring it back to the king.

Once you restore the King, Toad will cry tears of joy, and the King will sit there blinking his eyes like a moron. The King will also give you a letter from the Princess containing a P-Wing, which is an extremely useful item to have.





the Pile-Driver Goomba again. Advance to the right to where the Shuffling Card Roulette is. There is another Pile-Driver Goomba right in front of the Shuffling Card Roulette, so don't accidentally hit him. When you are ready, touch the Card Roulette to end the level.

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WORLD 2-2  
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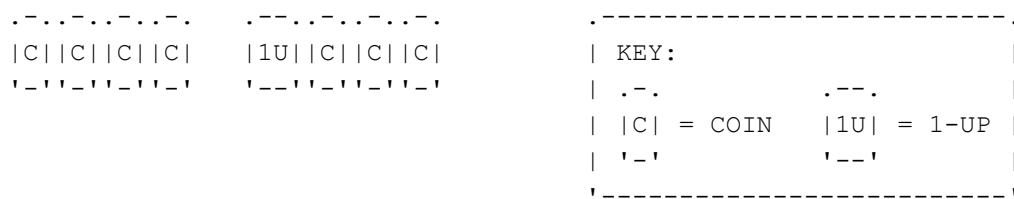
To the right, advance over the hill, and jump over the Little Goomba there. Jump over the sand pit, and be sure to watch out for the Venus Fly Trap who lives in there. On the right side of the sand pit, go up the hill and you will see a brick sitting on the ground. Touch the side of the brick to reveal a hidden powerup. Get the powerup, then get the three coins sitting there, but be sure not to fall in the hole. Advance to the right over the red pipe, and jump over a second quicksand pit with another Venus Fly Trap inside it. To the right of the second sand pit, climb up the hill to the top and you will see two vertical bricks with a long stationary wooden platform located just to the right. Jump over the two vertical wooden bricks and land on the long wooden platform. As soon as you land on it, the long wooden platform will begin to glide to the right.

[NOTE: You will now have two different options to take. The 'dry' option is for those of you that are going to remain on the wooden platform. The 'wet' option is for those of you that will take the water route.]

DRY Option

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Stay on the wooden platform. Get the 6 coins you'll come across, then jump over the green Koopa Paratroopa. You will now come to 2 bricks lined up horizontally to each other. The left brick is a coin, the right brick is a P-Switch. You can hit the P-Switch if you want, but I am going to explain the rest of this guide as if you completely ignored it. To the right of the two bricks are 4 coins directly followed by 3 more coins. There is an invisible 1-up located one brick space to the left of the 3 coins; if that confused you (and it probably did), use my diagram to get the point across.



Get the 4 coins, then quickly hit the 1-up block. The 1-up will soon fall into the water, so concentrate on grabbing the 1-up rather than the 3 coins that follow it. Moving on, jump over a 3 sets of 2 bricks, 1 set of 3 bricks, and another 2 sets of 2 bricks. Advance past two green Koopa Paratroopas, and a set of 4 bricks. Now jump off the wooden platform and land on the ground below.

WET Option

-----

Drop into the water. Swim past a Cheep-Cheep. Start swimming a bit to the right, and then swim past another Cheep-Cheep. Now swim into the cluster of blocks. Swim past 2 more Cheep-Cheeps within the cluster of blocks. Once you clear the cluster of bricks, swim past another Cheep-Cheep. Continue swimming to the right until the lake ends, then swim out of the water.

Options REJOINED

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Once you finish the wet/dry option (whichever one you took). Go to the right and go into the horizontal pipe at the very right. In the new room, advance to the right and touch the Shuffling Card Roulette to end the level.

=====  
WORLD 2-FORTRESS  
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Go to the right down the tiny staircase, and jump over the three Dry Bones. Continue to the right past a Thwomp and two more Dry Bones. Navigate past another Thwomp, and you will come in contact with a Boo Diddly. Due to his shyness, the Boo Diddly will not attack you unless you look away; watch him at all times. Jump over another Dry Bones, and up a vertical Green Pipe.

Head right and jump onto a two block length platform just before the spike pit. Jump across the spikes and land on the wooden bricks. Run past the Thwomp, and jump across the second spike pit. There is a lone brick pressed next to a block here, which contains a powerup. I only recommend you get it if you are small. Yes, you can get it if you are big by using a duck-slide, but sometimes you'll accidentily slide too far and land in the spikes, which is why I don't recommend that. Anyway, get the powerup if you choose to, and be careful of the Boo Diddly. Run as fast as you can to the right, don't stop under any circumstances. You will charge by four Thwomps and collide into a wall. Go in the door at the very right of the room.

You will arrive in a room with sets of spikes that are going up and down. You will need to go past the spikes when they are up while avoiding the Boo Diddlys. Run under the first set of spikes when it is up, and then the second. Wait for the spikes to rise, then quickly run under them before they fall on you. Now get past the next set of spikes the same way you got past the previous three. Now wait for the spikes to rise again and enter the door.

Go to the right, and you will find yourself in a room with Boom-Boom! The wall will now close in, and you will be trapped! Looks like you gotta fight him, eh? Kill him by jumping on his head three times, but watch out, because he gets more and more difficult after each time you hit him! Once you have killed him, he will drop a question mark ball. Touch the question mark ball to finish the level.

=====  
WORLD 2-3  
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There are two question mark blocks sitting ontop of the first piramid, but you have to break the bricks below them first. To break the bricks below, you must be big and hit them from underneath, but if you are small, you can use the red Koopa Troopas shell to break the bricks. Now, get the two question mark blocks, the right block contains a powerup, so be sure to get at least that one. Now go to the right and jump over the pit, you will now be at a second piramid. There are two firesnakes on this pyramid, so don't mess with them. The two question mark blocks at the top contain a

coin, and a star (the right question mark block is a star). To get them, do the same thing that you did for the previous pyramid. Now go to the right and jump over another pit; you will arrive at a third pyramid that has a single firesnake and two Koopa Troopas on it. As in the previous two pyramids, there are also two question mark blocks at the top. The left question mark block contains a powerup while the right block contains a coin; get them the same way you got them for the previous two pyramids.

Jump over the next pit to your right and you will arrive at another pyramid. This pyramid, however, is different from the rest. This pyramid is made out of bricks. Avoid the Koopa Troopa that will walk down the pyramid, and climb to the top. Be aware that the top brick is a fake Pile-Driver Goomba ready for an attack. Once at the top, use the wooden bricks to jump across to a second pyramid made completely of bricks; be sure to avoid the two Pile-Driver Goombas that will make an attack. Climb the top of the second pyramid. The paragraph below is optional, but it will lead you to some beneficial resources. If you would like a secret to get a bunch of coins and an extra life, follow the paragraph below. If you would rather beat the level quicker, then skip the next paragraph.

To get the extra stuff, you will need to stand on the very top of this pyramid. There is a secret hidden note box that you will need to hit. To get it, stand two bricks away from the top of the pyramid (on the left) and jump up. Jump on top of your newly found note box and bounce on the right side to reveal another note box! Now bounce on the second note box, and bounce up to a platform made of 7 bricks and collect the 11 coins. Now jump back on top of the first note box, and bounce to the left side to reveal a hidden coin. There are two more hidden coins above this one and to the left that you will need to hit. Now jump on top of the highest coin block and jump to the left on top of a platform. Jump up to reveal a hidden P-Switch. Hit the P-Switch, and quickly drop down to the 2 brick pyramids, which are now completely coins. In the left pyramid, you will notice one brick that hasn't turned to a coin. If you go under it and hit it, an extra life will emerge. Collect the 1-up, and continue to grab as many coins as you can. Now go to the spot where the second, rightmost, pyramid used to sit.

Now go to the right past three platforms, 2 of which have Pile-Driver Goombas on them. Climb up a messed up pyramid that has several missing bricks. Now drop down on top of one of the green Koopa Troopas to knock him into his shell. Quickly, jump down and kick his shell, and quickly, before the shell can ricochet back at you, jump to the top of the pyramid. Wait for the ricocheting shell to work its way down to the left side of the pipe. When it does this, drop down into the area that was cleared due to the bricks being broken by the shell, and go into the pipe.

In the new area, walk to the right and touch the Shuffling Card Roulette. Doing so will end the level, which is good.

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WORLD 2-ANGRY SUN STAGE  
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Notice the angry looking sun in the top left of the level? Although he does not attack at the beginning of the level, he will half way through, so be prepared.

Go to the right and jump over the sand pit, and advance to the right even farther. Jump over another sand pit (watch out for the Venus Fly Trap) and avoid the red Koopa Paratroopa. Go to the right some more and jump over a third quicksand pit with two different Venus Fly Traps in it. Jump over the

green Koopa Troopa, and start running to the right at full speed. You will run straight into a mini-whirlpool. To get past the mini-whirlpool, you will need to jump right before the whirlpool. If you don't jump, you will get caught up in the hurricane and you'll need to do it all over again.

Once past the mini-whirlpool, the Angry Sun in the top left corner will suddenly start attacking you! He will continue attacking you until either you kill him, or you finish the level.

Anyway, continue past two sets of 8 bricks on the ground. Continue, and go onto another set of 8 bricks, and you'll come to a green Koopa Paratroopa. You can kill the Angry Sun by kicking the Koopa Paratroopa into his shell and throwing the shell at him. Anyway, continue past another set of 8 grounded bricks, then jump onto a set of 7 grounded bricks. You'll now come to another green Koopa Paratroopa. Avoid the green Koopa Paratroopa, then jump over the small sand pit that follows. Advance to the right some more, and then jump over another, larger sand pit. Advance down the next hill, and go to the right. When you get to the Shuffling Card Roulette, touch it to end the level.

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WORLD 2-4  
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Right at the beginning of the level, there are two options you can take. Option 2 is highly recommended, but is only available to those of you that currently have flying abilities.

Option 1  
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Go to the right and jump over the Para-Goomba. Hit the question mark block for a coin. Jump onto the pillar and knock the red Koopa Troopa off the edge. Now jump on the second pillar to the right and knock the second red Koopa Troopa into his shell, then pick up the shell. Carry the shell on top of the question mark block to the left, then throw the shell to the left side of you. The shell will ricochet off the pillar and hit the question mark block. The question mark block will reveal a powerup, so get it. Now advance farther to the right and you'll come across another red Koopa Troopa. Kick the Koopa Troopa into his shell, then carry the shell to the right over a pit, and throw the shell at the grounded question mark block to reveal a powerup. Get the powerup, and kill the Boomerang Brother just to the right. Advance to the right past a green Koopa Paratroopa, and then jump onto a platform with a red Koopa Troopa. Ignore the red Koopa Troopa and jump to the right over the pit area, try to get the 4 coins during your jump. Now you'll be faced with another Boomerang Brother. Kill this next Boomerang Brother, then go to the right, and jump over the pit that follows. Hit the question mark block to reveal the third powerup of the level. Jump up the platform, and over the pipe (careful of the Venus Fly Trap). Continue to the right past another Boomerang Brother. Continue to the right and get the 3 sets of 4 coins.

Option 2  
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This path only pertains to those of you that are Raccoon Mario, as you must be able to fly. Go to the right and kill the Para-Goomba. Now run at full speed to the left and start flying. Look to the top left of the screen and you will see some bricks that you will be able to break. Fly up and bash the bricks to reveal the path that you will take.



Go to the right, getting the coins that are in the area, then jump into the water. Avoid the single Cheep-Cheep located in the water. Hit the third brick to the left on the rightmost set of bricks for a P-Switch. Jump out of the water and hit the P-Switch, this will turn all of the bricks above the water into coins, get as many of the new coins as you can before your P-Switch time runs out. Now leave the water area and get the 9 pairs of coins (18 coins in all) located inbetween the palm trees. Now go to the right ontop of the long brick platform that has 5 more pairs of coins on it, 10 in all. Get these 10 coins, then go underneath the platform that you are now on and hit every single brick from underneath to reveal 18 more coins. Proceed to the right past two flying red Koopa Paratroopas. Continue until you arrive at an area with scattered coins with bricks above. Try not to collect many of the coins at this point. The last brick in the middle row of bricks is a P-Switch. Hit the P-Switch, and quickly get all the newly created coins. When your P-Switch time expires, collect the remaining coins. Now go to the right, and bounce on the note boxes. If you bounce on the rightmost note box, you will reveal a powerup. Once you have gotten the powerup, drop down to the ground.

Rejoined

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Advance to the right and go into the dark area. There will be a Boomerang Brother just before the Shuffling Card Roulette, watch out for him. Finally, touch the Card Roulette to end the level.

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WORLD 2-5

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To get past the first chain chomp to your right, you will need to jump on top of the two brick pillar and make a lunge over his head. The rightmost of the two question mark blocks is a powerup. If you are brave enough to risk getting hit by the Chain-Chomp, go for the powerup. Advance to the right past a few platforms and past another Chain-Chomp. You will now be at a platform made of bricks with a red Koopa Troopa ontop. Knock the red Koopa Troopa into his shell, and then kick his shell to the left to break the brick higher than the others. Drop down the hole that was created by the broken brick and touch the side of the grounded wooden brick to reveal a hidden powerup. Get the powerup.

Proceed to the right over a pit, and then start climbing the platforms. There is a Chain-Chomp below the platforms, so stay away from him. A Little Goomba will be walking down the platforms, so stomp on him to kill him. Continue climbing the platform until you get to the top, then follow the platform to the right. Jump over, or stomp a Little Goomba, then continue to the right and jump over a small spot of water, and you will find yourself with 2 red Koopa Troopas. Jump on one of them and kick him to the right so that he hits a block for a coin, avoid the other one. Now continue to the right and you will see five bricks below you. The lower left brick contains a vine. To get the vine, go to the right and hit the red Koopa Troopa into his shell, and then knock him to the left. The shell will break every brick, including the one that will make the vine appear. Now this is where you have two options. Choose wisely.

Option 1

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Climb the vine high into the sky. Once you can't climb any higher, drop onto the left onto the platform made of 6 clouds. Get the four coins on

this cloud platform, then jump to the left onto another cloud platform, and then get the coins there. Repeat this process until you come to a pipe, then go down the pipe. Inside the pipe, try not to get the 8 coins just yet. Stand on the lowest brick and jump up to reveal a P-Switch. Break a minimal amount of bricks, and then grab the P-Switch. Now get all the coins that appear until the P-Switch time runs out. When the P-Switch time expires, get the remaining amount of coins. Also, before you leave the room, there is a powerup that you should get located inside the lowest right brick. Get the powerup, and leave the room via the pipe. You will be deposited into a cluster of platforms high in the air. There are 4 question mark blocks located here, too. The three leftmost question mark blocks are coins, but the rightmost question mark block is a powerup. Grab the powerup and drop from the cluster of platforms, so that you land safely on the ground.

#### Option 2

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Ignore the vine. Go to the right and you will come across a red Koopa Troopa. Kick the red Koopa Troopa into his shell and kick his shell to the right so that he knocks out a second Koopa Troopa. Advance to the right and avoid the ricocheting shell, and jump over the grounded wooden block.

#### Rejoined

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Now go to the right into the dark area where the Shuffling Card Roulette is located. There is a Chain-Chomp positioned very precisely in front of the Card Roulette, so watch out for him. Jump over the Chain-Chomp and touch the Shuffling Card Roulette to finish the level.

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#### 2-Pyramid

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Upon starting this level, you will be in an outside area with some stone platforms to your right. One of the platforms looks a little different from all the others. You can walk through this platform. Walk through it and enter the door to the pyramid.

Go to the right and climb up the staircase and jump over the Buzzy Beetle that is going down the staircase. At the top of the steps, there will be another Buzzy Beetle guarding a question mark block. The question mark block contains a powerup. To get the powerup, you will have to knock the Buzzy Beetle into his shell, and pick his shell up and throw it out of the area. Then, you can safely get the powerup.

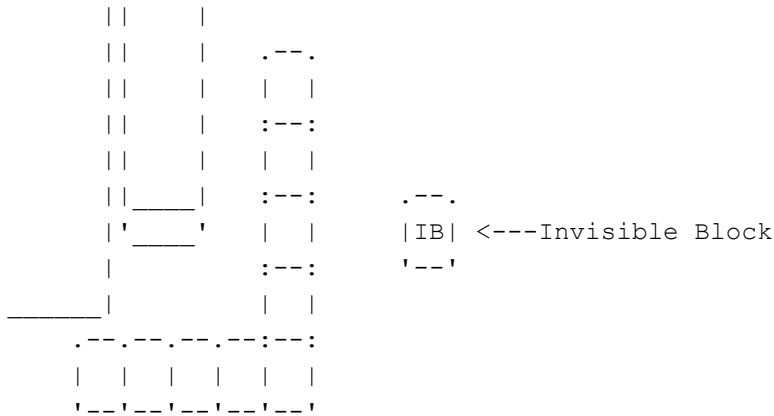
Now go to the right and go halfway down the slope, then jump into the middle tunnel. You will come to a wall of breakable bricks. You can whip them with your tail if you are Raccoon Mario, but if you are not Raccoon Mario, you will have to use the shells of the Buzzy Beetles'. However you do it, break the wall, and move on.

You will come to a pipe with a Pirahna in it. Jump on top of the pipe, and jump on top of the platform to the upper-left. Follow this tunnel to the left, and when it ends, jump to the upper-right. Jump over the Buzzy Beetle in the area, then continue to the right. There is another wall here made of bricks, get past it the same way you did the previous wall. This is where your paths split, but I recommend you take option 1.

Option 1

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You should see an upside down pipe surrounded by wooden bricks. To get into this area to go into the pipe, you will need to reveal a hidden coin block located three coin spaces to the right of the wooden bricks. Observe my diagram:



Jump up and hit the invisible block. Jump ontop of the invisible block, then go into the pipe. Inside the pipe, you will see two rows of coins, two rows of bricks, and a single brick on the ground. Hit the brick on the ground to reveal a P-Switch. Jump on the P-Switch, and collect all the coins. When the P-Switch time runs out, get the remaining amount of coins, and then leave via the pipe to the right.

Option 2

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Ignore the pipe above you. Go to the right and slide down the hill to kill two Buzzy Beetles. At the base of the hill, there is a hole; make sure you jump over it.

Rejoined

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Climb up the hill to your right. You will see a Buzzy Beetle walking on the ceiling. This Buzzy Beetle will drop down at you when you get close, so be ready for his attack. Proceed to the right past a normal Buzzy Beetle, then past another Buzzy Beetle on the ceiling. You will now be at another wall comprised of all bricks. Get past this wall by whipping the bricks with your tail, if you have one. If you don't have a tail, you will have to use the shells of the Buzzy Beetles. Once through the wall, go past the pipe with the Pirahna in it. Continue to the right until you can't go any farther, at this time, go up the upside down pipe pressed up against the wall. The pipe will lead you outside. Once outside, look to the left and you will see the other side of the pyramid. Climb the pyramid as high as you can, and you'll see a P-Switch hidden in the top-left corner. Hit the P-Switch, and 20 blue coins will appear along the side of the pyramid. Collect as many of the 20 coins as you can before the P-Switch timer runs out. Then, advance back to the right over the Boomerang Brother and touch the Shuffling Card Roulette to end the level.

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## 2-CASTLE

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The king has been transformed into a Hoopstar, an enemy from Super Mario Advance 1. Let's go aboard the airship to change him back!

When you gain control of your character, go to the right down the steps, then over a Bullet Bill Cannon. There is another taller Bullet Bill Cannon to the right, jump ONTOP of it. From the top of the second Bullet Bill Cannon, jump onto the platform to the upper-right. Go to the right past a Ball Cannon, and continue to the right. Advance farther to the right past four more Bullet Bill Cannons, you will arrive at a ledge. When you pass the fourth Bullet Bill Cannon, jump onto the ledge to the upper-right, then hit the question mark block there for a powerup. Grab the powerup, then advance farther to the right. You will come to four large wooden crates with three tiny Bullet Bill Cannons to the left of them. Fall to the bottom of the wooden crates and walk to the right until you come to another set of wooden crates with three more Bullet Bill Cannons to the right. Use the crates to jump to the top of them, then jump onto the platform to the upper-right and proceed to the right. When the platform lowers, drop down. Continue to the right, then you'll come to a set of Rocky Wrenches. Ignore the Rocky Wrenches; they are dangerous. Proceed with caution past the Rocky Wrenches, then continue to the right past two more Bullet Bill Cannons. You will now come across a small white pipe sticking out of the ship. Enter this white pipe, and you will find yourself in a single room with Morton Koopa Jr.

Morton Koopa Jr. is a simple boss, almost as simple as Larry Koopa, the World 1 boss, but not that simple. The only actual power that he has is to hit you with the magical beams of power that will shoot from his wand. Also, if he touches you it will hurt you. The terrain of his room is completely uneven, which gives him a slight advantage. His enormous body weight makes him a bigger target, which means easier to hit! To kill Morton Koopa Jr., you will need to bash him on the head three times. You can also kill him by blasting him with 10 fireballs, but that method is much harder. One you defeat him, he will drop the wand and shrivel up into a ball and fly toward the top of the screen. Grab the wand, then bring it back to the King.

Toad is very happy for your good deeds, but the King doesn't show any emotions toward your bravery at all. If you ask me it should be the other way around. Anyway, you'll receive a letter from the Princess. In the letter, you will receive a Jugem's Cloud! You can use a Jugem's Cloud to skip over any level you choose to. I recommend saving it for the last few levels of the game.

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[503]

WORLD 3 - WATER LAND

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## WORLD 3-1

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Welcome to the first underwater stage of the game. First of all, look to the bottom left and you will see sort of a gap in the ground. Fall down the gap to find a hidden question mark block, which contains a powerup. Get the

powerup, and swim back to the top; back to where you started.

Go to the right past a pipe exerting bubbles and you'll come across a Blooper. Pass a second pipe exerting bubbles, and swim as far to the right as you can so that you are pressed up against the side of a large pipe which makes a wall. Start swimming deeper and deeper toward the sea floor. Watch out for the Blooper and swim over the next pipe. Swim over a Lava Lotus, and grab the 8 coins if you decide to be daring. Swim to the right over another pipe and you will come to another Lava Lotus surrounded with six coins and two question mark blocks. The left question mark block contains a powerup, but it is very hard to get without accidentally getting hit by one of the Lava Lotus's petals. Get the powerup if you choose to be a daring lad, and then swim back to the sea surface. Now press yourself against the wall to the left and swim as close to the surface as you can. Now jump up so that you soar off of the top of the screen, and hold left. If done correctly, you should be ontop of the wall! Go to the left and you will access a little secret room with a question mark block. Go into the secret room and hit the question mark block for a powerup. Jump back to the top of the ceiling and run back to the right. Start swimming to the right until you come to a yellow platform. This is where you have two options.

