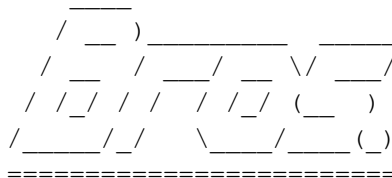
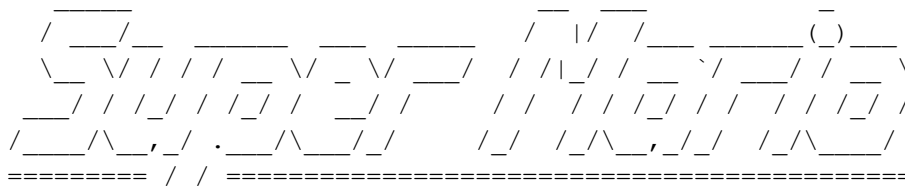


Super Mario Bros. FAQ/Walkthrough

by Beautiful Affair

Updated to v1.00 on Jun 23, 2014



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Super Mario Bros. (NES)
FAQ/Walkthrough

Version: 1.00
Last Updated: 6 March 2013
Author: Ryan Harrison
Email: rjhgamefaqs[at]gmail.com

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Version History

Version 1.00 | 6 March 2013
* The first, complete posted version of this FAQ/Walkthrough.

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=====
i. Introduction
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Hello and welcome to my FAQ/Walkthrough for one of the most classic NES games of all time; the original Super Mario Bros. In this file I will provide a full and detailed walkthrough for the entire game, covering both the first and second quest modes, and also provide full lists of secrets in the game such as Bonus Areas and Warp Zones. I will also outline all the basics of the game, and give full lists of enemies and items to be found in the game. Anyone who has played video games from the days of the NES's supremacy in the 8-bit era to the current day will have no doubt heard of Super Mario Bros. It is one of the system's premier and most popular side-scrolling games and made both the NES and Mario household names across the world. In it, the simple objective is to guide Mario (and Luigi) throughout 32 different levels, defeat the enemies and Bowser and rescue the captive Princess Toadstool. This game is still great to enjoy to this very day, so for Mario fans and old-school gamers, this is definitely still worth picking up and playing if you want to enjoy a true classic in gaming history!

=====

One day the kingdom of the peaceful mushroom people was invaded by the Koopa, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom People were turned into mere stones, bricks and even field horse-hair plants, and the Mushroom Kingdom fell into ruin.

The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is the Princess Toadstool, the daughter of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa turtle king.

Mario, the hero of this story (maybe) hears about the Mushroom People's plight and sets out on a quest to free the Mushroom Princess from the evil Koopa and restore the fallen kingdom of the Mushroom People.

You are Mario! It's up to you to save the Mushroom People from the black magic of the Koopa!

=====

2. GAME OVERVIEW [0200]

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2.1. Controls [0201]

D-Pad: Down: Hold to make Mario/Luigi crouch if they are Super-sized
Enter accessible warp pipes when standing on top of the middle of them

Left/Right: Make Mario/Luigi walk in those directions (hold B while doing so to run)
Enter horizontal warp pipes by walking into them

Up: Climb vines

Select: Move mushroom icon on Title Screen to choose between a 1 Player Game and a 2 Player Game

Start: Begin highlighted game type from the Title Screen
Pause the game during play; press again while the game is paused to resume playing

A: Jump (keep held down to gain height)
Bob up while swimming in underwater levels

B: Hold in conjunction with Left/Right on the D-Pad to make Mario/Luigi accelerate and run when they are moving
Throw fireball projectiles when Fire Mario/Luigi (a maximum of 2 fireballs can be thrown on-screen at any one time)

2.2. Basics [0202]

o-----o

A direct port of the NES version of Super Mario Bros. is also available for the Game Boy Advance, as part of the Classic NES Series of games, and also on the Wii Virtual Console, which can be downloaded from the Shopping Network. These games are precisely the same as this version; the Wii Virtual Console edition can also be played with a variety of different control inputs: the Wiimote, the Classic Controller, or the GameCube Controller.

As the Game Boy Advance's control layout and button labels are exactly the same as that of the NES, I won't need to bother doing a control table key to compare them, however, there are some extra controls exclusive to the Game Boy Advance version, see below.

Classic NES Series: Super Mario Bros. - Other Controls

Start + Select + A + B: Resets the game

L + R: Opens the System menu, where you can choose to CONTINUE, RESET, LINKED PLAY, SAVE HIGH SCORE, or SLEEP MODE. See below for more details.

Classic NES Series: Super Mario Bros. - System Menu

If playing the Classic NES Series: Super Mario Bros. game for the Game Boy Advance, pressing L + R at any time will open the System Menu. Here's a diagram of what this menu looks like, and a rundown of each of the options available:

```
+-----+
|      - MENU -      |
|                    |
| >CONTINUE          |
|                    |
|      RESET         |
|                    |
|      LINKED PLAY   |
|                    |
|      SAVE HIGH SCORE |
|                    |
|      SLEEP MODE    |
|                    |
| TO EXIT SLEEP MODE, |
|                    |
|      PRESS SELECT + |
|                    |
|      THE L AND R BUTTONS. |
+-----+
```

CONTINUE: Just what it says; select this option to continue playing your game.

RESET: Takes you back to the Title Screen.

LINKED PLAY: With this option, you and a second player can play a 2-Player Game of Super Mario Bros. if you have 2 GBAs linked together via a Link Cable.

To set up a Linked Play game, make sure to begin with that both GBAs are switched off. Insert the GBA Link Cables into the connectors on both handhelds. If you are playing with only 1 copy of Super Mario Bros., the player who has the cartridge inserted into their GBA needs to insert the purple connector into their system; they will play as Player 1. If both players have a copy of Super Mario Bros. inserted into their GBA, the player who has the purple connector inserted into their system will play as Player 1.

Power on both GBAs. When the Title Screen appears, press L and R together to bring up the System Menu, and from there, select the LINKED PLAY option. You will then be taken to the Linked Play Confirmation Screen. Press Start, and the systems will be linked, and you are taken back to the Title Screen. From there, you can then choose to play a 2 Player Game.

SAVE HIGH SCORE: Choose this to save your high score, which remains saved on the game's battery backup even after the power has been switched off.

SLEEP MODE: When you select this, the game pauses and the GBA's screen will turn off to conserve battery power, although the power remains switched on. As informed at the bottom of the System Menu screen, you can exit Sleep Mode by pressing the Select, L and R buttons simultaneously.

Wii Virtual Console - Button Key

The following buttons on the Wiimote, Wii Classic Controller and GameCube Controller correspond to those of its NES counterparts: use these in conjunction with the Controls section above in order to see their button denotations:

WIIMOTE	WII CLASSIC CONTROLLER	GAMECUBE CONTROLLER	NES CONTROLLER
D-Pad	D-Pad	D-Pad	D-Pad
	Left Analog Stick	Analog Stick	D-Pad
1	B	B	B
2	A	A	A
+	+	Start	Start
-	-	Z	Select

Other Controls (Wiimote & Wii Classic Controller)

Home: Bring up Home menu while pausing the game; press again to hide Home menu and resume play

o-----o
 | Title/Game Screen |

Character Name and Score (MARIO): Shown in the top-left corner of the screen, (XXXXXX) this is which of the two Mario brothers is currently being controlled. In a 1 Player Game this is always MARIO, as well as for Player 1 in a 2 Player Game. In 2 Player mode, this will be LUIGI when he second player is playing. The score is the numbers shown beneath the character's name; bump this up by defeating enemies, collecting Coins and Power-ups, and completing levels.

Number of Coins ((C)xxx): Shown between the Score and World headers at the top of the screen, this is the number of Coins you have, shown next to the glowing Coin symbol. This goes up as you collect Coins scattered in the open or found from within blocks. When you reach 100 Coins, you get an extra life, and the counter starts again at zero.

Current World and Area (WORLD): The game is 32 levels long, and they are each (X-Y) divided into 8 worlds, with 4 levels composing each world. So, say you are in the second level in the third world of the game, this would be displayed as WORLD 3-2. The first level is WORLD 1-1 and the final level is WORLD 8-4, so you can check here to see how far you have gotten into the game.

Time Remaining (TIME): Shown in the top-right corner of the screen, each level (XXX) has a time limit of either 300 or 400 game seconds. A real-time second is about 2.5 game seconds, so really that's about 2 - 2.5 minutes to get through each level.

The timer begins ticking down from the moment the level starts. If it goes down to 100, you'll hear a warning sound play in the background, and the music tempo will speed up, so you'll need to hurry up and finish the level as quickly as possible. If the timer reaches zero and you have still not beaten the level, Mario/Luigi will lose a life on the spot and you'll have to start again at the beginning or half-way point of the stage. Try to be a little quicker next time!

o-----o
| General Gameplay |
o-----o

You begin the game with three lives, and the objective is to advance right to the end of each level by either grabbing the flagpole at the end of each overworld stage, or the axe behind the King Koopa boss in each of the castle levels (the fourth stage of each world). Each world in the game is divided into four separate levels, and there are eight worlds in total within the game, ergo, there are 32 individual levels in total (although it should be noted that there are some stages that are recycled in terms of layout, however are made a little trickier with shorter platforms and different enemies).

As said before, each World X-4 level is a castle stage, which is beaten by defeating the Bowser boss at the end; this is done either by hitting him with five fireballs (if you have acquired a Fire Flower), or by grabbing the axe on

his right-hand side. This destroys the bridge Bowser is standing on (if you haven't beaten him beforehand) to send him falling into the lava below, and you beat the castle level and that world.

As for regular levels (World X-1, X-2 and X-3 stages), these are all beaten by jumping onto a flagpole, which makes Mario lower the enemy flag before he heads right into the little building on the right to raise the white flag. A few steps left of the flagpole, there is usually a tall staircase, or otherwise high platform that Mario can make a running jump from to reach the flagpole at a higher height. Basically, the higher you land on the flagpole, the more points you get. It is also possible to gain extra points from the secret fireworks that can appear, depending on the time at which you touch the flagpole. For more details on this, see 'The Flagpole' below in this same section.

Finally, to up your life count, collect 100 Coins or find 1-Up Mushrooms. You lose lives when Mario is defeated; this happens when touching an enemy while in small (Regular) form and not stomping (or the enemy is dangerous to stomp, like a Spiny or Piranha Plant), falling into a bottomless pit at the bottom of the screen, or failing to reach the goal before the time limit expires. When you lose all your lives, the game is over and you have to begin again from the start of the very first level.

o-----o
| Characters |
o-----o

Mario: One of the two main heroes of the game. Mario will be controlled throughout the adventure in a 1 Player Game, or by the first player in a 2 Player Game. The older of the Mario brothers, in this game Mario wears a red cap, red overalls and a brown shirt.

Luigi: Controlled by Player 2 in a 2 Player Game. Before Luigi had developed his own identity as a character a few years later, here he is identical both in looks and ability to his older brother. To differentiate Luigi from Mario, Luigi has a colour scheme of white cap and overalls, and green shirt (although his Fire Flower colour scheme is the same as Mario's).

Mushroom Retainer: These guys were also taken hostage by the Koopa clan and held in captivity in seven of the eight castles. They're small guys with huge, dotted mushrooms on their heads. More commonly known as 'Toad' in later games, the Mushroom Retainers, loyal servants of Princess Toadstool, always give you the same message upon their rescue:

" THANK YOU MARIO/LUIGI!

BUT OUR PRINCESS IS IN ANOTHER CASTLE! "

Princess Toadstool: Later known as Peach, she is held in captivity at the end of the World 8 castle, and it's your job to rescue her to save the Mushroom Kingdom and win the game.

o-----o
| Mario's/Luigi's Forms |
o-----o

Regular Mario/Luigi: This will be Mario's/Luigi's beginning form. They are small and have no special abilities, and can lose a life instantly if they are touched by an enemy. They can punch "?" Blocks, but cannot smash Brick Blocks. While their small form enables them to squeeze into small spaces, it is more beneficial to find a Super Mushroom to help them grow in size to gain extra abilities and withstand enemy damage without fear of dying.

Super Mario/Luigi (Super Mushroom): Mario/Luigi will double in size and can now destroy Brick Blocks by hitting them from underneath. If they are hit by an enemy, they won't lose a life, but will revert back to Regular size, meaning you'll need to find another Super Mushroom to get them back to Super size. Beware, however, that Super Mario/Luigi can still instantly lose a life if they fall into a bottomless pit or run out of time in a level.

Fire Mario/Luigi (Fire Flower): When Super-sized, finding a block containing a Power-up will wield a Fire Flower, which can be collected to give Mario/Luigi Fire power. Their clothing will turn to a white-and-red colour scheme, denoting you have Fire power. You can press B on the NES controller (or corresponding button for other consoles) to throw fireballs, which bounce along the ground, to fry enemies. While a handy power, fireballs don't work against every enemy, though. You can throw up to two fireballs on-screen at a time both on land and in water.

If Fire Mario/Luigi take damage, they will revert back to Regular form. Again, like Super Mario/Luigi, they can also still instantly lose a life by falling down a pit or running out of time.

o-----o
| Blocks & Power-ups |
o-----o

Blocks

Throughout the whole game, you'll see a variety of blocks that compose most of the levels, and I will refer to each of them by specific names. See below for a list of the different kinds of blocks, what they look like, and what can be found within them:

- * "?" Block: A glowing, orange-coloured block with a large question-mark symbol on the front. Punching one of these blocks from below by standing underneath it, jumping and hitting the block's underside, will reward Mario with either a Coin or Power-up. When Mario has emptied the contents of a "?" Block, it turns a brown colour and the question mark disappears, indicating that the block has been used.

- * Brick Block: A block composed of bricks. Most of these are empty, but some may hold items, and some are also Multi-Coin Blocks (see below). If the Brick Block has anything inside, it turns into a spent block when you have claimed the contents. If it is empty, what happens upon bashing the block differs. If you're Regular-sized it'll just bump up and do nothing. If you're Super-sized, the block will smash and disappear.

- * Invisible Block: A block that cannot be seen, but if Mario manages to hit it in the right place from below, it will appear and give you a Coin or 1-Up Mushroom. When an Invisible Block has been uncovered, it can then be jumped on to help you reach higher areas.

- * Multi-Coin Block: This looks identical to a Brick Block, however contains several Coins inside. From the moment you bash the block, an unseen timer determines how many Coins you can extract from this Block as you repeatedly bash it. The faster you bash it, the more Coins you'll get before the block eventually expires. Therefore, you can get anywhere from between 2 to 14 Coins from one of these blocks.

Power-ups

There are two types of Power-ups: Super Mushrooms and Fire Flowers. Obtaining these will change Mario's/Luigi's form, depending on what their form is when finding the Power-up. A block can contain a Super Mushroom or Fire Flower in it, so I will refer to these in general as 'Power-up Blocks', as the contents can vary, depending on your form.

For more specific explanations of Super Mushrooms and Fire Flowers, see the Items section of this FAQ. For details on Mario and Luigi's forms, see above.

```
o-----o
| The Flagpole |
o-----o
```

At the end of every World X-1, X-2 and X-3 level, there is a huge flagpole that Mario has to jump onto (usually from a tall staircase or other high surface) in order to beat the level. You get a set point bonus when you grab the flagpole, and the higher the point you touch it, the more points you receive. Here's a rough scale diagram of the flagpole, and the point bonus you get, depending on how high up you are when you touch it:

```

_ }                When you finish the level, your score will also be
( ) } 5000 points   totalled up, with 50 points awarded for every second that
----+ }           is left on the timer.
\ . | }_
 | }
 | } 2000 points   A third bonus that is also given after touching the
 | }              flagpole is known as the 'Fireworks Bonus'. This depends
 | }              on the last digit in the seconds timer in the right-hand
 | }              corner of the screen. If the last digit in the timer is a
 | }              1, 3, or a 6, you will get the respective amount of
 | }_            fireworks as that number, and 500 points for each
 | }              firework. So, the points total for each amount of
 | } 800 points   fireworks that appear would be as follows:
 | }
```

```

| }_          * 1 firework = 1 x 500 = 500 points
| }          * 3 fireworks = 3 x 500 = 1500 points
| }          * 6 fireworks = 6 x 500 = 3000 points
| } 400 points
| }
| }          Okay, so let's say you finish a level by jumping on the
| }          flagpole between the middle and top, and have 213 seconds
| }_         remaining on the timer.
| } 100 points
| }
+----+      * You get 2000 points for the flagpole height.
|[ ]|      * With 213 seconds remaining on the timer, and 50
+----+      points per second remaining, that's:
           213 x 50 = 10,650 points.
           * The last digit on the timer is a 3, so 3 fireworks
             appear in the sky, and for 500 points a firework,
             that's:
             3 x 500 = 1500 points.

```

Therefore, the total amount of points you get at the end of that level are:

$$2000 + (213 \times 50) + (3 \times 500)$$

$$= 2000 + 10,650 + 1500 = 14,150 \text{ points total.}$$

```

o-----o
| Moves & Techniques |
o-----o

```

Banana Jumping: A handy trick to quickly get from the end of one ledge to the end of one above it. Here's a diagram to help explain this better:

```

                                     [2]  Mario's current position is [1],
+---+---+---+---+---+---+---+   and the aim is to reach position
|   |   |   |   |   |   |   [2]. What you need to do is jump
+---+---+---+---+---+---+---+   and move forward very slightly,
                                     before then quickly holding back in
                                     the opposite direction. This will
                                     make Mario swing back in midair,
                                     hence the banana-shaped curve of
                                     the jump. Keep holding back when
                                     Mario rises above the platform, and
                                     he'll land at position [2].
                                     [1]
+---+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+---+

```

Crouch Sliding: Super Mario is two block spaces tall, yet you can come across a few parts in the game where there are gaps that are only one block space wide to get through. Normally as Regular Mario you can walk through a gap of this size, but as Super Mario, you'd be too tall. However, with this trick you can make it through such spaces; Coin Room 4 is a good example. What you need to do is run along at full speed, then quickly hold Down on the D-Pad to make Mario crouch while running. He'll also slide along a short distance with the momentum from his run.

Gap Skipping: By running at full speed over any gaps that are exactly one block space wide, Mario will run straight over them without falling! This comes very handy in later levels, especially in World 8. Do note, though, that you cannot jump while Mario is crossing over a small gap.

Lip Jumping: A fairly well-known trick to help clear Piranha Plant-infested pipes in a quicker amount of time, yet it requires a good deal of timing. When running towards a pipe at full speed, make a jump so that Mario lands on the top-left corner of the pipe at the apex of his jump. VERY quickly jump again, and if done right, Mario will make a second jump straight over the Piranha Plant inside the pipe, and you can continue onward without losing any speed or momentum.

Wall Kicking: Not a trick that is actually required or of any use in this game, yet it would actually go on to be one of Mario's trademark moves in later 3D games like Super Mario 64. If in an area with a high wall (such as a Coin Room), if you run at full speed and jump at a wall, get Mario to touch the wall at the peak of his jump. When he makes contact with the wall, press the jump button again, and if timed exactly right, he'll jump a second time away from the wall.

3. WALKTHROUGH - FIRST QUEST [0300]

So, here's how to beat the game from World 1-1 to 8-4. There are some shortcuts and extra areas that can be found in most levels, so while I will do my best to point them all out, I will detail this walkthrough by the most convenient and rewarding route to take.

3.1. World 1 [0301]

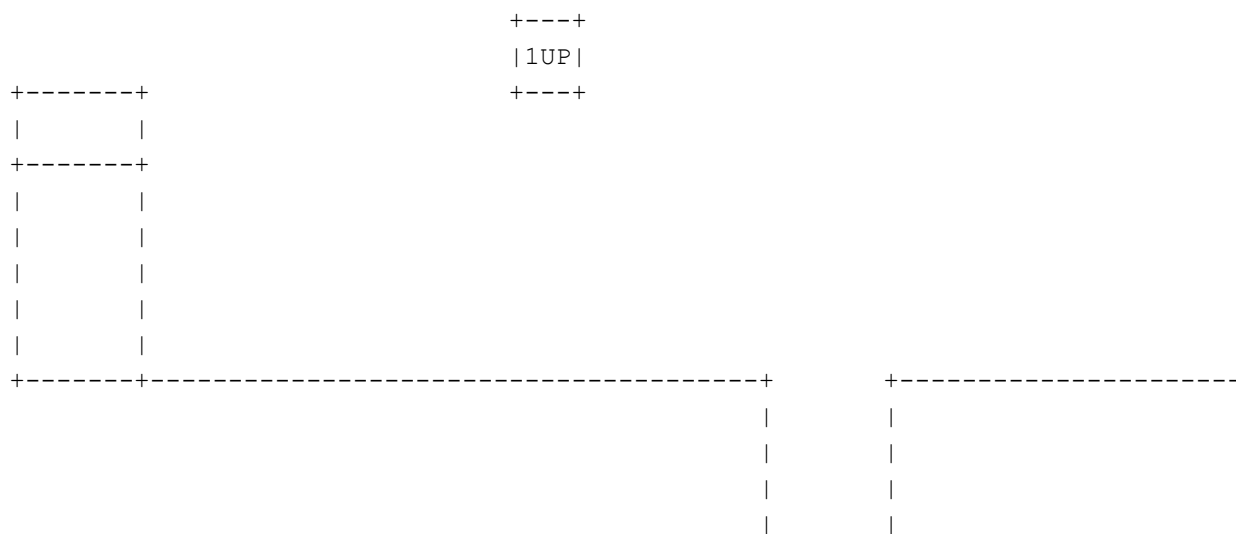
World 1-1

Begin the game by running right a short distance and bash the first "?" Block that comes into view, and this will give you your first Coin. Defeat the oncoming Goomba by stomping it (jumping on its head). There are three "?" Blocks next; bash the lower-left one and this will uncover a Super Mushroom. When it comes out of the block, it slides to the right. Let it drop down and after it bounces from the pipe on the right, it will come back towards you, and you can collect it to become Super Mario - Mario will increase in size and can therefore smash Brick Blocks. You can also take a hit from enemies when Super-sized, but at the cost of reverting back to Regular size.

Bash the other two "?" Blocks, and go right, jumping over the first two green pipes. Stomp the Goomba that patrols between the second and third pipes, and jump over the third pipe, stomping another two Goombas there. You can go down the fourth pipe along to reach Coin Room 1 (see the Coin Rooms sub-section in the Bonus Areas section of this guide for more details), but by doing so you'll skip a good chunk of the level, and continuing on as normal means you can get a 1-Up and many other goodies, so continue reading on if you choose to continue through the level as normal.