#### Option 1

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Avoid the Blooper Nanny and swim to the right past a yellow platform. Avoid the Blooper which will be in the vicinity, and go up the pipe.

#### Option 2

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There is a small hole below you. Go down the hole to discover a secret area. There is a whole bunch of note boxes here, but none of them contain anything special (I already tried). Swim past the Lava Lotus and past the remaining note boxes, and you will see a single block that has 20 coins surrounding it. Grab the 20 coins and hit the brick to reveal a 1-Up. Get the 1-Up, then swim above the blue pipe to the right, the bubbles will push you up. Avoid the Blooper in this area, then go up the pipe.

#### Rejoined

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Advance to the rightward direction and touch the Shuffling Card Roulette to finish the first underwater based level of the game.

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#### WORLD 3-2

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This level is relatively easy, but if you fall into the water and your wooden platform gets away from you, it will become immensely harder, so do not let the wooden platform get too far away if you fall in.

Head to the right and use the two rail lifts to gain access to the following ledge. There is a powerup in the question mark block sitting next to the donut lifts. It contains a powerup, so get it. Now look to the right and you will see a motionless wooden rail lift connected to a wire. Jump on it and it will immediately start moving to the right.

If you choose, you can jump onto the L shaped wooden block structure and touch the middle left block for a hidden star. If you choose to get the star, quickly jump back on the rail lift. Grab the three coins there. Hit the question mark block for a single coin, then grab the six other loose

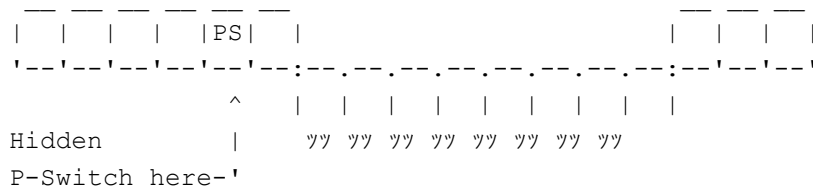
coins in the area. Go past the red Koopa Paratroopa and hit the question mark block for a single coin (it will contain a star if you still have the power from the first star). Watch out for the jumping fish. Get the three coins that you will pass. When the rail lift ends, jump onto the pair of donut lifts. If you choose, you can get the question mark block, which will contain a coin, or a star if you got the previous two stars. Now jump onto the next rail lift and get the three coins. Watch out for the jumping fish, and jump over the red Koopa Paratroopa. When you come across six horizontal bricks, the third to the left is a P-Switch. Hit the P-Switch from underneath, and when the rail lift ends, jump back and hit it. Get the coins that will appear and jump to the left past the pipe. Hit the lower question mark block for a powerup, and the higher brick for a coin. Now jump into the pipe.

Avoid the jumping Cheep-Cheep fish, and proceed to the right into the dark area. Touch the Shuffling Card Roulette to finish the level.

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 WORLD 3-3  
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This entire level consists of a constantly moving platform with a Boss Bass constantly trying to eat you whole! Stay clear of the water!

Jump over the first big gap, and then jump over the three little gaps. Get the three coins above the three little gaps, and then go to the right and jump over the huge gap. Proceed past the note box and jump ontop of the Koopa Troopa. Pick up his shell and carry it to the right where the bricks lower by one level, and throw it to the right. Now jump down and hit the brick next to the one you broke for a P-Switch. Use the diagram to farther understand what I mean.



Hit the P-Switch, then go back and hit the note box to reveal a powerup. Get the powerup, then continue to the right, and jump over two huge pits, and then a tiny single block pit. Use the rotating platform to jump across the huge pit. You will now be at an area where there are two ice bricks to the right, a brick in the air, and a brick to the left. Hit the brick in the air for a powerup, and then take an ice brick and throw it at the brick to the left for a P-Switch. Jump on the P-Switch and then quickly run to the right over two tiny pits and a red Koopa Troopa. Now, use the many brick platforms to run to the right. Continue running to the right until you pass a platform shaped like an L. Jump on the top of the L, and jump onto the brick platform. Now jump onto the top of the rotating platform, and quickly make a big leap to the right ontop of a skinnier L shaped platform with a pipe on it. Now, you have two choices.

Your first choice is to play it safe and go into the pipe, and that is what I recommend to you if you aren't very good. If you decide to go in the pipe, skip down to the next paragraph. If you decide to be daring, there is a way to get an extra life. Make a running jump to the right, and you will land in the water. Jump out of the water in the rightward direction, and by this

time you should see a single block; jump onto that. Now jump to the right onto the platform, and hit the single brick and out will emerge a 1-up mushroom! Grab the 1-up mushroom, and go back to the left and go into the pipe.

Jump over the water to the right and go into the darkness. Touch the Shuffling Card Roulette to end the level.

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WORLD 3-FORTRESS (1)  
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This one is simple. This fortress consists only of several doorways, you just need to know the right ones to enter, or you will get lost.

Firstly, I will tell you how to get a bunch of coins. If you don't want the coins, then just skip this paragraph. To get the coins, head to the right over two Rotodiscs and a Dry Bones. Go up the stairs and past the Thwomp. Now you will be in a huge hallway with multiple doorways and enemies. You will need to follow this hallway to the very end. You will pass 7 Dry Bones enemies, 2 Thwomps, 2 Boo Diddlies, and 8 doorways. Finally, when you come to the doorway at the end, enter it. You will see a bunch of coins in a U shaped block structure with 3 holes below it. Jump through the 3 holes and you will reveal 3 hidden coin blocks. To get the coins inside the U, stand where the doorway is and jump up to reveal a hidden coin. Jump ontop of the hidden coin, and then jump to the right to reveal another hidden coin. Now get the 14 coins inside the U and leave the room.

Secondly, I will tell you how to get an extra life. If you don't want the extra life, then just skip down to the next paragraph. Go into the fifth door of the hallway (or 4 doorways to the left if you followed the previous paragraph). You will arrive on a small platform with water below you and a brick to the right. Carefully, walk under the brick, and hit the brick on the LEFT side. A 1-up mushroom will come out and go to the right. Get the 1-up mushroom, and go back into the door.

Thirdly, and most importantly, I will tell you how to finish this fortress. Go into the sixth doorway (or 1 doorway to the right if you followed the previous paragraph). You will arrive on a small platform with water below. Look to the upper left of where you are now and you will see another door. Jump up to it, and enter it. You will arrive in a short room with a checker board floor. Follow the room to the right and you will find Boom-Boom. Defeat Boom-Boom the way you normally do; stomp on his head three times. Remember that he gets harder and harder after each stomp. Once he is done, grab the ? ball that he'll leave behind to finish the level.

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WORLD 3-4  
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Go to the right past the two little goombas and past the pirahna plant. Jump over the water pit, and past the pipe with the venus fly trap inside. The question mark brick contains a powerup. If you choose to get it, carefully avoid the fire shots from the Venus Fly Trap. Get the powerup, and jump ontop of the question mark brick, and over the hill. Slide down the hill and knock out the three Goombas. You will land in a water area that has a Cheep-Cheep swimming in it. To get over the huge hill to your right, you will need to reveal two hidden coin bricks. To reveal the first hidden coin brick, press yourself up against the hill, and jump out of the water, this

will reveal the first hidden coin brick. Now jump ontop of the first hidden coin brick, stand on the left edge of it, and jump up to reveal a second hidden coin brick. Jump ontop of the second coin brick, and make your way over the hill.

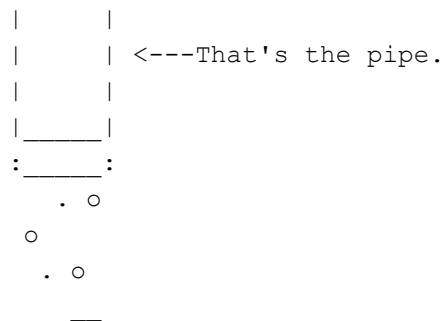
Slide down the right side of the hill and you will knock out three green Koopa Troopas. Hit the three question mark blocks that you will pass and you will come to a Para-Goomba that will release Micro-Goombas. Do your best to avoid the annoying Micro-Goombas, and kill the annoying Para-Goomba. Now go to the right and kill a second Para-Goomba that can't fly. Look up and you will see a vertical pipe. You should see two more bricks below the pipe. Hit the rightmost brick to reveal a hidden P-Switch. Hit the P-Switch for a brief moment of coins. Get as many of the coins as you can until the P-Switch time runs out. Now preceed to the right and hit the question mark for a powerup. Continue to the right and hit the pair of question mark blocks for two additional coins.

Go to the right until you get to a row of six bricks. A Lakitu will appear and start hurling eggs at you. Jump under the set of six bricks, and hit every brick, particularly the second brick to the left for a 1-up mushroom. Jump over the huge gap to your right and then the three tiny gaps that follow. Hit the two question mark blocks for a coin and another powerup, and then proceed down the hill to your right and touch the Shuffling Card Roulette for a levels end.

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WORLD 3-5  
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If you have one, a Frog Suit would help greatly in this level.

Jump off the pipe that you start on into the water and swim to the sea floor. While keeping an eye out for the Cheep-Cheep, gather the 3 coins inbetween the white coral rings. Swim to the right past a grey platform and you will come to a Big Bertha. Do your best to ignore Big Bertha. Now hit the three question mark blocks for a powerup and two coins, and then hit the three other blocks for three more coins. Now swim above the pipe and the air bubbles will blow you up. Now get the powerup that you hit from the question mark block. Ignore the Jelectro jellyfish and the Blooper, and swim to the right on the sea floor. Get the six coins and avoid the Cheep-Cheep. Swim past a grey platform that has white coral rings on it, and get the four coins as the pipe's air bubbles pushes you down. Continue to follow the sea floor to the right, and get the seven horizontal coins. Now swim overtop of the pipe and let the air bubbles push you up. Avoid the Cheep-Cheep, swim past the Jelectro's, and hit the three horizontal question mark blocks for a powerup and two additional coins. Ignore the Cheep-Cheep and continue toward the right. You should now see a vertical pipe shooting bubbles out. There is an invisible 1-up mushroom here, but it is hard to get due to the bubbles pushing you down. Check my diagram to see where it is.





o| | <---Invisible 1-up mushroom here.  
'--'

After getting the 1-up, continue past the vertical pipe, and you will come to a small maze of Jelectro jellyfish. The best way to get by them is to ignore the three coins that are there, and swim underneath them. A grey platform will block you from doing this, but if you swim over the grey platform, there is just enough room to sneak underneath them. You will come to a Blooper Nanny, which you should completely avoid. Continue to swim along the sea floor, get the three coins, and avoid the Big Bertha. Now swim up and look for a pipe; enter it.

You will be deposited above the sea that you were just in. Swim to the right past the water area; use the platform lift if you need to. Enter the darkness and touch the Shuffling Card Roulette to end 3-5.

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WORLD 3-6  
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Move right and jump onto the pair of donut lifts (falling bricks). Jump onto the set of four donut lifts there, then hit the question mark block above for a powerup. Jump to the right so that you land on the wooden platform. When the rotating platform is in its flat state, jump to the right and land on the rotating platform. Quickly jump to the right onto the two donut lifts and then onto the platform to the upper-right.

Jump ontop of the red Koopa Troopa and kick his shell to the right; if it bounces off the wall at the right time, it will hit a coin box for extra coins. Ignore the three coins below you, because they could result in getting smushed against the wall and losing a life. Jump across the tiny hole in the ground. Pick up the ice brick that is resting on a single donut lift, and (with the ice brick in your hands) stand on the donut lift until it drops to get to the lower platform. Now, throw the ice brick at the grounded brick for either a Power Mushroom or a Raccoon Leaf. And, of course, grab the powerup. Now stand ontop of the brick that just released the powerup and jump straight up, you will break the brick. Now jump again and land on the high platform. Jump over the red Koopa Paratroopa and across the pit so that you land on a tiny platform with a grounded brick. If you have a Raccoon Tail, whip the brick for a coin. Now jump to the right across another pit. Jump on the red Koopa Troopa and kick him at the brick to the right for a coin. Now jump across the pit to your right and land on the two donut lifts. Now, there is an extra life that you can get.

The extra life is in the single brick ledged in between two wooden platforms. Before you hit this, grab one of the ice bricks. Throw the ice brick at the brick to the right, and you will reveal a P-Switch. Now, hit the P-Switch and (quickly) hit the left side of the 1-up brick. The 1-up mushroom will sail to the right and will go right through the coins. Grab the 1-up mushroom before it falls off the screen, and get as many coins as you can before your P-Switch time expires.

Proceed to the right onto the three donut lifts and collect the three coins above. When the time is right, jump over the Koopa Paratroopa and onto the rotating platform. Quickly jump off the rotating platform and onto the green pipe. Go into the green pipe.

You will be deposited into a new area ontop of a wooden platform. Go to the right past another wooden platform and a green Koopa Paratroopa. Run into

the dark area and touch the Shuffling Card Roulette to end the level.

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World 3-7

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Immediately jump up and hit the question mark block for a coin. Now fall off the pillar, and touch the top brick of the pillar for a powerup. Run to the right and you will see three grassy platforms above up, but just ignore them. Proceed to the right and jump over the tiny pit. Two spikes will fall from two more grassy platforms; do your best to ignore them. Just ahead you will find a wooden block with 15 bricks above it. The second brick to the left of the top row is a 1-up mushroom, but you must be super mario (big) to get it. Just ahead to the right there is two more grassy platforms with two more spikes on it. Just run past them, and jump over the medium sized pit. You will land on a platform with two wooden bricks, a spike, and a green Koopa Paratroopa. Kill the enemies if you will, and then jump to the right across the pit. You will come to a platform with a pipe. Ignore the pipe, because it doesn't do anything special, and jump across the pit to your right. You will come to an area with several more spikes, a Koopa Troopa, and some more platforms. Jump on the Koopa Troopa and kick his shell. It will kill all the spikes on the ground, and then ricochet off the wooden bricks. When the shell hits the wooden brick to the left, it will reveal a powerup. Get the powerup. You should also see two sets of brick formations that look like weird shaped U's. The upper left brick of the higher U contains a tree of beans. Hit that brick, and then climb the vine. At the top of the vine, there are several cloud platforms, all with multiple coins on them. Get all the coins, then jump onto the longest cloud platform and hit the only brick there for a P-Switch. The P-Switch was added to this level for those of you that did not get the extra life earlier on in this level due to you being too small to hit the bricks. If that applies to you, then hit the P-Switch, fall off the cloud platform, and get the 1-up mushroom. However, if you did get the 1-up earlier on in this level, then ignore the P-Switch.

Go back to the area where you hit the block and got the tree of beans. You now have two paths that you may take. I highly recommend option 1.

Option 1

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This path is a super secret that not many people know about. To do it, climb the tree of beans (vine) to the very top. Stand on the brick that the tree of beans ends at, and jump to the right. You will (hopefully) land on a secret cloud platform. If you didn't land on the secret cloud platform the first time, try again until you get it. Once you are ontop of the cloud platform, stand in the exact center, and jump up. You will reveal a hidden note box! Now jump on the note box and press A as you bounce, and you will be sent to a coin heaven! There are 56 total coins in the coin heaven. Get as many coins as you can, and when the coin heaven ends, you will get to a treasure chest! Open the treasure chest for a Jugem's cloud! This will end the level.

Option 2

-----

Jump to the right over the pit and ignore the venus fly trap. Run past another spike, and then over another pipe with a venus fly trap inside. Look to the right and you will see a formation of blue blocks with some wooden bricks and some spikes. Kill every spike you come across by jumping

on its head. If you touch the second wooden block, you will reveal a hidden powerup. Jump over the green koopa paratroopa. Proceed to the right and fall off the blue block formation. Now run to the right into the darkness. Touch the Shuffling Card Roulette to finish the level, but beware for the spike that is hiding out right in front of the card.

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World 3-FORTRESS (2)  
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Jump into the water, and go down the pipe. Swim to the right past the Rotodisc and the Cheep-Cheep. Hit the question mark block for a powerup. Continue past another Cheep-Cheep and another Rotodisc. Swim past a third Cheep-Cheep, and enter the pipe.

Go to the right of the pipe and you will find two sets of white Stretches. It's okay to touch the white part of the Stretch, but stay away from the Boo heads. To get past the first set of Stretches, swim underneath. Continue until you come across another Stretch. To get past this Stretch, swim above it. Continue until you come across another pair of Stretches. To get past these Stretches, swim in between them. You will now come to a pipe, go in it.

You will arrive in a dark hallway with three windows. Follow the hallway to the very end and you will find Boom-Boom. Kill Boom-Boom the way you normally do; by stomping him three times on the head. You can also shoot him with 5 fireballs to kill him, or throw a hammer at him if you are hammer Mario. Once he is dead, pick up the question mark ball that he will leave behind to finish the level.

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WORLD 3-8  
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This level is similar to 3-3. A Boss Bass fish will roam the screen at all times constantly trying to eat you! Also, the entire level will move up and down, just like in 3-3.

Jump onto the platform to the upper right. Stay on that platform, wait for the water level to rise again, and then go to the right until you come across a green Koopa Troopa. Jump on the green Koopa Troopa, and kick his shell so that it hits the left brick, which will reveal a vine. Climb the vine, and hit the note box for a powerup. Only get the powerup if you feel safe when you get it; don't risk your life for it. Stay on the vine and wait for the water level to lower, and jump across a pit to the right. Jump across another pit so that you land on a platform with two ice bricks and an ordinary brick. Pick up the two ice bricks and throw them at the Boss Bass. Now, hit the ordinary brick as many times as you can for multiple coins. Stand there and wait for the water level to lower again, and jump across pits until you come to a single brick with three coins above it. Get the three coins. If you are Raccoon Mario, whip the brick for an extra life. Jump across the pit to your right, jump on a green Koopa Troopa, and kick his shell so that it hits the brick to the right to reveal a vine. Quickly climb the vine, and stay at the top until the water lowers again. Now drop from the vine to the right until you come to an area with two grounded bricks with three coins above. Get the 3 coins. If you are Raccoon Mario, whip the two bricks for two additional coins. Jump across the pit to your right and hit the brick for yet another vine. Climb the vine to the top and wait there for the water level to lower. Proceed to the right

and jump over two more pits and you should see a lift floating in the water. You now have two options that you can go by.

#### Option 1

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Play it safe! Ignore the floating lift, and jump ontop of the high platform. Proceed to the right and jump over a set of three bricks.

#### Option 2

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Take a risk! Jump onto the floating lift, and then onto the middle platform. Proceed to the right, getting the loose coins as necessary. When you get to the P-Switch, hit it and quickly exit the middle platform via the bricks that just turned into coins. Jump to the platform directly above where the P-Switch was, and get the 3 coins. Oh, wait, you can't get the top coin! Just hit it from underneath for a 1-up mushroom.

#### Rejoined

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Continue toward the right, and enter the horizontal pipe. Use the bridge to run across the water, and enter into the darkness. Finally, touch the Shuffling Card Roulette for a level's end!

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#### WORLD 3-9

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Head to the right and jump over a green Koopa Paratroopa, and then over a pillar comprised of three bricks. Watch out the the creeping Pirahna Plant, and run under the pipe. You will now be at an area with a Bullet Bill Cannon on the ground, a Para Goomba in the air, and a large row of bricks. If you hit the sixth brick to the left, you will get a powerup. Grab the powerup, and continue to the right. Jump over the Bullet Bill Cannon and ignore the Para-Goomba, and run to the right until you get to a few Bob-Ombs. Simply jump over the Bob-Ombs. Continue to the right until you see a grounded Bullet Bill Cannon. Look above this Bullet Bill Cannon, and you should see a platform and four question mark blocks there. Jump onto the platform and hit the four question mark blocks for four coins. Jump over another Bob-Omb, and over the question mark block platform. Proceed to the right over a few more Bob-Ombs until you come to an area with eight ice blocks and three note boxes. Throw away some of the iceblocks, and hit the middle note box for a powerup. Continue to the right and collect the three coins. Throw away the ice blocks and kill the Koopa Troopa. Hit the ordinary block above you for a 1-up mushroom. Throw out some of the ice bricks to the right, and get the 3 coins. Ignore the two Koopa Paratroopas, and you should see a pipe surrounded in ice bricks. Throw away the ice bricks, and go down the pipe.

Now swim to the sea floor, and go to the right. Swim past the Cheep-Cheep, and past another Cheep-Cheep. Now swim into the pipe.

You will be deposited back into dry land. Run to the right into the dark area and touch the Shuffling Card Roulette to finish the level.

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#### WORLD 3-CASTLE

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Once you have beaten 3-9, enter the pipe and you will be transported to a small area with a castle. Enter the castle.

It seems that the King has been transformed into a Dino Rhino from Super Mario Advance 2.

When you gain control of your character, run to the right, and BEFORE the platform lowers, jump over the pillar. If you try to jump over the pillar from the lower platform, you will get squished and die. Anyway, continue to the right over the three sets of Rocky Wrenches, and over the Bullet Bill Cannon. Jump over the wall that stands in your way, and you will see 3 cannons stuck in the side of the ship. Jump onto the platform directly above the three cannons, and then below the cannons. Go to the right past the cannons, and jump up over the wall that will get in your way. If you look to the left, there is a question mark block that you may get if you choose to; it contains a powerup. Now go to the right and jump over a Bullet Bill Cannon. Continue to the right and you will pass four more Ball Cannons; two on the ceiling, and two on the ground. Do your best to safely get past this attack of Ball Cannons. Now you will come to a nutt that is on a screw, which is where you will have two options, choose wisely.

Option 1

-----

Jump onto the nutt and repeatedly jump up and down. The nutt will slowly work its way down the screw until it comes to the end. It won't make it all the way to the end though because of the moving screen, but when you get as far as you can get, jump to the right and fall to a landing.

Option 2

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Ignore the nutt and jump to the lower platform. There are two Flame Cannons here, ignore them both. Now jump to the platform above.

Rejoined

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Go to the right and fall down the lower platform. There will be three sets of Rocky Wrenches above; ignore them. Go past a Flame Cannon, and jump to the platform above. Now follow the screen to the right and go into the white pipe.

Now, you will be in a flat room with the boss of world 3! Wendy O. Koopa is who you will have to fight! Wendy O. is quite an obstical, even for the better sma4 players. When you start, she will come down and fire a red/white ring that will bounce off the walls in every direction. Stay away from this ring at all times! Once you manage to hit her once, she will fire another ring. That's double the trouble! This is where an average Mario gamer usually starts to struggle. When you hit her a second time, she will not only fire a third ring, but she will also start jumping like a crazy person! As if the three rings were not hard enough! Once you finally hit her the third and final time, she will shrivel up, fly toward the sky, and drop the wand. Grab the wand, then watch as you bring it back to the king.

Toad will cry tears of joy as the king blinks his eyes repeatedly. After the king delivers his thank you speech to you, he will give you a letter from the princess. The letter from the princess contains information about ice blocks, which are blocks that you have already witnessed in World 3. But more importantly, you will get a Music Box, which (with its delicate tune) will put all Hammer Brothers/Pirahna Plants to sleep for 1-3 turns.

Psst: take the right pipe to get to 4-1.

WORLD 4-1  
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Right from the start of this level, you will realize that everything in this entire level is giant! Hence the name Giant Land. But don't worry, because none of the enemies are any harder, just bigger.

Anyway, jump over the two pipes, the second of which contains a Pirahna Plant. Jump on the Giant Goomba and hit the giant question mark block for a coin. Now jump on the red Koopa Troopa and kick his shell to the right. Now, (if the shell did not already do this) hit the question mark block from below for a powerup! Now, you will have two possible options, but I recommend the first one.

Option 1  
-----

This path is only available to those of you that currently are Raccoon Mario, because you need to be able to fly. Go back to the left in the area where you hit the first giant question mark block, which should now just be an empty block. They didn't give you much room, but they gave you just enough to fly. To fly, hold B and run back and forth until your P-Meter fills all the way up. When your P-Meter fills all the way up, fly up, up, and away! You will see sort of a pool type area high in the sky! Fly into the top of the pool via the left rim. If you don't do this on your first try, then try, try again. Now that you are in the water, you should see a small pipe, go in it. Avoid the two Big Bertha's, and hit the blocks. There is a 1-up in each row of bricks, and the rest of the bricks are coins. Try to hit all the coins, then swim to the right. Swim past a grounded block (which you cannot break) and go into the pipe. You will be deposited back into the pool in the sky. Swim to the right and jump out of the pool. Drop directly down and you will land in an area with four bricks to the left.

Option 2  
-----

Go to the right and jump over the pit; get the three coins if you choose to. Ignore the koopa paratroopa that will start hopping your way. Get past the waterfall type thing in between the pipes, and jump over a three block pillar. You should see two giant bricks above you, and an ordinary sized brick below. Hit the ordinary sized brick for a coin, then jump ontop of it and hit the question mark block for a powerup. Ignore the giant Koopa Paratroopa.

Rejoined  
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Continue to the right by jumping in between four giant bricks. Jump ontop of the giant pipe, and onto the cloud platform. Continue to the right and jump onto a platform made of two clouds with a red Koopa Troopa on it. Jump on the red Koopa Troopa and kick his shell to the right so that it knocks out another red Koopa Troopa. Jump over another pit and get the three coins. Then jump over another pit and land on the Koopa Troopa. Kick the Troopa shell off the pit. Of course, you cannot hit the giant question mark block, but just in case you are curious, it contains a coin. Anyway, jump to the right and land

on a giant pipe. Look to the right and you will see another pipe with a Venus Fly Trap inside. Wait for the Venus Fly Trap to lower into his pipe, then jump across the pit and land on that pipe. Drop from the pipe to the right so that you land on the ground. Jump over the giant Koopa Troopa and enter the pipe.

Run to the right into the dark area and touch the Shuffling Card Roulette to end the level.

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WORLD 4-2  
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Start by jumping to the right onto the green giant pipe. Now jump to the right over four more pits until you land on a giant pipe with 3 ice blocks on it. Grab one of the ice blocks and throw it to the right and it will hit a giant question mark block and reveal a powerup. Continue to the right over a pipe with a Venus Fly Trap inside. Continue to the right and jump over a pit and land on a pipe. With a venus fly trap inside. Jump across the next pit and hit the P-Switch. Grab as many coins as you can within the P-Switch time limit. Now hit the question mark block for a power star, which will come in very handy. Jump over the pipe with the Pirahna inside. You should now get a massive air attack from raging Cheep-Cheeps. Do your best to avoid the air attack, it isn't easy. Continue to the right past two more giant pipes, and you will come to a wall made of three giant used bricks. Jump ontop of the used bricks, and the massive air attack should stop. Go to the right and jump over the pit. Now enter the horizontal pipe.

Go to the right into the dark area and touch the Shuffling Card Roulette to finish the level.

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WORLD 4-3  
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Run to the right and you will come into an encounter with a Giant Sledge Brother! Don't stand on solid ground while the Sledge Brother lands from one of his jumps, you will be temporaryily stunned if you do. Kill the Sledge Brother by jumping on his head and then jump over the double block pillar. You will encounter another Sledge Brother; kill it the same way you killed the first one. Now, enter one of the two pipes. It doesn't matter which one, they both lead to the same spot.

You should now be in a cave. Go to the right past the three Buzzy Beatles, one of which is on the ceiling. When you get to the pit, make a running jump and land on a tiny platform with another Buzzy Beatle and four question mark blocks. Hit all four question mark blocks for 4 coins. Now get a running start, and jump over the pit to the right. When you land, continue to the right past a Buzzy Beatle walking on the ceiling. When you get to the pit, jump across and hit the single question mark block for a powerup. Get the powerup, and jump across the pit to the right. Now you will see a Spiny on the ceiling. Jump over the Spiny, and then go past a Buzzy Beatle. Continue to the right until you come to a pit, jump over the pit and the red Koopa Paratroopa. On the other side, walk up the hill, and you will see another Spiny walking on the ceiling. Jump over the Spiny, then continue to the right until you come to a pit. Jump across the pit, and over the red Koopa Paratroopa. On the other side of the pit, you will come across two more Buzzy Beatles. Let the two Buzzy Beatles walk off the edge.





block, and then jump on it and hit the higher coin block. Now jump on the higher coin block and jump to the top of the platform. Continue to the right and go up the pipe.

#### Option 2

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Ignore all the pipes and walk to the right. Walk to the right until you hit the side of the wall, which will trigger the Thwomp above you to shift to the right. When the Thwomp comes back to reset for another attack, wait for him to move to the left of your position, and jump up to the same spot where he is. Now, QUICKLY, before he can fully reset, run to the right and squeeze through the tiny gap (you will need to make a running slide if you are big). Now continue to the right past another Hot Foot and a horizontal Thwomp. Get a running start and jump above the platform; you will need to be running (holding B) or you will not jump high enough. Hit the question mark block for a powerup that you are probably pretty desperate for now. You should see another horizontal Thwomp below you. To get past him, stand on the right edge which will trigger him to charge to the right. When he retreats to attack again, wait for him to go to the left side of you and QUICKLY run to the right and jump ontop of the white pipe.

#### Rejoined

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Fall to the right side of the pipe and run through the hallway. At the end of the hallway is a Boom-Boom! Kill Boom-Boom the way you normal do, by jumping on his head 3 times. You can also shoot him with five fireballs (if you are fire Mario), or throw a hammer at him (if you are hammer Mario) to kill him. Once he is dead, collect the Question Mark Ball to end the fortress.

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#### World 4-4

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This is a mostly underwater stage, so if you have a Frog Suit, it would be very good to use now.

Start the level and one of the first things that you will realize is that there is a Lakitu in the sky throwing eggs into the sea. The eggs will remain eggs until they hit solid ground, then they will turn into Spinys. Anyway, swim to the bottom left and you should see a small pipe blowing bubbles. This is where your paths split up. I highly recommend Option 1, but it is only available to those of you that have a frog suit.

#### Option 1

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If, and only if you are frog Mario, you can take this path. Swim into the bubbles, you should be able to swim through the bubbles and not be affected. So, swim to the bottom of the pipe and go to the right into another pipe that's not shooting bubbles. You will come out into another underwater room. Swim to the right above the platform and hit the single brick for a P-Switch. Hit the P-Switch, which will trigger a whole bunch of blue coins to appear above you. Try to get as many of the blue coins as you can within the P-Switch time limit. Now go to the right, and get the nine coins. Now hit the brick below you for another P-Switch, which will turn all the bricks above to coins. Get as many coins as you can and swim to the right and go up the pipe.

#### Option 2

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Ignore the pipe that is blowing bubbles, and swim to the right past a giant set of seaweed and you will come to a wall of giant bricks. Follow the giant bricks to the top, and hit the question mark block for a powerup. Get the powerup if you choose to, and go to the right side of the giant bricks and swim down until you are able to move to the right. Move to the right over the giant set of seaweed and sit on the pipe.

Rejoined

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Swim to the right on the seafloor past two giant blocks until you come to a set of three giant blocks with some seaweed on it. Continue to the right past a vertical set of three giant blocks, another giant block, and then over a pipe spurting bubbles. Swim past three more giant blocks and a small set of giant seaweed. Swim to the right past 10 more bricks and you will come to a staircase comprised of more giant bricks. Get to the top of this staircase and go into the pipe.

Proceed to the right into the dark area and touch the Shuffling Card Roulette to end the level!

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World 4-5  
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Go to the right and jump over the tiny pit. Climb the pyramid of giant used blocks, but beware of the green Koopa Paratroopa and the green Koopa Troopa. Get to the right side of the pyramid and you'll see a question mark block. To get the question mark block, jump on the giant Koopa Paratroopa twice and kick his shell at it. It will reveal a powerup; grab it. Jump over the pit and the giant pipe, and past the Bullet Bill Cannon. The three question mark blocks contains two coins and a powerup. The middle block is the powerup, but I do not recommend getting it, because of the risk you will take from the two Bullet Bill Cannons, but you can go for it if you really want to. Now go to the right and you will see another set of question mark blocks, but they only contain coins. Go to the right over the pit and land on a platform with a grounded Bullet Bill Cannon. Jump to the right across another pit and land on the giant pipe. Now jump over two more pits, and you should see two Bullet Bill cannons; stand ontop of the second one, there should be a block directly above your head high in the air.

Option 1

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Wait for the Bullet Bill Cannon on the right side of you to shoot a Bullet Bill. As the Bullet Bill passes you, jump ontop of it and bounce up and hit the brick. This will make a vine appear out of the brick, but you will not be able to see the vine because it will be above the top of the screen. Now wait for the Bullet Bill cannon to shoot another Bullet Bill. As it passes you, bounce ontop of it and spring yourself high above the brick above you so that you land ontop of the pipe. Climb the vine and enter the pipe. Inside the pipe, hit the giant question mark block. Hit the giant question mark block, and a tanooki suit will emerge! Hit the P-Switch, get the four coins, then exit via the pipe. When you come out the pipe you will land on a giant cloud. Jump off the cloud to the right and get as many coins as you can until the P-Switch time runs out. Run past two Bullet Bill Cannons until you come to a pipe.

Option 2

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Jump over the giant Bullet Bill Cannon and over the giant pipe. Jump over the pipe and run past two more Bullet Bill Cannons until you come to a pit.

#### Rejoined

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Jump over the pit and the giant pipe. Get a good jump over the tall Bullet Bill Cannon and into the horizontal pipe.

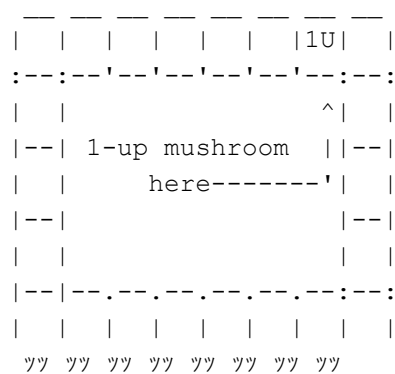
Proceed to the right into the dark area and touch the Shuffling Card Roulette to end the level!

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#### World 4-6

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Run to the right past a Giant Koopa Paratroopa, and you will see a square of bricks with a Giant Koopa Troopa inside. There is an extra life inside one of the bricks in the top row. Consult my diagram for the 1-up brick.



If you choose to get the 1-up mushroom, you must be super Mario because you need the ability to break bricks. Break one of the bricks from below, and watch out for the Giant Koopa Troopa. Then, walk to the right and hit the 1-up brick. Quickly exit the brick formation and grab the 1-up. If you are too slow, it could possibly fall off the edge to the right.

Jump across the pit and grab the 4 coins during your jump. Jump over the pipe, and then over the Giant Koopa Paratroopa. Below you, there is a doorway that you can go in. If you go in the doorway, you will play through the same exact level except everything is normal sized. I have written a walkthrough for both the giant, and the normal sized parts of the level.

#### Normal Sized Path

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Go to the right past the two Little Goombas, and over the pit. Continue past the pipe and you should see a question mark block. Hit the question mark block for a coin, then continue to the right past a Koopa Paratroopa. Continue to the right, and you should see an odd shaped formation of bricks and blocks with a green Koopa Troopa below. If you would like a star, go to the left side of the formation, and touch the second block to the ground. A star will emerge. To get the star, quickly get to the right side of the formation and get it. Go past the Goomba and over the pipe. Jump on the Koopa Troopa and kick his shell over the left pipe. Now, go to the right and you will see another pipe, but DON'T go over it. Instead jump up and you will reveal a hidden coin. There is another hidden coin to the left of that, and a hidden 1-Up Mushroom to the right of that. Hit all three hidden coins, and grab the 1-Up Mushroom before it gets too far away from you. Now jump ontop of the used blocks, over the pipe, and over the pit. You should see two Red Koopa Troopas and a door. Ignore the two Red Koopa Troopas. The door leads back into the Giant area. If you decide to go in the door, skim down

to the second paragraph of the "Big Sized Path."

Continue to the right over the green Koopa Troopa and jump on top of the pipe. Jump over the pit and land on the five brick platform. Jump over the red Koopa Troopa, and onto another five brick platform. Jump over the green Koopa Troopa, and to the right onto a six brick platform. Jump over a green Koopa Paratroopa, and drop onto a three brick platform. Now drop back onto land, and go to the right over a green Koopa Paratroopa. Now go into the dark area and touch the Shuffling Card Roulette to end the level!

#### Big Sized Path

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Go to the right past the two Giant Goombas, and over the pit. Continue past the pipe and you should see a question mark block. Hit the question mark block for a powerup, then continue to the right past a Giant Koopa Paratroopa. Continue to the right, and you should see an odd shaped formation of bricks and blocks with a Giant Koopa Troopa below. Jump on top of the formation, and jump on top of the Giant Goomba to kill it. There is a multi-coin brick in the third to the left brick below you. To get it, you will have to carefully avoid the Giant Koopa Troopa, and then hit the multi-coin brick until it no longer gives out coins. Now go back out of the caved area, and back on top of the formation. If you would like a star, go to the left side of the formation, and touch the second block to the ground. A star will emerge. To get the star, quickly get to the right side of the formation and get it. Be sure to get the three coins above you, too. Go to the right past the Giant Goomba and over the pipe. Jump on the giant Koopa Troopa and kick his shell over the left pipe. Now, go to the right and you will see another pipe, but DON'T go over it. Instead jump up and you will reveal a hidden coin. There are two more hidden coins to the left of that. Hit all three hidden coins. Now jump on top of the used blocks, over the pipe, and over the pit. You should see two Giant Koopa Troopas and a door. Ignore the two Giant Koopa Troopas. The door leads into the normal sized area. If you decide to venture into the normal sized area, then skim up to the second paragraph of the "Normal Sized Path."

Continue to the right over the Giant Koopa Troopa and jump on top of the pipe. Jump over the pit and land on the five brick platform. Jump over the Giant Koopa Troopa, and onto another five brick platform. Jump over the Giant Koopa Troopa, and to the right onto a six brick platform. Jump over a Giant Koopa Paratroopa, and drop onto a three brick platform. Now drop back onto land, and go to the right past a Giant Koopa Paratroopa. Now go into the dark area and touch the Shuffling Card Roulette to end the level.

#### =====

#### WORLD 4-FORTRESS (2)

#### =====

Go to the right up the staircase. Jump to the right over the lava pit and onto the four donut lift platforms. Jump to the right over two more lava pits and you will come to a question mark block that is guarded by a Dry Bones. Hit the question mark block for a powerup and get it if you choose to. Jump to the right over two more lava pits and you will come to a donut lift platform with another Dry Bones on it. If there is anywhere in this level where you will die, it is right here. Jump on the Dry Bones to temporarily knock him out. Now, you will need to get a running jump to successfully land on the next donut lift platform. So, get a running start and jump onto the next donut lift platform. Now jump across another lava pit, and (finally) you will land on solid ground.

Jump over the Dry Bones, then down the tiny staircase. Jump over two more Dry Bones, and hit the brick for a P-Switch. Hit the P-Switch, and a set of seven blue coins will appear to the left in the shape of kind of a rectangle type thing. What the coins are really doing is reveal the location of a hidden doorway. This also splits your paths in two. Option 1 is much longer, but is highly, highly, highly, highly recommended.

#### Option 1

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Go into the hidden doorway. You will now be in one of those rooms where you can go through the right side of the screen to get to the left side kind of like that through-way in Pac-Man. Anyway, jump ontop of the upwards directional platform. Follow that platform upwards and jump off to the right onto a platform of wooden bricks. Now jump ontop of the multi directional platform. Let it rise to the top and then jump on it once to shift its direction to right. Jump off the current "elevator" platform that you are on right now, and onto another upwards directional platform, and use it to get ontop of the pipes above. Ignore the Pirahna plant (kill him if you can). If you want a powerup, jump in the rightmost pipe leading up, and hit the question mark block, then go back into the pipe back to the spot with the Pirahna plant. Now go in the leftmost platform leading up, it will lead you around and eject you ontop of a pipe. Ignore the pipe that you are standing on, and go up the pipe to the right.

Now go to the left far enough so that you go off the screen so that you arrive on the right side of the screen. Jump onto the exclamation point directional platform. Immediately jump once to change the platforms direction to the left. When the area above your head is the at the location where the pipes AREN'T, jump again to make the platform go up again. Jump again to shift the platform to the right, and then jump yet again when the area above your isn't covered by a bunch of wooden bricks to make your platform go up again. Finally, you can jump off when the "elevator" platform is above the wooden bricks, then go into the pipe.

You will drop into a small room with 9 coins. Get all of the 9 coins, then jump ontop of the pipe. To get an extra life, stand on the left side of the pipe and jump to reveal a hidden coin. Now stand on the left side of the hidden coin that you just revealed and jump up again for another hidden coin. Now stand on the left side of the second hidden coin that you just revealed and jump up, and you will reveal a 1-Up Mushroom. Now drop down and get the 1-Up Mushroom, then go into the pipe.

Now, you will see a giant question mark block. If you hit it, you will get something WELL worth the harder path: Three 1-up mushrooms will pop out! Get the three 1-up mushrooms. Now look to the very top-left and you will see a brick on the ceiling. If you have flying abilities (a tail), get a running start, and fly up to the block on the cieling, and break the bricks there, and you will reveal another hidden area. There are 3 rows of 10 coins; 30 coins in all. Get all the coins here, then drop back below, and enter the rightmost pipe.

#### Option 2

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Ignore the hidden doorway, and jump ontop of the brick that had the P-Switch on it. Now jump to the upper-right platform and go to the right until you see a pipe.

Rejoined

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Go to the right past a Dry Bones, and past a Rotodisc. Continue to the right and drop down the platform when you come to the end. Now go to the right for confrontation with Boom-Boom.

By now, you already know how Boom-Boom acts. When you bash him on the head once, he will jump like crazy, and after two hits on the head, he will run like crazy. Hit him on the head three times to kill him. You can also kill him with 5 fireballs, if you have firepower. When he is finally dead, grab the question mark ball to finish the level.

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WORLD 4-CASTLE

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When you beat the previous fortress, a bridge will appear which will enable you to get to the Castle. Cross the newly created bridge, and enter the Castle.

It seems that the King has been transformed into Donkey Kong Junior! Let's go change him back.

When you gain control of your character, follow the screen to the right, and jump on the Flame Cannon. When the screen scrolls enough so that you see a second Flame Cannon, jump from your current position onto the second Flame Cannon, and try to get the three coins during your jump. Now, you have two paths to choose from. I recommend to take the top path (Option 1), because eventually you'll be rewarded with a powerup.

Option 1

-----

Take the upwards path; the path that leads AWAY from the 8 coins. You will come to a nutt attached to a screw. Jump on the nutt repeatedly and it will start shifting to the right. Continue jumping on the nutt until it shifts all the way to the right. When it shifts all the way to the right, jump off the nutt onto the platform to the right. Continue to the right on the wooden platform and a set of Rocky Wrenches will appear from the ground! Ignore the Rocky Wrenches, and you will see a question mark block. Hit the question mark block for a powerup. Get the powerup and continue on the wooden platform until it ends. Now drop down to the lowest platform.

Option 2

-----

Take the lower route, the route that begins with the 8 coins. Grab the 8 coins, and continue to the right. Carefully (very carefully), jump over the 3 Flame Cannons. This can be very hard to do, which is why you must be careful! When the screen scrolls far enough, jump over the tiny pit, and ontop of the tiny Flame Cannon pointing right. When the flame isn't present, run to the right past the reach of the flame; you should be directly below another Flame Cannon. Quickly, duck and wait for the Flame Cannon above you to ignite. Wait for the flame to stop, then get up and continue to the right. Finally, jump over the next cannon that is shooting left.

Rejoined

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Jump up to the right ontop of the L shaped wooden platform. Jump ontop of the Flame Cannon above you. When the screen scrolls far enough, go to the right past the flame, and stand on the edge of the wooden platform. Get a running

start, and jump across the huge gap and land on a wooden platform that has a Flame Cannon on the bottom of it. Drop down on the right side of it, and quickly jump onto the Flame Cannon. Drop down to the right so that you land on the wooden ground, and jump across the tiny pit to the right. Jump over the Flame Cannon that is shooting up, and jump ontop of the single step. Jump up above another Flame Cannon, and then past two more. Continue to the right, and you will see a white pipe. But, before you go in the white pipe, let the screen scroll all the way to the right and you will see another question mark block. Hit the question mark block for a powerup. Grab the powerup if you choose, and go down the pipe.

You will now find yourself in a single room with an odd looking boss with an oversized purple head. This odd looking boss is named Iggy Koopa. Iggy Koopa is actually a very simple boss. I think he is about as easy as the bosses of World 1 and World 2. The only actual attacks he has is to shoot magic from the wand. When you jump on his head once, he will not get any harder, but when you jump on his head twice, he will start jumping like crazy, which can be quite hard. If you get hurt any time while fighting him, it will probably be now. When you hit him on the head three times, he will shrivel up and shoot toward the sky, then he will release the magic wand. Also, as for any other boss, you can also kill him by shooting him with 10 fireballs, but that method is much harder. However you do it, get the wand and bring it back to the King.