Now, after that fourth pipe, you can find a hidden 1-Up Mushroom by standing exactly six block spaces to the right of the pipe (if you look at the pattern

in the ground you'll see what I mean by 'block spaces'), so that Mario is standing in front of the left side of the green mountain in the background, and jumping directly up to uncover an invisible block, out of which the 1-Up Mushroom will appear. You'll have to be very quick to go right and grab it, otherwise it can drop to the ground and slide into the bottomless pit on the right. For help on finding the hidden 1-Up Mushroom, here's an ASCII diagram to help:



Key

1UP = 1-Up Mushroom (inside Invisible Block)

After this, continue right and jump over the small pit. Next, you'll see two Goombas dropping down some platforms to the right. Wait for them to reach the ground, and take them out with a stomp each. Bash the "?" Block sandwiched between the two Brick Blocks, and this will uncover a Power-up (by this, I mean it will be a Super Mushroom if you're Regular Mario; or a Fire Flower if you're Super or Fire Mario). If it is a Fire Flower, you can collect it to make Mario/Luigi become Fire Mario/Luigi (denoted by a red-and-white colour scheme), and you can throw fireballs to fight most of your enemies.

Go right a little more, and make a running jump over another pit. Stomp the next two Goombas, then jump onto the top of the single Brick Block, and bash the "?" Block that is directly above it to get a Coin. Now drop back down to the ground and repeatedly bash that Brick Block you were just standing on - this is a Multi-Coin Block so by bashing it as quickly and repeatedly as you can, you'll get more Coins out of it, before it expires.

Right a little further, you'll have your first encounter with a Green Koopa Troopa (walking turtle-like enemy). If you've got Fire power, use a fireball to knock it out instantly, or stomp it and quickly kick the shell away. Above you'll see two adjoined Brick Blocks; bash the one on the right, and this will uncover a Starman! By grabbing this, you'll gain invincibility for a short period of time (denoted by the change in background music and Mario's clothes flickering), and you can walk into enemies to defeat them until the background music returns to normal.

Up next are four "?" Blocks; bash the three lower ones to get Coins from each of them, then jump onto the middle one and bash the block above that to get a Power-up. Defeat several more Goombas as you continue to head right, then jump onto the small Brick Block platform underneath the two "?" Blocks higher up. Bash both of these blocks for Coins. Go right, and climb your way over two

small staircases. A little further on, do the same thing again, and carefully jump over the gap between the second pair of staircases.

Next is a small green pipe; if you went to the Coin Room noted a little earlier in this level's walkthrough, you'll emerge from this pipe to return to the main level after leaving that Coin Room. After that pipe, stomp or fry another two Goombas, and bash the "?" Block to get one last Coin. After this, jump your way up the large staircase, and from the top step, make a running leap over to the right to grab the flagpole, hopefully near the top to score more points. With that, you have finished the first level of the game.

World 1-2

This level begins with a short cutscene of Mario walking out of the small castle and entering a warp pipe, which then takes you to the underground. When Mario drops to the ground, you will gain control of Mario. So start by stomping the two oncoming Goombas (if you can manage to stomp them simultaneously, you'll get even more points). Bash the very left "?" Block in the row of five for a Power-up, and the other four to get Coins.

After this are a few spaced-out columns of varying sizes. Jump your way over them, and between a couple of columns is a Goomba. Stomp it, and repeatedly bash the Brick Block (Multi-Coin Block) multiple times to get as many Coins as you can out of it. Jump over the last two columns and walk right a little more, then defeat two Green Koopa Troopas. Just above is a W-shaped formation of Brick Blocks, with Coins on the top. If you are Super-sized, bash the three Bricks on the very left side, and you can climb onto the top of the platform and get all the Coins.

There is also a Starman that can be found from the Brick Block on the tip of the formation on the right side; again you'll need to be Super-sized to destroy the two Brick Blocks below it in order to be able to get the Starman. For a diagram and some help, see below:

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

(C) (C) (C) (C)

```

+---+   +---+---+---+---+   +---+
| 3 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
+---+   +---+---+---+---+   +---+
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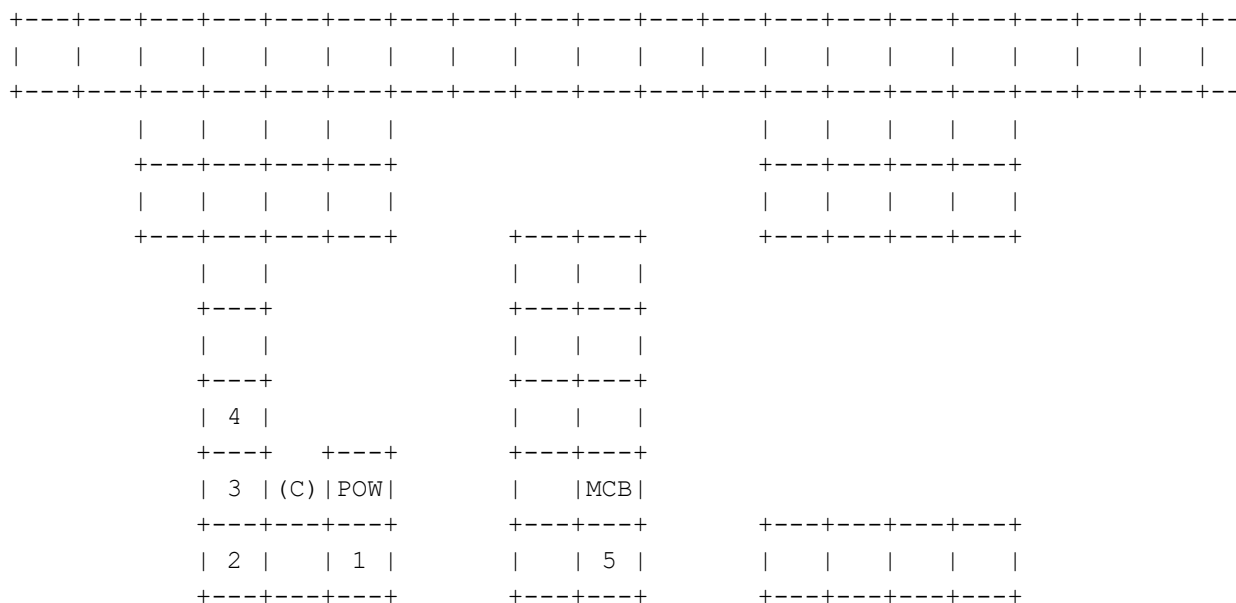
[[]] [[]]

Key

- (C) = Coin
- 1, 2, 3 = Bash these Brick Blocks in this order to reach the Coins
- 4, 5 = Bash these Brick Blocks in this order to reach the Starman in the Block above
- STA = Starman in this Brick Block

After this part, a little further on the right make sure to take out the oncoming Green Koopa Troopa and two Goombas. There is a wall composed of two clusters of Brick Blocks, with only a small space between the bottom and the ground to get through. If you're Regular Mario, you can just run right through this little gap; if you're Super-sized, you'll need to either make a crouch slide (run then hold Down on the D-Pad to duck and slide through), or just smash the Bricks where the two clusters are joined together, and create a space that you can jump through.

Get the four Coins on the platform, either by jumping onto it and collecting them, or by bashing the Bricks they lie on from below. Go right a little further, and defeat the three Goombas. When you see the L-shaped platform with a Coin sitting inside it and the 2x5 Brick Block formation on its right, you can get a Fire Flower from the Brick Block to the Coin's right, as well as a Multi-Coin Block, which is the second Brick from the bottom on the right-hand side of the 2x5 formation. For these, you'll need to be Super Mario in order to get them. Here's another diagram to help:



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Key

- (C) = Coin
 - 1 = Bash this Brick Block to reach the Power-up Block above it
 - 2, 3, 4 = Bash these Brick Blocks in this order to reach the Coin and Fire Flower
 - 5 = Bash this Brick Block to reach the Multi-Coin Block above it
 - MCB = Multi-Coin Block
 - POW = Power-up Block (this will be a Fire Flower as you can only reach it as Super/Fire Mario)
-

After this, jump up onto the four-space-wide Brick platform right of the 2x5 formation. Starting from the left side of this platform, get a good run-up and make a running leap up and right, over the pit and you should land on a floating platform near the top of the area, with six Coins on it. In addition to these, if you're Super-sized, it's also possible to get a 1-Up Mushroom by standing on the very right end of this platform and bashing the Brick Block directly above in the ceiling. Before it starts to move right, QUICKLY smash the next Brick Block on the right to create a hole for the mushroom to fall through, and you can collect it on the ground.

To help you out, here's another diagram:

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|   |   |   |   |   |   |   |   |   |   |   | 1UP| 1 |   |   |   |   |   |   |   |   |
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(C) (C) (C) (C) (C) (C)

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Key

- (C) = Coin
- 1 = Bash this Brick Block immediately after uncovering the 1-Up Mushroom to allow it to fall through

Note that if you are only Regular Mario, it is still technically possible to get that 1-Up Mushroom; however, you will have to follow it along for a fair distance while keeping it on-screen, and jump to get it when you see the next gap in the ceiling (where the first set of girders are).

Carrying on as normal, if you got the 1-Up Mushroom here, go right and stomp/fry the next three Goombas you encounter. Next is a set of three green pipes, each of which with a Piranha Plant inside them. Either wait for the Piranha Plant in the first pipe to retreat inside, or if you have Fire power, defeat it with a fireball, and go down that pipe to be taken to Coin Room 2; see the Coins Rooms section of this FAQ for more details.

Clear out this Coin Room, and after doing so, exit to return back to the level, emerging from the right pipe in the set of three you came to just a few moments ago. Go right and jump across the two small pits with an island of Brick Blocks in the middle. Next are two Goombas descending a staircase as they come towards you; stomp, fry or avoid them as you go up the staircase, then cross the next gap with the use of the girder platforms descending into it. Jump over to the next small stretch of land and defeat the Red Koopa Troopa patrolling here. Bash the very right Brick Block in the row above to find a Power-up.

Now, from this point, it is possible to access one of two possible Warp Zones: the Warp Zone to Worlds 2, 3 and 4 or the Minus World Warp Zone. If you wish to go to either of those Warp Zones, check out the Warp Zones section of this FAQ. Otherwise, to finish the level via the conventional route, keep reading.

Jump onto one of the girders ascending from the pit on the right, then leap right to the ledge with the exit pipe, and walk into it to emerge back out in the overworld, right next to the giant staircase. Jump your way up it, and make the running leap of faith to the right from the top step, and you'll hit the flagpole to finish this level.

World 1-3

Run right to the end of the stretch of land that you start on, then jump over the small gap and onto the first treetop. Make another jump up and right to the next treetop, then climb onto the treetop that is directly above that one. Stomp the Red Koopa Troopa and kick the shell away, and grab the three Coins sitting on this treetop. Next, drop down and right to the low treetop, getting a single Coin lying on it. Jump onto the next treetop on the right and get the two Coins floating high above, and defeat two approaching Goombas coming in from the next treetop on the right.

Now jump onto that treetop, and walk along to the end of it. Jump right and drop down to the next treetop low down near the bottom, getting the two Coins while you drop. Cross the next pit with the use of the vertically-floating girder, and get onto the low treetop. Bash the "?" Block you see there to get a Power-up, then jump back onto the aforementioned girder platform. Let it take Mario up to the highest point, then leap right to the treetop, getting the four Coins there.

Head across the next couple of treetops, and you'll see a Red Koopa Para Troopa hovering over the next pit, as well as a Goomba coming toward you from the treetop on the right. Wait for the Goomba to drop into the pit, then either fry the Koopa if you are Fire Mario, or wait for it to fly down to its lowest

height before making a running leap over to the next treetop. Next, cross the vast chasm with the use of the horizontally-moving girders. Time your jumps carefully, and grab the three pairs of Coins while jumping along, if you can.

From the next treetop after the huge gap, make a jump up and right to the next treetop. Stomp the Red Koopa Troopa and kick its shell to the right, following it. If you get the timing right, the shell will knock out a Red Koopa Para Troopa hovering over a low treetop. If not, just stomp/fry the Para Troopa, and drop onto the low treetop to collect the three Coins on it. Jump up to the next treetop on the right, and grab the two Coins while you jump over to the next one. Make a running jump over to the right, to land on a horizontally-floating girder.

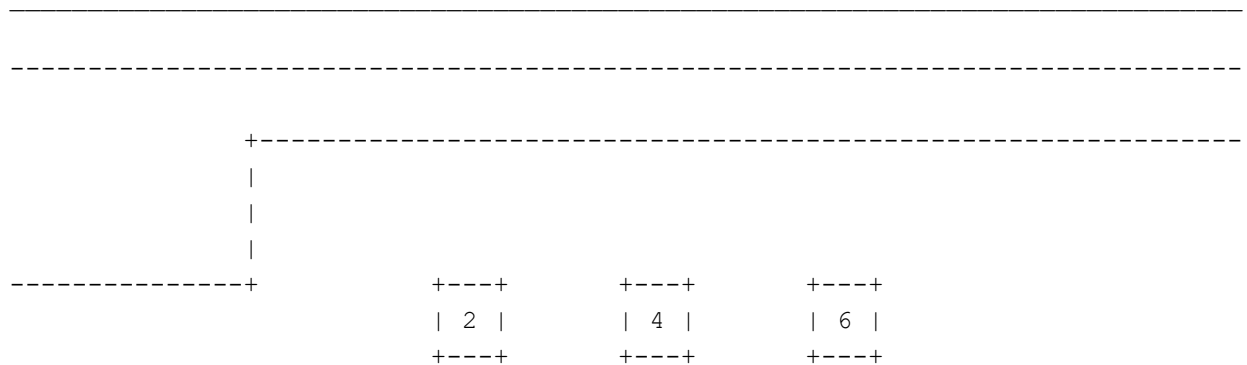
Let the girder carry Mario over to the right, then jump over to the slightly modified staircase. As usual, get onto the top of it and make a running leap to the right to reach the staircase, and you will finish this level and head on into the first castle level of the game.

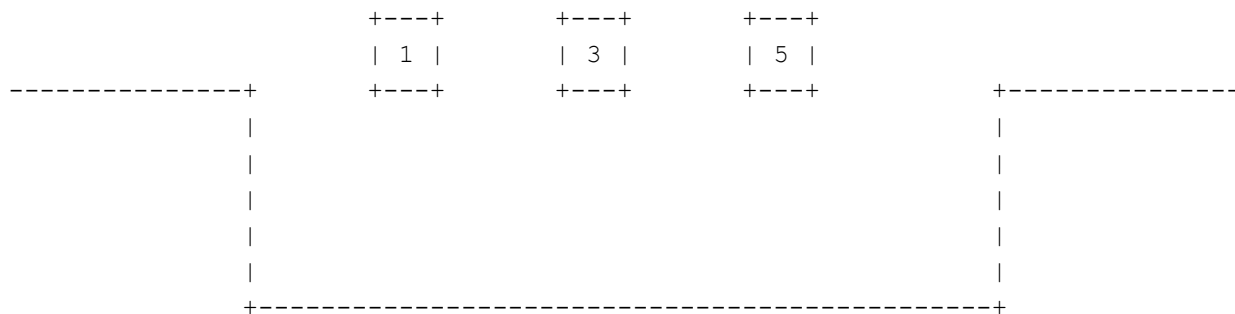
World 1-4

Head down the steps, and run right all the way to the end of the passage. Time your jump over the first lava pit so that you land on the next ledge just as the Fire Bar rotating anticlockwise is pointing left. Quickly bash the "?" Block there, and get the Power-up from within the block. Before the Fire Bar comes back round, jump onto the top of the block you just bashed, so that you are out of its way. When the Fire Bar is not pointing up, drop back onto the ledge and quickly jump right over the second lava pit to the next passage.

Head through this narrow passage, advancing underneath the blocks with the Fire Bars on them when they are pointing up. Once you get through, the area opens up a little more. There are five blocks in this area, three of which are home to Fire Bars. The first two are on the ground; to get past them, simply jump over them when they are pointing directly up (this minimises the risk of falling on it while it rotates). After the first two, a third is on the ceiling, however this will pose no threat as you can simply walk underneath it.

At this point, you should start to notice flames coming towards you from the right-hand side of the screen, indicating that you are now starting to get close to Bowser. Jump over or crouch beneath the flames as necessary, then in the next part you'll reach a large, seemingly-empty trench. There are actually six Invisible Blocks that will give you a Coin each by jumping and bashing them from below in each particular location. See the diagram below to see their locations:





Key

1, 2, 3, 4, 5, 6 = Bash these Invisible Blocks in this order for Coins

Once you've gotten those six Coins, carry on right until you get to the boss area to have your first encounter with the Bowser Decoy enemy. To defeat him, hit him with five fireballs if you're Fire Mario. This will reveal the boss' true form, as well as give you 5000 points. If you don't have fire power, you'll need to grab the axe behind the Bowser Decoy. You can do this by running underneath him when he jumps (keep an eye out for those flames he shoots), or making a running jump onto the girder moving back and forth overhead, and when it carries you over to the right, you can drop onto the axe.

Either way, when you've beaten the boss and grabbed the axe, you have beaten the first castle level of the game, and Mario walks into the last chamber to find a Mushroom Retainer, who will inform you that the Princess is being held in another castle. With that, you have finished World 1, and it is now onto World 2!

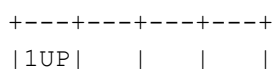
3.2. World 2

[0302]

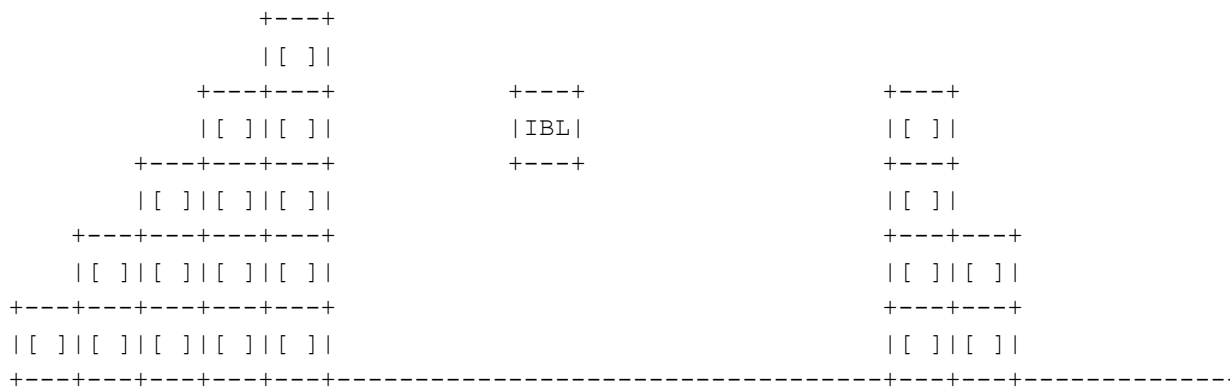
World 2-1

Go right and bash the middle Brick Block in the set of three to find a Power-up. You'll see a Goomba descending the small staircase on the right; stomp or fry it, then climb over the staircase to get to an enclosed area with two Green Koopa Troopas patrolling inside. If you have Fire power, fry them to defeat them, but if not, try avoiding them as if you stomp/kick them, the shell will be constantly rebounding, and you may risk being hit.

Stand exactly four block spaces to the right of the staircase, and jump straight up to find an Invisible Block. Now, jump on top of said block and jump directly up again. You may uncover another hidden Block with a 1-Up Mushroom on the left end of the Brick Blocks above. (Note, this will only be here if you collected every Coin in World 1-3, or warped to this level from World 1-2). To help you out, here's a diagram:



+---+---+---+---+



Key

- 1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 1-3 or warped here from World 1-2)
- IBL = Invisible Block (contains Coin)

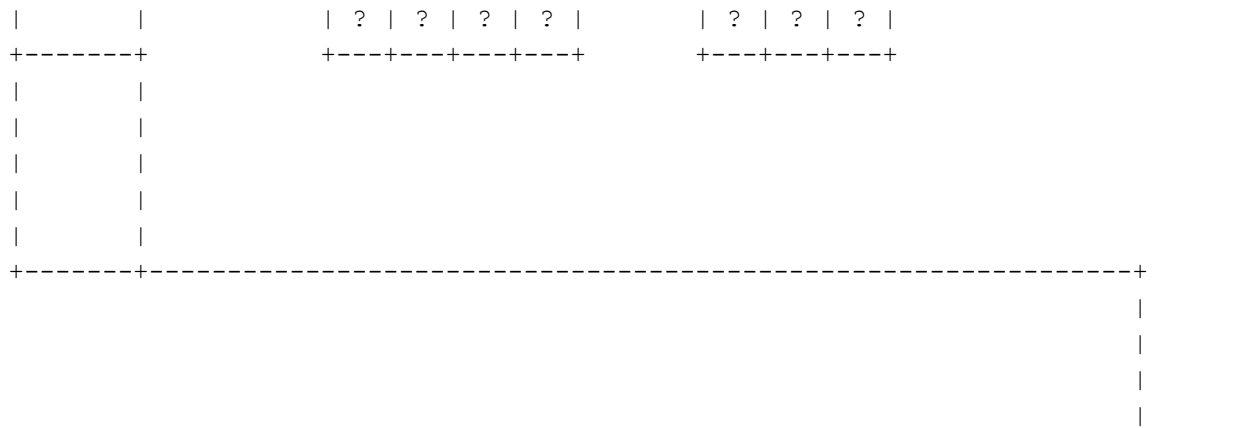
If the 1-Up Mushroom is there, collect it when it drops down, then jump over the column on the right and continue on. Stomp the two Goombas, then fry or avoid the Piranha Plant in the next pipe as you climb over it. Next, wait for the Green Koopa Troopa to drop down from the row of blocks, stomp it and kick its shell away. Now, bash all the "?" Blocks in the two rows of five each. The bottom left one holds a Power-up, while the other nine all hold Coins.

Carry on right and defeat any enemies if you encounter them, then jump onto the single floating Brick Block, and bash the very left Brick Block in the row to the upper-right, and you'll find a Starman! Now climb over the next pipe, and you'll come to seven "?" Blocks, with a row of Brick Blocks above them. Defeat the Goombas patrolling here, and bash all the "?" Blocks for Coins. Now, there are two possible routes to take at this point: you can access a Coin Heaven via a hidden vine in the middle Brick Block (Route 1, recommended), or you can carry on at ground level (Route 2). Depending on your choice of route, read the applicable paragraphs below; I will point out where the routes rejoin.

-- Route 1 --

To find the Coin Heaven vine, bash the middle Brick Block in the row above the "?" Blocks. Here's a diagram for help:





Key

? = "?" Block (all contain Coins)

CHV = Coin Heaven Vine in this Brick Block

After uncovering the vine, jump onto the platform and climb it. This will take you to the Day Coin Heaven; see the Coin Heavens sub-section in the Bonus Areas section of this FAQ for more details on how to clear the area out. After getting as many Coins as you can out of the Coin Heaven and dropping down at the end of the area, you will return to the main part of the level. Resume reading the walkthrough from 'Routes Rejoined'.

-- Route 2 --

Run right and jump over the pit, and you'll land on a small stretch of land with a Goomba and a pipe. Defeat the Goomba, and fry the Piranha Plant in the pipe or wait for it to retreat. Go down that pipe, and this will take you to Coin Room 1 (for details, see the Coin Rooms section). Collect all the Coins in this Coin Room, and after leaving, you return to the main level from the next pipe.

Stomp the next Goomba, and jump onto the next tall pipe. To the upper-right is a row of Brick Blocks; bash the very left one to find a Power-up. Grab it, and carry on past the next few pipes. Defeat the next Green Koopa Troopa, then run right and make a leap over the next pit. A sole Green Koopa Para Troopa guards this next stretch of land; defeat or avoid it and make a running jump over the next pit and small pillar. This part is where the routes in the level rejoin.

-- Routes Rejoined --

Defeat any enemies in the immediate area, and repeatedly bash the single Brick Block (it is a Multi-Coin Block). Go right and bash the single "?" Block to get a Coin, then bash the Brick Block to its upper-right. You can easily reach it from the top of the "?" Block if you're Regular Mario, but if you're Super-sized, you can reach it with a running jump, which may be easier. Collect the Power-up from that Brick Block, then fry or avoid the Piranha Plant in the next pipe on the right, before jumping over it.

Fight the Green Koopa Troopa here, then go right and jump onto the small platform composed of two Brick Blocks. Stand on the right-hand side of this platform and jump straight up to uncover a hidden block for another Coin. You now need to get onto the huge column on the right; you can do this either by jumping from the top of the hidden block you just uncovered, or by using the nearby jumping board (jump onto it, then press the jump button again as Mario

presses down on the board to be thrust high up). From there, make the running jump to the right to reach the flagpole and beat this level.

World 2-2

The level starts with the little cutscene of Mario walking into the pipe, and this will take you to your first underwater level of the game. To swim, tap the A button repeatedly to bob upwards, and Left and Right on the D-Pad to move in those directions. Also, despite being underwater, it is possible to fight enemies with fireballs, if you have Fire power.

Start by swimming right and past the pink seaweed, getting the two Coins on the ground, and also watch out for a nearby Blooper that may appear here. You can stay on the ground and crouch, and the Blooper will not be able to touch you, so you can quickly swim away when it spurts upwards. Swim up and right to get three more Coins, then go past another column of pink seaweed and grab three more Coins on the ground just to the right.

From here, fry or avoid any more Bloopers as you continue to swim right until you reach a pit with three Coins in it. Get these, but also watch out for an unseen suction at the bottom the pit; if Mario gets sucked down quickly keep tapping A to swim back up and out. Further on right, some Red and Green Cheep-Cheeps will appear in addition to the occasional Blooper, so be sure to keep an eye out for these guys as well. After swimming past the first seaweed column on the ground, stay near the bottom so that you can claim three Coins beneath a small platform. After these, swim up and right to get another three.

Watch out for more Cheep-Cheeps as you swim through the next area, with five Coins to get just above the pit. Again, if the suction pulls Mario down, keep tapping A to swim back up. A short distance further on, you come to a semi-enclosed pit, with six Coins inside. Drop in to get them, but also make sure there are no Bloopers nearby. Fry any enemies if you are Fire Mario, as well. From there, now continue to swim right all the way to the end of the area, frying or avoiding any more enemies, and you'll reach a pipe in the wall. Walk into it to exit the underwater area, and return to the overworld.

You'll emerge from a pipe beside the large staircase, so from here just climb it to the top, then make a running leap over to the right, to grab the flagpole and end this level.

World 2-3

In this level, you have to cross a massive gap with the use of a long set of bridges and platforms. Throughout the entire level, red Cheep-Cheeps will leap up at Mario from below, so the best thing to do once you step on the bridge is RUN. You can fry or stomp these enemies, but it's best to just outrun them as they will not stop appearing until you reach the end of the bridge.

From the start of this level, go right and hop over the small gap, then climb up the steps and begin running right across the bridge. Look out for Cheep-Cheeps leaping up from below and coming down from above. Grab the line of the first four Coins you'll see, then a short distance after that, get the five Coins in the air. After getting these five Coins, make a running leap to get over the pit and land on the next section of the bridge.

This single section has four Coins in the air above. Get these, and make a

running jump to the next section of the bridge. There is nothing of importance on this part (other than keeping an eye out for the Cheep-Cheeps), so make the running jump over to the next part of the bridge, grabbing three Coins as you do so. Bash the "?" Block you see here to get a Power-up, and be as quick as you can in collecting it. Run right and make another huge leap over to the low treetop to the lower-right, getting the three Coins in the air as you drop.

From here, jump up and right to the small, floating bridge section, and then right to the next part of the bridge. As you go along it, jump to collect the six Coins in a line above. On the next section of the bridge, get the four Coins, then jump up and right to the next part. Go right and you'll then come to a large gap to cross with the use of some small, floating bridge sections. There are six Coins floating above here, so be sure to get these if you can (as collecting all the Coins in this level means you can find a hidden 1-Up Mushroom in World 3-1).

When you get over that gap, run along the last section of the bridge, then right across the small stretch of land, and jump over one last pit to reach the giant staircase. As usual, climb it up to the top and make the running leap of faith over to the flagpole on the right.

World 2-4

In this castle level, drop down the steps and head right to the end of the passage. Look out for a Podoboo leaping up from the lava pit below as you jump over to the first small platform, then onto the second one and bash the "?" Block there for a Power-up. Grab it, then jump onto the third small platform, and keep an eye out for a Podoboo leaping up from the lava below as you leap through the opening to the right and into the next passage.

Here, the path will split into two routes. The ideal path to take is the bottom one, as the Fire Bars are a little easier to avoid, and there will be less of them to deal with. Simply wait for the Fire Bars on the platform above to point upwards before you run underneath and past them, and when the paths rejoin, jump onto the next raised ledge. Go past the Fire Bar on the ceiling when it points up, and carefully time your jumps along the sets of girder platforms on the lines to make your way across the large pit. Also watch out for the Bowser flames coming in from the right, and a Fire Bar on the top-left corner of the next ledge, when you jump over to get to the next area.

Drop into the trench on the right, and collect the six Coins scattered around the empty block. After doing so, jump to the next narrow ledge, then jump across the two lava pits, keeping an eye out for Bowser flames coming in from the right-hand side of the area. After getting past the next couple of trenches, you'll reach the boss area. Again, hitting the Bowser Decoy with five fireballs, or getting around him and grabbing the axe at the right-hand side of the area will defeat him. Mario will then head into the last room, only to meet another Mushroom Retainer and be told the same message: the Princess is in another castle! With that, you have beaten World 2.

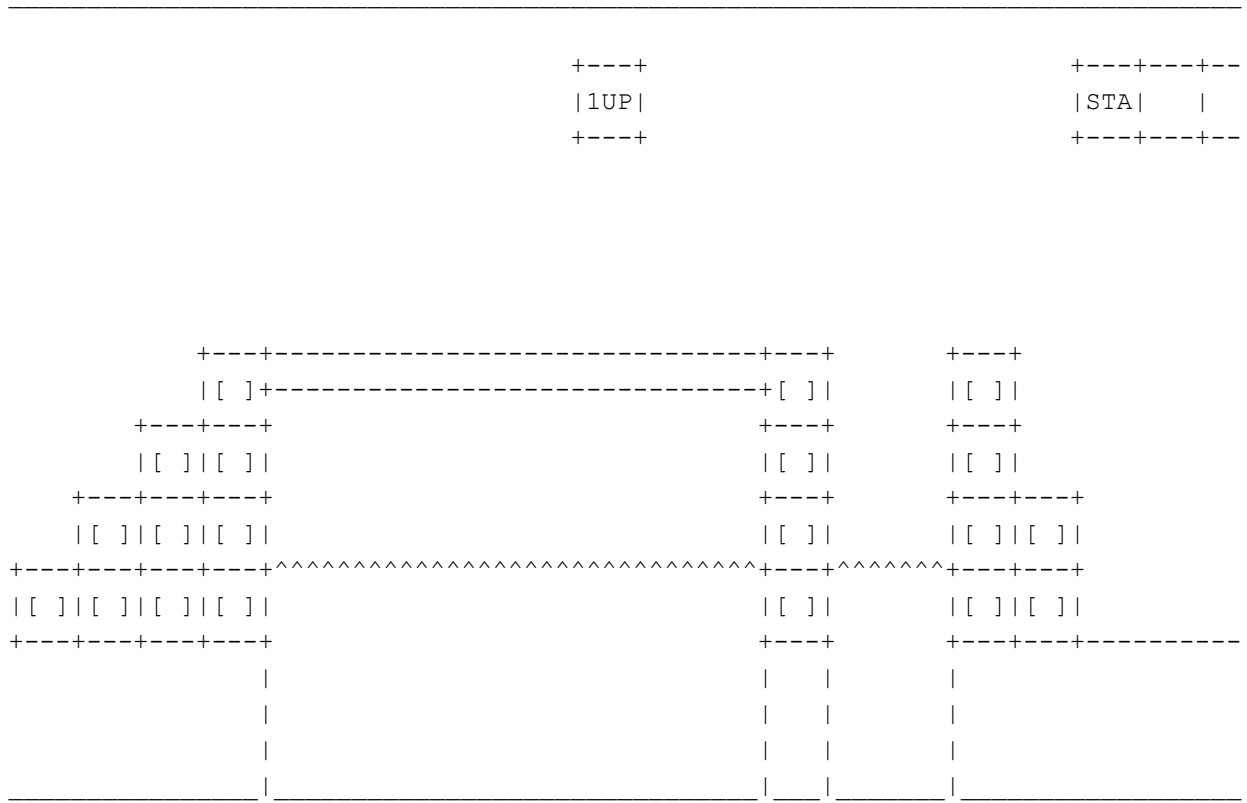
3.3. World 3

[0303]

World 3-1

Go right, and keep an eye out for the bouncing Green Koopa Para Troopas that appear here while you bash the three "?" Blocks to get a Coin from each of the first two, and a Power-up from the third. Go right and jump over the first silver pipe, stomping the Goomba. Wait for the Piranha Plant in the second silver pipe to retreat, or defeat it with a fireball, if you have a Fire Flower, and go down the pipe to reach Coin Room 3. Clear this Coin Room out; if you need a diagram and extra details, see the Coin Rooms section.

After leaving the Coin Room and returning to the level, go right and head up the steps. Stomp/fry the three Goombas on the bridge, and you can find a hidden 1-Up Mushroom in an Invisible Block here on the bridge; but it will only appear if you collected every Coin in World 2-3 or warped here from World 1-2. To find it, stand four block spaces left of the right end of this part of the bridge and jump up; you should find the hidden block just below and right of the larger of the two clouds in the background. To help you out, here's a diagram:



Key

 1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 2-3 or warped here from World 1-2)
 STA = Starman in this Brick Block

So, after finding the 1-Up Mushroom (if it's there), jump over the small water-filled pit and onto the next column, then bash the very left Brick Block in the row to the upper-right to find a Starman (also shown in the diagram above). Grab the Starman, and use your newfound invincibility to defeat the Green Koopa Troopa and Goombas on the ground here, then go right and jump onto the next silver pipe, defeating the Piranha Plant there. Go right and jump between the two rows of Brick Blocks and defeat the two Hammer Brothers here by bumping them from below, or touching them while you still have invincibility.

Bash the two "?" Blocks in the top platform to get a Coin from the left one, and a Power-up from the right one. Then, go right and drop to the ground. To the right you'll see two small Brick Block platforms floating high over the pit. Ignore the jumping board and head left to get a good run-up, then run right and make a huge leap to land between those two small Brick Blocks. By

bashing the right end Brick Block, this will uncover a vine that leads to the Night Coin Heaven!

By taking the Coin Heaven route (Route 1), you'll skip a small part of the level. It will reward you with more Coins, but if you carry on at ground level (Route 2) you can get a Power-up. Take whichever route sounds more preferable to you by reading the appropriate paragraph, then resuming at 'Routes Rejoined'.

-- Route 1 --

After finding the vine, break the other two Brick Blocks to reach it if you're Super Mario, if you're only Regular Mario you won't be able to smash the other Brick Blocks so you'll need to use the 'Banana Jump' (see Moves & Techniques in the Basics section) to grab the vine and climb it to the Coin Heaven. For details on this Coin Heaven and how to get the Coins, see the Coin Heavens subsection in the Bonus Areas section of this FAQ. After leaving the Night Coin Heaven you'll return back to the main level; resume reading at 'Routes Rejoined'.

-- Route 2 --

Jump right to the staircase and fight/avoid the Goombas coming down it. Climb to the top of this staircase, and jump right and over the small pit. Stomp the first Green Koopa Troopa (a second will fall from one of the high platforms on the right) and kick its shell right to knock out a few Goombas. Here are four "?" Blocks all sandwiched between Brick Blocks; bash them all for Coins and a Power-up from the bottom-right one. After getting all of the goodies here, continue to advance right.

-- Routes Rejoined --

At this point, if you opted to take Route 2, there will be several Green Koopa Paratroopas to fight, and a Green Koopa Troopa on top of the row of Brick Blocks. If you return here from the Night Coin Heaven, none of those enemies will be at this part. The second Brick Block from the left in this platform is a Multi-Coin Block, so quickly and repeatedly bash it to get all the Coins out of it. Go right and climb over the tall column, then jump right over the pit.

Next, you'll come to the end-of-level staircase, and two Green Koopa Troopas will walk down the steps towards you. Note that at this part, it is possible to perform the 1-Up Trick here as well (see the Cheats section for details). Finish climbing the staircase and make the running leap from the top step over to the right and you'll reach the flagpole and beat the level.

World 3-2

Head right and stomp the first Green Koopa Troopa, kicking its shell to the right. Run after the shell as it mows down three Goombas and several more Koopa Troopas and you will rack up a huge amount of points, but be sure to quickly jump over the shell when it rebounds back off the block, otherwise it can hurt Mario if it comes back and hits him!

Jump over that block and get the next three Coins, then jump onto the top of the three-block-space-tall column. Bash the "?" Block that is directly above

that, and it will give you a Power-up. Grab this, then fight the Green Koopa Troopa and three Goombas on the next stretch of ground. After this you'll see a Green Koopa Troopa trapped between two small columns, with two Brick Blocks floating above it.

The higher of the two Brick Blocks holds a Starman, and the lower one is a Multi-Coin Block. The order to get them in depends on your state; if you're Regular/Super Mario, it's best to get the Starman first and use the invincibility to knock out the Koopa, before bashing the Multi-Coin Block to get all the Coins. Otherwise, if you're Fire Mario, use a fireball to fry the Koopa Troopa first, get all the Coins from the Multi-Coin Block first, then get the Starman so that the invincibility will last you a bit longer as you head on through the level.

After this part, jump over the next small pit and begin to run right along the next stretch of land, fighting a Green Koopa Para Troopa, a Green Koopa Troopa, then three Goombas. There will be two small pits to cross with a small island inbetween, which has a column on it, and a Brick Block above (ignore this; there's nothing in it). Run along the next stretch of land, this time fighting one Green Koopa Troopa, followed by another three in succession, then another two, followed by a final trio of Green Koopa Troopas.

Next you'll come to a silver pipe with a Piranha Plant in it; jump over this and stomp the next Green Koopa Troopa you see. Kick its shell right and follow it as it knocks out several Goombas, and be quick to jump over it as it rebounds from the bottom step of the end-of-level staircase. When you've reached it, climb it to the top and leap over to the flagpole to beat this level.

World 3-3

Start by running right to the end of the first stretch of land, and jumping up and right over the gap to the first treetop, then climb onto the next one after it and stomp the sole Goomba that patrols there. Go right to the end of this treetop, and look right to see two horizontally-floating girder platforms, one above the other. Jump onto the higher of the two, and make a well-timed dropping jump down to the one below, grab the single Coin on the right when carried over, then when the girder floats back over to the left, drop down from there to land on the low treetop to get another two Coins.

Jump over the pit to land on the next treetop on the right, and go right and climb onto the next one, grabbing three Coins while doing so. Hop onto the higher of the two treetops on the right, stomp the Red Koopa Troopa patrolling there and kick its shell away, then bash the "?" Block you see to get a Power-up. After getting this, go right and drop down to the treetop below so that you can get the tree Coins on the end of it. Then climb back onto the previous treetop, then jump onto the next one to the upper-right to get two Coins lying on that one.

Looking to the right, you'll see a girder suspended in midair over the next pit. This is a weight-triggered platform; meaning that it will immediately begin to fall when Mario steps on it. So, jump onto it, then very quickly jump right to get onto the next treetop on the right, and hop along the next three treetops, grabbing a single Coin on top of each one. From the fourth one along (which is a little higher up than the other three), to the right is a girder-pulley set. The way this works is that when Mario steps on a girder on one side, it will slowly sink while the girder on the opposite side will rise.

Grab the single Coin on the left side of this pulley set, and lower it down until the girder on the opposite side is roughly at the same level as the two Coins. To help make it more precise, you can make several small jumps to slow down the rate at which the girder sinks. When the girders are about roughly the same height, make a running jump over to the one on the right side, and grab the two Coins there. From there, jump onto either of the two moving girders to the right, then jump onto the single treetop.

From there, jump onto the next horizontally-floating girder on the right, and have it carry Mario over to the right, before jumping onto the lowest of the three treetops. Grab all the Coins lying on the three treetops clustered together here, then fry the Red Koopa Para Troopa hovering over the pit on the right if you have Fire Power, otherwise wait for it to fly low before making a running leap right over it to land on the next treetop, which is near the bottom of the screen. Jump onto the next treetop along, and defeat the two Red Koopa Troopas that you encounter here.

Next, go to the end of this treetop and make a running leap onto the next floating girder platform, and to the right of this is another set of girders attached via a line over pulleys. This replaces the staircase to the flagpole; stand on the left side for a while to raise the right girder higher up, then quickly make a running jump onto that one, then make the running leap over to the right to reach the flagpole, and you will beat this level.

World 3-4

Go down the end of the steps, and head right through to the end of the passage. You need to jump across four small pits with the use of the narrow ledges inbetween, however there are two major hazards to watch out for; Podoboos that leap up from below in the first and third pits, as well as the Fire Bars on each of those narrow ledges. Be sure to jump across when Podoboos are not on-screen, and time it carefully to land on the ledges while the Fire Bars are not pointing up.

After this part, head along to see a row of three "?" Blocks just left of a small lava pit. The blocks on the left and right both have Coins in them, while the centre block holds a Power-up. If it's a Fire Flower, you won't have to worry about it moving and you can collect it. If it's a Super Mushroom, however, when it is uncovered it'll slide right and could possibly fall into the lava pit, so if you bash the "?" Block on the right just before it slides onto it, this will make it bump the mushroom in the other direction so that you can safely collect it.

Now jump over the aforementioned lava pit, then make a run to the right and make a careful, well-timed jump through between the Fire Bars on the ceiling and floor when it is safe to do so. Run right and do the same again, then when you come to the third set of Fire Bars, these will rotate in the opposite direction to the previous ones. Again, wait until it is safe to make a running jump between the Fire Bars, and try to get the three Coins just right of the Fire Bar in the ceiling, if you can. Wait until the Podoboo is not leaping up from the lava pit on the right before you make the running jump to the upper-right ledge.

At this point, you'll start to see the Bowser Decoy's flames coming in from the right side of the screen, so keep an eye out for these as you hop across the next three lava pits. Podoboos also inhabit each of those lava pits, so you'll have to carefully jump across when they aren't leaping up from below. After getting past this obstacle, head right past an empty trench before reaching the

Bowser area. Again, use five fireballs to defeat him and get the points if you're Fire Mario, otherwise make your way under him when he jumps, or use the girder to get over him, and grab the axe.

When the Bowser Decoy is beaten and you win the stage, Mario will head into the last room of the castle to find another Mushroom Retainer and hear the same usual message. With that, World 3 is finished!

3.4. World 4

[0304]

World 4-1

The main threat to watch out for in this level is Lakitu and the Spiny Eggs he drops down at you; normally he is located near the top of the screen at a high enough height to be out of your reach normally; however, if you can find a way to climb high enough, you can stomp or fry him to take him out of the picture for a few seconds. Keep this in mind if you see a means of climbing high enough to be able to reach him.

From the start, go right and over the first pipe with a Piranha Plant in it. There are two "?" Blocks after it; the bottom one holding a Power-up, and the one directly above it holding a Coin. Also note that you can climb onto that top block and take Lakitu out. Drop down to the ground and go right, jumping over the pit, and get the four Coins just after. Run right a short distance to see four "?" Blocks. These all hold Coins; bash them all to get the Coins, and if needed, use the higher blocks to reach Lakitu and temporarily knock him out if you need to.

Head right further, and make a running jump over the long pit. You'll then come to a row of four "?" Blocks, each of which hold Coins. Bash them all, then climb onto those blocks. Stand on the second one from the right, and jump directly up. You'll find a hidden block with a 1-Up Mushroom in it, which will appear if you collected every Coin in World 3-3, or warped to this level from World 1-2. Here it is in diagram form:

```
    +---+
    |1UP|
    +---+
```

```
    +---+---+---+---+
    | ? | ? | ? | ? |
    +---+---+---+---+
```

Key

? = "?" Block (all contain Coins)

1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 3-3 or warped here from World 1-2)

Also, if the 1-Up Mushroom does appear, you can jump onto the block it coes from after getting it to reach Lakitu and knock him out. From here, continue to run right and hop onto the top of the small column, and from there jump up and right for four Coins. Fry the Piranha Plant in the next pipe or wait for it to drop inside the pipe, then jump onto it and make a running jump to get the next four Coins. When you get to the next pipe, again use a fireball (if you have Fire power) to defeat the Piranha Plant or wait for it to retreat before going down the pipe yourself to go to Coin Room 4.

Read the Coin Rooms sub-section in the Bonus Areas section of this FAQ for details on how to clear out this Coin Room. After doing so and exiting to return to the main part of the level, continue on from where you return by running right and make a couple of leaps over the small gaps. Run right a little further and make a large jump over the small column left of another pit, then run along this last stretch of land. At this point Lakitu will stop chasing you.

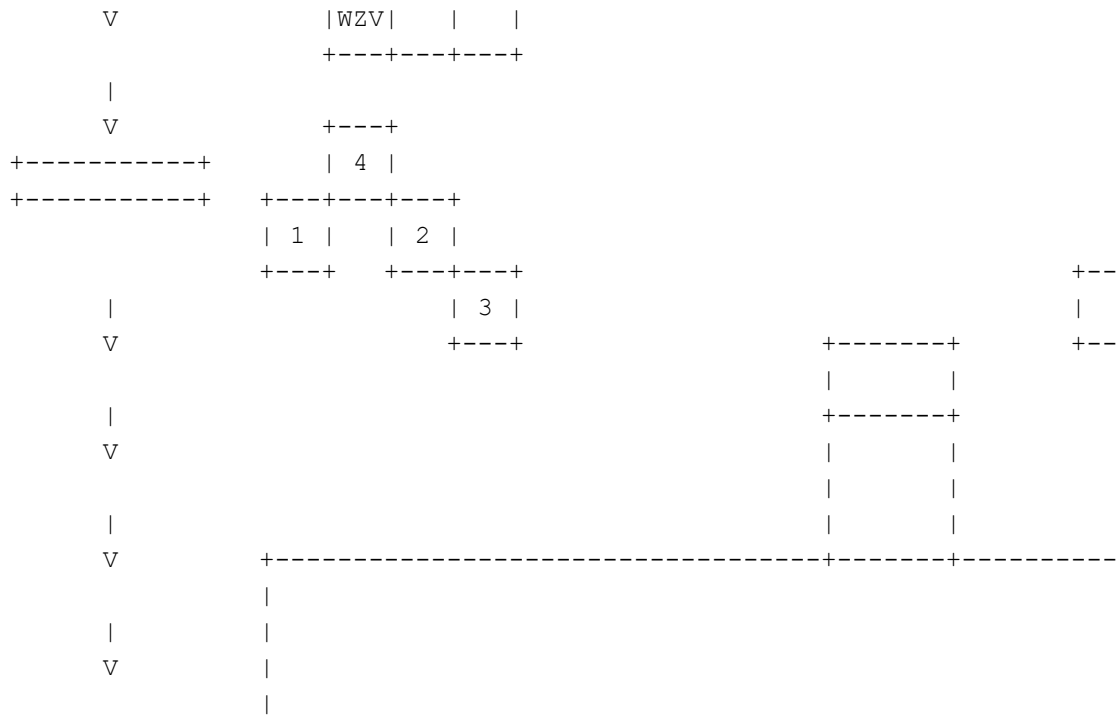
You'll reach the end-of-level staircase. Climb it, but instead of making the usual running leap from the top, instead drop right of the end of the top step to the ground, where you'll see a Brick Block. It's a Multi-Coin Block, so bash away until you've gotten all the Coins out of it. Now, you can either get a small run-up from the left, make a running jump onto the top of the block, and with the momentum, make another running jump from the top of that block to the top of the staircase for maximum points. Alternatively, you can climb onto that block and jump left and back onto the staircase if it's still on-screen, and make the usual running jump from the top step to the flagpole.

World 4-2

This level begins with the little cutscene of Mario walking into the warp pipe, after which you appear in the underground area and gain control. Start by running right, and make a small hop by tapping the jump button, onto the slightly wider of the two islands in the pit, then with your running momentum, make a second, full-length jump to the right and you should entirely clear the pit and land on the left edge of the next stretch of land, right beside a massive cluster of Brick Blocks.

Climb onto them and go right, dropping down through the small gap below to get the three Coins on the floor. Also, bash the right Brick Block protruding from the end of the formation on the left (directly above where the middle Coin is), and this will give you a Power-up. Get this, then climb back up and continue on right. Three Goombas will approach you from the right; use fireballs (if you are Fire Mario) to take them out, or successive stomps. Bash some of the Brick Blocks above you if you're Super-sized, to give you more room to do this if it will help.

Also, if you're Super-sized, it is possible to find a Multi-Coin Block within the mass of Brick Blocks in the ceiling; it is five spaces left of where the passage opens up. To help you locate it, here's a diagram:



Key

1, 2, 3 = Bash these Invisible Blocks in this order for Coins and to reach the Warp Zone Vine by bashing the Brick Blocks above them

4 = Bash this Invisible Block after uncovering the Warp Zone Vine for a Coin

WZV = Warp Zone Vine

If you want to go to the Warp Zone, uncover the Vine and climb it; otherwise, just get the Coins from the Invisible Blocks and continue going right. If you have Fire powers, go over the first green pipe on the right (frying the Piranha Plant inside it if you so choose), and fry the Green Koopa Troopa patrolling between the two pipes. Repeatedly bash the Multi-Coin Brick Block that is closest to the pipe on the right until you've gotten all the Coins from it.

Next, climb up and over the tall pipe, then between this one and the third pipe is a Buzzy Beetle beneath two more Brick Blocks; the right one holds a Starman inside it, so bash it and get this for invincibility. From here, you have a choice of going down the next pipe to reach Coin Room 5 (Route 1), or continuing on through the level as normal (Route 2). I recommend the first route if you want more Coins, but the second provides an extra Power-up, as well as the opportunity to get to another Warp Zone; this one taking you to World 5. Read the appropriate Route's walkthrough for whichever one you take, and continuing on from 'Routes Rejoined'.

-- Route 1 --

By going down the third pipe along, this will warp you to Coin Room 5, so as usual, for a diagram and information on how to clear out this Coin Room, see the Coin Rooms sub-section in the Bonus Areas section of this FAQ. When you get all the Coins in there and leave that Coin Room, this will take you back to the main level; continue reading on from 'Routes Rejoined'.

-- Route 2 --

After the set of pipes, go right until you see two Green Koopa Troopas. Fight

or avoid them, then climb onto the first pillar, and jump across the two small gaps with a green pipe in the middle; make sure the Piranha Plant isn't sticking out, or defeat it with fireballs if you have them. To the right of the second pillar is a set of girder platforms descending into a pit, and on their right are three platforms made from Brick Blocks. Jump over onto a girder, then quickly jump inbetween the middle and lower Brick Block platforms. Bash the middle Brick Block in that middle row, and you'll find a Power-up.

At this point, you are in the ideal location to access the World 5 Warp Zone from here; if you wish to go there, please see the Warp Zone Locations section of this FAQ; otherwise keep reading to continue through this level as normal. Make your way right across the next pit with the use of the ascending girders, and on the next stretch of land, you'll see a small green pipe, which is the one you'll return to the level from if you went to the Coin Room mentioned earlier.

-- Routes Rejoined --

Jump over the next couple of pipes, and a small gap right of the third one. Next, defeat a Buzzy Beetle coming down a small set of stairs, which you then climb and make your way over the next gap with the use of the girders going down into the pit. You'll see a platform with a long line of ten Coins lying on the top; bash the very left Brick Block in this platform and this will give you a Power-up. Defeat two Green Koopa Troopas approaching from the right, and get the Coins on the platform by bashing the Brick Blocks they sit on.

Next, go up the small staircase and jump up and right onto the tall pipe when the Piranha Plant is inside it. From here, you can run right at full speed to land on the ledge on the right, or if you're a little more cautious, drop down and right onto the very small patch of land just right of the tall pipe, and from there you can then jump up and right to the ledge where the exit pipe is. Go into the pipe, and this will take you back out to the overworld.

You'll emerge back out in the open, right beside the tall staircase. From here, just climb it up to the top and make the running leap of faith over to the right to hit the flagpole, and end this level.

World 4-3

Run to the right to the end of the first stretch of the land, then go onto the first giant mushroom platform, and while still running, make a huge leap up and right to the lower of the two giant mushrooms on the right. Defeat the Red Koopa Troopas on here, and be sure to try not to scroll the screen too far right; so that you can jump up and left onto the mushroom there to get three Coins (remember, this is a World X-3 level, so getting every Coin here is imperative if you want a hidden 1-Up in World 5-1).

Drop back down and right to that mushroom platform you were just on before, and get the five Coins on there. Jump onto the next platform to the upper-right; then stomp the Red Koopa Para Troopa hovering up and down in the small gap on the right, dropping down to the mushroom platform down below and defeat another Red Koopa Troopa there. Get three Coins on this platform, then walk right and jump to the next platform to the right, then up and left and bash the "?" Block there to find a Power-up.

Make the jump over to the girder suspended on the line and gently lower it down until you can grab the Coin - making several small jumps will help control the

rate at which the girder goes down. When you get the Coin, very quickly run right and jump over to the girder platform on the opposite end of the line, getting the Coin there and then jump over and across the vertically-floating girders on the right. From the second one, leap right and onto the first giant mushroom platform with three Coins on it.

Get these, then three more Coins on the platform to the upper-right, then go right and drop down to get one more Coin. Jump onto the next platform on the right, and take care of the Red Koopa Troopa there. Now jump onto the left girder on the pulley set, lowering it down until it is at about the same height as the platform on the other end of the line. Make a running jump over to that one, then onto the next girder. Lower it down just slightly, until the girder on the other side of the line is touching the Coin to the lower-right.

Jump right and down to get that Coin, then make a huge running jump to the right to get onto the third girder-pulley set. Get the single Coin, then from there continue to make your way right to the mushroom that has five Coins lying on top of it. Run right along this platform at full speed without stopping, and Mario will run and drop onto the low mushroom platform on the right. Jump over to the next platform, then wait for the girder on the right to come down so that you can jump onto it. Now let it take Mario up as high as it will go, then make the running jump right to reach the flagpole.

World 4-4

Welcome to the first "maze castle" level of the game. By this I mean, that in several points in the level, the path will split into multiple routes, and you must take the correct one to advance through the level to the end. If you take the incorrect route, you will be taken back to an earlier point in the level, and the level will continually loop until you do take the correct route.

Start by going down the steps, and jump over two small, lava-fille pits. Then, on the right you'll notice the path separates into two routes; you need to take the top one. Jump up and right onto the top ledge, and run right at full speed, and Mario will run right over the small gaps without falling. After getting past those, continue to advance right, but watch out for a Fire Bar that rotates around on the ground, so go past when it is pointing down. From here, just keep going right to the end of this ledge, then jump through the opening to the next area (there should be a lava pit on the ground).

Climb up and right, by jumping along the little floating stone platforms, until you get onto the top ledge. Drop through the little gap, then walk left and drop through another gap, and you should be on the bottom path, just to the right of that lava pool. Now, go right and along this path, just keeping an eye out for a Fire Bar above - walk past when it is pointing up. You'll see Bowser's flames start to appear coming in from the right-hand side, indicating that you are reaching the end of this level.

When the path opens up, jump onto the next ledge and over the small trench, and you'll get to the boss area. In addition to fighting the Bowser Decoy enemy, a Fire Bar is rotating around on the left side of the bridge, and a Podoboo will be leaping out of the lava below just right of it. If using fireballs, keep your distance and be patient. Otherwise, get as close to the Bowser Decoy as possible without actually touching him, and when he jumps, make that quick dart to the right and grab the axe.

Either way, once you've gotten that axe, you will beat this level and Mario heads through into the next room, to find another Mushroom Retainer and be told

yet again, that the Princess is in another castle! With that, you're now officially halfway through the game, and we move onto World 5.

3.5. World 5

[0305]

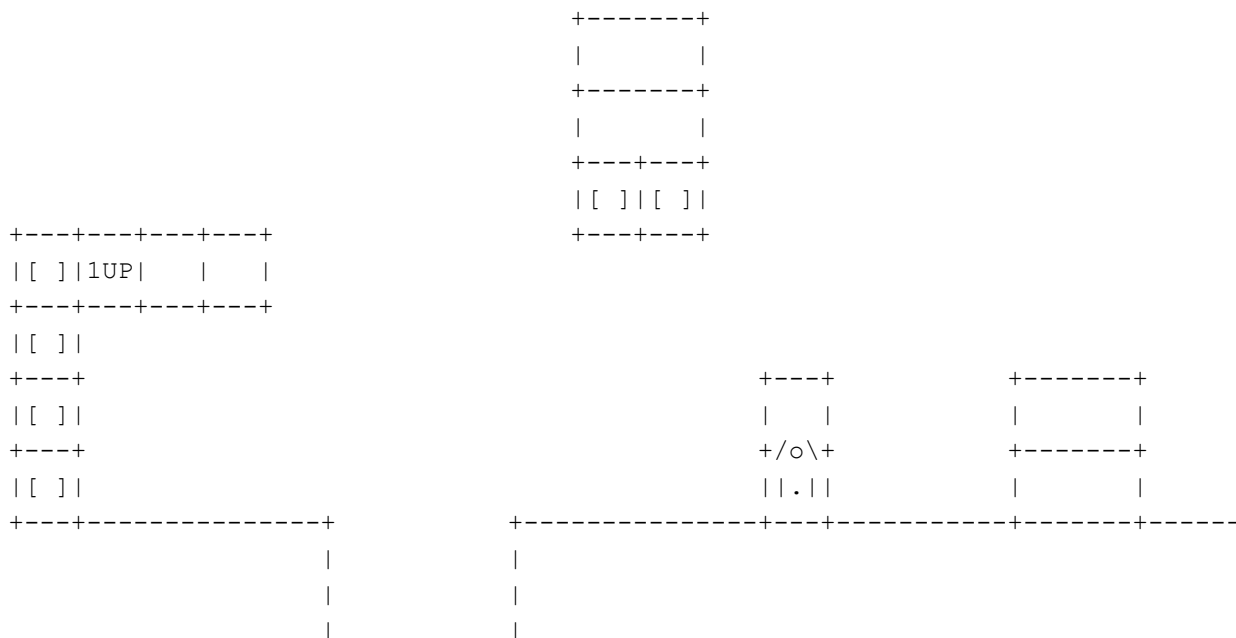
World 5-1

At the start of this level, advance right a little and you'll encounter the first Green Koopa Troopa. Stomp it, then kick its shell right, running after it. The shell will mow down six Goombas, followed by another two Green Koopa Troopas, and in the process of doing so, you'll rack up several cumulative points! Beware though, that after that last Koopa it knocks down, the shell will rebound from a silver pipe and come back towards you, so be sure to jump over it, otherwise it will harm Mario if it comes back and hits him!

Jump over that silver pipe (when the Piranha Plant isn't poking out), then drop onto the small bit of land just right of it, so that you can make a running jump right over the pit and another pipe. Next comes a Green Koopa Para Troopa; stomp it to make it revert to a regular Koopa Troopa. Stomp it again, and again kick the shell right, running after it. The shell will plow down two more trios of Goombas, and possibly another Green Koopa Para Troopa before hitting another silver pipe and coming back, so again be ready to jump over it.

Jump onto the inverted L-shaped platform that has three Brick Blocks above it. Bash the middle block, and this will reward you with a Starman. When it bounces out, jump and grab it, then land on the next stretch of land on the right. Run along, defeating three Goombas with your invincibility, and go past the Bullet Bill cannon. Jump over the small pit and the column on the right, and continue to run along, knocking out several more Goombas and Green Koopa Troopas.

Next, you'll see a four block-space tall column, with two floating Brick Blocks just to the right of it. If you collected every Coin in World 4-3 or warped to this level from World 1-2 or 4-2, a hidden 1-Up Mushroom can be found here by standing underneath the space between the column and the Brick Blocks, then jumping straight up to find the hidden block that holds that 1-Up Mushroom. Here's a diagram of its location to help you out:



Key

1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 4-3 or warped here from World 1-2 or World 4-2)

After getting the 1-Up Mushroom (if it's there), climb onto the two Brick Blocks, then make a running jump right and onto the floating silver pipe when the Piranha Plant inside it has retreated. Go down that pipe, and it will take you to Coin Room 5; as usual, see the Coin Rooms section for more details.

After clearing out that room and returning to the main level, from the pipe where you emerge, continue right and go past the Bullet Bill cannon, looking out to stomp or avoid any Bullet Bills that it fires. After that, take on two Green Koopa Para Troopas approaching from the right. After them, you'll come to the end-of-level staircase, which has a massive gap where the sixth and seventh steps up normally are. Make sure to jump over that, and from the top step, make that running leap over to the right and you'll reach the flagpole.

World 5-2

Go right, and climb up the small staircase, keeping an eye out for Bullet Bills being fired from the cannon that sits on the platform attached to the top step. After jumping over that and getting to the ground, either fry the Green Koopa Troopa there if you have Fire power, otherwise avoid it. Use the jumping board to reach the three Coins high up in the air by jumping onto it, then pressing the jump button again as you press down on the board to thrust Mario high up into the air.

After getting the three Coins, continue on by starting left of the jumping board, then make a running jump over the pit to land between the two Brick Block platforms, getting three Coins on the left side of the lower one. Bash the very right Brick Block in the top row to get a Power-up. Wait for a Green Koopa Para Troopa below to go past, then run right to encounter a Hammer Brother on a set of steps. It'll be tricky to fight this enemy, but if you got the Power-up mentioned just before, you can fry it with a fireball if you got a Fire Flower, or if you're Super-sized, try stomping it when it stops throwing hammers, and if you do get caught, you can just quickly get past with the temporary invincibility after getting hit.