When you return the wand to the King, he will express much gratitude toward your valiant actions. But, more importantly, he will give you a letter from Princess Peach. Enclosed inside the letter is a P-Wing, which is one of the most useful items in the entire game.

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[504]

WORLD 4 - GIANT LAND

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WORLD 5-1

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Unless you warped to this level, you just received a P-Wing from the Princess. If you would like 4 1-Up Mushrooms or a Music Box, then use the P-Wing now.

Right from the start, there will be two paths that you can take. The first Option is for those of you using P-Wings. If you don't have a P-Wing, then scroll down to Option 2.

Option 1

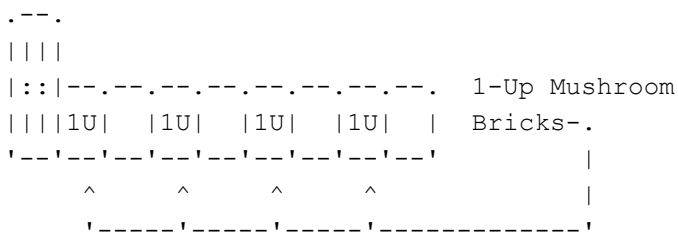
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Immediately fly up high into the sky. During your fly, float slightly to the right. You should soon come across a vertical pipe in the sky. Fly into the vertical pipe.

You will now find yourself in a room with a bunch of blue bricks that make walls. Go to the right and drop down three platforms. Now you will have to make a decision. Your decision: Either get a Music Box, or get four 1-ups. Also, as soon as you touch the Music Box, the level will end. If you decide to get the Music Box, read the next paragraph. But if you go for the four 1-ups, skip past the next paragraph.

To get the music box, go to the left, but do not jump up any platforms. With your P-Wing stand on solid ground. Now, DUCK, and then start flying. You should start flying in a ducking position. Fly up in between the narrow platform, and when you can't fly any higher, fly to the right. Now free yourself of the ducking position. If done correctly, you should now start "moonwalking" to the right. Moonwalk all the way to the right, and eventually the area will widen and you will come across a small chest. Open the chest and a Music Box will emerge. Get the Music Box, and the level will end.

To get the four 1-ups, go as far to the right as you can, and you'll come to a pipe. Go in this pipe. You will now see an odd formation comprised of two wooden blocks, and eight bricks. Four of the bricks are 1-ups, and the other four are regular bricks. To see which of the bricks are 1-Ups, consult my diagram below.



Hit the four normal bricks. Now, one by one, hit the 1-Up bricks and collect the 1-Up Mushrooms that will emerge. Get all four of the 1-Up Mushrooms. Once you have gotten all of the 1-ups, use your P-Wing and fly to the right until you see a bunch of breakable bricks lined up ontop of each other. Break all of the bricks, and fly up back into the main region of 5-1.

### Option 2 -----

Go to the right and jump over the Buster Beatle. Jump over the pile of bricks, and touch the wooden block for a powerup. Continue to the right and you will come across a Chain Chomp. Jump over the Chain Chomp ontop of a platform made of blue bricks, and then you'll see a second Chain Chomp. If you choose, you can go to the right side of the Chain Chomp, and hit a question mark block for a powerup. I don't recommend trying to get the powerup, because it is very dangerous to get. Anyway, jump above the second Chain Chomp, and land on the blue block platform. Continue to the right, past another Chain Chomp, and hit the question mark block for a coin. Go to the right past two Nipper Plants, a Buster Beatle, and then past another Nipper. Jump past another Chain Chomp, and you will now see a set of six question mark blocks. All of them contain coins except the third to the right, which is a starman. Grab the starman, and run to the right past another Chain Chomp.

### Rejoined -----

The paths rejoin! Fall down the giant steps to the right of you until you hit solid ground. Jump over three more Nippers, a Para-Goomba, and a three brick



pillar. Now run to the right into the dark area where the Shuffling Card Roulette is. There is another Nipper right in front of the Card Roulette, so watch out for him. Touch the Shuffling Card Roulette to end the level!

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WORLD 5-2

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Run to the right up the hill, and go in the pipe. When you enter the pipe, DO NOT touch the D-Pad in any direction. You will land on a white note box. Now, you have two options.

Option 1

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Jump onto the single brick to the right, and then climb your way back up. When you get high enough, you will see a U shaped brick formation with two green Koopa Troopas. Ignore the Koopa Troopas, and go into the pipe.

When you come out of the pipe, climb up the steep hill to the right, and slide down the hill, knocking out a few Goombas in the process. Continue to the right and slide down another hill, killing two more Goombas in the process. You should come across a single pipe. Go down it.

You will emerge in a room with a giant question mark block surrounded by bricks. You should also notice a single brick sticking out at the bottom left. Hit the bottom left brick, a powerup will appear. Get the powerup. Now bash some of the bricks from below that are surrounding the giant question mark block. Now go into the square of bricks, and hit the giant question mark block. Three 1-ups will emerge! Get the 1-ups, and go down the pipe located at the bottom right.

If you look to the right, you'll see four question mark blocks. Hit the three in the air for three coins, and ignore the lower block; it only holds a coin and is more trouble than it is worth. Get past the Koopa Paratroopa and go into the pipe.

Option 2

-----

Look to the lower right and you will see another white note box. Jump onto that, and a powerup (Super Mushroom/Raccoon Leaf) will appear. If it is a Raccoon Leaf, you can get it right away, but if it is a Super Mushroom, then you'll have to follow it down the huge pit below. Fall down below, far below. Collect the scattered coins as you drop. Eventually, you will land in a water pit. Swim below the water, and you will see three pipes. Go in the middle pipe.

You will emerge in a room via falling out of a waterfall. Go to the right past the Buster Beetle whom will throw an ice block at you, past two Pirahna Plants, and down a hill. Watch out for another Buster Beatle whom will throw an ice block at you, and go past 3 Pirahna Plants. Hit all 3 question mark blocks for three coins. Go past another Buster Beatle, and you will come to an odd formation of bricks and ice blocks with two more Buster Beatles on it. Completely avoid everything in this formation; there aren't any hidden treasures that you can receive. Go to the right past two more Buster Beatles, and two more pipes that have Pirahnas in them. You will come to a single pipe, go in it.

Rejoined

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Now walk to the right into the dark area. Touch the Shuffling Card Roulette to end the level.

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WORLD 5-3

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Go to the right and down the pipe. This next area is rather unique: Instead of going to the right as you normally would, you will have to go to the left. Go to the left and jump over the pipe. Avoid the Spiny walking along the ground. Hit the question mark block for a powerup. Continue to the left over another pipe and you'll come to a Goomba jumping around in a shoe. Wait for the Goomba to jump ontop of some breakable bricks, then bash him from underneath and jump in his shoe! Now continue to the left over a pipe and past three Spinys. Jump over another pipe and you'll see eight bricks. Every other one of these bricks is a coin, so hit them. Continue to the left over another pipe, a Bob-Omb, 3 Spinys, and another pipe. You will now see a bunch of black Nipper plants with some bricks above them. If you are currently in a Kuribo's Shoe, then you can safely walk on the Nipper plants. If you are using a shoe, walk on the black Nippers, and get the coins, then jump up and hit the second block to the left for an extra life. Get the extra life, and continue to the left past three more pipes with Pirahnas in them. When you get as far left as you can, you will see a pipe; go down it.

Jump onto the brick formation and collect the three coins. There is a Goomba below you in a Kuribo's shoe. Leave this guy alone unless you want his shoe. To get his shoe, pick up the ice bricks, and lure the Goomba ontop of the Bricks, then go under the Bricks and bash the Goomba from below, then collect his shoe. Now go to the right past a pipe and then two Nippers. Get the 3 coins, then continue to the right past another Nipper and past three Spinys. Proceed to the right over another pipe, and past five more Nippers. Jump over another pipe, and you'll see three question mark blocks. Hit the middle question mark block for a powerup. Jump over the pipe to your right, and continue to the right past a large amount of Nippers, and two more pipes. Jump over the tiny pit, and ignore the spiny. Leap high in the air to get the three coins, and then go into the horizontal pipe to the right.

Go to the right into the dark area and touch the Shuffling Card Roulette to end the level.

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WORLD 5-FORTRESS (1)

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If you have a P-Wing, you can use it in this level to get to a secret for 3 1-Up Mushrooms.

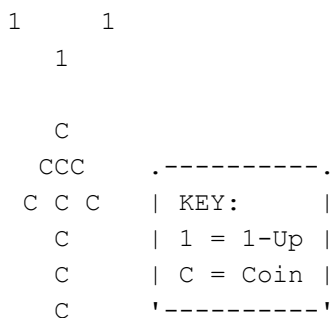
Go to the right and descend from the staircase, but stay on the last step. When the Podoboo isn't in the air and the Rotodisc is at a safe position, jump across the lava pit. Proceed to the right past a Thwomp. You now have two Options.

Option 1

-----

If you have a P-Wing, fly straight up and bash the two middle blocks. Fly up, and you'll see a question mark block. Completely ignore this question mark block. Fly up and to the right and go down the pipe. You will find

yourself in a room with a bunch of coins the form an arrow pointing up.  
There are three hidden 1-Up Mushrooms in this room, to find out where they  
are, please use my diagram below:



Get the coins, and then get the three 1-Up Mushrooms. Now go into the pipe  
located at the bottom right of the screen.

#### Option 2

-----  
Break ONLY ONE of the middle bricks above you. Jump up through the new area  
you just made and hit the question mark block for a powerup. Now fall back  
down to the ground. Proceed to the right up the steps past two Rotodiscs,  
and stop when you come to a Thwomp. Hit the brick on the left side of the  
Thwomp to reveal a powerup. Get past the Thwomp, then hit the question mark  
block on the right side of him for a coin. Proceed to the right past the two  
synchronized Rotodiscs, and go down the staircase.

#### Rejoined

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Watch out for the Boo Diddly that will attack when you turn away from it.  
Jump through the open area to the right past the Rotodisc and the Thwomp  
(This very hard to do.). Now continue to the right past a group consisting  
of a Thwomp and a Rotodisc. Jump to the right over the lava pit. This next  
part is very hard: Jump close enough to the Thwomp to lure him down, and then  
quickly sway back onto the platform that you jumped from. Then, as the Thwomp  
retreats back up to strike again, jump to the right over the pit, past the  
Thwomp, and past the second pit. Proceed to the right up the staircase, and  
enter the door. Proceed to the right past four windows, and you will meet up  
with Boom-Boom. By now, you should already know how to kill Boom-Boom, but if  
you don't, here is what to do: To kill Boom-Boom, you will need to jump on  
his head three times, or shoot him with 5 fireballs, or throw a hammer at  
him. Then he will perish and release a Question Mark Ball. Grab the Question  
Mark Ball to finish the level.

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#### WORLD 5-SPIRAL PALACE

#### =====

Head to the right and jump ontop of the platform. Continue to the right past  
3 Rotodiscs, and you shall come to a single question mark block. The question  
mark block contains a powerup. Get the powerup if you choose to, and continue  
to the right past another Rotodisc. Continue up the pipe at the rightmost  
region of this room.

Head to the left and you should see a Thwomp. Get past the Thwomp by luring  
him into an attack, then when he retreats to attack again, run underneath

him. Continue to the left until you come to another Thwomp. Get past the Thwomp the same way you did the first, then go into the pipe located at the leftmost region of this room.

You will now find yourself ontop of the spiral palace on a large tower made of bricks. Jump to the right onto another tower made of bricks, and try to get the coins during your jump. The rightmost bricks on the tower that you are on now is a fake Para Goomba, so jump on him once to kill him. Also, if you have a tail, whip the middle brick to reveal a hidden 1-Up Mushroom. Continue to the right over the pit so that you land on a third tower. Once again, the rightmost brick on this tower is a fake Para Goomba, so jump on him once to kill him. Go all the way to the right and you will see a pipe, but don't go in the pipe right away if you have a tail. If you have a tail, whip the bricks along the wall to reveal three secret coin boxes for multiple coins each. If you have a tail, get as many of these coins as you can, then go into the pipe.

Look to the right and you'll see a Thwomp. Get close enough to him to lure him to drop, then as he retreats for another attack, run underneath him and jump across the spike pit. Watch out for the Rotodisc, and then jump over another spike pit. Climb up the small staircase, and go into the pipe above you. Once in the new room, go to the left up the platforms, and into the other pipe.

Look at the four single blocks below the blue pipe that you just came out of. If you have a tail, you can whip these four blocks for a coin a piece. Continue to the right and jump onto the cloud platform. Jump on top of the Koopa Troopa, and kick his shell off the pit. Hit the three question mark blocks for three coins, then hit the brick to reveal a vine! Before you climb the vine, get the four coins located above the base of the vine. Now climb the vine to the top. Jump off to the right and land on a cloud platform. Jump off the right edge of the cloud, and land on the cloud above. To end the level, go into the blue pipe.

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WORLD 5-4  
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If you have a Raccoon Feather, I highly recommend using it prior to the start of this level.

You will start off on a cloud propilla. Run past the spinning structure, and hit the question mark block for a powerup. Now, you have two Options that you can take.

Option 1  
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This is the easier path, but you must have a tail. Anyway, stand as far left as you can, get a running start to the right, and jump just before the cloud platform ends. If done correctly, you should start flying. Fly high in the sky until you come across a cloud platform. Get the 4 sets of coins (8 in all) on this cloud platform, and then jump to the right onto another cloud platform. Get the 8 total coins on this platform, and then go back to the left at the beginning of the platform. Start running (hold B) to the right; when the cloud platform ends, jump across the pit onto the next cloud platform, and start flying in the air. FLY AS FAR RIGHT AS YOU CAN GO. You will be so high that you will be off the top of the screen. When you stop flying, tap A in mid air to glide safely down to the ground. If done correctly, you will land on a green pipe at the very end of the level.

## Option 2

-----

Jump off the right of the cloud platform, over a spinning propilla, and onto another, shorter cloud platform. Go to the right side of the cloud platform and jump over another spinning propilla onto yet another cloud platform. Now stand on the right edge of this tiny cloud platform and you should see a propilla staying completely still. Jump onto the still propilla, and it will slowly move depending on what side of it you are on. Now look to the right and you will see a propilla that spins, then stops, then spins, and so on. Jump onto the alternating propilla, but time your jump so that you land when it is in it's still state. Quickly, before the propilla spins again, jump to the right onto another still propilla, then onto the cloud platform to the right. Stand on the right edge of the cloud platform, and jump to the right over the spinning propilla. You will now be either standing on a platform with a waterfall to your right, or you will be in the waterfall if you didn't jump smoothly. If you fall in the waterfall, start tapping A rapidly to get out. Anyway, jump past the waterfall, and you will find another waterfall. Stand on the right side of the second waterfall and you should see a still propilla. Jump to the right onto the still propilla, and then over a red Koopa Paratroopa, and onto an alternating propilla. Now jump to the right onto a still propilla, and then another alternating one, then onto the cloud platform. Be sure to avoid the green Koopa Paratroopa that will be bouncing your way.

## Rejoined

-----

Go in the green pipe. On the other side of the pipe, you will come in contact with a Lakitu. Avoid Lakitu, and the multiple Spinys that he will throw down at you. Run to the right and touch the Shuffling Card Roulette to end the level.

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## WORLD 5-5

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I find this level to be quite a challenge. The first thing that you will notice is that the ground is made up almost completely of donut lifts, which means that you cannot remain inactive on the ground for any more than a few seconds.

Go to the right over a wooden brick and stop right in front of the second wooden brick. Continue past a Para Goomba, and two green Koopa Paratroopas. Continue to the right until you see three wooden bricks piled on top of each other, and touch the top brick to reveal a hidden powerup. Jump over the pile of three wooden bricks, and past ONE pipe. Now, you have two Options.

## Option 1

-----

If you have a tail, then whip the two blocks that are covering the second pipe, then go into the pipe. You will be deposited from the top of a closed room. When you drop, stay in the middle to get the 10 coins. When you drop, hit the giant question mark block, and a Tanooki Suit will emerge. Grab the Tanooki Suit, and go in the pipe at the right side of the screen.

## Option 2

-----

Continue past the second pipe. Continue to the right and drop down when the platform drops. Ignore the Koopa Paratroopa that is bouncing back and forth.

You should now see four question mark blocks. The leftmost block contains a powerup, while the other three contain coins. Proceed to the right over a pipe with a Venus Fly Trap inside, and stop when you come to a section where the donut lifts are raised with coins above and beneath them. Completely avoid the coins underneath the donut lifts, and run across the donut lifts getting the 7 coins above. Continue to the right past a Para Goomba, and you will see a Fire Chomp. Jump ontop of the Fire Chomp to kill him, then jump across the pit to the right onto the pipe. Now jump across the second pit.

Rejoined

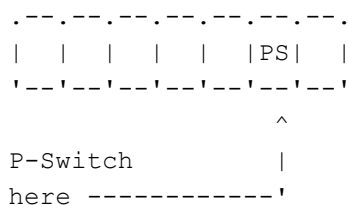
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Go to the right and you will see an odd looking structure comprised of wooden blocks and breakable bricks. This structure is useless unless you are able to break bricks. If you are big, then break the two bricks from underneath, then jump into the main part of the structure. Hit the left brick for a coin, and the right brick for a Raccoon Leaf. Then, break the middle brick, and jump ontop of the structure. Now, while keeping an eye on the Venus Fly Trap above, look underneath and you'll see a wooden block. Touch the wooden block from either side and a hidden powerup will emerge! Get the powerup, and run to the right past the green Koopa Paratroopa. Continue past another Para Goomba, and keep going until the donut lifts end, and you come to normal ground again. Now run to the right into the dark area and touch the Shuffling Card Roulette to endthe level.

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WORLD 5-6  
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If you have a Raccoon Leaf in your inventory, USE IT prior to entering the level. This is a side scrolling level where you have to jump on sets of Para Beetles. At some points, you will have to jump on the Para Beetles' heads to get across some large pits.

Go to the right and hop ontop of the stacked wooden blocks. Jump across the pit. At this time, a bunch of Para Beetles will now be coming toward you. You can jump on the Para Beetles' heads, they will drop down, and then start rising. Continue to the right and jump over the pit. Continue to the right until you come to the edge. The pit to your right is too long to jump across, so instead you will have to jump on the Para Beetles heads.

Once you get across the huge pit, you will land on a small cloud platform with another huge pit to your right. Once again, jump on the Para Beetles' heads to get across the pit. On the other side of the pit, hit the question mark block for a powerup. Get the powerup, then jump to the right over the red Koopa Paratroopa over the pit and land on the other side. Jump onto the note box and bounce onto the set of two wooden blocks. Now continue to the right over another note box, and past another set of two wooden blocks. You should now be on a set of breakable bricks with three bricks positioned to the bottom right. There is a P-Switch located in the top row. To see where it is, consult my diagram below:



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'---'---'---'

Stand on the brick underneath and hit the P-Switch. Quickly jump up and hit the P-Switch. Now continue to the right and jump on a platform guarded by a Fire Chomp. Jump on the head of the Fire Chomp to kill him. Now jump to the right past three more platforms. Jump over only one more pit onto a platform made of wooden bricks with some breakable bricks above you and a pipe to the right. There isn't anything in the breakable bricks, so just enter the pipe.

On the other side of the pipe, you will encounter a Lakitu. Lakitu will throw Spinys down at you. Simply avoid the Lakitu and all the Spinys, run to the right, and jump into the Shuffling Card Roulette to end the level.

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WORLD 5-7  
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Head to the right and jump over the green Koopa Troopa. Continue to the right and jump over the two pillars. You will now be at an area with grounded bricks every other space and question mark blocks above. Hit all 3 question mark blocks for three coins. Then continue to the right and you'll see another pillar with one of the blocks being a wooden block. Firstly, beware of the top brick, because it is a fake Pile Driver Goomba. Simply jump on the top of him for his death. Secondly, touch the side of the wooden brick to end to make a powerup emerge. Get the powerup if you choose to, and go to the right. Hit the three question mark blocks there for three more coins. Proceed to the right and jump onto a brick platform and kill the three Pile Driver Goombas located ontop. Now go right and drop down into the area with the pipe. Avoid the Venus Fly Trap located inside the pipe, and jump to the left side of the pipe. Hit the question mark block for a coin, and then hit the block located to the left of the question mark block that you just destroyed and a 1-Up Mushroom will emerge! Get the 1-up, then go to the right side of the pipe and hit the two question mark blocks for two more coins. Now jump onto the green pipe, and back ontop of the platform above. Proceed to the right past the two Pile Driver Goombas. Drop down to the right side of the brick structure. Hit the brick that is sticking out the side for a coin. Proceed to the right over a small pit.

By now, you will notice a Lakitu above throwing Spinys down at you. Jump onto the green pipe and hit the block above for a coin. Continue to the right over a small pit. Continue past two Bullet Bill Cannons and two more Pile Driver Goombas. Continue to run to the right and you'll come to a green horizontal pipe. Go in it.

You probably thought you'd get rid of the Lakitu by going in the pipe, right? Wrong! Unfortunately, he is still there. Once again, avoid him. Just continue to the right and touch the Shuffling Card Roulette to end the level.

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WORLD 5-FORTRESS (2)  
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CAREFULLY, VERY CAREFULLY jump across the pit to the right and land on the single brick, then jump onto the pipe and go in it.

You will now find yourself in a room with multiple platforms and a massive

lava pit below. There are also several Podoboos hopping in and out of the lava, so avoid them. Jump across four lava pits and you will find yourself on a long platform with 6 question mark blocks. Hit the 5 leftmost question mark blocks for 5 coins, then hit the rightmost block for a Starman. Get the Starman, then continue to the right. Continue over four more pits and you will see a Boo Diddly that only attacks you when you look away. Carefully jump past the Boo Diddly over the pit. Jump to the right over three more pits and you'll come across two question mark blocks. Hit the left block for a powerup, and the right block for a coin. Continue to the right and jump over another pit. You will now be on a very long platform that holds a Boo Diddly, a Dry Bones, and several Podoboos. Walk along this platform to the very right until you come to another pipe, then go into the pipe.

Jump to the right across the lava pit, and follow the long hallway to the very end and you'll come in contact with Boom-Boom. Boom-Boom is easy, just bash him on the head three times or shoot him with five fireballs to kill him. Once he is dead, touch the Question Mark Ball to end the level.