After this, you can continue to progress via one of two routes in the level, with one taking you to the Hidden Water Area (Route 1), or the Day Coin Heaven (Route 2). Depending on which route you choose to take, read the appropriate route's walkthrough, before continuing on at 'Routes Rejoined'.

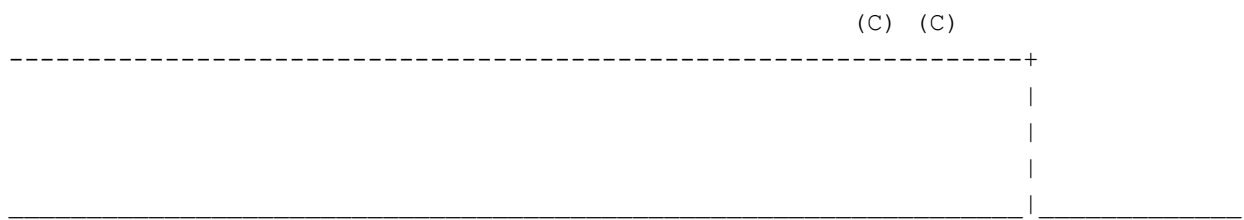
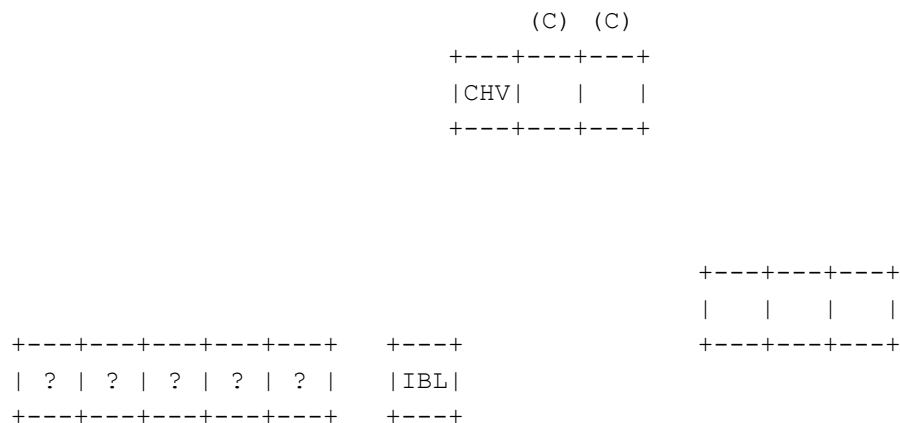
-- Route 1 --

Go down that silver pipe, and this will take you to the Hidden Water Area (see the Bonus Areas section of this FAQ for details). After getting through and walking into the warp pipe in the wall at the end, you'll return to the level at a small, silver pipe beside two Brick Block platforms. Jump onto the lower one, then bash the very right Brick Block in the top row to find a Starman. Quickly jump right to catch it as it drops, otherwise it will fall into the pit below. While doing this, make sure you move right far enough to clear the pit and land right of the small pillar.

-- Route 2 --

Go past the silver pipe, and stomp the two Goombas coming down the small staircase. Then, climb the staircase, being careful to jump over the pit, then going over the last couple of steps. Go right a little further to encounter a Hammer Brother guarding five "?" Blocks. Defeat it any way you can, the ideal way being either a fireball or bumping a block from below when it is standing on it. Bash all the "?" Blocks for Coins, then walk right to get the two Coins on the ground, but make sure not to scroll the screen too far right.

After getting those two Coins, go back left and stand two block spaces right of the rightmost block in the row of five, and jump straight up to find an Invisible Block containing a Coin. Now jump onto that block, and bash the left one in the row of three, above and to the right. This will uncover a Coin Heaven Vine. Jump onto that, and before climbing it, get the two Coins on its right, then grab back onto that vine and climb it. Here's a diagram to help you out for the location of the Invisible Block and Coin Heaven Vine:



- Key
- - ? = "?" Block (all contain Coins)
 - (C) = Coin
 - CHV = Coin Heaven Vine in this Brick Block
 - IBL = Invisible Block (contains Coin)

After going to Coin Heaven, clearing the area and returning to the main level, you will land just right of a three block-space tall column.

-- Routes Rejoined --

If you got to this point via any means other than the Day Coin Heaven mentioned above, three Buzzy Beetles will attack from the right, so stomp one and kick

its shell into the others to get them away. Otherwise, just continue right as normal, and you'll see a platform of two Brick Blocks floating a very small distance above the ground. If you're Regular Mario, you can simply walk under them to bash both blocks for their contents; if you're Super/Fire Mario, you'll need to perform the Crouch Slide technique by running, then crouching just before you reach the blocks, so that Mario will crouch and slide underneath.

The left of these two Brick Blocks is a Multi-Coin Block, while the right one has a Power-up inside. After getting both, jump onto the top of the spent blocks, and make a running jump right to land onto the floating platform above the pit on the right. From there, jump right again to the stretch of land, and fight two Goombas, and two Green Koopa Para Troopas after them. Bash the sole Brick Block to gain another Power-up, then jump over the first pit to land on the silver pipe. If you bash the two left Brick Blocks in the platform above, you can get the Coins on them, then leap right to the next stretch of land.

When you get to the staircase, one last enemy in the form of a Green Koopa Para Troopa will be seen hopping down the stairs at you, so stay at the bottom until it's at the same level, so that you can safely stomp it twice and kick the shell away. Now carefully climb up the staircase, being careful not to fall down the narrow gaps replacing a couple of steps, then from the top, make the running leap of faith over to the right, and you'll hit the flagpole to finish the level.

World 5-3

Welcome to the first "recycled" level of the game. By this I mean, that the layout of this stage is identical to that of a previous level (in this case, World 1-3), with a few minor tweaks to make it a tad more challenging; such as shorter platforms, and Bullet Bills continually firing toward Mario from the right-hand side of the screen. Stomping them or kicking a Koopa shell into them will defeat them, however they will appear at random heights, so defeat or avoid them whenever they come at you.

Begin by running right to the end of the first stretch of land, then leaping over the gap and onto the first treetop, before making a second leap to the next one along. Climb up onto the treetop that is directly above that one, and defeat the Red Koopa Troopa that patrols there, before collecting the three Coins. Walk right and drop down to the low treetop on the right to gain a single Coin that lies on it, then jump over to the next treetop on the right. Jump to get the two Coins floating overhead in the air, and take out two Goombas that approach from the next treetop on the right.

Jump onto that treetop and walk right to the end, then jump right to fall down to the next, low treetop on the right, getting the two Coins while you drop. Wait for the small girder platform on the right to drop to its lowest point, so that you can use it to cross over the pit, and bash the "?" Block there to get a Power-up. Once you get it, jump back onto the girder and ride it high up, so that you can leap over to the treetop to get the four Coins lying on it.

Head across the next couple of treetops, and you'll see a Red Koopa Para Troopa flying over a gap between some trees. Fry it if you've got fireballs, otherwise wait for it to drop down low, and wait for the Goomba on the right to fall to its death in the pit below. Make a running jump over to the next treetop, then wait for the first horizontally-floating girder platform to come close before jumping onto it, getting the two Coins while doing so. Let this girder carry Mario over to the right before jumping over to the next girder (make sure there are no threats from incoming Bullet Bills while doing so), and jump to get two

more pairs of Coins, before jumping over to the next treetop.

Leap up over to the next treetop to the upper-right, and stomp the Red Koopa Troopa. Kick its shell right and follow it, and if timed right, it should drop off the right end of this treetop and take out a Red Koopa Para Troopa flying over a low treetop, giving you room to drop onto it and collect three Coins there. If you missed the Red Koopa Para Troopa with the shell, just stomp or fry it to defeat it anyway. Leap across the last couple of treetops, getting two Coins floating over the gap between them, then jump onto the horizontally-floating small girder platform.

Allow the girder to carry Mario over to the right, where you can then jump right and onto the modified staircase. From the top of there, make the running leap to the right and you'll reach the flagpole.

World 5-4

As was the level that preceeded this one, this particular castle level is a remixed version of an earlier level; this one has the same layout as that of level 2-4, only with shorter platforms and a few extra Fire Bars scattered around here and there.

Start off by going down the steps and heading right, along to the end of the first passage, then very quickly jump across the first two platforms (look out for Podoboos leaping up from the lava below) floating above the long lava pit. The middle platform now has a VERY long Fire Bar that rotates around it that is too big to simply jump over, so you'll have to jump onto the "?" Block floating above the platform, then jump over the Fire Bar from there when it rotates round. When it is pointing down, see if you can quickly drop back down and bash that block to get a Power-up from inside.

After this, wait until the Fire Bar is pointing down before you make a couple more jumps over to the other side of the lava pit - again look out for a third Podoboo that leaps up between the third floating platform and the lip of the opening of the next passage.

Next, the passage will split into two routes, and the choice of which one to take is yours; I personally prefer to take the top one as there's less Fire Bars in your way (4) than there is on the bottom path (6). Either way, the rule is generally the same; wait for the Fire Bars on the bottom to be pointing down before running past them; likewise wait for those on the ceiling to be pointing up. When the paths rejoin, jump onto the raised ledge on the right, and be sure to keep out of the way of the Fire Bar attached to the block hanging from the ceiling.

Make some quick but careful jumps across the girders attached to the lines to get across the long pit - the ones on the left line go up, while the ones on the right go down. Ride a girder on the left side up to near the top before jumping to a girder on the right so that you have more time to carefully plan your jump over to the next ledge, while outmanoeuvring the Fire Bar on the lip of the next ledge, as well as the flames being shot towards Mario by the Bowser Decoy boss from the right side of the screen.

Go right to a slightly more open area, where you'll see six Coins scattered around a block that has a small Fire Bar rotating around it. Getting five of these six Coins shouldn't be too much of a problem so long as you don't touch the Fire Bar, but the Coin that sits directly beneath the block can sometimes be a bit more problematic, especially if you're Super-sized. If you're Regular-

sized, it's as easy as just running into the gap from the right going left, while the Fire Bar is pointed up. If you're a larger size, you'll need to start from the right and get a good run-up, charge left at full speed while the Fire Bar is pointing down, then perform a crouch slide the very moment before touching the block so that you'll slide through the gap, getting the Coin.

If you do this right and have enough momentum, keep Left held on the D-Pad and you should just manage to avoid getting hit. Or, if you would prefer not to play it so risky, you can just leave this Coin if you want - it's not worth risking losing your Super/Fire powers for the sake of a single Coin. Either way, once you've gotten past this part, continue on by leaping across two small lava pits, but time your jumps very carefully as not only will Bowser's flames continue to come in to ambush you from the right, but there are also Podoboos leaping up from both lava pits.

Finally, go through the last passage, jumping over a couple of small trenches before you reach the boss area to battle with the Bowser Decoy boss. A Podoboo guards the left side of the area, otherwise this is a straightforward Bowser battle. Use Fireballs if you have them, otherwise get the axe behind Bowser by running underneath him when he jumps, or making a running jump onto the girder platform above his head, then dropping down when it moves over to the right, to land on the axe to destroy the bridge and beat the level. Mario will head into the end chamber to be greeted by another Mushroom Retainer, as well as hear the usual message. World 5 finished, and now onto World 6.

3.6. World 6

[0306]

World 6-1

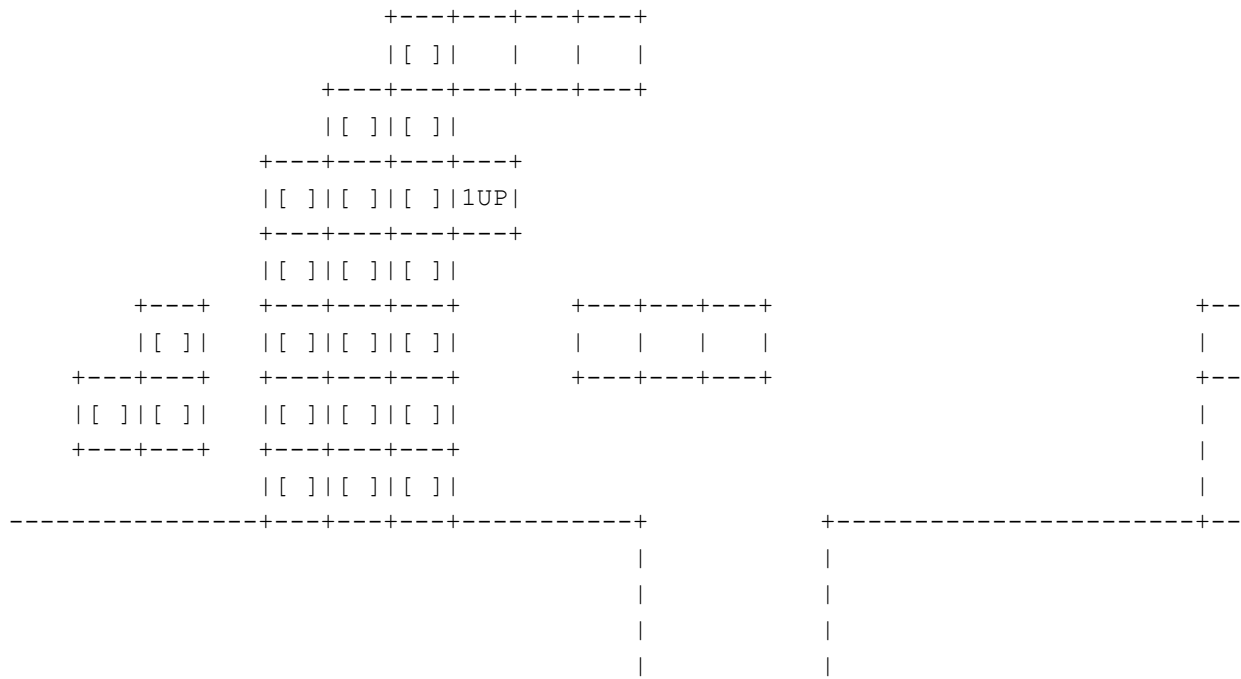
Start this world off by heading right and bashing the first two "?" Blocks to get a Coin from each of them. Jump over the small pit, and at this point Lakitu will appear in the sky to begin to ambush you with Spiny Eggs! If you head up the steps, you'll see two Brick Blocks floating above the top step that are located near to the top of the screen. If you quickly jump onto them, you can take Lakitu out early with a stomp or a fireball as you'll be high enough to reach him.

Once he's out of the way, drop back down and bash the left Brick Block to get a Power-up from inside. From that top step, jump right to land onto a floating platform composed of three Brick Blocks, and drop off the right side and onto the ground. Now repeatedly bash the very right Brick Block in the aforementioned platform, which is a Multi-Coin Block. Once you've gotten as many Coins as you can out of it, continue to run right along to the end of this stretch of land, and leap over a small pit.

Grab the three floating Coins, then climb up the small staircase on the right, jumping right from the top step to get over a pit, grabbing two Coins while doing so as well. Now, right of here is another, slightly bigger staircase with a couple of steps removed. Climb up to the top of it, then walk right along the three Brick Blocks attached to the top step. Drop down to land on a small platform floating just over a pit, then walk left and drop down to land on the small part of land just to the right of the staircase you just went over.

Now, stand against the wall on the left and jump straight up, and you should uncover a hidden block with a 1-Up Mushroom inside. Do note, though, that this 1-Up Mushroom will ONLY appear if you collected every Coin in World 5-3, or

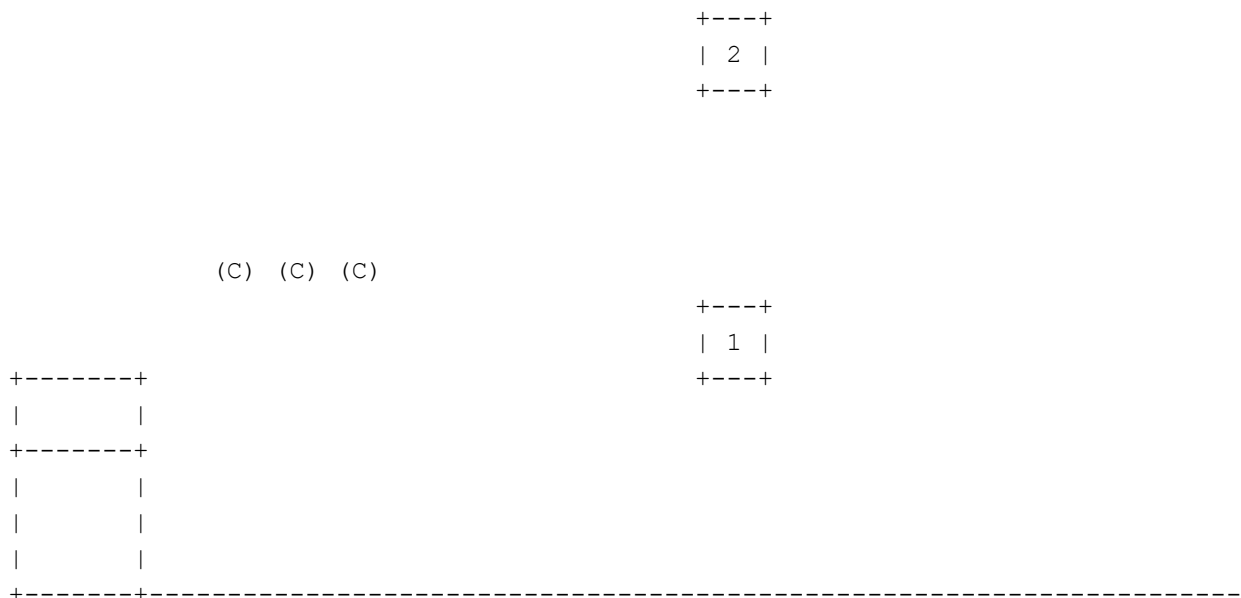
warped to this level from the first Warp Zone in World 4-2. Again, to help you locate this 1-Up Mushroom block, here's a diagram:



Key

 1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 5-3 or warped here from World 4-2)

After getting that 1-Up Mushroom if it's there, get over the pit and go right, climbing over the green pipe while the Piranha Plant is not poking out. Grab the three Coins floating just to the right of that pipe, then walk right a short distance further, until you see a green mountain in the background. Stand directly in the front of the middle point of that mountain, then jump directly up to find a hidden Block. Now jump onto that block and jump straight up again, and this will uncover a second hidden Block. This is high enough so that you can jump up onto it, and take Lakitu out from here. If you need some more help making out its location, here's another scale diagram:



Key

(C) = Coin

1, 2 = Bash these Invisible Blocks in this order for Coins

Next, keep running right and head up the small staircase, and jump over the two Blocks, landing on the Brick Block platform below them. Walk underneath the two "?" Blocks and bash them both for a Power-up from the left block, and a Coin from the right block. Head right and jump over the narrow pit, then after this go up yet another staircase. On the right of this one you'll see three floating Brick Block platforms; the middle one has a Multi-Coin Block in the right one. In order to reach it, you'll need to stand on the bottom platform, then walk left and crouch-slide to get underneath that block, then simply jump and bash away while still crouching to get all the Coins.

When the Block has dried up, release the crouch button and Mario will slide back out to the right, and you can carry on running along to the end of this stretch of land, then jump over the pit to reach the end-of-level staircase. The sixth and seventh steps have been removed from this one, so be very careful not to fall down the gap, unnecessarily costing you a life. From that top step, make a running leap over to the right and you'll hit the flagpole to beat this level.

World 6-2

Run right until you reach the first green pipe of the level. You can go down this pipe to reach a Coin Room, in which case read 'Route 1', or past it you can continue through the level as normal, in which case read 'Route 2'.

-- Route 1 --

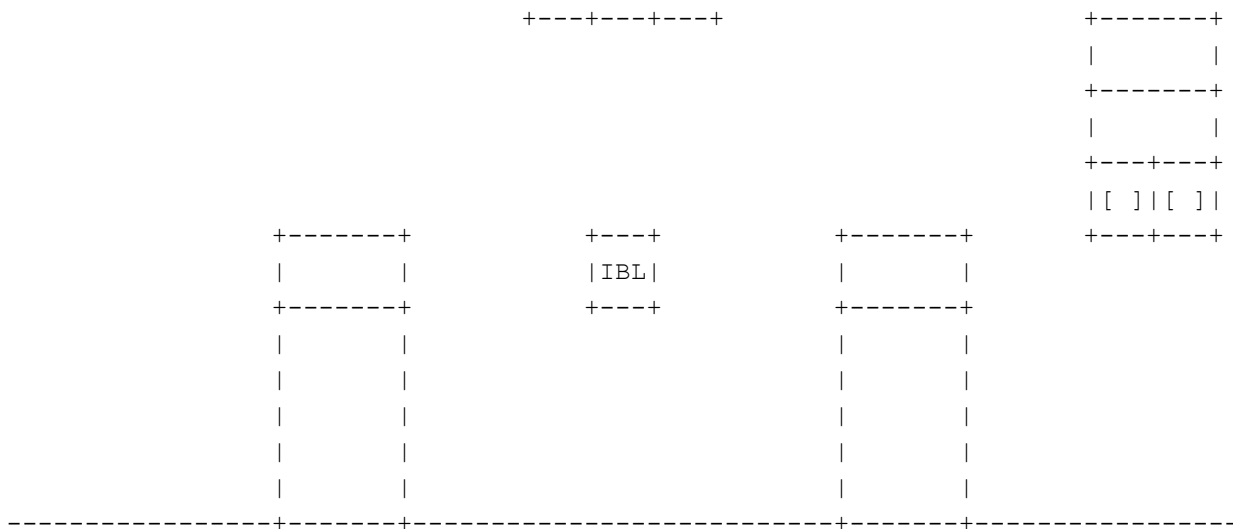
Go down that pipe, as mentioned before, to be taken to a Coin Room. This particular one is Coin Room 5; so for a diagram and information on how to clear this Coin Room out, check out the Coin Rooms section of this FAQ. Get all the Coins in that room, then leave via the pipe in the bottom-right corner to return back to the main level in the overworld.

-- Route 2 --

If you climb over that first pipe, you'll encounter a Green Koopa Troopa that patrols between this, and another green pipe further on the right. Fry it if you are Fire Mario, otherwise do your best to avoid it. If you stand directly in the middle spot between the two pipes and jump straight up, you'll find an Invisible Block containing a Coin. Then, jump onto that block and repeatedly bash the Brick Block in the platform above to get several Coins from the Multi-Coin Block.

For help, here's a diagram:

```
+---+---+---+
|   |MCB|   |
```



Key

IBL = Invisible Block (contains Coin)

MCB = Multi-Coin Block

Next, climb over that second green pipe, and head along the ground to where the two small, adjoined green pipes are.

-- Routes Rejoined --

After these, take on a Green Koopa Para Troopa, then go over the next green pipe, where you'll encounter a Buzzy Beetle patrolling between this, and another pipe on the right. Stomp the Buzzy Beetle, but DON'T kick its shell. Bash the right Brick Block in the pair floating inbetween the pipes to get a Power-up. After collecting it, head right and jump onto the top of the next pipe.

Now, again you'll have another option as for which path to take here; you can go down this pipe to the Hidden Water Area (Route 1), or carry on through the main level a little further before reaching a Coin Heaven and skipping most of the boring stuff through the level (Route 2, recommended). Read the appropriate route's walkthrough for whichever one you take, and then continue on from 'Routes Rejoined'.

-- Route 1 --

Go down that pipe to go to the Hidden Water Area. For more information and a walkthrough of that area, read the appropriate sub-section in the Bonus Areas section of this guide. When you clear that area and exit via the pipe in the wall at the end, you'll return back to the overworld.

From the pipe where you emerge, get over the large pit to the right by either making a running leap over, or you can climb up onto the floating pipe on the left, then jump right and onto the floating Brick Block platform and walk along that. On the next stretch of land, go over the two small, green pipes, then from the top of the second one, jump up and right, onto the nearest small Brick Block platform. From here, bash the left Brick Block in the two just to the

After these three pipes, go past one more green pipe, then you'll reach the end-of-level staircase. Wait for the Green Koopa Para Troopa to come down to the bottom before you defeat it, then climb the staircase, watching out for a Piranha Plant inside the pipe that replaces the third and fourth steps. Once you're at the top step, make the running leap of faith to the right over to the flagpole and you'll beat this level.

World 6-3

Welcome to the game's one and only "snow-themed" level - by this I mean that the colouring of just about everything is white and silver to give a cold effect - either that or the programmers forgot to colour the level in. :P Anyhow, this doesn't make any difference to your movement or the control, so you won't have to worry about that.

From the start, run right to the very end of the first stretch of land that you start on, then jump onto the first treetop platform, then right onto the next one at the same height. Wait for the vertically-moving girder platform to come down before you jump onto it and allow it to carry Mario high up to the top, where you can collect the first two Coins of the level. From there, jump right and drop onto the next treetop, then jump right to land on the next one on the right, which is near the bottom of the screen.

This platform has a jumping board on it. Wait for the horizontally-moving girder platform higher above to move near enough, then jump onto the jumping board, then press the jump button as Mario presses down on it, which will thrust him high into the air. While up in the air, swerve right to land on that girder platform, and use this and the next one to the lower-right to claim the line of seven Coins here.

Let that second girder carry Mario over to the right, and jump right to land on a third horizontally-floating girder. As it carries Mario underneath the "?" Block, bash that to get a Power-up, and take care with your jumping as you collect it; it's best to land on top of the block, then drop off the left side to land back on the girder safely. Then, when the girder floats back over to the right, leap onto a vertically-floating one, then leap right to land on a treetop platform.

Make a run to the right, then jump up to land on the left girder in a pulley set. Stand on it to drop it down while raising the girder on the opposite side of the line, making small jumps to slow it down to make it more precise. When both girders on the line are at about equal height, jump over onto the other one, then quickly jump right to land on the left girder in a second pulley set. Again, do the same thing and when both girders are at the same height, jump over onto the right girder, then from there, jump up and right onto the high treetop, collecting three Coins on there.

As you make your way down and right along a few more treetops, you'll start to notice Bullet Bills begin to fire at you continually from the right-hand side of the screen at differing heights. As you jump across the gaps between the low treetops, grab four Coins between the second and third ones. From that last one, leap up and right to the next treetop, then drop down and right to the next one, which has another jumping board on it. Look near the top of the screen and wait for the horizontally-floating girder to float near to the left, then jump onto the jumping board, then press the jump button as Mario presses down on it, then as you are shot up into the air, swerve right to land on that girder.

When it carries Mario over to the right, jump right to land on the left girder in a pulley set. Lower it down until this and the girder on the other end of the line are at roughly the same height, and while getting the two Coins floating between the girders, jump over to the other one, then onto the higher treetop on the right. Walk right and drop onto the next one along, and at this point, the Bullet Bills will cease firing.

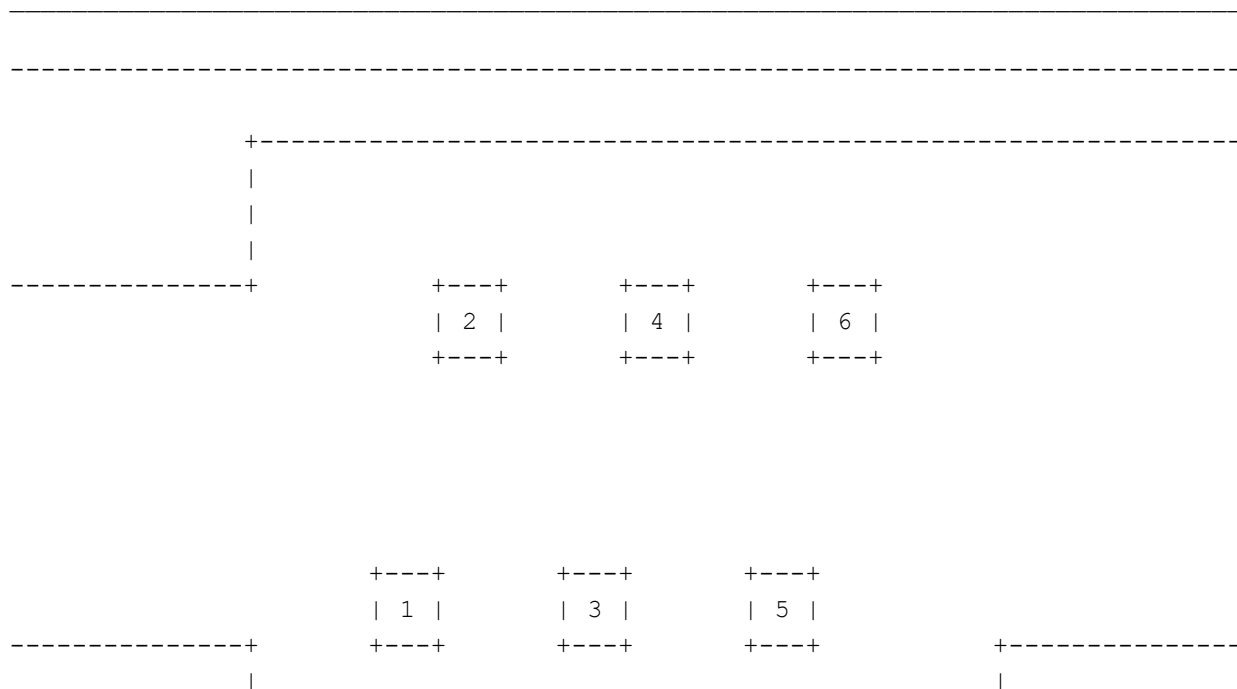
Now, you need to cross a vast chasm with the use of some floating girders. These stay still in the air, however when Mario steps on them, they immediately begin to fall under his weight, so you need to be very quick as you jump across from girder to girder. Make sure to claim the two Coins floating just underneath the second girder from the left, and then from the fourth one, jump up and right while getting two more Coins, before landing on a tall treetop platform. This high surface replaces the usual end-of-level staircase, so when you land on there, make a running leap to the right to reach the flagpole.

World 6-4

Welcome to the third recycled level of the game - this one being a slightly harder, rehashed version of World 1-4. Start out by going down the steps, then head right, jump right over the small lava pit, and continue to the end of the passage you start out in, avoiding the Fire Bar attached to the block on the ceiling. Make a very carefully-timed jump over the lava pit to land on the platform, and avoid the Fire Bar rotating around here by jumping over it as it comes up. Bash the "?" Block floating over this platform to get a Power-up.

Again, while keeping an eye out for a Podoboo leaping up from the next lava pit, jump right to land on the next ledge. Head right and through the narrow passage, going underneath the three Fire Bars on the ceiling when they are pointing upwards. When the passage opens up, you will then need to get past five more Fire Bars; three on the ground and two on the ceiling. Jump over the ground Fire Bars while they are pointing up (as it will be trickier when they are pointing sideways as this means you are likelier to get hit).

When you get past these Fire Bars, the Bowser Decoy's flames will start coming in from the right. When you drop into the open trench, you can find six hidden Blocks here by jumping and hitting their undersides in their locations. For help, here's a diagram:





Key

1, 2, 3, 4, 5, 6 = Bash these Invisible Blocks in this order for Coins

When you get all the Coins from these hidden blocks, continue to go right, past one more small trench, then you'll reach the boss area. Bowser will have the ability to throw hammers in addition to spitting flames, so you're going to have to be extra careful with your timing and running if you're going to defeat him by grabbing the axe. Otherwise, if you are Fire Mario, five fireballs will send him down.

Either way, after grabbing the axe, Mario will head into the last room to be greeted by the Mushroom Retainer, and that's World 6 beaten; we now move onto World 7.

3.7. World 7

[0307]

World 7-1

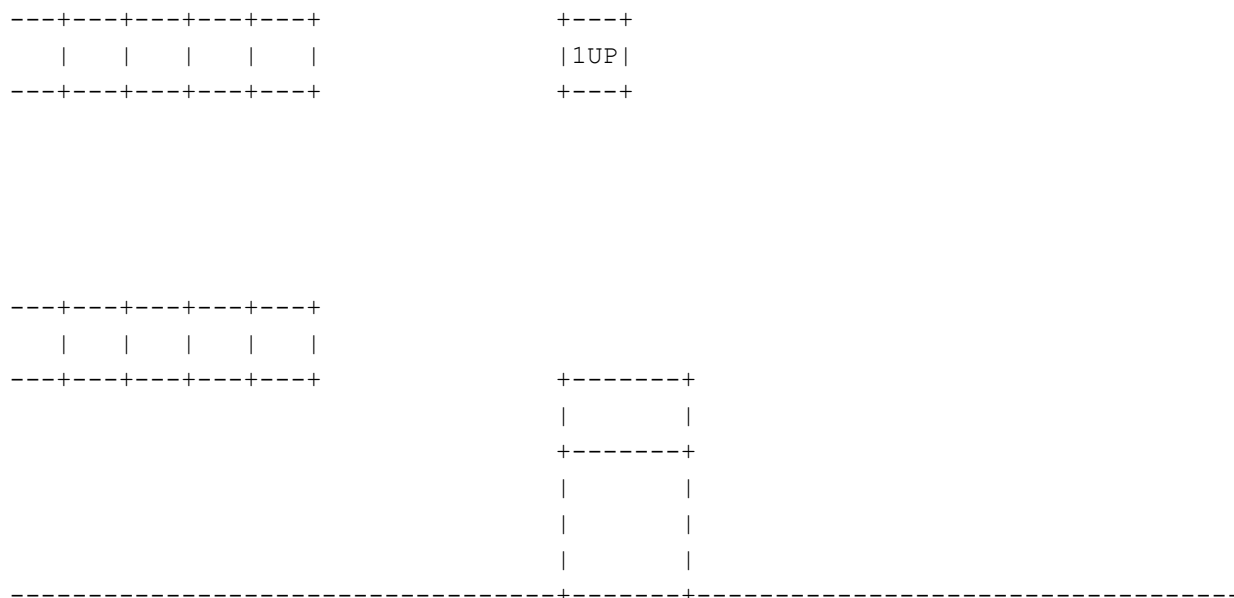
Run right, and look out for Bullet Bills being fired from the first cannon you encounter. Jump over it, and avoid the Green Koopa Para Troopa, making a quick jump right to land on top of the two stacked cannons. Above these cannons, you'll see three Brick Blocks in the air; the one on the left holds a Power-up. If you're Regular-sized, this will be a Super Mushroom, which will roll off the end of the platform to drop down for you to collect and become Super Mario. If you're Super-sized, it will be a Fire Flower and it's all but impossible to collect, so just leave it if that's the case.

Continue right and jump over the next cannon, being careful to look out for any Bullet Bills that it fires; on the right are four "?" Blocks, that all contain Coins. Keep an eye on your surroundings if you go for them; there'll be Bullet Bills being shot towards you from the cannons on both sides, and a Green Koopa Para Troopa that patrols around here as well; if you've got Fire power, fry it to take it out.

Next, jump over the next cannon and fight another Green Koopa Para Troopa here, and on the right jump over two stacked Bullet Bill cannons. Next, you'll see a Bullet Bill cannon sat on top of a floating platform with two Brick Blocks on either side; the Brick Block nearest to the cannon above it on the right-hand side is a Multi-Coin Block, but if you choose to go for it, exercise extreme caution; there'll be another Green Koopa Para Troopa bouncing about here, as well as another Bullet Bill cannon very close on the right occasionally shooting at you.

After that cannon, jump over the small pit and climb over the silver pipe.

You'll come to two long rows of Brick Blocks with a pair of Hammer Brothers guarding them. To defeat them, the ideal method is with fireballs, or bashing the Brick Blocks they are standing on from below, as long as you time it well. To the right is a silver pipe; before you go down it, stand on top of the pipe on its left side and jump straight up to find a hidden 1-Up Mushroom (however, it's only there under the usual conditions of if you reached this level via a Warp Zone or collected every Coin in World 6-3). Here's its location in diagram form:



Key

1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 6-3 or warped here from World 4-2)

Once you get the 1-Up Mushroom (if it's there), go down that silver pipe, and this will take you to Coin Room 1. See the Coin Rooms section for details; clear out this Coin Room and exit via the pipe in the bottom-right corner to be taken back to the overworld. From the pipe where you emerge, continue on right and jump over a Bullet Bill cannon and a small, silver pipe to encounter another pair of Hammer Brothers on two Brick Block platforms. Fight them by bashing the blocks they are standing on from below, or quickly run past them if you don't want to risk fighting them.

Jump over the column, and onto the two stacked Bullet Bill cannons a short distance over to the right. From there, jump onto the nearest Brick Block platform, and you'll see a single Brick Block just to the upper-right, near the top of the screen; this block contains a Power-up. A running jump can hit it, or you can also use the jumping board directly underneath it as well. Use this board or a running jump from the platform on the right to reach it if it's a Fire Flower, or if it's a Super Mushroom, let it drop down to the right and onto the staircase, where you can collect it.

Finally, climb over this staircase to reach a second one, which has a Buzzy Beetle walking down it. Carefully stomp it and kick its shell left, and finish climbing to the top of this staircase, and from the top step make a running leap to the right and you'll reach the flagpole and finish this level.

World 7-2

This is the fourth recycled level of the game, and takes its layout from that of World 2-2 (first underwater level), with a few extra Bloopers and Cheep-Cheeps thrown in, so you'll have to be a little more cautious as you swim along. The level starts with the little cutscene of Mario entering the warp pipe, then you will be taken to the underwater area, where you will gain control of Mario.

Start out by swimming down and right to get the first two Coins on the ocean floor to the right of the pink seaweed, and watch out for a nearby Blooper. Next, swim up and right to get three more Coins, then go right past the tall column of pink seaweed to grab three more Coins lying on the ocean floor. From here, continue to swim right, evading or frying a handful more Bloopers that appear, until you reach a small pit that has three Coins in it. Make sure there are no Bloopers immediately nearby as you swim in to get them, but don't drift too near the bottom.

Right after this, a huge onslaught of Bloopers and Green Cheep-Cheeps will appear as you swim through the small passage, so do your best to stay out of their way, or if you have fireballs, use those to defeat them. As you continue to swim right, stay near the bottom of the area to collect three Coins underneath a small ledge, then swim up and right to get the next three Coins above another small ledge.

Continue right, avoiding or fireballing some more Red and Green Cheep-Cheeps, and you'll come to a pit with five Coins resting in it. Collect these as you swim along, again taking care not to get too close to the pit at the bottom. Watch out for more Cheep-Cheeps and a Blooper next as you reach a semi-enclosed pit with six Coins inside it. Swim over and drop through the gap above the Coins so that you can drop down to get them, and again, make sure that no Bloopers are nearby.

From here, swim back out and continue right all the way to the end of the area, fighting or evading any more enemies as necessary. When you reach the wall at the end, walk into the pipe to be taken back out to the overworld, where you emerge from a small pipe beside the end-of-level staircase. As per usual, climb it to the top and make the running leap to the right from the top step to reach the flagpole and beat this level.

World 7-3

The fifth, and final recycled level of the game as an identical layout to that of World 2-3; the major difference in this level being that you will encounter a handful of Green Koopa Para Troopas that can fly horizontally. When you begin, run to the end of the first stretch of land, then jump over to the small staircase that leads to the first section of the bridge. Now run right at full speed, and look out for Cheep-Cheeps that will start to leap up from below to attack you. It is possible to defeat them with fireballs or stomping them from above if you can at all manage; but the best thing to do is just outrun them, as they won't stop appearing until you reach the end of the level.

Make a running jump over the first Green Koopa Troopa you see, collecting the first four Coins floating in the air above it. After getting past the next flying Green Koopa Para Troopa, grab the next five Coins arranged in a zigzag

pattern in the air. From there, make a run to the right at full speed and leap over the first pit to land on the next section of the bridge, grabbing four Coins above that, and avoid the Red Koopa Troopa there before you jump across the next gap to another small section of the bridge. Defeat or avoid the Red Koopa Troopa that patrols here, then make a running leap to the next section of the bridge, grabbing three Coins in the air as you do so.

Bash the "?" Block you see here to find a Power-up, and be very quick in collecting it so as not to get hit by any of the leaping Cheep-Cheeps, before making another running jump to the right, grabbing three more Coins in the air before dropping down to land on a treetop platform near the bottom of the screen. Defeat the Red Koopa Troopa here, make a leap to land on the small floating ledge to the upper-right, then jump right again to land on the next segment of the bridge.

Jump to grab the line of six Coins floating in the air as you head along this part of the bridge, and watch out also for a Green Koopa Para Troopa flying around here. Drop onto the next part of the bridge on the right and get the four Coins above this one, then fight or avoid the Green Koopa Para Troopa here before jumping up and right to the next part of the bridge. Go to the end of this one, then make some quick but careful jumps across the small, floating bridge segments to get across the large gap, grabbing the six Coins above while you do so.

When you clear this part you'll reach the last part of the bridge; run along to the end of it and the Cheep-Cheeps will stop appearing to attack you. From here, now just go down the steps and right, jumping over one last small pit to reach the tall staircase. Climb it, make the running leap from the top to the flagpole on the right, and you beat this level.

World 7-4

Head down to the end of the steps, then run right to the end of the passage. You'll come to a large lava pit guarded by a Podoboos in the middle, so while it isn't jumping, make a few quick jumps along the two floating girders in the middle then to the ledge on the other side. To the right, the path splits into two routes in which you need to take the correct one to advance; head along the bottom path. Then, you'll see two ledges that separate the route into three paths; take the middle one (head right between the ledges).

When you get to the end of that part, jump up and right and go along the top route. When you reach the end, drop down and onto the raised part of the ground. To the upper-right you should see a Fire Bar attached to the underside of a small ledge. When the Fire Bar is pointing straight up, quickly make a jump up and right onto the first platform and run along at full speed, so Mario will go right over the small gaps. When the route splits into three paths again shortly after, head along the middle part by going along the bottom ledges, jumping across the gaps as you do so.

Then, from the end of the third ledge, jump up and right, going along the top route. From there, just head right and jump over a few small trenches, avoiding the flames coming in from the right-hand side of the screen until you reach the Bowser area. Avoid his flames, hammers and the Podoboos while either running underneath him when he jumps to grab the axe, or if you're Fire Mario, the usual five fireballs will do him in. When you get the axe, Mario heads into the last room and is greeted one more time by a Mushroom Retainer with the same message. That's World 7 now over, and we move onto the final World of the game: World 8!

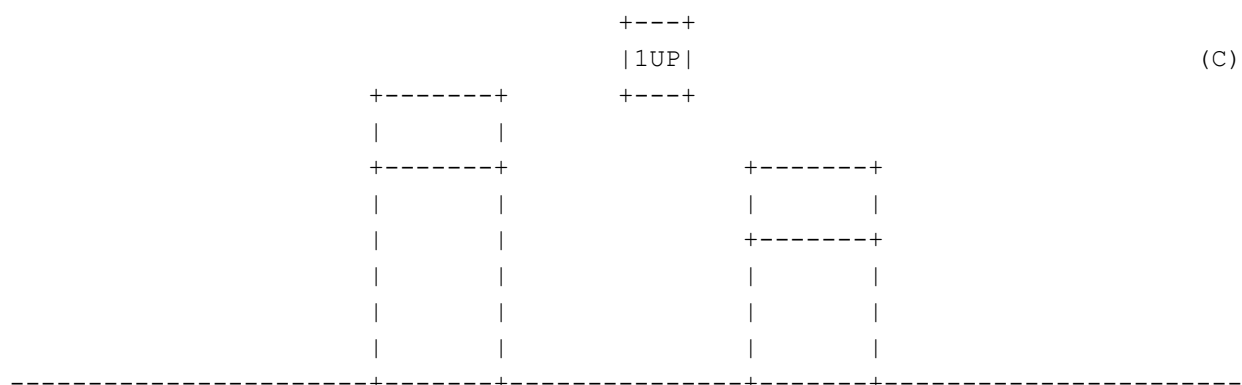
NOTE: In World 8, there are no "halfway point" markers in any of the levels. Whereas in previous levels if you got further than the approximate halfway point and lost a life, you'd start again from halfway through the level. In any level in World 8, no matter how far you get, should you lose a life, you'll have to start the whole level over from the beginning again.

World 8-1