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WORLD 5-8

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Go to the right and jump over the pit onto the highest cloud platform. You should now notice four question mark blocks above you. The second brick to the right is a powerup, so be sure to get at least that one. Continue to the right over two more pits and you should notice a Lakitu whom will throw Spinys down at you. It can be hard at times, but do your best to avoid the Lakitu and all his Spinys. Continue to the right over another five pits and you'll find yourself on a cloud platform along with a red Koopa Troopa. Kick the Koopa Troopa off the edge, and continue past two more pits, and you'll find yourself with another red Koopa Troopa. Kick the Koopa Troopa off the edge. The question mark block above you holds a powerup. To get to the powerup, go back and jump on the above platform, then jump back to the right and hit the question mark block.

Continue to the right over one more platform (just right of the question mark block), and you'll see a red Koopa Paratroopa flying up and down. Ignore this guy. Continue to the right and jump on the upper right cloud platform, then onto the top cloud platform. Continue past another red Koopa Paratroopa. Proceed to the right and go in the green pipe.

The Lakitu is still with you on the other side of the pipe. Ignore him. Continue to the right and touch the Shuffling Card Roulette to end the level.

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WORLD 5-9

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This level can be very hard if you aren't very good at controlling your character. It is definitely one of the harder levels of the game, but it is extremely short, so it'll go by fast.

This is a scrolling level that scrolls in the northeast direction. Jump across the pit to the right while ignoring the red Koopa Paratroopa. You should see a wooden platform that is floating up and down, jump onto it. Now, as the screen scrolls, more and more wooden platforms will appear. Jump onto the platforms to the right until you jump onto your 9th wooden platform (a Fire-Chomp should appear.) The Fire Chomp will shoot balls of



fire at you, but you can kill him by jumping on his head. Kill the Fire Chomp, then continue to the right onto four more wooden platforms, and another Fire Chomp will appear. Kill the second Fire Chomp by bashing him on the head. Continue to the right onto three more wooden platforms, and then jump onto a cloud platform with a green pipe above. At this time the screen will stop scrolling. Jump into the green pipe.

A Lakitu will appear on the other side of the pipe. He will throw Spikes at you. Ignore him. Ignore his Spikes. Proceed to the right and touch the Shuffling Card Roulette to end the level.

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WORLD 5-CASTLE  
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Hmm. The King has mysteriously been transformed into an Albatross, and enemy from Super Mario Advance 1. Let's go save him. It'll be fun!

When you gain control of your character, go to the right past a Ball Cannon and a Fire Cannon. Continue to the right and you'll come across a question mark block with two Ball Cannons built into the ground beneath you. Ignore the Ball Cannons and hit the question mark block for a powerup. Jump to the right onto the higher platform and over a tall Bullet Bill cannon. Now you will come to a steel baricade with two Ball Cannons built into the side. However deadly it may look, it isn't. Just run past it. Continue to the right past another Ball Cannon built into the ground, and you'll see a Rotating Ball Launcher that blasts two balls at a time. Continue past another Ball Cannon and a Bullet Bill Cannon, and you'll come to another steel baricade. However, this steel baricade is much more dangerous, because it has four cannons sticking out the side, and four cannons built into the ground. This is very tricky to get by. Do your best to safely get by, and don't worry if you get hurt here. Once you clear the second steel baricade, jump over a Bullet Bill Cannon, and go up the stairs. Roy Koopa awaits you inside the white pipe. So, when you are ready, go in the pipe and fight him.

Roy is a very hard boss. The hardest thing about him is that when he jumps, drops from one of the platforms, or bounces inside his shell, he will cause the whole ground to shake, which will cause you to be temporarily stunned. To avoid being stunned, just make sure you are in the air at the time of impact. Another hard thing about him is that after you hit his head, he will go into his shell, but then he will only go in the air a very short distance, and you'll get stunned when his shell lands, which is something that will take a bit of getting used to. As always, he can shoot some magic power out of his wand which can be fatal to you. It will probably take you a few lives to defeat Roy, but don't get discouraged. When you hit him on the head three times or shoot him with 10 fireballs, he will blast toward the top of the room, release the wand. Pick up the wand and bring it back to the King.

Although the King is the one that was saved, Toad is the one crying (this never made much sense to me). The King and Toad are both very grateful for your valiant deeds. More importantly, he will give you a letter from the Princess. The letter from the Princess warns you of multiple creatures that will be found in World 6. More importantly, the letter contains a Jugem's Cloud, which in my opinion is the greatest item of the game. It will allow you to skip over any level you choose.

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WORLD 6-1

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This level is a short one. It is good for you to get used to the icy slippery floor that is in many of World 6 levels.

Head to the right and jump ontop of the ice platform. Jump over the single block pit, and then hit the question mark block for a powerup. Continue to the right over the pipe with the Piranha in it, and get the three coins. Continue to the right and you will see a Ptooie walking on the ground. Carefully jump over the Ptooie, and then over the pipe that follows. Hit the question mark block for a coin, then jump over the single block pit and get the three coins. Continue to the right again, over the single block pit and then over the big pipe with the Venus Fly Trap in it. Continue to the right, over two Ptooies (it's hard) and hit the question mark block for a coin. Jump over the pit and jump onto the ice platform and hit the question mark block for a Super Mushroom/Raccoon Leaf. Proceed to the right and get the three coins, then jump past the Ptooie walking on the ground. Get the three coins, then jump past the Para Goomba, and the other Ptooie. Continue to the right and you'll see a pipe with a Ptooie in it. Get a running start, and jump over this "piped" Ptooie and the pit that follows. Now run to the right in the dark area and touch the Shuffling Card Roulette to end the level.

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WORLD 6-2

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Another side scrolling level. Start by jumping across the pit to land on the wooden bricks. Fall down onto the moving cloud platform, jump onto the cloud platform above, and then onto the ice platform to the right. Get the 3 coins, then jump onto another moving cloud platform, then jump to the right onto the ice platform with the ice block and the question mark block. Pick up the ice block and throw it at the question mark block for a well deserved powerup. Now jump to the right across the gap and onto a platform with a long vertical line of bricks. If you are Raccoon Mario, you can bust through the bricks with your tail, but if you don't have a tail, you must use the two moving cloud platforms to jump over the line of bricks. Jump onto the ice platform and kick the red Troopa off the edge, then get the three coins there. Continue to the right over two three brick pillars. Jump across the pit and try to get the three coins during your jump. Jump onto the next moving cloud platform, and the screen will start to rise! Jump on three more moving cloud platforms above you, and then the screen will stop scrolling. Proceed to the right over two more gaps, and you'll see a three brick pillar with the bottom two bricks being ice bricks. Pull away the two ice bricks and then hit the brick repeatedly for multiple coins. Jump across another pit to the right and knock the Koopa Troopa off the edge. Jump onto the two moving cloud platforms to the right, and the screen will start to scroll back down to its original position! Drop onto an ice platform, and then drop even farther onto a platform made of four wooden blocks. There is an extra life located in the brick enclosed in the cage of wooden blocks, to get to it, jump on the moving cloud platforms to the right, and then inside the caged area, then hit the brick; your head should be off the screen when you do this. Proceed to the right and jump over a pit so that you land on a wooden block platform. Jump over another pit onto another wooden block platform, then onto a moving

cloud. From there, jump to the right onto the green pipe, then go into the green pipe.

Run to the right past the two ice plateaus and touch the Shuffling Card Roulette to end the level.

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WORLD 6-3  
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Jump over the gap to the right and bounce on the two note boxes until you see a moving platform underneath. When you can, jump onto the moving platform, and let it take you past the vertical ice blocks; you will need to duck if you are big. From there, jump to the ice block platform above you and kick the red Koopa Troopa into his shell. For a powerup, pick up his shell, jump across the pit, and throw the shell at the grounded question mark block. A powerup will emerge, get it. Look to the right and you'll see several platforms that create tiny holes for every other block. You will also see some coins above. Don't get the coins, they are trouble. Instead, just run over the platforms; if you are holding B, you will skim over all the tiny holes. When you get to the end, jump on the red Koopa Troopa and bash him off the edge. Now jump over the pit and land on the L shaped ice block structure with the red Koopa Troopa in it. There is a secret here where you can get a bunch of coins and a Tanooki suit. If you'd rather not get the secret, then skip the next paragraph.

Jump ontop of the red Koopa Troopa and pick up his shell. Look to the right and you'll see a brick by itself. Throw the shell at the lone brick. If you hit it, the shell will bounce back at you and possibly hit you, so be prepared for backfire. Also, a giant vine will emerge from the tiny brick! Climb the vine to the very top. At the top, bounce on the note box onto the single wooden platform, then jump ontop of the pipe. Finally, go in the pipe. Inside the pipe, you'll see a giant question mark block, hit it for a Tanooki suit. Get the Tanooki suit. Before leaving the room, look to the top left of the screen and you'll see the bottom portion of a breakable brick. Get a running start, then fly up to the breakable brick and bash it, and all the other breakable bricks that follow. What will result is a secret room with 3 rows of 10 coins. Get the 30 total coins, then drop back down and go into the rightmost pipe. You will find yourself back in the pipe that you started from. Now drop back down inside the L shaped ice formation that you started from.

Jump to the right over three pits and you should be on a platform made of 4 ice blocks. Jump over the big gap to the right and land on the two ice block platform, then across another pit onto a three ice block platform. Hit the single brick that you see above you repeatedly for multiple coins. Drop onto a single ice block, and then onto a two ice block platform. Wait for the moving platform to come to you, then board it. When it crosses the vertical four ice block structure, jump over it and land back on the moving platform on the other side, then jump to the right onto the backwards 'L' shaped platform. Jump ontop of the backwards 'L' shaped platform, then get the 3 coins above you. Board the moving platform that will move below you. If you want an extra life, then hit the single brick and a 1-Up Mushroom will emerge! Anyway, stay on the moving platform and let it take you to the right side of the six ice block vertical structure; you'll have to duck if you are big. Look to the left and you will see two red Koopa Paratroopas. The pit to your right is too big for you to normally jump, so you have two options of getting across: (1) if you have a tail, make a jump and glide across, and (2) if you don't have a tail, jump on the second Koopa Paratroopa and use his

head to spring up high into the air, then land safely on the other side. When you get across the pit, run to the right into the dark area and touch the Shuffling Card Roulette to end the level.

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WORLD 6-FORTRESS (1)  
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Drop down the open area to the right. Jump on the two blocks on the rail line and try to get the four coins during your jump. Upon impact, the blue rail platform will start moving across the rail. Get the four coins as you go up the rail, and then you'll come to a question mark block. Hit the question mark block for a powerup. It's dangerous to attempt at the powerup, so only get it if you are feeling bold and daring. To get the powerup, quickly jump onto the block, get the powerup, and jump back onto the rail platform. Let the rail platform take you above a large pile of spikes, and then up a platform. You will see a candle to the right, it will attack you if you look away from it, so be sure to look at it. Stay on the rail platform as it lowers past three Rotodiscs. When you see an opening to the right, go onto the opening and into the doorway.

Run to the right past the two Rotodiscs. I recommend going back into the Rotodisc circle to get the powerup, because it contains a powerup. Continue to the right, and you'll have two different options.

Option 1

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You can only access this path if you have a tail. So, if you don't have a tail, take Path 2. Continue to the right until you come to a brick on the ground. Although you will not be able to see it, there is an opening in the ceiling directly above you that will lead into a new room. To get into this secret area, get a running start and fly up into it. In the secret area, go to the right and whip the single brick to reveal a 1-Up Mushroom. Get the 1-Up Mushroom and drop down the pit to the right while avoiding the two Rotodiscs.

Option 2

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Continue to the right over the grounded block and you'll see a set of three question mark blocks. The two rightmost question mark blocks are coins, but the left question mark block is a Starman, so be sure to get at least that one. Look to the right and you'll see another Rotodisc guarding a set of two question mark blocks, but they both contain coins. Now go to the right under the tiny area, you will have to slide if you are big.

Rejoined

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Go to the right up the tiny staircase, and jump ontop the small platform raised above the spikes. Avoid the Rotodisc, and hit the question mark block for another powerup. Continue to the right over the spike pit and go in the doorway.

Go through the hallway until it ends. You will be confronted by Boom-Boom. Boom-Boom is easy, as usual. He hasn't learned any new tricks. You can kill him 1 of 3 ways: (1) Stomp him on the head 3 times, (2) shooting 5 fireballs at him, and (3) by throwing one hammer at him. Once defeated, grab the Question Mark Ball that Boom-Boom will leave behind to end the Fortress.

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#### World 6-4

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Ignore the three coins resting above the donut lifts. Jump over the pit to the right, and then onto the white snow plateau. Jump to the right onto a spinning propilla when it is at its horizontal state, and then quickly to the right onto a giant ice block. If you want the three coins to the lower right, jump ontop of the propilla when it is at it's flat state, get the coins, and quickly jump back up. Jump to the right past a wooden block until you come to two Little Goombas walking along the ice bricks. Completely ignore these two Little Goombas, and they will walk themselves right off the pit. Look below, and you will see a breakable brick located above an ice block. The brick contains a 1-Up Mushroom, but I do not recommend attempting for it; you will more than likely die trying to. But, if you choose to be daring, go for it.

Continue to the right past a set of three giant bricks, and you'll see a wooden rail platform. Jump OVER the giant rail platform onto the giant ice block and get the two coins. Then, jump onto the wooden rail platform and it will start moving. Quickly, jump onto the giant ice block to the right, wait for the wooden rail platform to move to the right side of the ice block that you are on, and jump back on it. Stay on the rail platform and let it take you in a circular motion beneath a question mark block. Hit the question mark block for a powerup, then jump off the wooden rail platform to the right and land on another wooden platform moving back and forth. When the moving platform that you are on is at the rightmost point, jump to the right onto the two wooden bricks. Jump to the right over another pit onto another moving rail platform, and then onto another. Wait for the rail platform that you are standing on to reach its highest point, then onto another giant ice platform. Jump over the pit to the right and land on the P-Switch. The bricks below you will turn into coins, but the wooden block at the bottom will not, so land on the wooden block below. Jump onto the giant ice platform to the right. Proceed to the right past two spinning propillas, getting all the coins as necessary. Jump across the pit and get the two coins during you jump. You will now be confronted with a Fire Chomp. Jump on the Fire Chomp's head to kill him. Continue to the right past 3 more propillas. Now jump through the remaining propilla, and you'll land on solid ground. Continue to the right into the dark area and touch the Shuffling Card Roulette to end the level.

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#### WORLD 6-5

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This level isn't necessary, but you must do either this or 6-6. This level is basically like a big maze, and I recommend completing 6-6 instead. If you do decide to do this level, a P-Wing will help greatly.

Jump over the three giant ice blocks and go into the green horizontal pipe. You will now be in a cave. Run to the right past the few Buster Beetles and you will see a green horizontal pipe. Go in it. If you are not already Raccoon mario, hit the question mark block for a powerup. If this powerup still did not make you Raccoon Mario, go into one of the pipes (doesn't matter which one) and quickly re-enter, then hit the powerup again to become Raccoon Mario (you can repeat this process as many times as you want). Once you are Raccoon Mario, go into the green horizontal pipe on the left side of the room.

Continue to the left overtop of a Venus Fly Trap and up the hill, then down the staircase. This is where the hard part comes in; if you get hurt even once and lose your Raccoon Feather, go back into the pipe that you came from and get the powerup again until you have another Raccoon Feather again.

The hard part: Jump over the set of four vertical bricks and you will come to a Buster Beetle that will throw ice bricks at you, and a green Koopa Troopa. You absolutely need the Koopa Paratroopa to finish the level, so DO NOT LET HIM DIE (If he dies, go back into the pipe and back out again to make him reappear.). Kill the Buster Beetle. Then, jump ontop of the Koopa Troopa ONCE to knock him into his shell. This is the really hard part: Quickly, pick up the shell (hold B) and run until your P-Meter fills up. Now, (with the shell still in your hands), fly up through the open part of the ceiling TO THE LEFT of where the four vertical bricks were. You will see a couple bricks and two white Nipper plants. Throw the shell at the Nippers; the shell will knock out the two Nippers, and knock a hole into the wall, which will allow you to access the vertical green pipe to the right. Finally, go into the green pipe.

On the other side of the green pipe, run to the right into the dark area, and touch the Shuffling Card Roulette to end the level.

Yeah, I told you it was hard. Now you have access to the Mushroom House, which holds a Hammer Suit.

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World 6-6  
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Jump over the ice blocks and go into the pipe. Inside the pipe, go to the left, and you'll see what appears to be two different paths; one above and one below. However, the top path leads to a powerup, and then a dead end. The next paragraph describes how to get a powerup. If you would like to skip getting the powerup, then ignore the next paragraph.

Jump to the above path. Get the three coins and kill the Spike. Go up the hill and get the two coins, then jump over a water pit and get the three more coins. A Cheep-Cheep will arise from the water pit to the right, ignore him. Jump to the right overtop of two more tiny water pits, then get the three more coins sitting there. Continue past another water pit, and drop down the platform that contains a question mark block. First, kill the Spike occupying the area, then hit the question mark block for a powerup. Get the powerup, then go back to the area where the lower path is.

Now take the lower path. You should see four wooden blocks above you. Touch either side of the second lowest brick, and a Starman will emerge. Get the Starman. To the right, there will be a Cheep-Cheep jumping back and forth from two tiny water pits. Ignore the Cheep-Cheep, and continue to the right over another tiny water pit. Run past the pipe with the Piranha in it, and continue past another tiny water pit. Ignore or kill the Spike ahead, your choice. Jump up onto the above platform, and go down the hill past a pipe with a Venus Fly Trap inside. Continue up the hill to the right and past another pipe with a Venus Fly Trap inside. Advance into the water. Swim to the right into an area with a bunch of swimming Cheep-Cheeps. Dodge all the Cheep-Cheeps. If you would like an extra life, swim up and you'll find a platform above the water that looks like it contains nothing. There is a hidden block here toward the wall. Hit it, and an extra life will emerge, get the extra life, then swim back into the water. Swim to the right until you

find two question mark blocks ingulged between multiple wooden blocks. Hit the left question mark block for a coin, and the right block for a powerup. Get the powerup, then jump ontop of the surface that held the question mark blocks.

Drop to the right into the water. Continue past a bunch of Cheep-Cheeps until you come across a few pipes with Pirahnas in them. While avoiding those nasty Pirahnas, swim past the four pipes. Continue past another Cheep-Cheep, and (finally) climb yourself out of the water area.

Drop down the platform to the right, and kill the 3 Spikes. Continue past a pipe with a Venus Fly Trap inside. Work yourself up the hill to the right, but watch out for the three tiny water pits, because a wandering Cheep-Cheep will jump in and out of them. When you clear the hill, kill another Spike and go in the pipe.

Continue to the right past another Spike, and go into the dark area. Touch the Shuffling Card Roulette to end the level.

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WORLD 6-7

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NOTE: If you have a Hammer in your inventory, you can skip this level by using the hammer to break the rock. Personally, I would save the hammer for later, but the option is always there.

A SIDE SCROLLER LEVEL! Start by jumping off the pit to the right onto the 3 donut lifts. Continue over another pit onto three more donut lifts, and ignore the 3 coins below. Hit the question mark block for a powerup, and get the powerup. Jump onto the platform that the question mark block is part of, and let the screen scroll all the way to the right. At this point, the screen will start scrolling down!

Stand on the single donut lift and wait for it to fall. As it falls, jump off onto the set of four donut lifts. Ignore the Fire Chomp that will flutter above you. Drop to the right onto a platform comprised of four ice blocks. Stand there, and the Fire Chomp should approach you. As he approaches you, bash him on the head. Jump over the pit to the right, ignore the donut lift with the three coins below, and land on another set of ice blocks. Get the three coins above. Continue to the right over two more pits. Unless you want a single coin, ignore the question mark block. Jump past a few more pits until you see a brick resting above three donut lifts. The brick only contains a coin, so personally, I don't think it is worth the risk in getting it. Continue past a few more pits until you see a question mark block being hugged by two bricks. HIT this question mark block to reveal a powerup. Get the powerup, then jump to the right over two pits onto two donut lifts. For an extra life, stand on the rightmost donut lift and jump straight up. You may not notice it, but you will hit a question mark block located off the top of the screen. Get the 1-Up. Now stand on one of the two donut lifts, and let it drop. As it drops, jump off of it and land on the platforms to the right. At this time, the screen will scroll back up!

As the screen scrolls up, you will have to jump onto multiple donut lift platforms to stay on the screen. Don't try to get these coins, it is too risky. Instead, just jump to the top onto a grassy platform. Get the four coins, and kill the Fire Chomp. Use the two stray donut lifts to get across the pit to the right. Once across, the screen will stop scrolling. You will be standing on ice blocks with a pipe beneath you. To get to the pipe, you

will have to stand on the donut lift just to the right of you, and wait for it to fall. As it falls, jump off of it, and onto the two note boxes. Use the note boxes to bounce ontop of the pipe. Finally, go into the pipe.

You will be deposited into another completely different portion of the level. You will land on a set of frozen coins that have surrounded a green Koopa Paratroopa. If you have fire power, you can unfreeze the coins, and then get them, but watch out for the green Koopa Paratroopa. When you are done with these frozen coins, go to the right into the dark area and touch the Shuffling Card Roulette to end the level.

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WORLD 6-FORTRESS (2)  
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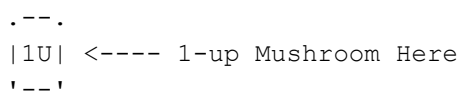
Go to the right and jump ontop of the ice blocks. Ignore the Boo Diddly. To the right is a sideways Thwomp. To get past the Thwomp, lure him to an attack. As he resets himself, jump below the hole in the platform that he is on.

Go to the right and hit the odd colored question mark from below for a powerup. Get the powerup, then jump past the Thwomp above you. Continue to the right, and drop past another Thwomp. Continue to the right past yet another Thwomp, you will have to make a sliding duck if you are big. Drop down onto the lower platform, and jump over the pit. Go inside the path of the two Rotodiscs, and hit the odd colored question mark block for a powrup. Get the powerup, then continue past the two Rotodiscs. Jump onto the platform above and go past the Thwomp. Also, be sure to keep an eye out for the Boo Diddly. Continue past two more Rotodiscs, and over a tiny pit. Another Thwomp awaits, drop below him and continue toward the right over another Thwomp. Jump onto the giant ice blocks above and go into the doorway.