Now, this level is notorious as being the longest in the game as well as boasting the most enemies, but also remember that you only have a time limit of 300 game seconds in which to get through. Do try to get as much as you can, but also be as quick as possible while you do it. To start off with, run right and stomp the first Buzzy Beetle, kick its shell to the right and run after it. The shell will knock out two trios of Goombas, but be sure to quickly jump over the shell when it rebounds back off the first green pipe.

Climb over said pipe when the Piranha Plant has gone down, and defeat two Green Koopa Troopas next. Run right at full speed, and Mario will skip over the small gaps between the small bits of land. From the fourth one along, make a jump right and you'll go over another Green Koopa Troopa, get the Coin, and make a running jump over the next three Goombas.

You'll see a Buzzy Beetle patrolling between the next two pipes, and if you warped to this level from World 4-2 or collected every Coin in World 7-3, it is possible to find the hidden 1-Up Mushroom in an invisible block in the air between the pipes. Here is a scale diagram of its exact location:



Key

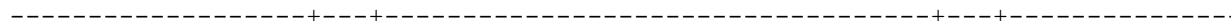
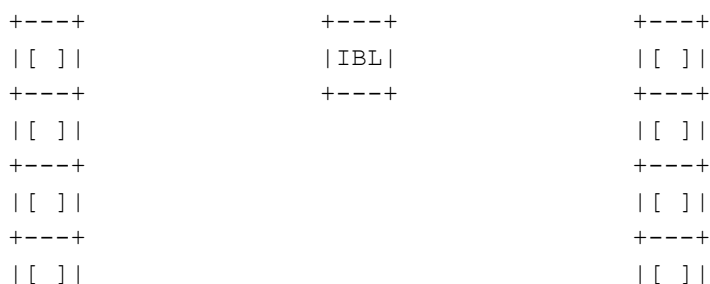
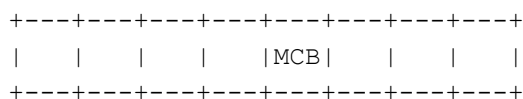
(C) = Coin

1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 7-3 or warped here from World 4-2)

Jump over the pipe right of where the 1-Up Mushroom is after collecting it (if it's there), and grab a single Coin floating in the air before climbing over the next pipe, again grabbing a single Coin just right of that. When you come to the next pipe, wait for the Piranha Plant that inhabits it to retreat into it (or fireball it if you have Fire power), and go into that pipe to be taken to Coin Room 2. Read the Coin Rooms section of this FAQ as usual for information, and after exiting that Coin Room, you'll return back to the main part of the level.

From the pipe where you emerge, go right and stomp the first Green Koopa Troopa, then kick its shell right, running after it as you pick up lots of points as the shell takes out several more Green Koopa Troopas. Again, though, be sure to quickly jump up and over the shell when it rebounds from the next pipe! Jump over that pipe and stomp the three Goombas, and right of them, climb over the column to be in an enclosed area with a Green Koopa Para Troopa. If you're Fire Mario, fry this enemy, otherwise do your best to avoid it.

Here, if you stand EXACTLY halfway between the two columns on either side and jump straight up, you'll uncover a hidden block that you can then jump onto and bash the Multi-Coin Brick Block in the platform exactly above that. Here's another diagram:



Key

 IBL = Invisible Block (contains Coin)
 MCB = Multi-Coin Block

Get all those Coins out of that Multi-Coin Block as you can, but remember to be quick as you do it. Next, continue right and jump over that next column, and you'll see two Green Koopa Para Troopas bouncing along over some small pits. Wait for them to fall into the pits, or run full speed to the right and underneath them while they bounce. As you run right at full speed Mario will also cross over the gaps without falling. When you see the long Brick Block platform in the air, bash the third Brick Block along from the left, and this will uncover a Starman!

Allow the Starman to bounce along the ledge and drop off the end before grabbing it and quickly continuing to run right. Run over a few more small gaps and use your invincibility to defeat the two Green Koopa Troopas, then leap over the small column right of them. Run right at full speed, then make a huge jump from the end of this stretch of land, and grab the two Coins floating above the pit before landing on the other side.

Defeat three Goombas here, then quickly jump along the green pipes in ascending order, being careful not to fall into the pits inbetween them. After clearing the third pipe, carry on and defeat a Buzzy Beetle, followed by eight Goombas. Climb over the next staircase, and jump right, collecting the two Coins as you drop to the ground, and defeat another Buzzy Beetle here. Continue right, making two jumps across the pits with the use of the small bit of land in the middle, grabbing the Coins as you do so.

Next, jump over the two small columns with the Green Koopa Troopa trapped between them, then run right at full speed and make a jump over the first part of a large pit before landing on the very narrow bit of land in the middle (try to use the two floating Coins as a guide for your jump), then while you still have momentum, immediately make another jump right, grabbing two more Coins and clearing the next part of the pit. Stomp the next Green Koopa Troopa and kick its shell right, going after it as it takes out three more Green Koopa Troopas, before quickly jumping over the shell when it comes back after hitting the pipe.

Climb over that pipe and the next one after it, then from here make some very careful jumps up the partial staircase, which has several steps replaced by narrow pits, and you don't want to lose a life by carelessly falling into one of these, especially so close to the end of the level! From that last step, make the running leap right to reach the flagpole and finally beat this level!

World 8-2

Start this level out by running right, and before coming to the small pit in the ground, leap over the Green Koopa Para Troopa and land on the third step up in the staircase. The next Green Koopa Para Troopa will bounce straight over you, and once it does, waste no time quickly climbing over the rest of the staircase before Lakitu has a chance to attack you with Spiny Eggs. When you've cleared the staircase, quickly bash the four "?" Blocks to get a Coin from each of them.

Go right and over the small gap, then you'll come to a jumping board. Jump onto this and press the jump button again as Mario presses down on the board to be shot straight up, and if you hit the Brick Block that is directly above the jumping board, this reveals a 1-Up Mushroom. Try to keep it on-screen as you go right, running over the small gaps and evading a few more Green Koopa Para Troopas. When you see the end of the high platform in the air, quickly jump onto the smaller Brick Block platform to its lower-right so that you can collect the 1-Up Mushroom when it drops down.

Go right and jump over the first Bullet Bill cannon when it is safe to do so and avoid the Green Koopa Para Troopa as you go right and jump over a pair of stacked Bullet Bill cannons. Next, you'll see two adjoined Brick Blocks; bash the one on the right for a Power-up, and watch out for any Bullet Bills while you obtain it. Go right and jump over the next cannon and avoid the Buzzy Beetle, and jump over another low cannon that fires Bullet Bills along the ground. You'll then see a short cannon on top of a floating platform with a Brick Block on either side; the one on the right is a Multi-Coin Block, but

beware - if you want to risk going for the Coins inside you'll have to contend with a Green Koopa Para Troopa and a Bullet Bill cannon on the right, too.

Next, jump over the cannon and a small green pipe right of it, then go across the small pit, avoiding the Green Koopa Troopa. You'll then come to another small pipe, with two small bits of land just on its right before a long pit. To get across the pit, you can either make a full-length running jump from the top of the pipe, or you can drop from the edge of the pipe onto the first bit of land, run along it and as you step onto the second one, make a running jump to clear the gap. Either way, when you're across that large pit, go down the next pipe when the Piranha Plant inside is not poking out.

In the Coin Room you are taken to (Coin Room 5), get all the Coins (see Coin Rooms section, as usual, for details), and when you exit and return to the level, continue on by getting past some more Green Koopa Para Troopas. Jump onto the top of the Bullet Bill cannon, then wait for the two Goombas on the right to drop into the pit. Leap over and climb over the staircase, and the stacked Bullet Bill cannons right of it. Avoid one last Green Koopa Para Troopa as you go right, and be careful not to fall down either of the gaps in the staircase, before making the running jump from the top to the flagpole.

World 8-3

You are now at the castle walls, and just a couple of steps away from the final battle with Bowser! As you head right, watch out for any Bullet Bills being fired your way from the first cannon. Jump over it, and ignore the Green Koopa Para Troopa before leaping over the second cannon. A little further on to the right, jump over the tall, green pipe and you'll fight the Hammer Bros. as they jump up and down along the two Brick Block platforms. Defeat them with fireballs if you have them, or by bashing the Brick Blocks they are standing on from below.

When you get rid of them both, bash the second Brick Block from the right in the top row to find a Power-up. Grab this, then jump onto the staircase and over the next pit, then head right along the next stretch of land. Jump over another Bullet Bill cannon and avoid another Green Koopa Para Troopa, then jump over the short column right of that. A little further on, climb over another column, and you'll encounter another pair of Hammer Bros. Again, defeat them in the same manner as you did the last pair, and this time, bash the second Brick Block in from the LEFT in the top row to find another Power-up.

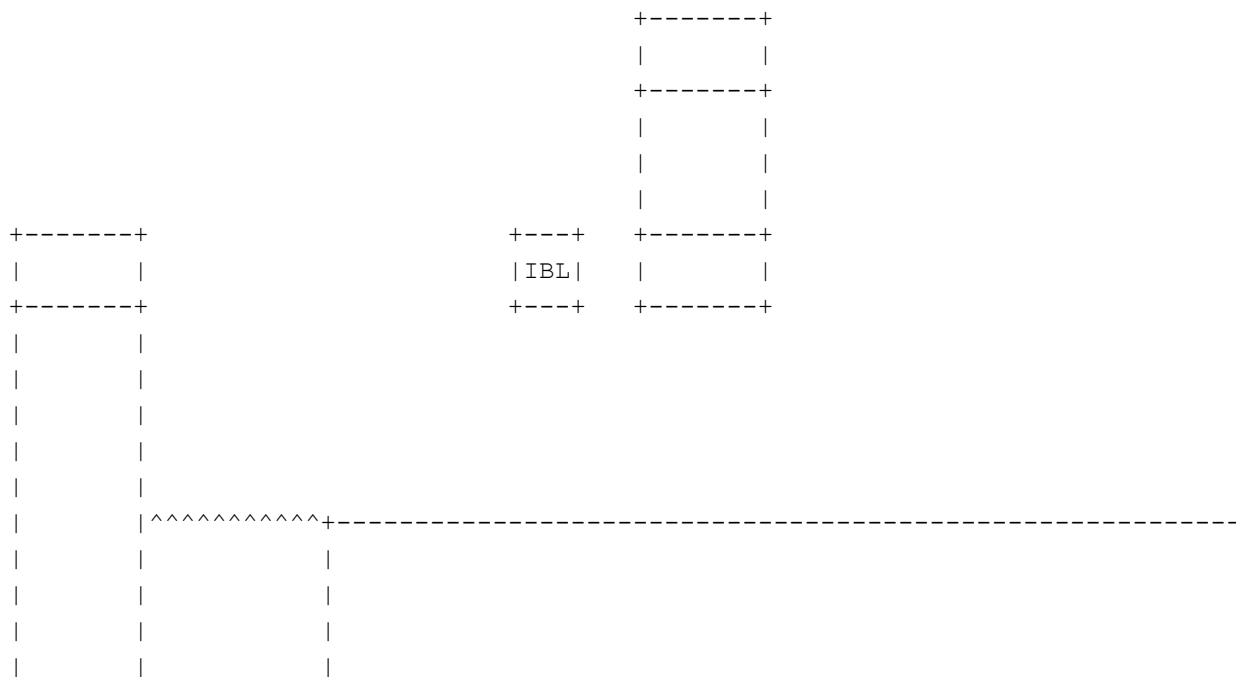
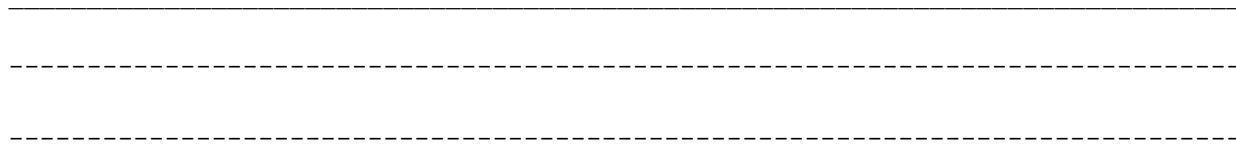
Right, jump over the tall pipe between the two small pits, then defeat or ignore the Green Koopa Troopa. You'll encounter single Hammer Brother enemies as you run along this stretch of land; if you have fireballs, you can use them to defeat these enemies without too much trouble; but if not, make running jumps over them and their hammers. When you get past the first two ground-based Hammer Bros., jump over a small pipe and continue right, defeating or jumping over two more solo Hammer Bros.

If you look closely at the brick walls in the background, you'll see a white horizontal line somewhere near the end of the last one. This is actually the top of a Multi-Coin Block that is designed to blend in, so repeatedly bash it until you get all the Coins out. Now go right, climb over a small column, and VERY CAREFULLY jump up and along the floating blocks (which in this case constitute the end-of-level staircase), and from the two adjoined ones, make the running leap of faith to the right and you'll reach the flagpole to clear this level, and move on to the final level of the game.

Welcome to the final castle level of the game. Now this one is a little different from the previous ones; it is a maze castle, meaning taking an incorrect route will loop the level, but also, there are several silver warp pipes strewn throughout the castle, and you also have to take the correct pipe in order to advance as well. A good tip to remember the correct route is with the exception of the first lava pit of the level, you need to go down the very first pipe you encounter AFTER clearing a lava pit. Now, that said, let's go.

Slowly go down the steps until you're on the bottom one, and make a jump right to get over the lava pit below. Run right and jump over the first pipe, and carry on until reaching a second one. Jump over this too, and defeat or avoid the three silver-coloured Goombas here. Jump onto the ledge, and if you look closely into the lava pit on the right, you'll just be able to make out a girder platform moving back and forth in it. Jump onto this platform, let it take Mario over to the right so that you can jump over to the next ledge on the right, and go down the first pipe.

You'll emerge from another pipe, so from there, go right and jump over the next pipe, and avoid the three Buzzy Beetles. Jump over the next pipe, and avoid a pair of Green Koopa Para Troopas there. Jump onto the next pipe along, then leap over the small lava pit. Avoid the Green Koopa Para Troopas here, as you'll notice a pipe floating high up in the air. It's too high up to reach from the ground, but there is a hidden block that you can bash, two spaces to the left of the pipe. For help, here's its location in diagram form:



Key

So, find that hidden block and use that to climb onto the pipe and go down it. From where this takes you, jump up to the upper-right ledge and go right, jumping over two more pipes, and watch out also for some flying Cheep-Cheeps that leap up to attack from the bottom of the screen. Make a running jump over the lava pit, and go down the very next pipe, which takes you to an underwater section of the castle.

From the pipe, swim right and through the opening, and stay near the top of the area as you swim right, past a Blooper and a few Fire Bars (how can there be Fire Bars in water?). Carefully time your swim through the narrow opening that is guarded by a Fire Bar, and now stay low as you go past another couple of Bloopers. When you get to the end, wait until the Fire Bar near the pipe is pointing away from it, then quickly swim up and walk into that pipe in the wall to return back to the main part of the castle.

From where you emerge, go right and past one more pipe, where you encounter a sole Hammer Brother. If you've got Fire Flower power, take it out with a fireball. If not, wait for it to stop throwing hammers, then get up close so that as it throws hammers, they'll go right over you. Then, when it jumps, quickly run underneath it and make a leap over the pit to land on the upper-right ledge. Either way, you'll also need to watch out for a Podoo that leaps up from the lava pit; if you took the Hammer Brother out with a fireball, then you can wait for it to leap up and go back down before you make the jump. Otherwise, just hope it doesn't hit you.

Then, you'll finally have the encounter with Bowser himself! Luckily, for a final boss battle, it's no different to any of the previous Bowser battles you've had in the game; as usual, just steer clear of his fiery breath and hammers. Get underneath him when he jumps and quickly grab the axe, or to truly defeat him, hit him with five fireballs if you're Fire Mario. When Bowser is defeated, Mario will walk into the last room to greet the Princess, and I won't spoil the rest of this rather simple ending for you.

Well done; you've beaten the original Super Mario Bros. and can now select a world to try your hand in the second quest mode, but if you want to truly conquer this game, are you good enough to play through the entire second quest? For help, continue to read on in the next section.

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4. WALKTHROUGH - SECOND QUEST

[0400]

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Second Quest Information

Upon successfully completing the game for the first game, you are taken back to the Title Screen, from where you can press the B button on the NES controller to change the World number, as seen underneath the 'WORLD' header at the top of the screen, then begin the game as usual, and you'll start from the beginning of the first level in whatever World you had selected, albeit with a slightly advanced difficulty setting.

For the most part, the game remains largely the same in Second Quest mode, however some minor things are changed to make the game slightly more

challenging. These are:

1. All Goombas are now replaced by Buzzy Beetles.
2. All ground-based enemies now walk at twice their original speed.
3. Enemies that drop down from platforms will now change direction as to head towards Mario, rather than carry on in the direction they were already walking.
4. Floating platforms, such as girders or the cloud platforms in the Coin Heaven areas are reduced to 2/3rds their original length.
5. Some levels that have "recycled" layouts will be in their recycled layout, e.g. Bullet Bills appearing in World 1-3, flying Green Koopa Para Troopas in World 2-3, extra Fire Bars in World 1-4, and so on; the only difference being that where Goombas were before, they are now replaced by Buzzy Beetles as mentioned before.

4.1. World 1

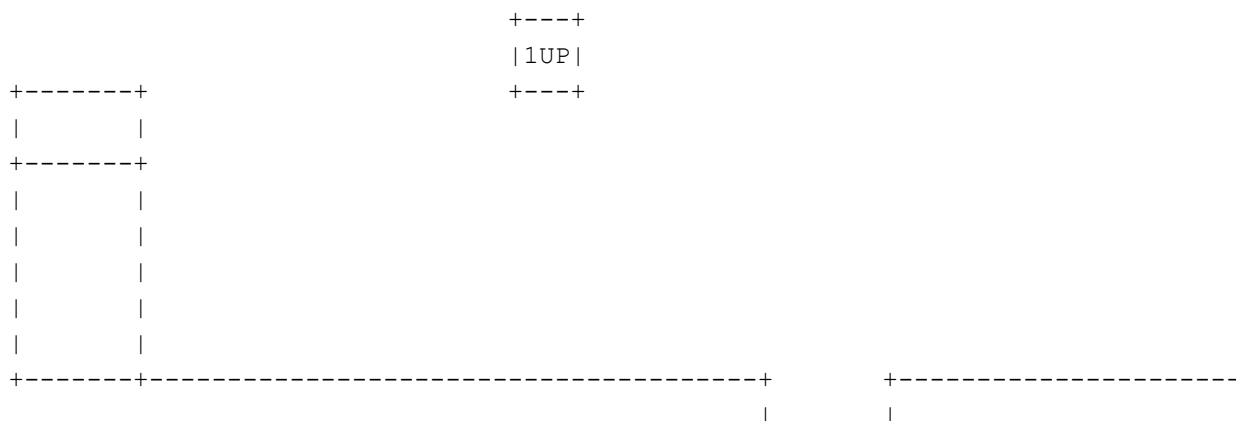
[0401]

World 1-1

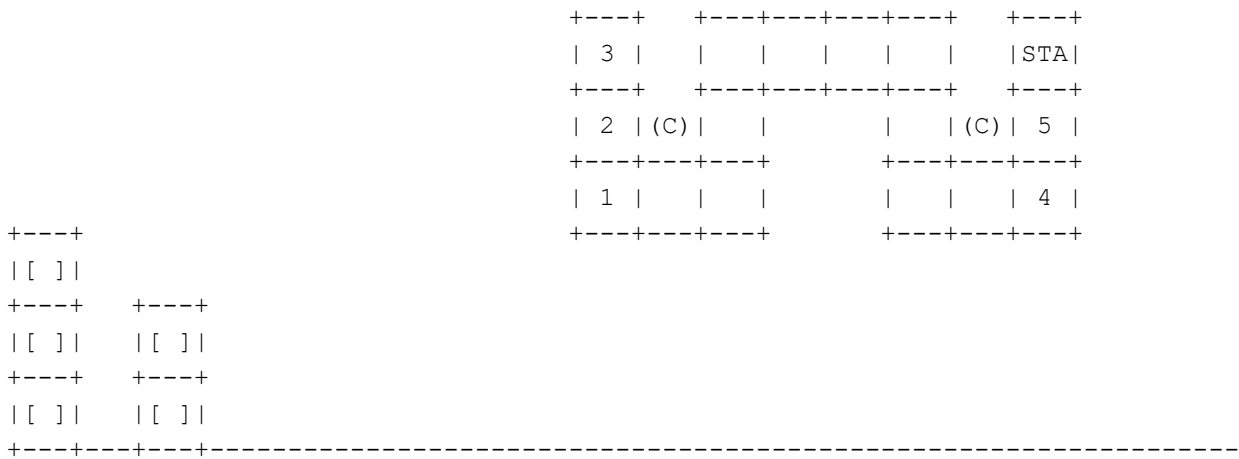
Start the second quest off by heading right until you see the first "?" Block, and you'll be approached by a Buzzy Beetle. Stomp it and kick the shell away to the left. Bash that first block for a single Coin, and bash two more "?" Blocks sandwiched between the Brick Blocks over on the right for a Super Mushroom and a Coin, as well as the "?" Block floating above them for another Coin.

Continue right and jump over the green pipes, avoiding some Buzzy Beetles that patrol between the second, third and fourth pipes. It is possible to go down the fourth pipe along to be taken to Coin Room 1, but if you continue on through the level's conventional route, you can snag a Power-up and two extra lives. If you do choose to go to the Coin Room anyway, read the Coin Rooms section of this FAQ for more information and I will point out later on where you return to the level, but if you wish to carry on as normal, continue reading.

If you stand exactly SIX block spaces to the right of the pipe (so Mario should be standing just in front of the left side of the green mountain in the background and jump straight up, you'll uncover an invisible block containing a 1-Up Mushroom, so be quick to run right and get it before it drops into the pit. Here's a diagram of its precise location:



(C) (C) (C) (C)



Key

(C) = Coin

1, 2, 3 = Bash these Brick Blocks in this order to reach the Coins

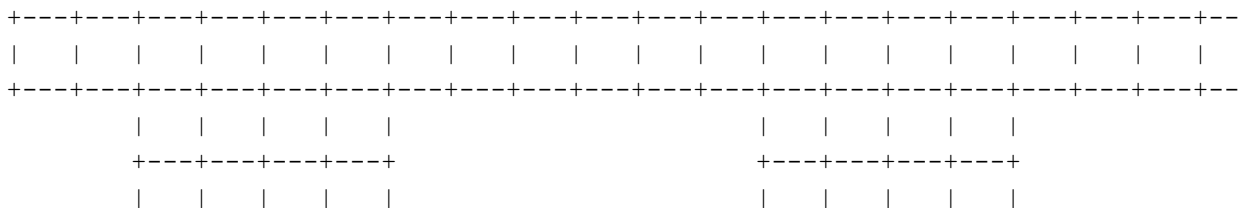
4, 5 = Bash these Brick Blocks in this order to reach the Starman in the Block above

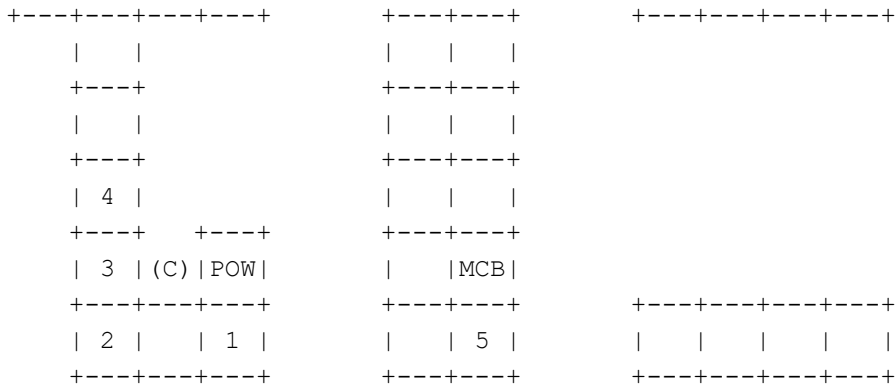
STA = Starman in this Brick Block

Continue right and defeat a Green Koopa Troopa followed by a couple of Buzzy Beetles, then run right and duck to slide through the small gap below the huge lattice of Brick Blocks (if you're Super-sized, you can also bash the Brick Blocks where the two large formations join to make a gap you can jump through). Get the four coins on the ledge by either jumping onto it and collecting them, or bash the blocks from below.

Next, when you see an 'L'-shaped ledge with a single Coin sitting in it, next to a 2x5 formation of Brick Blocks, defeat all the Buzzy Beetles in this area. Then, if you're Super-sized, bash the first three Brick Blocks to the left of the Coin, and bash the two on its right to uncover a Fire Flower from the one on the right tip (as this can only be accessed if you're Super/Fire Mario). You can then jump onto the remaining Brick Block that has the Coin sitting on top, so that you can then collect the Fire Flower.

Next, stand underneath the right side of the 2x5 formation, bash the first Brick Block above, then repeatedly bash the one above that to get several Coins from it until it is spent up. For help explaining how to get the Power-up and Multi-Coin Blocks, here's another diagram:

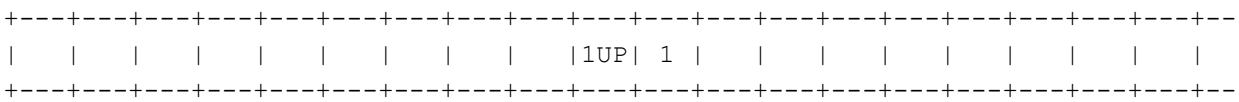




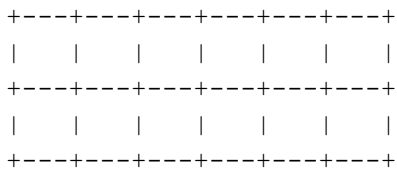
Key

- = Coin
- (C) = Coin
- 1 = Bash this Brick Block to reach the Power-up Block above it
- 2, 3, 4 = Bash these Brick Blocks in this order to reach the Coin and Fire Flower
- 5 = Bash this Brick Block to reach the Multi-Coin Block above it
- MCB = Multi-Coin Block
- POW = Power-up Block (this will be a Fire Flower as you can only reach it as Super/Fire Mario)