Go to the right, and you'll be confronted by Boom-Boom. This Boom-Boom is much harder than all the others. Perhaps that is because of the icy floor, or just the odd formation of the bricks, I don't know. But, he is much more of a challenge. You still kill him the same way you always have: either 3 stomps on the head, 5 fireball shots, or 1 hammer throw. Once he has been defeated, pick up the Question Mark Ball that he will drop to end the level.

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WORLD 6-8  
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Pick up one of the five ice blocks, and carry it up the green grassy hill. Throw it at the grounded question mark block to reveal a powerup. Get the powerup and jump to the right over the pipe with the Ptooie Pirahna in it, and land on the grass platform. Continue to the right past a green Koopa Troopa, and 5 white Nippers. Continue past three spike enemies. Slide down the hill, and you should knock out a Buster Beetle. You will now see a single question mark block surrounded by eight ice blocks. Pick up the ice blocks and throw one at the question mark block to reveal a powerup. Continue to the right until you come to an 'H' shaped ice block formation. You can use this 'H' shaped formation to access a 1-Up Mushroom. To see where the 1-Up Mushroom is, use my diagram below:





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To get the 1-Up Mushroom, you will have to throw away some of the ice blocks. Stand where the X is, and jump up, and you will hit your head on something. A 1-up Mushroom will emerge out of the sky! Get it.

Continue to the right up the hill, and advance past the three Nippers. Slide down the hill to the right and jump over the pit at the base of the hill. You should now see two normal bricks. The upper left brick is a P-Switch, which can be used with a lot of coins high in the air. Continue to the right into the dark area and touch the Shuffling Card Roulette to end the level.

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World 6-9
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If you have a P-Wing, then you can use it to fly over the ice blocks to the right of the entrance pipe. It will lead to an extra life and the end of the level.

You will fall into a pool of water. Swim past a Cheep-Cheep, and past a Blooper Nanny. You now have two Options:

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Option 1
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Look up at the ceiling, and you will see a tiny spot where the ceiling expands. Go into this area. Jump over the pit comprised of four Black Nippers. While keeping an eye out for the Pirahna above, jump over the hole in the ground, and then over six more Black Nippers. Hit the note box for a powerup. Now, you will see two tiny pits with Nippers in them and a pipe with a Pirahna above -- run, and you will glide right over the pits; be sure to time your run when the Pirahna is in his pipe. Drop down the pit to the right back into the water.

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Option 2
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Ignore the hole in the ceiling. Swim past a pipe that is shooting air bubbles to you. You will come to a Big Bertha fish. Ignore the Big Bertha, and swim overtop of the pipe to the right, and the air bubbles will automatically push you up. (NOTE: If you have a Frog Suit, you can swim through the bubbles into the below area and get a bunch of coins and three

1-ups!). Swim through the narrow area to the right until the narrow area ends.

Rejoined

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Swim past another Cheep-Cheep and ignore the next Blooper Nanny. You will now have ANOTHER two Options that you can take:

Option 1

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Look up and you'll see a wooden block sitting next to the ceiling. Jump onto it, and then onto the platform above. Jump over the four Nippers, and you will see a breakable brick above next to a green pipe. Hit the breakable brick, and a P-Switch will appear! To get to the P-Switch, there is an invisible coin block that you'll need to hit which is located two blocks down and two to the left of the P-Switch. Hit the hidden coin, then jump on it and hit the P-Switch. Quickly go back down, and a coin will replace every Black Nipper! Get as many of the coins that you can before the P-Switch time runs out. Continue to the right over eight more Nippers (or where 8 Nippers used to be) until you come to a white note box. Hit the note box for a powerup. Get the powerup, and jump over two more Nippers, or where they used to be. Continue over a pipe with a Pirahna in it. Jump over a tiny pit and land on a pipe with a Venus Fly Trap inside. Jump up into the pipe above you.

Option 2

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Ignore the wooden block above. Swim to the right past five green pipes. Avoid the Cheep-Cheep and swim over the pipe blowing bubbles. Swim past a hole in the ground, and you'll come to another hole in the ground with a pipe blowing bubbles into the hole. This part can be tricky: you will have to swim through the bubbles that the pipe is shooting out, but you must do it quick or the bubbles will push you into the pit. Now avoid the Big Bertha fish. Swim to the right, up the hill, and out of the water. Use the slope to jump ontop of the high surface to the left. While avoiding the Venus Fly Trap, jump ontop of the green pipe. Jump up into the pipe above you.

Rejoined

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Head to the right over a giant ice block and into the dark area. Touch the Shuffling Card Roulette to end the level.

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World 6-10

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Head to the right over the pit. Jump ontop of the second ice platform with the red Troopa on it. Ignore the red Koopa Troopa, and walk off the right side of the ice platform you are on. Jump over another pit and past two green pipes. Hit the question mark block to reveal a powerup. Get the powerup, and be sure to avoid the two red Koopa Troopas that guard it. Now drop down the right side of the brick platform that you are now on. Just to the right side of the pit, you will see two breakable bricks piled ontop of two ice blocks. Throw away the right ice block, then hit the brick from underneath to reveal a vine! Climb the vine to the very top, and get off on the left side. You will now see three bricks above you. Hit the leftmost one for a P-Switch. Jump ontop of the P-Switch, and quickly jump into the pile of coins to the right side of the vine; this will get you a good amount of coins. At the bottom, throw away the six ice blocks (or have the Buster Beetle do it for

you). Continue past the Buster Beetle, and you'll come to three question mark blocks. The rightmost question mark block is a powerup, while the other two question mark blocks are coins.

Continue to the right, and you'll come to three frozen coins huddled above 3 frozen Nippers. If you have firepower, you can unfreeze the blocks below you. If you have firepower, unthaw the coins, and then get them, but DO NOT unthaw any of the Black Nippers or they will come to life! Continue over a pipe, and past a Para Goomba. Now there are 9 frozen coins that you can get if you have fire power. Continue, and you will see four more frozen Munchers covering a pipe, don't unthaw them. Jump across the huge gap to the right with the red Koopa Paratroopa in it, and you'll come to a huge platform comprised of frozen coins and frozen Munchers. Continue past 15 ice blocks and four Buster Beetles. Now, if you have firepower, go back and unthaw the coins for several additional coins. Once you have collected enough coins to suit your needs, go to the right and jump over a the huge gap. You will land on a slippery giant ice block. From there, jump onto a rotating propilla, and then land on another slippery giant ice block with a red Koopa Troopa on it. Ignore the red Koopa Troopa, and jump over two more pits to the right. Continue to the right into the dark area and touch the Shuffling Card Roulette to end the level.

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WORLD 6-FORTRESS (3)  
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Don't jump up at the ceiling, or you will be doomed by the spikes. Run right until you come to a pillar in the way. Dodge the two Rotodiscs, and jump ontop of the pillar that got in your way. Jump over the pit and onto the conveyor belt. From there, jump to the right onto another platform that is guarded by Rotodiscs. Jump over another pit and land on another conveyor belt. Beware of the two Boo Diddlys that are around there. Finally, jump over another pit and land either on, or next to a white Stretch.

There is a question mark block above the right side of the Stretch which contains a powerup. If you decide to be daring, go for the powerup, it will contain either a Super Mushroom or a Raccoon Leaf. Continue past the question mark block area, and past another Stretch. Keep an eye out for the Boo Diddly, and then continue past another Stretch. Jump past a pillar that is guarded by a Rotodisc, and then onto a long conveyor belt. To the right is a Thwomp. Because of the conveyor belt you are on, this Thwomp is very hard to safely get by. You will have to lure him down, then wait for him to reset back for another attack, that is the time to run by him. When you get by him, jump over another Spike pit and land on another conveyor belt. Run past a Rotodisc, and then drop down off of the conveyorbelt onto solid ground. Continue past two more Stretches, and two more Rotodiscs. Jump over another spike pit, and then go into the doorway at the end of the room.

As soon as you go in the doorway, don't press anything. You will drop from high in the air, and land on solid ground. The first thing you will notice is three Boo Diddlys that will come after you when you look away. The second thing you will notice is the fact that the background of the room will start to lower. There is a doorway in the background that you will need to go in, but unfortunately you cannot go into it until the background COMPLETELY lowers. You will have to avoid the three Boo Diddlys until the background lowers all the way. When the background completely lowers, go into the doorway.

Go to the right, and you'll be confronted with Boom-Boom. Unlike other fights with Boom-Boom, he will have five blocks scattered in his room that you can stand on. To kill him, jump on him 3 times, blast him with 5 fireballs, or smash him with 1 hammer. When Boom-Boom has been defeated, pick up the Question Mark Ball that he'll leave behind to end the level.

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WORLD 6-CASTLE  
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It looks as if the King has been transformed (who would have guessed?)! This time, he has been transformed into a Monty Mole from Super Mario Advance 2. Let's go save him.

When you gain control of your character, go to the right and you'll find a nutt connected to a screw. Jump on the nutt several times to make it shift to the right. When the time is right, jump off of the nutt and onto the ship to the right. Proceed up two giant steps, then continue past two more nutts on screws. When you safely get to the other side, advance past two flames, then over a tiny pit. Then, continue past three more flames. Jump up a few steps past another flame, then the screen will start scrolling up as opposed to right. Hit the two question mark blocks for a powerup and a coin. Then jump ontop of the two question mark blocks, and the screen will start to scroll to the right again. Jump to the platform to the right, and then continue to the right. Jump onto the platform with the Flame Cannon, and then over the tall pillar to the right. Finally, prepare yourself with a hard battle with Lemmy Koopa. Go into the small white pipe when you are ready.

Lemmy Koopa is a pretty hard boss. The first thing you'll notice about him is that he will fight you on a green ball. As soon as you start fighting him, he will throw another green ball up in the air, which will bounce up and down throughtout the entire fight. If the green ball hits you from above, then you will get hurt. You can safely jump ontop of the green balls without getting hurt. Lemmy Koopa can only throw a total of three balls into play at one time. Lemmy Koopa will charge at you, and then stop. When he stops, he will throw another ball out, unless of course there are already three balls in play. Lemmy is hard, but not too hard. Hit him three times on the head or shoot him with 10 fireballs to defeat him. When you defeat him, he will shoot up toward the sky and release the magic want. Grab the magic wand and bring it back to the King.

Both the King and Toad are very thankful for your good deeds. The King thanks you, and then gives you a letter from the Princess.

The letter from the Princess is basically a hint of how to get the warp whistle from World 1-3. I don't know why she gives you this hint when you are going into World 7, but she does. More importantly, she has enclosed a P-Wing, which is one of the best items in the game.

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WORLD 7-1

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Head to the right over the three pipes, and go into the doorway.

The first thing you should know about the new room that you are in, is the fact that the ends are connected. That means that if you go off the left side of the screen, you'll appear on the right side, and vice versa.

Anyway, jump onto horizontal pipe resting on the ground, and jump onto the horizontal pipe to the right with the red Koopa Troopa on it. Kick the red Koopa Troopa off, and hit the three question mark blocks for three coins. Jump onto the horizontal pipe to the upper right. You'll see two pipes above you. Both pipes will lead you to the same area, therefore, it doesn't matter which one you go in.

Go to the left, to the area with two Pirahnas coming out of pipes across each other, then go up the pipe located on the leftside of the screen.

Hit the three question mark blocks above you for three coins, then drop down to the lower platform to the left, and knock the red Koopa Troopa off the edge. You will see two pipes above you, go up the LEFT pipe. If you go up the right pipe, it will reverse, and you'll be sent back down.

Now, jump ontop of the pipe to the upper-right. You will see a red Koopa Troopa walking in between two grounded question mark blocks. Jump on the Koopa Troopa and kick his shell in between the two question mark blocks to reveal a coin and a powerup. Get the powerup, then hit the question mark block above you for a single coin. Now use the note box to the left to bounce ontop of the small horizontal pipe. Hit the two bricks there for two coins, then jump ontop of the two used blocks that you just hit. From there, jump ontop of the skinny pipe to the right. Jump onto the wooden block, and then up through the tiny hole above you. Ignore the red Koopa Troopa walking back and forth. Ignore the Pirahna plant and jump ontop of the pipe to the right side of the hole that you jumped through. Continue jumping on the pipes until you come to two white note boxes. Use the note boxes to bounce ontop of the pipe to the upper right. Then, jump onto the note box to the right, and use it to bounce ontop of some wooden bricks. Jump ontop of the top set of wooden bricks, and then go into the pipe above you.

This next part is pretty hard to handle. Look to the right, and you will see two green Koopa Troopas walking toward you. Get past them by standing underneath the gap, and wait for the Koopa Troopas to come right next to you. Jump up through the hole, and land on the Koopa Troopa. When you land on the Koopa Troopa, you will bounce up into the hole again. When you come back down from the hole, you'll land on the shell, and you'll kick it back and forth. This is the hard part: you'll have to run to the left while avoiding the shell, and then jump into the safe platform. Jump ontop of the formation, and you should see six coins and a red Para Troopa. Get the six coins, then go into the pipe at the right.

Jump over the two vertical pipes, and go into the dark area. Touch the Shuffling Card Roulette to end the level.

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WORLD 7-2

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Head to the right over a white Nipper and a pipe with 2 ice blocks on it. You will come to a structure made of two question mark blocks with two ice blocks

below them. The leftmost question mark block is a powerup, while the right most question mark block is a coin. Continue to the right over another pipe with a white Nipper on it. Continue over three more pipes. Use the three pipes to get onto a platform to your upper right. Jump over a gap with a pipe at the bottom, and over a white Nipper. Jump over 6 more red pipes, and you will come to a green Koopa Paratroopa. Ignore the green Koopa Paratroopa. Jump up, and you will reveal a hidden note box. The note boxes stretch throughout the entire area you are in, hit all of them. MAKE SURE YOU HIT ALL OF THE NOTE BOXES!

To get a powerup, go down the rightmost pipe, and you will see a single question mark block. Hit this question mark block and a powerup will emerge. Grab the powerup, then go back up the pipe to the area with all the note boxes.

Now, walk to the left side, and go down the pipe at the left. Swim to the left for about three seconds, and you'll see another pipe above a pipe; go in it.

Go to the right over 4 red pipes, and you'll land ontop of the row of note boxes that you made appear a little while ago. There is an invisible 1-Up Mushroom that you can get by bouncing up on the 6th note box to the right. Get the 1-up, and continue to the right past the note boxes. Continue past a whole bunch of pipes (21 to be exact), you will have to pass four total Venus Fly Traps, 1 white Nipper, and 1 Pirahna. Go down the 21st pipe, you will know the right pipe, because the 21st pipe goes down into the ground, the other pipes do not. Once you have found this pipe, go into it.

Inside the pipe, you'll be in a small room with another pipe at the bottom. Go into the pipe at the bottom.

Go to the right into the dark area and touch the Shuffling Card Roulette to end the level.

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WORLD 7-3  
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Hit the question mark block to the right for a starman. Quickly, go to the right down a hill past the four green Koopa Troopas, and you'll come across four more question mark blocks. Hit the lower-left question mark block; if you still have your star power, then you'll get a Starman, if you don't have star power, then you'll get a coin. Get the star/coin, then hit the other three question mark blocks for three more coins. Quickly, jump ontop of the top set of question mark blocks, over the pit, and onto the high grassy platform. Quickly slide down the hill past 2 green Koopa Troopas and 2 Koopa Paratroopas. Hit the lower left question mark block for another star/coin. Hit the other three question mark blocks for three more coins. Jump ontop of the top set of question mark blocks, over the pit, and onto the high grassy platform. Continue to the right down the hill, over a Spiny, over a tiny pit, over two more Spiny's, and over two more pits. You should now come in contact with a Lakitu above you, who will drop Spiny eggs down at you. You should also notice a brick below a question mark block. Hit the brick for another coin/star, then hit the question mark block for a powerup. Get the powerup, then proceed to the right over a tiny pit. Hit the brick for a P-Switch, then bust the P-Switch, and get the 8 coins that will appear. Continue to the right over another pit, and jump up ontop of the high grassy platform. Continue down the hill over the tiny pit, and hit the brick above you for another coin/star. Jump over the small horizontal pipe, and hit the brick

there for another coin/star. Continue to the right up the hill, and over the tiny pit. Start to go down the hill again, and jump over four more pits. Continue past two bouncing Koopa Paratroopas. Go into the dark area and touch the Shuffling Card Roulette to end the level.

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WORLD 7-4  
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Start by going to the right, and entering one of the pipes. It doesn't matter which pipe you enter, because they both lead to the same spot.

You will be deposited in a Side-Scrolling area under the sea. Swim to the right and get the 5 coins, and some Spiny-Cheeps fishes will start swimming your way. Ignore all the Spiny-Cheeps, and swim over the Lava Lotus. Hit the question mark block to reveal a powerup, then get the powerup. Continue to the right and get the 5 horizontal coins. Continue past a Big Bertha fish, and a Blooper Nanny. The screen will now start to scroll up. The continuance of the Spiny-Cheeps will stop now.

Let the screen continue scrolling to the top. Eventually, it will stop scrolling up, and start scrolling right. The screen will scroll right into a maze of Jelectro Jellyfish. This part can be quite hard, especially for those of you with bad control. There isn't any real strategy how to get past the Jelectro maze, just try your best to get through without touching any of them. The maze will widen toward the end, but you will also come in contact with a Big Bertha fish. Ignore the Big Bertha by swimming above her; there is enough clearance above her. When the maze ends, continue past two more Blooper Nannys, which could be hard if you don't have firepower. You won't notice this, but the screen will be gliding slowly back down to the ground where it started. When you see the ground again, the Spiny Cheeps will start up again. Swim over a vertical set of 5 coral rings, and hit the question mark block for a powerup. Get the four coins, then swim past the Lava Lotus (giant flower). Get the 4 coins you will come across, and ignore/kill the Big Bertha fish. Swim through the set of white coral rings. Get the four coins above the Lava Lotus flower. Finally, go into the blue horizontal pipe.

Now that you are on dry land again, go straight to the right, and make a leap at the Shuffling Card Roulette to end the level.

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WORLD 7-5  
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Three pipes...but which one should you go in? Pick one, it does not matter; they all lead to the same spot.

Proceed to the right over the two green Para Troopas, and go into the other pipe on the right side of the room.

Drop off the pipe that you are now on top of to the right, and walk across the tiny room underneath two brick platforms with red Koopa Troopas. When you reach another green pipe on the right side, go into it.

Go to the right, and completely ignore the three Bob-Ombs. Continue past two bricks which you may have to duck to get by. You should now come to a wall made of 3 ice blocks. Ignore the 3 ice blocks, for now. Instead, look to the left, and you'll see a hole above you that leads to a few pipes. Jump through

the hole, and you'll hit an invisible coin box! Hit the other coin box, then continue to the right. Remove the bottom two ice blocks, and throw one of them at the two green Koopa Troopas to the right. Now there will be another hole in the ceiling that leads to the pipes, but you'll get coins again. So, hit the two invisible coins. Continue to the right, and you'll come to a green vertical pipe, but don't go in it. There are several things you can do now. If you want a powerup, then follow the next paragraph. However, if you don't want the powerup, skip the next paragraph.

To get the powerup, go up the long green pipe. Hit the question mark block to reveal a powerup. Get the powerup, then go back down the long green pipe.

Jump up on top of the platform above you to the area that leads to the five question mark blocks. Hit the five question mark blocks for five coins. Proceed to the left, and you'll see the bottoms of three green vertical pipes. You can get a 1-Up Mushroom by following the next paragraph. If you would rather skip getting the 1-Up Mushroom, then skip the next paragraph.

Go in the rightmost of the three pipes. Jump up through the single hole, and a hidden box will appear and it will release a 1-Up Mushroom. However, the 1-Up Mushroom is above you, and you can't get there. To get this treasure, quickly go back down the pipe below you, and go back up the middle pipe. When you get to the top area again, jump up through the hole, and grab the 1-Up before it goes too far off the screen. If you didn't do this fast enough, then the 1-Up will have gotten away. Now, go back down to the area where you see the bottom end of the three green pipes again.

If you want a powerup, then follow this paragraph, but if you don't, then skip it. To get a powerup, go back up the middle pipe, jump through the hole above you, and then start toward the left. Jump over a single hole, and continue to the left until you can't go any farther due to a wall. Now drop down the hole, and go down the pipe. At the bottom of the pipe, hit the question mark block to reveal a powerup. Get the powerup, then jump off the platform you are on via the open hole to the left. Now, continue to the right until you get to the open area with the pipe. Jump through the open area, and go back to the area where you see the bottom of the three pipes.

To progress farther through this level, go up the middle pipe. Jump up through the hole above you, and go to the right. Continue to the right until you see a brick to the upper-right of a pipe. Drop down the hole, and go in the pipe.

Get the 3 coins, then go to the right and ignore the three green Para Troopas. Hit the two question mark blocks for two coins, then jump on top of those two question mark blocks, and go in the pipe.

This is the part that is very hard to explain, so stay with me. Drop to the right side up the pipe, and jump up, and reveal the three hidden blocks there. Continue to the right until you see a pipe, but don't go into the pipe just yet. Instead, jump up above the platform above you, and go left a little bit. You will see an area above you where you can jump up, so jump up, and an invisible coin will block your way. Jump up and reveal all four of the invisible coins there. Now run to the left side of the pipe that you took to get to this room, and jump on top of the highest platform. Continue to the right until the platform drops and you come to a pipe. Before you go in the pipe, there is an invisible 1-Up Mushroom to the upper-right of this pipe. Get the 1-Up Mushroom, then go into the pipe.

You should now be on small platform made of two bricks. Drop to the right side, jump up, and hit all the invisible coins above you. Hit them so that



you make a platform all the way across. Now go in the pipe to the left.

Throw away enough of the ice blocks to make a path across. Get past the green Koopa-Troopa, and continue to the left until you pass two more pipes. Now jump above the highest platform above you, and start going toward the right. Drop down the platform, and go down the pipe.

Go to the right above the platform of used blocks that you created. Drop off the platform, and go into the pipe. You will be deposited above ground. Go to the right into the dark area and touch the Shuffling Card Roulette to end this level!

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WORLD 7-PIRAHNA (1)  
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Go to the right, and you'll come to a green pipe with a Venus Fly Trap inside. You can't jump over the pipe by standing normally, so you will have to get a running start, and then jump (time your jump so you don't hit the Venus Fly Trap). To the right, there is another pipe that has the same exact height as the previous one. Get a running start, and land on top of the pipe, but don't drop to the right or you'll fall into a pit. There will now be a pit to your right. Jump over the pit, but time your jump so you don't hit the Munchers. Continue past 8 sets of Munchers and a Piranha. When you clear the Munchers, there will be a small pit, but there will be a pipe with a Venus Fly Trap hanging out above the pit. Wait for the Venus Fly Trap to go back inside his pipe, then jump across the pit. You will now see two pipes to the right, both of which have Piranhas in them. Carefully, ignore the Piranhas, and jump over the two pipes. You will now come to a small pipe with two larger pipes to the right of it. Ignore the two larger pipes, and go into the smaller pipe.

You will now drop into a tiny room with a small treasure chest in it. Open the treasure chest, and you will be rewarded with a P-Wing! This will also finish the level.

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WORLD 7-FORTRESS (1)  
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If you have a Raccoon Leaf in your inventory, I recommend using it prior to starting this level. Doing so will save you much time.

OK! This is one of the hardest levels of the game, and you may be reading my guide just for this single level. Before I begin explaining how to beat this level, you must know that you will NEED to be able to fly. I highly recommend using either a Raccoon Leaf, Tanooki Suit, or a P-Wing prior to entering the level. If you do not have one of those items, relax; there is a Tanooki suit that you can get within the level. The paragraph below will explain how to get the Tanooki Suit. IF, AND ONLY IF you are Raccoon Mario, Tanooki Mario, OR P-Wing Mario, then skip the paragraph below.

TO GET THE TANOOKI SUIT, you must be able to break bricks, so therefore, you must be big. If you are not big, then you can get a powerup by doing this: [to get the powerup, go right down the brick staircase, go a little farther, and up another brick staircase. Go in the doorway, then go to right into another staircase. To the right, jump over the lava pit, and land on the

platform with the question mark blocks above. Jump ontop of the question mark blocks, then jump to the left into the caged area with the single question mark block. Hit the single question mark block for the powerup. Get the powerup, then reverse your steps so that you end up where you begun.] YOU SHOULD NOW BE BIG, AND ABLE TO BREAK BRICKS. If you are not already there (you should be), then get into the room made completely of bricks. In the middle of this room, there is a 5x3 brick formation with two blocks to the left of it. In the 5x3 brick area, there is a hidden P-Switch in the fourth brick of the top row. So, stand underneath the fourth row, and jump up three times to reveal the P-Switch. Jump up so that you are standing next to the P-Switch. As soon as you hit the P-Switch, all the bricks that make up the walls, ground, and ceiling will turn into coins; in fact, everything will turn into coins except for the two blocks to the left, and the block that contained the P-Switch. Now, hit the P-Switch, but DON'T DROP DOWN FOR THE COINS! Instead, jump to the right onto the set of two blocks, and go into the door that will appear due to the P-Switch. Now, go to the right and go into the VERTICAL PIPE sticking out of the ground. You'll drop down and get 11 coins. Hit the giant P-Switch, and grab the Tanooki Suit. Now go into the pipe at the right, and then go into the horizontal pipe. Drop to the bottom right of this next room, and go in the doorway. Now go to the right, and go into the first doorway that you'll come across.

NOW THAT YOU HAVE ABILITIES TO FLY (either a Tanooki Suit, Raccoon Leaf, or P-Wing), go to the right and go in the doorway at the right side of the screen (this will seem redundant if you followed the second paragraph). In the new room, go to the left past a white Stretch. Little do you know, there is a pipe hanging down from the ceiling of this room. To get to this pipe, get a running start and fly up in the air, then go into the pipe by pressing up.

Go to the right, and (finally) you will be faced with Boom-Boom. Defeat Boom-Boom by bashing him on the head three times. When he is defeated, he will drop a Question Mark Ball. Touch the Question Mark Ball to finish the level.

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World 7-6  
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Go to the right over the horizontal pipe and go into the doorway.

Go through the left side of the screen to revert yourself to the right. Now go up the staircase, and jump over the two Koopa Troopas. Get the 6 coins as you go up. When you arrive at the top of the staircase, go through the left side of the screen to revert to the right again. Jump onto the platform made of the two donut lifts and the white note box. Stand on the two donut lifts to make them fall to the ground, then jump ontop of the note box. Bounce to the upper-right onto the ! platform. Jump on it once to make it shift to the left. Use the ! platform to jump ontop of the two donut lifts above you. From the donut lifts, jump ontop of the horizontal pipe, then hit the question mark block for a coin. Jump ontop of the empty block that used to contain the coin, and jump onto the "up" platform, and it will start going up. Stay on the left side of the "up" platform and let it rise above a question mark block with spikes ontop, then go to the right side and let it rise above another question mark block with spikes ontop. Now start to look to the left, you should see a "left" platform. Jump off of the "up" platform and onto the "left" platform. As the platform goes left, jump ontop of the pipe when the Pirahna isn't there. Wait for the "left" platform to go through the pipe, then drop back onto the "left" platform. Stay on the platform, and it will

revert you to the right side of the screen; you may need to duck to get through. On the right side, jump into the pipe above you.

Jump ontop of the "left" platform, and let it take you below the 6 question mark blocks. The third question mark block to the left is a powerup, so be sure to get at least that one. Now drop down ontop of the ! platform. Jump on it three times to get around the six question mark blocks, and a fourth time to advance up through the part of the ceiling without the spikes. When you get through the ceiling, jump onto the "left" platform, and then onto the "up" platform. Ignore all the question mark blocks, because they all contain ordinary coins. Now jump off the "up" platform and onto the "right" platform. Let the "right" platform take you to the right side of the screen, but before you revert to the left side of the screen, jump ontop of the platform above the three question mark blocks. Jump ontop of the single question mark block, and onto the ! platform. Jump ontop of the ! platform twice to get around the horizontal pipes. If you would like to get an invisible 1-up, jump ontop of the wooden platform on the LEFT side of the screen and jump up. Quickly, jump back onto the ! platform, and let it take you right to the vertical pipe hanging from the ceiling. Finally, go into this pipe.

Now go to the right and drop down the two pipe platforms. In the dark area, touch the Shuffling Card Roulette to end the level.

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WORLD 7-7

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This level is quite a challenge. Take 7-8 instead. Below is a walkthrough of 7-7 for those of you who like to be difficult.

Speed is an essence for this level. Don't waste much time dawdling around.

Start the level by going into the pipe at the right. In the new area, go to the right over two pipes with Pirahnas in them. Hit the question mark block and a Starman will emerge. Get the Starman, and QUICKLY run to the right ontop of a long horizontal line of Black Munchers. The only thing keeping you alive now is your Starman. If you take too long, your Starman will expire, and you will be eaten alive by the Munchers. The first question mark block you will come across is another Starman, so hit it from underneath and grab it. Continue down the long line of Black Munchers until you come to another question mark block. This too holds a Starman. Hit this third question mark block, and grab the Starman. Continue to run to the right through a set of pipes, and then another set of pipes almost immediately after the first one. Continue running a bit to the right, and then pass a third set of pipes. Now you'll see three wooden blocks lines up to the left side of another question mark block. Hit the question mark block for another Starman. Get the Starman, and continue to the right. You'll come to a very low-hanging pipe that you will have to duck slide to get past if you are big. Once on the right side of the low-hanging pipe, continue past the long line of Black Munchers, and jump onto a single pipe. Now drop onto the wooden bricks on the right side of the pipe you are on, and go into the green pipe.

To the right lies the Shuffling Card Roulette. Touch it to end the level.

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Head to the right, jump over the tiny pipe, and hit the four question mark blocks. To the right will be a large pipe, but you can't jump over it with a normal jump, so you will have to make a running jump over it. Once on the other side, you'll come to a small pipe with a Pirahna in it. Jump ontop of this small pipe when the Pirahna is vacant. To the right is a pit that you will have to jump over and land onto another pipe, while at the same time avoiding the Pirahna that will peer out of the pipe above. When the time is right, jump over the pit and land on the pipe in the middle, then do the same exact thing over another pit. Hit the three question mark blocks for two coins and a Starman. Grab the Starman, then go to the right and jump over the huge pipe. On the other side of the pipe is a single brick rised above four more bricks. If you want a powerup, hit the lower-left brick. Grab the powerup, then advance to the right over three consecuitive pipes with Pirahnas in them. Continue past a white Nipper plant, then go below the 7 bricks that the Nipper was on. If you hit the middle brick, a 1-Up Mushroom will emerge! Grab the 1-Up Mushroom, and continue to the right. Go past a Pirahna in a pipe, and a Ptooie on the ground. You will now have two different Options that you can take. I recommend Option 1.

## Option 1

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Jump up ontop of the long white platform. There is an invisible note box located on the right edge of the hanging pipe. Jump up and hit the hidden note box. You will notice that this note box is not an ordinary note box, it is off-colored red. Jump ontop of this odd note box, and press A as you spring, and you'll be sent high into the clouds! In the clouds, grab as many of the 56 possible coins as you can as the screen slowly scrolls right. When the screen stops scrolling, go into the pipe.

## Option 2

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Jump over the pipe to the right. Stop.

## Rejoined

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Look to the right and you'll see two bricks on the left side of a pipe. Hit the right brick for a multi-coin box. When the multi-coin box is done, jump onto the pipe, and (if you can) kill the walking Ptooie. Two more Options are now available to you. I recommend Option 1.

## Option 1

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Go down the left pipe. Jump up the platforms and you will find a giant question block! Hit the giant question mark block to reveal an almighty Hammer Suit! Hammer Suits don't appear often, so make good use of it. Now that you have grabbed the Hammer Suit, exit via the pipe to the right.

## Option 2

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Go to the right side of the three pipes while avoiding the Venus Fly Trap that lies inside the rightmost pipe. Jump over the white Nipper. There is a pretty big pipe to your right with another pipe directly above it, both of the pipes have different Pirahnas in them. Get a running jump and land ontop of the pipe. Drop onto the bridges to the right. Parts of the bridge are missing, but luckily the parts that are missing are just tiny pieces small enough for you to run over. Get a running start, and run to the right. If you are running fast enough, your feet will trickle over the missing bridge pieces. When you come to the last bridge piece, jump over the gap and land

on the pipe. Then, jump across the very large pit to the right and land on the green pipe.

Rejoined

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To the right, jump over a green pipe with a Ptooie in it, then run past a walking Ptooie. Jump over another medium sized pipe while avoiding the Venus Fly Trap that will arise inside it. You will now come to two rows of bricks and question mark blocks with two white Nippers on it. BEWARE of the higher Nipper, it shoots fire, which is extremely hazardous. If you can, kill the two Nippers before they can cause any damage. If you have killed the two Nippers, (or if you are feeling daring) then hit every question mark block. The brick inbetween the two higher question mark blocks contains a 1-Up Mushroom, get it if you want. Now progress to the right and touch the Shuffling Card Roulette to end the level.

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World 7-9

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Also known as the Maze Level. It's really not that hard, but you must know where you are going.

Start by going to the right until you pass a grounded wooden block. Hit the middle of the three note boxes to reveal a powerup. Get the powerup, then use the middle note box to spring into the hole above you. Jump up through another hole, past the Para Goomba, and then up through another hole. Go to the left and throw away the two sets of ice blocks, then jump up through another hole. To the right, jump over the two Goombas, and drop into the area with the wooden blocks. Use the wooden blocks to jump to the right ontop of the entire caged area. Continue to the right until the platform lowers to an area with 5 note boxes. Ignore the ice blocks on the bottom right area of the screen. Throw away the ice blocks on the bottom left area and go into your newly created walkway. Jump up through a hole, then throw the next set of ice blocks away. You'll now be in a room with three wooden blocks. Use the wooden blocks to jump up onto the platform to the upper-left and then get the 8 coins. Now drop down below the three wooden blocks and advance to the right past a hopping Koopa Paratroopa. Hit the 3 question marked blocks for two coins and a powerup. The powerup is supposed to only be able to get if you are currently small, but if you are big, you can get the fireflower by running and making a ducking jump. Anyway, to the right is two holes, one above, the other beneath. The only point of the beneath hole is for a secret to get 25 coins and a 1-Up Mushroom. If you want the 25 coins and the 1-Up, follow the next paragraph. If you would rather skip the extra items, then skip the next paragraph.

Drop through the lower hole. Go to the left until a blue bar blocks your path. Now jump up through the brick above you (you should be big due to the recent powerup) and throw away the ice blocks. Drop beneath the hole to the left, then advance farther to the left. You'll notice another brick above you which leads to 3 coins. If you want the 3 coins, then break the brick and gather the 3 coins, then drop back down. To the left, go past the 2 Para Goombas. Keep going left until a blue bar interupts your path. If you are still big, break the brick above you. Jump up through the hole, and you will see two rows of 11 coins. There is a single spot in between the two rows of coins that lacks a coin; this little spot contains a hidden 1-Up Mushroom. Get the 22 coins, then hit the invisible 1-Up Mushroom. Get the 1-Up, then retrace your steps so you arrive back at the area where you started the

paragraph from.

Jump up through the hole above you and throw away the ice blocks. Walk through the path that you just created. If you want 12 additional coins, break the brick above you, get the coins, and then drop back down. Throw away the ice bricks to the right, then use the wooden blocks to jump onto the platform to the upper-right. To the right, throw away the ice blocks and get the 3 coins. Throw away the ice blocks to the left, and hit the question mark block to reveal a powerup. Grab the powerup, then drop below the hole in the platform. Get the 18 coins to the left, then go back to the right and throw away the ice blocks. Jump through the hole above you, and drop down next to a red pipe. Before entering the pipe, grab the 6 coins located on the right side of the pipe. Now, drop into the pipe.

To the right, touch the Shuffling Card Roulette to end the level.

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WORLD 7-FORTRESS (2)  
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To the right is a descending staircase followed by a lava pit and a huge pipe. Don't drop down the staircase. Instead, on the flat surface, get a running start and leap onto the pipe when the Pirahna isn't sticking out. Jump over another lava pit and land on another, much smaller, pipe. A Boo Diddly is above you, so avoid him. Watch out for the Rotodisc that rotates. Jump over the lava pit onto a skinny pillar, then over yet another lava pit onto another pipe. You should notice two bricks to the right. Stand on the right edge of the floor and jump up to hit the left brick. If done correctly, a Starman will appear. Grab the Starman. Use the remaining brick to jump across the lava pit and onto the pipe. Use the pipe that you are on now to jump onto a very tall pipe to the right. Jump over the next lava pit and land on a very tiny pipe. This part is very hard: the safe thing to do is just jump onto the pipe and let the Thwomp piledrive you, but the way to not get hurt is to jump and land on the left edge of the pipe. However you do it, get past the Thwomp and jump across another lava pit onto a high pipe. Drop onto the floor and advance onto of another pipe. A Boo Diddly awaits, so look at him as often as you can to make him immobile. Now jump across the lava gap, and land on the set of five pipes. Avoid the two Pirahnas that'll rise from the middle and leftmost pipes, then walk onto the rightmost pipe. Jump across another pit of lava. This next part is also pretty hard: you will have to wait for the right time to jump in between the two pipes, or the Pirahnas will get you. Once past the Pirahnas, jump over two more pits of lava and hit the question mark block to reveal a powerup. Grab the powerup, then jump over another huge lava pit. This next part isn't too hard: To get past the Thwomp, quickly jump through his "pile drive lane". If you do it fast enough, the Thwomp will miss you. To get onto the large pipe, you will have to use the pipe that the Thwomp slams onto. Once onto of the large pipe, a Boo Diddly will come at you, so look AT him as often as you can. Jump over another pit, and you'll see another Boo Diddly to the right. Now jump over another lava pit and land on the tile blocks. You will now have to get into the pipe below you. To do it, jump to the right side of the tile blocks, and quickly hold left to sway back onto the pipe. Now, go into the pipe.

In the new room, head right and you will come to a low hanging steel wall guarded by two Dry Bones, and a Rotodisc. Wait for the Dry Bones to walk far enough to the left, then run under the low haning steel wall, you'll have to duckslide if you are currently big. This next part I find VERY hard: there is another low hanging steel wall guarded by a Rotodisc and a Thwomp. Press

yourself against the steel wall to lure the Thwomp down for an attack. As the Thwomp takes time to reset, go underneath the steel wall. Once past the second steel wall, climb the staircase, and advance to the right. When the platform ends, drop down for the fight with Boom-Boom.

Bash Boom-Boom on the head 3 times, or blast him with 5 fireballs, or smack him with 1 hammer to kill him. Once he is dead, grab the Question Mark Ball that he will drop. This action will end the level.

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WORLD 7-PIRAHNA (2)  
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Start by using the short horizontal pipe to jump onto the very large pipe to the right. Now, you'll see black Munchers alternating coming out of the skinny pipes to your right. When you pass the alternating Munchers, jump over a normal sized pipe with a Venus Fly Trap inside. Continue past four pipes hanging from the sky. Now jump onto the small pipe directly to the right when the Venus Fly Trap isn't inside. This next part is pretty difficult, but you should be fine: You'll have to use the provide note boxes to jump across the huge Muncher pit. Using the note boxes, spring overtop of this Muncher pit, be sure not to hit the red Koopa Paratroopa that could possibly get in your way. Once you bypass the Muncher pit, you will land on a set of 3 pipes. Go into the middle pipe.

In the new room, grab the treasure chest when you fall all the way down. You will get a mushroom. Lucky you.

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WORLD 7-CASTLE  
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Well what do you know, the King has been transformed. This time into Yoshi from Super Mario Advance 3. Let's save him.

When you gain control of your character, head to the right and you will come to a nutt on a screw. Don't mess with the nutt, because it just spells trouble. Instead, jump onto the platfrom that the Flame Cannon is on. Wait for the screen again, and jump onto the next platform with the Flame Cannon, and then onto the wooden platform to the right. If you want a powerup, drop down and hit the question mark block. Grab it, and jump back up. To the right is another nutt on a screw, but once again, avoid it. Instead, jump onto the platform with the Flame Cannon, and then onto the wooden platform to the right. Jump over a pit and land on another wooden platform. You'll now be faced with a Rocky Wrench, but I recommend just avoiding him. You'll also see a large platform that seems too high to jump. There is a powerup ontop of this platform, but to get it, you will have to jump up and hit your head on a nutt to make the nutt go to the left. Quickly, jump on the nutt and above the high platform. If you made it onto the high platform, hit the powerup, if you did not, then to underneath the low hanging wooden wall. You'll have to duckslide if you are big (if you are having trouble ducksliding, then just duck, eventually the screen will come along and push you under). Once on the other side, head up a rised platform, and avoid the Rocky Wrench. Ahead is another nutt on a screw, but just completely avoid it. Instead, jump over the

platform. Jump across the pit and onto the small platform. Jump onto the platform above, and then across the pit onto another platform. Cross three more pits, and jump ontop of the wooden pillar. Now, use the three provided nutts to make it across the large wood pillar to the right. Climb up the platforms, and you'll see a very small silver pipe. Inside this pipe is Ludwig Von Koopa. Prepare yourself for him. Once ready, enter the pipe.

Ludwig Von Koopa is a VERY hard boss. The ground that you'll battle on is so bumpy which will cause him to jump around simeltaneously. When he touches the ground, you'll get stunned for about 3 seconds, but he probably jumps every 3 seconds, which means that if you get stunned once, you are pretty much history. If I can give you one tip during your battle, it's this: DON'T GET STUNNED! Do your absolute best not to get stunned. When you hit him once on the head, he will bounce up and down inside his shell, everytime he bounces, it can potentially stun you, so just because he is inside his shell doesn't mean you are safe. His only attack other than to touch you is the magic that is shot from the wand, but that can be quite a challenge to dodge. When you hit him on the head, he doesn't get any harder, but he is already super hard to begin with. Hit him on the head 3 times to kill him. You can also kill by shooting 10 fireballs at him, but that method is much harder. Once he is dead, return the wand to the King.

Both the King and Toad are very happy for your deeds. The King will then hand you a letter, but it is not from the Princess. As you read the letter, you quickly find out that the Princess has been KIDNAPPED. There's no way this doesn't happen in like every other Mario game (sarcasm). Let's go save her.

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[508]

WORLD 8 - DARK LAND

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WORLD 8-TANKS (1)  
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The first tank has nothing on it, so just jump over it. Jump onto the second tank, over a horizontal cannon, and over a Ball Cannon. To the right lies a Bob-Omb Cannon. Jump over the Bob-Omb Cannon, past another horizontal cannon, and over another Bob-Omb Cannon. Advance past another Ball Cannon, another horizontal cannon, and over another Ball Cannon. Now, drop off of the second tank onto solid ground. The third tank is very short and consists of a horizontal cannon, a Rocky Wrench, and a Bob-Omb Cannon; advance past it. The 4th and 5th tanks are identical, and consist of a horizontal cannon and a Rocky Wrench, jump past both of them the same way. The next (6th) tank, has a two horizontal cannons, a Rocky Wrench, and a Bob-Omb Cannon. The next tank has a Rocky Wrench, a horizontal cannon, and (most importantly) a question mark block. If you are big, you will have to duckslide to hit the question mark block, but if you are small, just run underneath and hit it.

Advance to the right over another tank that has a horizontal cannon, a Rocky Wrench, and two more cannons. The tank that follows is identical except for a missing cannon; jump over it the same way you did the previous one. Now you will be in an area between the two tanks where Bob-Omb's shoot at you from each direction. Carefully, avoid all the Bob-Omb's and jump onto another tank. Carefully navigate past the 3 cannons and a Rocky Wrench that are on this



cannon. Continue onto a very small pipe immediately followed by a huge tank with a HUGE cannon on it. The Huge cannon will shoot huge cannonballs, so beware! When the time is right, jump onto the tank that has the HUGE cannon on it, past the Rocky Wrench and the three cannons that follow. Jump onto of the next tank, and go down the short silver pipe.

In the new room, you will be faced with a single Boomerang Brother. Kill the Boomerang Brother by jumping on his head. Be careful not to make a foolish mistake, it would be a shame to have to start the entire level over. When you kill the Boomerang Brother, a chest will appear. Grab the chest for a Starman.

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WORLD 8-SHIPS
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To the right, jump over a Rocky Wrench, and go onto of the wooden platform that follows. You will now notice a question mark block below you, but I highly recommend ignoring it. However, different strokes are for different folks, and you can try for it if you dare. Now jump over another Rocky Wrench, and then a Bob-Omb Cannon. Jump up onto the platform above, then go past another Rocky Wrench, jump over a huge cannon (that shoots huge cannonballs) and land in the water.

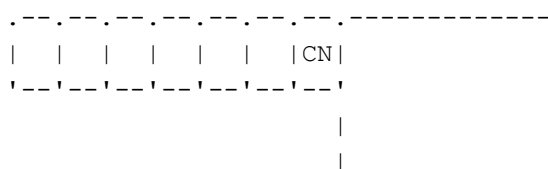
Swim to the right, and you'll come to another ship, jump out of the water and onto the next ship. Jump over two cannons, and a Rocky Wrench. Jump up onto the platform above, then over three Rocky Wrenches and a huge cannon. Now jump off the ship you are on now, and onto another one. Jump over a huge cannon and a Rocky Wrench. Drop down the platform to the right, and then advance past a Bob-Omb Cannon followed by three cannons. Now, advance past another huge cannon, and go into the small white pipe.

Hmm...you will now be faced with Boom-Boom. He isn't any harder than any of the other times you fought him. Just bash him on the head 3 times, shoot him with 5 fireballs, or smash him with 1 hammer, and he will perish. Once he is dead, he will release a Question Mark Ball. Grab the Question Mark Ball to end the level.

When the level is done, and you return to the map screen, go into the pipe directly above you to get to the next few levels of World 8.

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WORLD 8-HAND GRAB (1)
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To the right, jump onto of the Fire Brother to kill him, then drop down onto the lower area. You'll now come to two rows of bricks with two Hammer Brothers on them. Kill the Hammer Brothers by either jumping on their heads, or by bashing them from underneath. There are some secret blocks here. To find out where they are, use my diagram below:





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WORLD 8-AIR SHIPS  
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If you have a P-Wing left in your inventory, I highly recommend to use it to fly over the entire level, because this is quite a hard level, especially for those of you that aren't as experienced as others. For those of you without P-Wings, I recommend using a Raccoon Leaf. It will help greatly.

When you start the level, quickly jump off of the platform you are on, and onto the one to the right. Ignore the Rocky Wrench and the Flame Cannon, and jump onto the next platform to your right. You'll now be on a small platform with a Rocky Wrench, a wood pillar, and a Flame Cannon, jump off of it onto the next platform. This platform is identical to the one that you came from. Jump onto the next platform, and you'll be at another platform with a Rocky Wrench followed by a Flame Cannon. Jump off of the platform you are now on, and onto another platform with a Rocky Wrench, wood pillar, and Flame Cannon. Jump to the next platform which has a Rocky Wrench sticking out of a wood pillar, followed by a Flame Cannon. Jump to the next platform, which is exactly the same as the previous one, except for the missing Rocky Wrench. Now, jump onto the next platform, and then quickly onto the next platform.

You should now be at a much larger platform with a wooden box. Jump ontop of the wooden box, and then jump onto the platform to the upper right. Drop down onto the platform to the lower right side of the screen, then jump onto the platform all the way to the right. Now, advance ontop of the platform to the upper right, then drop down onto the platform below. Quickly jump ontop of the platform above, then onto the next platform that follows. Finally, jump across the huge gap and you'll be at a larger platform with a silver pipe. Inside the silver pipe is Boom-Boom. When you are ready, go into the silver pipe and fight Boom-Boom.

Boom-Boom isn't any harder than he was when you fought him all the way back in World 1. Just bash him on the head 3 times, fry him with 5 fireballs, or smash him with 1 hammer to kill him. Once he has perished, grab the Question Mark Ball that he will leave behind to end the level.

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WORLD 8-1  
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First things first; if you have a tail, you can use it to fly high in the sky for a P-Switch. Since there isn't much room given to take flight, you will have to jump back and forth over the pit to takeoff. The P-Switch is located almost as far to the northwest of the screen as possible. Hit the P-Switch, and quickly drop down and collect as many of the coins as possible.

Head to the right and jump over the pit. Hit the question mark block for a coin, then jump ontop of the used question mark block that you hit the coin from. When the Venus Fly Trap goes inside the pipe, jump onto the pipe. The question mark block pressed up against the right side of the pipe is a powerup, but I don't recommend trying for it; it's too risky! To the right, jump onto the next pipe when the Pirahna isn't sticking out, and then onto the next pipe when the Venus Fly Trap isn't sticking out. Now, jump onto the pipe to your right when the Pirahna is inside his pipe. Now, drop off the

right side of the pipe onto the ground below. To the right, jump on top of the green Koopa Paratroopa twice, then kick his shell off the edge. Now jump on top of the row of four bricks, you will need to get a running start to obtain enough height. Hit the second block to the left for a multi-coin box. Drop down onto the ground below and hit the block that was directly below the multi-coin box for a single coin. Now, you will have two different options. I recommend Option 1, if applicable.

#### Option 1

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Option 1 exists only for those of you with tails. So, if you do not have a tail, take Option 2. Anyway, make sure you have eliminated the green Koopa Paratroopa. Press yourself up against the left side of the tiny Bullet Bill Cannon. Now, RUN to the left as fast as you can. Just before you get to the pit, press A to jump and you should start flying. Continue pressing A in the air to continue flying. Fly up on top of the huge pipe in the sky. Now, go in the pipe. Inside the pipe, hit the huge question mark block for three 1-Ups. Get the 3 1-Ups, then slide down to the end of the room and go into the pipe at the bottom.

#### Option 2

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To the right, jump onto the first Bullet Bill Cannon you'll come across. Now jump over the gap and land on the second set of Bullet Bill Cannons. The question mark block below is dangerous, but contains a Starman. If you are feeling daring, get the Starman. Now jump over the highest set of Bullet Bill Cannons, and land on the ground to the right of them. Head to the right, and you'll come to an inactive grounded Bullet Bill Cannon. All the question mark blocks are coins, but the block directly above you is a 1-Up Mushroom. Hit the block directly above you, and follow the 1-Up to the opening, when it falls through the opening, get it. Now, avoid the Boo Diddly if you can, he can be tough to avoid at times. To the right, go underneath the low hanging Bullet Bill Cannon, you will have to duck-slide if you are big. Now hit the single brick pressed up against the wall to exert a powerup. Grab the powerup, and jump over the pit. The two question mark blocks contain coins, so if you want them, use the platforms provided, but ignore the red Koopa Troopa. To the right, jump over the next pit, and hit the lone question mark block for a coin. Now jump on top of the used block that you got the coin from. Jump on top of the pipe when the Venus Fly Trap is inside.

#### Rejoined

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Drop off of the right side of the pipe and land on the ground. Ignore the green Koopa Paratroopa. From here on out, the level is EXTREMELY hard. Jump on top of the next Bullet Bill Cannon you'll come across. You'll notice a huge pit to your right. To get across the pit, you can either do one of three things: (1) go back to the left, then get a running start, jump onto the Bullet Bill Cannon, and over the pit, (2) Use the red Koopa Paratroopa to spring over the pit, and (3) use one of the Bullet Bills to spring yourself over the pit. All three methods are difficult, but I recommend method #2. Once you clear the pit, you will find yourself in another difficult position. You will be inside two sets of Bullet Bill Cannons that are too high to jump over. To get over the right set of Bullet Bill Cannons, there is an invisible coin box that you'll need to hit located just to the right of the four coins. Jump up and hit this coin box, then jump on top of the box, and jump over the Bullet Bill Cannons.

Now go to the right and jump on the green Koopa Troopa. Pick up the shell of the Koopa, then throw it off of the pit to the right. Now, you will see a

single white note box on the ground with a huge pit to the right of it. To safely bypass this next obstical, you will have to get a running start, bounce on the note box (press A when you spring off of the note box), and bounce as high as you can. If done correctly, you'll land ontop of the pipe on the other side of the pit. Now, jump onto the pipe to the right. Drop off the right side of the pipe, and land on the ground. Now, advance to the right and touch the Shuffling Card Roulette to end the level.

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World 8-2

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Advance a bit to the right, you will come to a small quicksand pit. Now you have two options.

Option 1

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Go into the quicksand pit. Don't worry, you will not die. Instead, you will fall into a secret room. There two 2 pipes in this room, one on the left and one on the right. The pipe on the left leads to a powerup, while the pipe on the right leads to a bunch of coins. I recommend going into the right pipe, but different strokes are for different folks.

Inside The Right Pipe

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To the bottom right, you will see a bunch of coins in the air. In fact, there are 100 coins total (10 rows of 10). Jump into the coins and try to get as many as you can on your fall. If you have a tail, you can fly back up and collect more coins. When you are finished with the coins, go into the horizontal pipe at the bottom right.

Inside The Left Pipe

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As soon as you go in, you will drop a good distance to the ground. When you hit the ground, climb up the staircase to the right, then jump onto the next staircase and climb that one too. You will notice a brick, hit it and a powerup will emerge. Grab the powerup, then climb the remaining distance to the top, and go into the pipe.

Option 2

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Jump over the quicksand pit. proceed to the right, slide down three mini hills, and kill the Para Goomba. To the right, jump over the three consecutive quicksand pits. Now go down the huge hill over one Venus Fly Trap. Hit the lone brick to reveal a P-Switch. Stomp the P-Switch, then continue down the hill past two more Venus Fly Traps. Now, the ANGRY SUN will appear! Avoid the Angry Sun for as long as he is there. Now, there are either coins above you or blocks, depending on weather the P-Switch is still active. To the right, jump over the pit onto the note boxes. Use the note boxes to make it across the huge pit. Once on the other side of the pit, go up the huge hill. As you advance up the hill the Angry Sun will vanish behind the hill. Advance up past two Venus Fly Traps.

Rejoined

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Advance up the hill to your right. Once at the top of the hill, grab the 3 coins, then slide down the right side of the hill. When you get to the bottom

of the hill, the Angry Sun will appear again (he will not appear if you took option 1)! To the right, there will be a pit with a green Koopa Paratroopa in it. Ignore the green Para Troopa. Use the two note boxes to cross the huge pit. Now, continue to the right and touch the Shuffling Card Roulette to end the level.

=====  
WORLD 8-FORTRESS  
=====

Jump ontop of the high pillar above, and drop off the right side onto the ground. Advance past the Rotodisc and over a pillar. Hit the single brick for a coin, then continue past the two next Rotodiscs. Hit the brick there for a powerup. Get the powerup, then continue past two more Rotodiscs, and a pillar. Then, past a Dry Bones, you'll see a door guarded by a Rotodisc and some bricks. You will need to get into this door, but you'll need to be big to bash the bricks. If you are not currently big, then follow the next paragraph to get a powerup. If you are still big, then skip the next paragraph.

To get a powerup, go back to the left and jump ontop of the pillar. Jump up through the hole above you, and go into the doorway at the left. Inside the doorway, you will drop down and hit the ground. Jump up and you'll hit an invisible coin. Jump ontop of the used block that you just hit, and jump up again and reveal the three hidden blocks. Now, drop back down to the floor, and run to the right over the three tiny holes. When the Thwomp is going up, jump up, and go to the left. Jump up the high platform, and use the three blocks you revealed to advance farther to the left. Now drop down and hit the single question mark block for a powerup. Get the powerup, and go back into the doorway to the right.

Now you should be big and able to break bricks. Go to the right until you come to a door guarded by a Rotodisc and some bricks. Break the bricks, and go into the door. You'll now be on a conveyorbelt. Quickly jump up so that the conveyorbelt doesn't push you into the lava. Jump to the right onto the two steel bricks. Jump over another pit onto two more steel blocks, then jump onto a conveyorbelt. Jump onto two more conveyorbelts, then onto a platform with a Thwomp. Get past the Thwomp and hit the question mark block to reveal a powerup. Get the powerup, then jump to the right onto a conveyorbelt. Now, jump over another pit onto a set of two conveyorbelts. Stand on the LEFT SIDE of the BOTTOM CONVEYORBELT and run to the right, just before the conveyorbelt ends, jump off and land on the 3 steel bricks platform. Now, jump over another pit to the right. To the right, you'll come to an area where the platform drops. Drop down this hole. [to get a 1-up, jump up on the right side of the hole, and wait for the 1-up to drop down the hole.] Now go into the door way at the right.

Get the 3 coins at the left, then go to the right past a Boo Diddly and go into the next doorway you'll come across. In the new room, duck and let the conveyorbelt carry you past the spikes. When the conveyorbelt ends, jump over the pit. Walk up the staircase while avoiding the two Rotodiscs. Continue to the right past a Boo Diddly, & the two Rotodiscs. You will soon come to two bricks followed by a conveyorbelt. Follow the conveyorbelt to the end, then drop down to the area with the Thwomp. Now, go to the left and avoid the Thwomp. Jump over the small pillar, and hit the rightmost brick to reveal a P-Switch. Now, get back up and hit the P-Switch. The P-Switch will do nothing except make two different doors appear. Go to the right on the conveyorbelt past the first P-Switch door. Continue to the right until the conveyorbelt

ends. Go into the door located on the single steel block pressed up against the wall; due to the P-Switch, the door will not be there if you took too long.

Duck, and let the conveyorbelt take you past the spikes. You'll now be faced with Boom-Boom. The only real hard thing about this guy is the fact that you are fighting him on a conveyorbelt. To kill him, hit him on the head 3 times, or shoot him with 5 fireballs, or throw 1 hammer at him. When you kill him, he will drop a Question Mark Ball. Grab this Question Mark Ball to end the level.

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#### WORLD 8-TANKS (2)

=====□ Head right, and you'll see a moderately large tank with a cannon on it. Jump on top of this tank, and then jump onto the next tank, which is very long and has a roof type thing. Advance past a cannon on the roof, 3 cannons on the ground, another cannon on the roof, and finally a Bob-Omb Cannon on the ground. Jump on top of the two horizontal cannons, and then drop off the tank onto the ground. Jump onto the next tank, and ignore the cannon on the ceiling. Advance past five Rocky Wrenches, and then drop off the tank. Continue past 3 cannons on the ceiling, and then jump onto another tank. Continue past 3 more cannons on the ground, a Bob-Omb cannon, and another cannon. Jump up on top of the two horizontal cannons and the Rocky Wrench. Jump off of the tank you are on, and onto the next tank. Enter the tiny silver pipe, and you'll be faced with Boom-Boom.

Once again, Boom-Boom is simple. He isn't any harder than he was when you fought him way back in World 1. Just bash him on the head 3 times, or shoot him with 5 fireballs, or throw 1 hammer at him to kill him. When you defeat him, he will drop a Question Mark Ball. Grab the question mark ball to end the level.

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#### WORLD 8-FINAL CASTLE!

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This is it. The big showdown between you and Bowser. Can you do it?

As soon as you start the level, RUN to the right as fast as you can. If you run fast enough, you will nimbly dodge three laser beams that exert from Bowser statues. Climb the staircase. Advance a bit, and you'll see a gap in the ceiling followed shortly by a doorway. Ignore the doorway, and stand on the ground directly in the middle of the gap. A lift will come out of the ceiling and carry you to the top. When the lift doesn't go any higher, jump to the platform to the right. Advance to the right, and you'll come to a single donut lift. Stand on the donut lift and let it drop to the ground. As the donut lift drops, hold right on the D-Pad. You will drop onto a lower platform. Now advance to the right past a Hot Foot candle. The Hot Foot will follow you when you look away from it, so look at it as often as you can spare. To the right, climb up the huge staircase, and avoid the three Rotodiscs as you go up. Once you arrive at the top, there is an invisible 1-Up that you can get located on the left side of the rightmost wall. Get the 1-Up if you choose to, then drop down the staircase while avoiding the three Rotodiscs. Once at the bottom, run to the right, and you'll come to a HUGE

lava pit. There are several donut lifts that you can jump on to get across the huge lava pit. At the right side of the lava pit, there are four hallways in the wall that you can go in. Whatever you do, don't go into the lowest hallway, because it will lead you right back to the beginning of the castle. If you want a powerup, go into the second hallway to the top. Now, you have two Options that you may take. I recommend Option 1.

#### Option 1

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Use the donut lifts to jump into the hallway at the top right of the screen. Go in the single doorway in this hallway. In the new room, cautiously advance to the right and you'll come to a Bowser statue that will shoot a lazer at you. To the right, there are 3 more Bowser statues, but relax; none of them shoot lazars. Continue to the right, and go up the two steps, you should now have a lava pit to your right. Jump onto the two donut lifts, and you'll see a Flame coming at you! Dodge the flames, and use the rest of the donut lifts to safely get across the lava pit. Once at the end of the room, you'll see a single doorway. Inside the doorway lies Bowser! When you are ready, enter the door to fight him.

#### Option 2

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Use the donut lifts to safely drop down to into the hallway third from the top. Advance past the two counterclockwise Rotodiscs, and advance on top of a grounded block. You'll now come to a Thwomp. Make the Thwomp charge at you, when he does, quickly go to the left side of the grounded block. As the Thwomp resets for another attack, stand on the donut lift and make it drop. As the donut lift drops, hold right and you'll drop onto a new area. In the new area, head to the right and jump over the first lava pit (careful of the Podoboo). Jump over the next lava pit and land on a tiny pillar guarded by a Rotodisc. Now, while watching out for the two Podoboos, jump over the two next lava pits that follow. Finally, go into the door at the very end of the screen. In the new room, slowly go to the right and you'll see a Bowser statue. Cautiously jump over the Bowser statue, as it will shoot a lazer at you. To the right, jump over another (inactive) Bowser statue, and hit the question mark block for a powerup. Grab the powerup if you choose to, then run past 3 more inactive Bowser statues. Drop down the platform, and go to the right until you come to a lava pit. Jump onto the single block to the right, and you'll start seeing Flames coming at you! Avoid the Flames, and use the rest of the blocks to get across the large lava pit. Once at the end of the room, you'll see a single doorway. Inside the doorway lies Bowser! When you are ready, enter the door to fight him.

#### Rejoined

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This is the showdown between you and Bowser.

Walk into the middle of the room and Bowser will fall from high in the ceiling and land on the right side of the screen. Bowser is extremely predictable. He will start off by shooting two Flames at you, then he will jump up and try to butt slam you. Since you cannot actually hurt Bowser, you will need to find a way to outsmart him. Fortunately, this is pretty easy. When Bowser butt slams you, if he lands on the red colored bricks in the middle of the screen, he will break some of them. To defeat Bowser, you will have to make Bowser break the red bricks, if you make him break the last supporting row of bricks, he will fall down and suffer a massive drop!

To make him do this, you will have to stand on top of the bricks, and dodge the two Flames that Bowser will shoot. As Bowser goes up to butt slam you, quickly jump out of the way. If done correctly, Bowser will break some of the





Left/Right: Move Mario/Luigi in the corresponding direction.

Up: No use.

Down: Duck. Hold down to super jump.

Start: Start game, Pause game, Resume game.

Select: No use.

A: Jump.

B: Hold B when moving left or right to run.

R: Hold R when moving left or right to run.

L: No use.

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[603]

ENEMIES/BADDIES

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This will include a full list of all the enemies that you will come across while playing the game, as well as a detailed description of each, all listed in alphabetical order.

SPINY

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This enemy has a very hard, spiked back which acts as defense from getting jumped on. He is the simplest of the four enemies that you will come across while playing the game. Hit him from underneath once to stun him.

SIDESTEPPER

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The crab guy walks around a little bit faster than a Spiny. He is more of a pain, too. To stun him, you must hit him from underneath twice. After you hit him once, he will start going faster. After his second hit, he will become stunned, which is when you have your chance to eliminate him from the arena.

FIGHTER FLY

-----  
THIS FLY IS A FIGHTER, hence the name. This enemy is in the shape of an insect with wings. Instead of walking, he will hop. To stun him, just knock him underneath once. But, remember that he hops, so you must hit him when he is grounded to successfully stun him.

FIREBALL

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I hate fireballs. You should too. They will randomly appear in two forms: red and green. Red ones can bounce off the ground/wall, while green ones will vanish from hitting walls. You can eliminate them by hitting them from underneath, but you must wait for them to hit the ground to do this.

SLIPICE

-----  
This iceicle enemy appears in later stages of the game. He will walk around and when he stops, he will spray the platform that he is on with ice, causing that platform to become icy-slick, which will make you slide when you walk on that platform. To kill them, just hit them from underneath. They are extremely bothersome, so kill them when you get the chance.

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[701] GUIDE INFORMATION

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|         FAQ STATS         |
|         -----         |
| Update No.           2   |
| Size                 311.4KB |
| Bytes                318,888 |
| Pages                 83   |
| Words                68,427 |
| Characters           318,888 |
| Lines                6,053 |
|-----|

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If you do not already make game guides, then I HIGHLY, HIGHLY recommend that you start. At least give it a try; if you do not enjoy it, then you never have to ever make another one. Who know, you may enjoy it and want to write more! There are 3 major reasons why you should start. They are listed below:

- 1) Typing skills. I can now type around 75 words per minute. When I started, I could type about 20 w/m. Big difference, huh? Imagine how much your typing skills will improve.
- 2) Improved grammar and punctuation. Without a doubt, my writing skills have improved drastically.
- 3) The amount of people you will help. Although you don't actually meet any of the people that you'll help, you still help LOADS of people. Over 9 million people visit GameFAQs daily. If you even post one guide, you will end up helping countless people. It is a pretty good feeling when you receive e-mails from people thanking you for your work.

Are you a webmaster? Want to post this on your site? I grant you permission to do so. But, please agree to the following terms: the guide stays its original form. No modifications are allowed of any kind, not even a correction. Also, I would really really appreciate it if you sent me an email with the URL of the site that it will go on, but I do not require it.

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[702]

CREDITS

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I would like to personally thank each and every one of these individuals. Unfortunately, that is impossible, so I am doing it in this guide.

Deezer | <http://www.classicgaming.com/tmk>

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I got a LOAD of helpful information from that site! This guide wouldn't be even close to as full as it is without you. Many, many thanks.

ASCII GENERATOR | [http://www.rootsecure.net/content/other/ascii\\_generator](http://www.rootsecure.net/content/other/ascii_generator)

-----  
This is a cool website. You type in words, and it will convert them into ASCII text. It supports multiple fonts. I used this website to help create the logo for this guide.

Shigeru Miyamoto

-----  
Firstly, for creating the Mario Brothers, who have led such a revolution to make twice the amount of revenue of all the Star Wars movies combined. Also, for working on, and producing SMB3, which is the game that SMA4 derived from.

Jeff Veasley

-----  
For creating the worlds greatest video game FAQ site, and for hosting this guide.

Anybody whom has emailed me with corrections

-----  
I am only human, I make mistakes. This list includes Thank you for farther improving the accuracy of this guide.

Yourself

-----  
All my work would be completely useless without clueless readers such as yourself. Thank you so much.

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[703]

CONTACT INFORMATION

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=====  
E-MAIL  
=====

There are 3 possible reasons why you would want to email me.

CORRECTIONS : skcin7@comcast.net [subject line: SMA4 Correction]  
COMMENTS : skcin7@comcast.net [subject line: SMA4 Comments]  
HELP : skcin7@comcast.net [subject line: SMA4 Help]