Once you get all the goodies here, jump onto the floating platform just right of the 2x5 formation, then make a running jump to the upper-right to land on a high floating platform that has six Coins on it. When you get these, don't drop down to the ground just yet; there's a 1-Up Mushroom in the Brick Block in the ceiling directly above the very right edge of this platform. Again, here's a diagram to show its location:



(C) (C) (C) (C) (C) (C)





Key

(C) = Coin

1 = Bash this Brick Block immediately after uncovering the 1-Up Mushroom to allow it to fall through

1UP = 1-Up Mushroom in this Brick Block

Getting the 1-Up Mushroom is easy enough if you're Super-sized as you can quickly bash a hole in the next Brick Block along to allow the mushroom to fall through. However, as Regular Mario cannot destroy Brick Blocks, you'd otherwise have to carefully move along while keeping the mushroom on screen, grabbing it when it reaches the end of the ledge and drops down.

Anyway, from this point, continue onward right and defeat three oncoming Buzzy Beetles. Further on, when you reach the first green pipe, fry the Piranha Plant inside if you have Fire power, or wait for it to retreat into the pipe before going down it yourself. This will take you to Coin Room 2; for more details and information, see the Coin Rooms section of this FAQ. Collect all the Coins in here and exit via the pipe in the bottom-right corner of the room, and this will return you back to the main level.

From the pipe in which you emerge, go right and cross the pit with the use of the pile of Brick Blocks in the middle. Two Buzzy Beetles will come down a small staircase on the right to attack you; defeat or avoid them, and go up the staircase. From the top, go across the next pit by jumping onto one of the girder platforms going down, then quickly jump right again to get to a small stretch of land guarded by a Red Koopa Troopa. Stomp the Koopa and kick its shell away, then bash the very right Brick Block in the platform there to find a Power-up.

Note that at this point, it is possible to access the Warp Zone that leads to Worlds 2, 3 and 4; as well as the Warp Zone that goes to World -1 (the Minus World). If you are interested in going to either of those two Warp Zones, I will again refer you to the Warp Zone Locations section of this guide; otherwise, to finish this level and continue through the game as normal, keep reading on.

Jump onto one of the ascending girders, then leap over to the ledge on the right and walk into the green pipe in the wall. This will take you back outside to the overworld, right beside the end-of-level staircase. As usual, jump your way up to the top, then make a running leap to the right from the top step and you'll reach the flagpole and beat this level.

World 1-3

In this level, Bullet Bills will be constantly coming in towards you from the right-hand side of the screen, so be sure to avoid them as they come towards you, especially when making some precise jumps. Start by running right to the

end of the first stretch of land, jump onto the first treetop platform, then right to the next one along. Climb onto the treetop directly above this one and stomp the Red Koopa Troopa there before kicking its shell away, and collect the three Coins.

Walk right and drop down to the low treetop to collect a single Coin on it, then jump right and onto the next treetop. Wait for the two Buzzy Beetles to drop down before defeating them, then jump to collect the two Coins high up before then jumping onto the next treetop on the right. Walk to the end of this, then jump down and right, grabbing the two Coins as you drop down to the treetop near the bottom of the screen.

On the right, you'll see a small girder platform moving up and down over a pit. When it comes down low enough, jump onto it to cross over to the low treetop on the right, so that you can bash the "?" Block there to obtain a Power-up. When the girder comes back down, jump back onto it and ride it high up so that you can leap over to the higher treetop to collect four Coins there. Head along the next couple of treetops, where you'll then see a Red Koopa Para Troopa flying over a pit. Wait for the Buzzy Beetle on the right to drop down to its death and for the Koopa to fly down low, then make a quick running jump over it to land on the next treetop platform.

From the end of here, you now have to cross a very huge chasm with the use of some horizontally-floating girders, in addition to watching out for those Bullet Bills coming in from the right. Wait for the first girder to come near enough then jump onto it, and grab the two Coins nearby as you pass underneath them. Make a carefully-timed jump right onto the second girder, jumping to grab two more pairs of Coins as you pass underneath them before leaping over to the next treetop.

From there, jump up and right to the next treetop and stomp the Red Koopa Troopa, kicking its shell right to hopefully knock out a Red Koopa Para Troopa flying over a low treetop. If not, just fry or double-stomp that Para Troopa to take care of it, so that you can drop to the low treetop and get three Coins on there. Cross the last two treetops, grabbing a pair of Coins between them, then jump right onto the horizontally-floating girder platform. From there, leap right and onto the modified staircase, from where you can make the running leap of faith to the flagpole on the right.

World 1-4

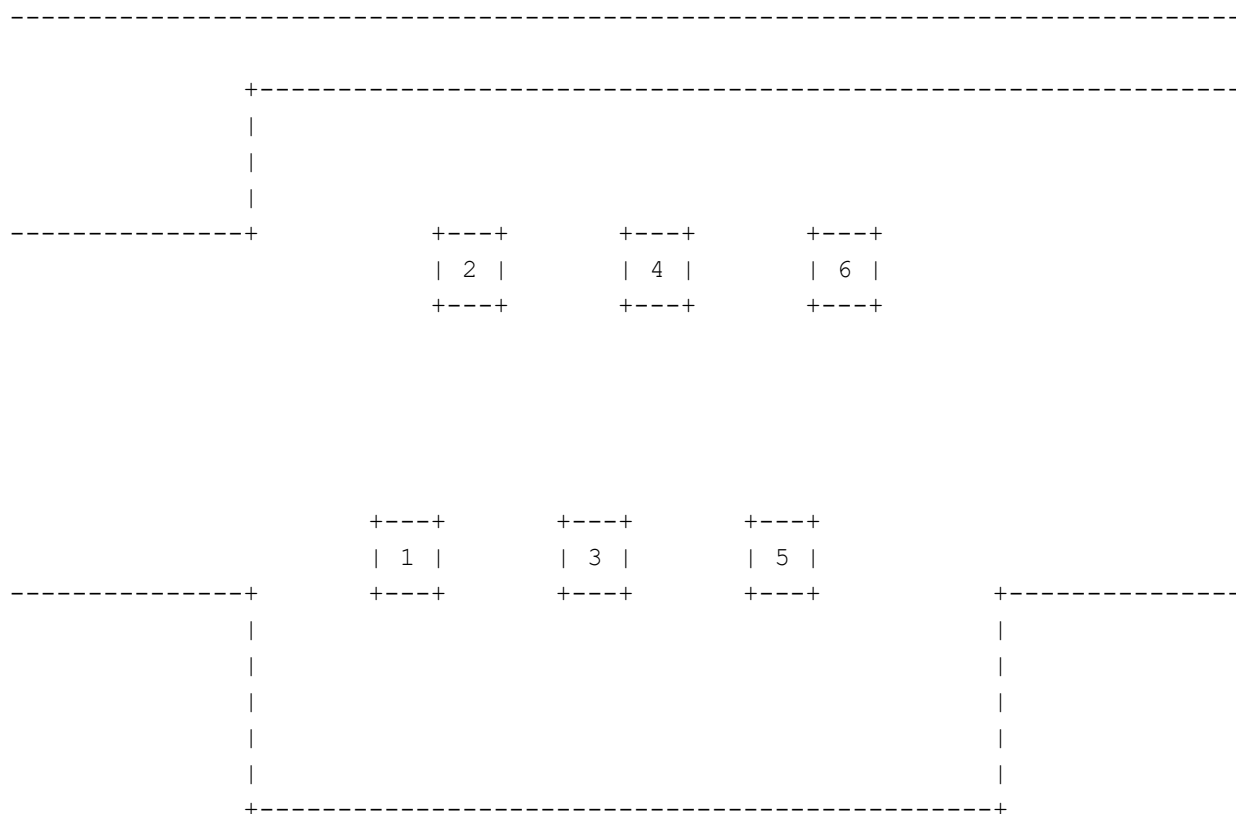
Start off by going own the staircase you start on, run right and jump over the small lava pit in the middle of the passage. Just after, wait for the Fire Bar hanging from the ceiling at the end of the passage to go up before walking underneath it, then jump over the first gap (watch out for Podoboos coming up from below) to the next ledge along. Quickly bash the "?" Block there for a Power-up, grab it, and jump onto the top of the block if you need to avoid the Fire Bar on this ledge when it rotates round.

When it's safe to do so, drop back down onto the ledge and carefully jump over the next lava pit (again, this has a Podoboo that leaps up from below, so be careful) to the passage on the opposite side, when the Fire Bar there is in a non-threatening position. Now carefully walk through this narrow passage, going underneath the Fire Bars on the ceiling when they are pointing upwards.

After you have passed a few of these, the passage will widen up a little more, to an area with several Fire Bars on the ceiling and ground. Jump over the ground ones while they are pointing directly up (this minimises the chance of

getting hit by them as they swing round), and as long as you don't jump too close to the ones on the ceiling, they won't pose too much of a problem as they can't touch Mario while he's standing on the ground. After you get past five of them, Bowser's flames will start to appear from the right, so be ready to jump over or duck underneath them, as and when they appear.

The next area is a large trench. It appears empty, but there are six hidden blocks containing Coins that you can bash by jumping and hitting their positions from beneath. Here is a diagram with their locations in this trench:



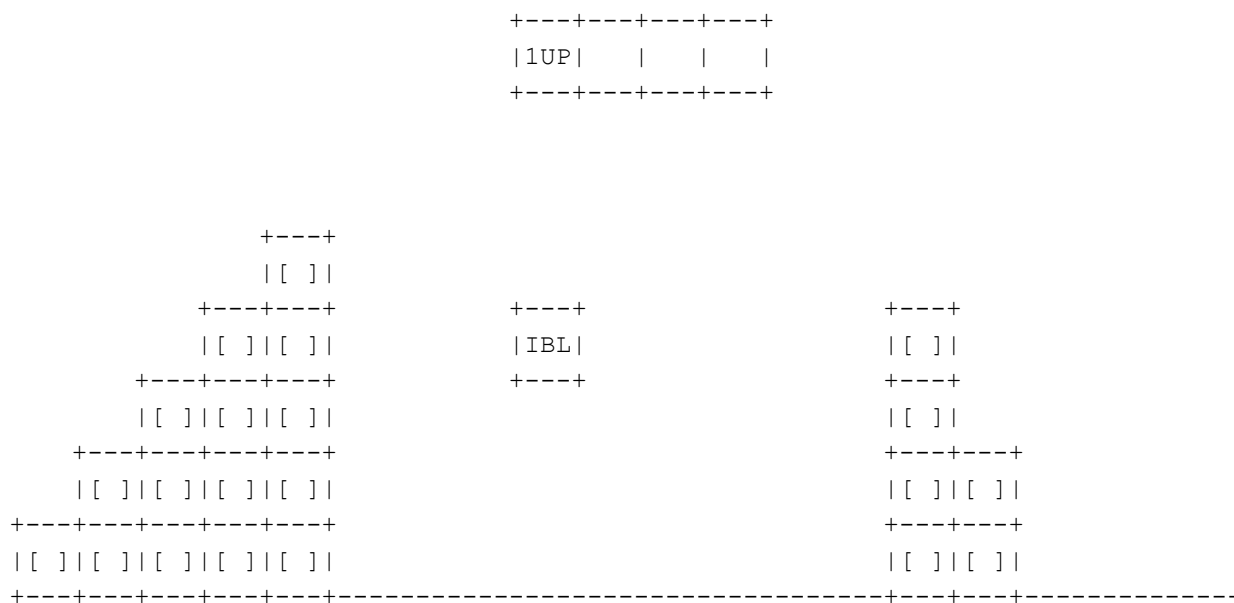
Key

1, 2, 3, 4, 5, 6 = Bash these Invisible Blocks in this order for Coins

Once you have obtained all the Coins from the Invisible Blocks, continue on while avoiding the Bowser flames until you reach the boss area itself. If you are Fire Mario, keep your distance and shoot away until you hit the Bowser Decoy with five fireballs to reveal its true form and defeat it for 5000 points. If not, run underneath him when he jumps and grab the axe to demolish the bridge. Mario will head on into the last room of the castle to be greeted by a Mushroom retainer, but informed the Princess is in another castle. With that, World 1 of the Second Quest is over; we now move onto World 2.

Head right and stomp the first Buzzy Beetle you encounter walking down the small staircase, and kick its shell away to the left. Bash the middle Brick Block in the row of three to find a Power-up, then climb over the staircase to land in an enclosed area guarded by two Green Koopa Troopas. Fry them if you have fireballs; if not, avoid them. If you stand four block spaces to the right of the staircase and jump directly up, you'll uncover an Invisible Block containing a Coin. Jump onto that block when it is revealed, then jump straight up again to the space left of the Brick Block platform in the air, and you may find another Invisible Block containing a 1-Up Mushroom.

This 1-Up Mushroom, however, will only appear if you warped to this level from World 1-2, or collected every Coin available in World 1-3. For help, here is a diagram with the locations of the two hidden blocks:



Key

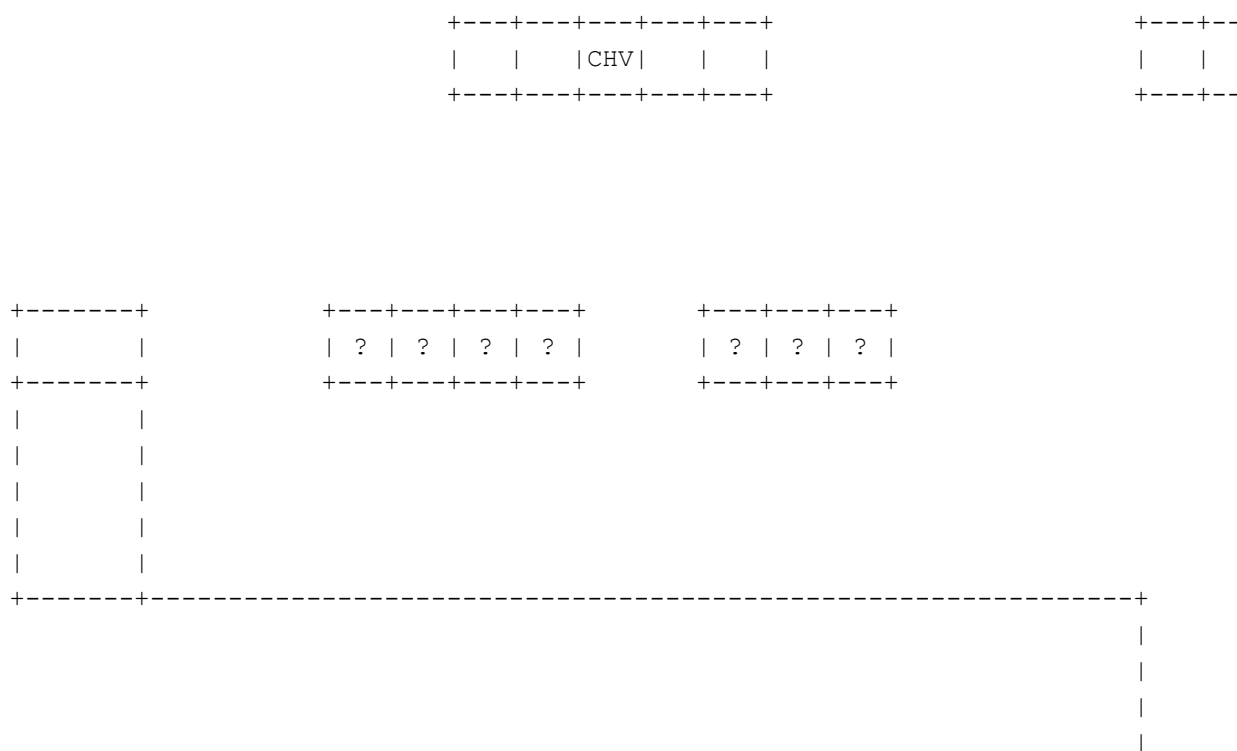
- - 1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 1-3 or warped here from World 1-2)
 - IBL = Invisible Block (contains Coin)
-

Collect the 1-Up Mushroom if it appears, and continue on right, jumping over the column and avoid the two Buzzy Beetles. Climb over the next green pipe, stomp the first Green Koopa Troopa you encounter and kick its shell right to plow down several enemies in its path. Here, you'll see two rows of five "?" Blocks each; bash them all to gain a Power-up from the very left one in the bottom row, and Coins from the other nine.

Next, go right a little further until you see a single Brick Block, with a platform to its upper-right. Jump onto that single Brick Block, and bash the very left Brick Block in that platform to the upper-right to uncover a Starman! Quickly climb up onto the green pipe on the right (when the Piranha Plant isn't sticking out) and grab the Starman for some invincibility when it drops down.

Drop right and use your invincibility to take out three Buzzy Beetles, but make sure not to scroll the screen too far right. If you bash the seven "?" Blocks

here, you'll get Coins from each one. Also, if you climb onto one of the rows of blocks and bash the middle Brick Block in the platform floating above them, this will uncover a vine leading to the Day Coin Heaven! For your convenience, here's another diagram:



Key

 ? = "?" Block (all contain Coins)
 CHV = Coin Heaven Vine in this Brick Block

At this point, you have two options as to which route to take in order to continue on through the level. Should you choose to visit the Coin Heaven (the recommended and more rewarding route), read 'Route 1', or if you wish to carry on through the main level, read 'Route 2', then continue on from 'Routes Rejoined'.

-- Route 1 --

After uncovering the Coin Heaven vine, climb it to get to Day Coin Heaven. For information on the Day Coin Heaven, please look up the Coin Heavens sub-section in the Bonus Areas section of this FAQ. When you have cleared out the Coin Heaven, you'll return to the level between a Multi-Coin Block and a "?" Block.

-- Route 2 --

Keep going right and leap over a pit. Take out a Buzzy Beetle that drops down from a green pipe, then climb onto that pipe (when the Piranha Plant has gone inside or if you toast it with a fireball) and go down to reach Coin Room 1. Again, for information, see the Coin Rooms sub-section in the Bonus Areas section of this guide. Clear the room of all the Coins, and exit via the pipe in the bottom-right corner to return back to the level.

From where you emerge, walk right a little more to see a Brick Block platform floating above some green pipes. Defeat the Piranha Plants in the pipes with

fireballs or wait for them to retreat, and bash the left Brick Block in the overhead platform to find a Power-up. Collect this, then after the pipes, make a running jump over another pit. Defeat a single Green Koopa Para Troopa patrolling on this short stretch of land, then run right and leap over the pit and the column.

Defeat the Buzzy Beetles and Green Koopa Para Troopas you encounter next, and you'll see a single Brick Block (which is a Multi-Coin Block).

-- Routes Rejoined --

Repeatedly bash that Multi-Coin Block until it's completely spent. Then, go right and bash the "?" Block for a Coin. The single Brick Block to the upper-right also contains a Power-up; it's easier to get by jumping from the "?" Block if you're Regular Mario, but if you're Super-sized, this is trickier. A better way if Super/Fire Mario is to hit that block with a running jump. Anyhow, collect that Power-up, then go over the green pipe and defeat/avoid the Green Koopa Troopa there.

Jump onto the two-piece Brick Block platform and stand on the right block. Jump directly up, and this reveals a hidden block containing a Coin. From here, you can jump onto the hidden block you uncovered and then leap onto the massive column on the right, or you can get onto it with the use of the nearby jumping board. To use that, jump onto it, and when it presses down, press the jump button again to make Mario shoot high up into the air, and move right to land onto the large column. Then from there, make the running leap over to the right and you'll reach the flagpole.

World 2-2

The level starts with a cool little cutscene of Mario exiting the last building and walking into a warp pipe, which will drop him into an underwater area, where you will then gain control. Begin by swimming down and right, to collect the first two Coins laying on the ocean floor, then begin to swim up and right. If you're Fire Mario, use a fireball to take out the nearby Blooper; as you cannot stomp enemies while swimming. If you don't have fire power, do your best to keep away from an enemies while underwater.

Grab the next three Coins near the surface, again while keeping an eye out for another nearby Blooper. Swim along a little further, then drop down to get three more Coins on the ground, just right of a tall column of pink seaweed. Now continue to swim right, frying or avoiding a number of Bloopers you encounter. Next, you'll see a partially-enclosed pit with three Coins inside; drop down to get these but be quick to swim back out as any pits will have an unseen suction that pull Mario down towards them.

Next, Cheep-Cheeps of differing colours will begin to appear in addition to the Bloopers, so as usual, hit them with fireballs or steer clear. Stay near the bottom of the area as you head on, to get three Coins underneath a stone platform, then go up and right to grab the next three Coins; look out for more Cheep-Cheeps appearing here. A little further on right is a wide gap with five Coins near the bottom; be careful as you go for them but don't go too near the bottom of the screen as you could get sucked into the pit and lose a life.

After this part, swim up and right to eventually reach an enclosed pit with a small gap in the roof of the structure surrounding the six Coins within. Make sure the area is clear of any Bloopers before you quickly drop in to grab the

Coins, then swim back up and out, and continue to swim right. From here, you now just need to fry or avoid any more Bloopers and Cheep-Cheeps as you go between or underneath the platforms until you reach the end. Walk into the pipe fixated into the wall to return to the overworld.

Mario will emerge from a small pipe beside the end-of-level staircase, so from here just climb your way up to the top step, then make the running leap right to reach the flagpole and finish this level.

World 2-3

Go right and run/jump over the small gap, then go up the small staircase and begin to run right non-stop along the bridge. As you head along, Red Cheep-Cheeps will leap up to attack from below. It's possible to defeat them either with stomps or fireballs, but the best thing to do is just run and avoid them, as they don't stop attacking until you reach the end. Anyway, about halfway along the first stretch of the bridge, make sure to jump and collect the four Coins floating in the air, as well as taking out a Green Koopa Para Troopa.

A little further on, get past a Green Koopa Para Troopa, collect the five Coins arranged in a zigzag pattern, before making a running leap right and over a gap to land on the next section of the bridge, fighting a Red Koopa Troopa. Collect four more Coins floating above here, then leap over another gap to the next section along. Keep going right, fight another Red Koopa Troopa, and make another leap to the next part, while getting three Coins floating over the gap.

Bash the "?" Block you see here for a Power-up, and be quick in getting it so as not to be hit by any leaping Cheep-Cheeps. Drop back down and make a huge running jump right to grab three Coins, before dropping down to land on a low treetop platform. Fight a Red Koopa Troopa on here, then jump up and right to land on a small, floating bridge segment, then jump right again to get onto the next stretch of the bridge.

As you jump to collect the line of six Coins here, look out for a flying Green Koopa Para Troopa on the right as well. Double-stomp or fry it with a fireball to defeat it, then run right and drop onto the next part of the bridge, collecting four more Coins on here, and defeating another Green Koopa Para Troopa. Run right and jump over to the next part of the bridge, then from the end of that one, cross a large pit with the use of some small, floating bridge segments, grabbing the six Coins floating above while doing so.

When you get to the last part of the bridge, just keep running right to the end, and the Cheep-Cheep attacks will stop. Run to the end of the last stretch of land and leap right to get to the tall staircase, then climb it to the top and leap right to the flagpole.

World 2-4

Go down the steps and head right to the end of the passage, where you'll come to a large lava pit. When the Podoboo isn't leaping up from below, jump onto the first small, floating platform, then quickly jump over onto the next one, which has a very long Fire Bar on it. This is too long to jump over normally, so you'll need to climb onto the "?" Block before jumping to make it over the Fire Bar without getting hit.

Quickly drop down and bash the "?" Block for a Power-up, then make two more

jumps across the lava pit with the use of another small platform, and be sure to look out for a second Podoboo leaping up from below on the right side of the pit. Next, you'll come to a passage that is split into two routes. Take the top one, as there's less Fire Bars to have to deal with. Walk over the ones on the ground while they are going down, and under the one on the ceiling while it is pointing up.

When the paths join again, jump onto the raised ledge and wait for the Fire Bar on the ceiling there to point up, before crossing the pit with the use of the girders going up and down the two lines. Be quick but careful, and look out also for the Bowser Decoy boss' flames beginning to shoot at you from the right-hand side of the screen. From the second set of girders, make sure you're also careful to time your jump over to the next ledge, as there is a Fire Bar rotating around a block on the corner of it there.

Next, you'll reach a trench with six Coins in it, surrounding a block with a Fire Bar attached to it. Collecting five of the six Coins around the block isn't too difficult a task as long as you do so when the Fire Bar is pointing away, however the Coin that lies directly underneath the block is a little tougher. If you're Regular Mario, you can simply run underneath the block from right to left without any trouble, but if you're Super-sized, you'll need to do a crouch slide by running towards the block from the right, then hold Down to duck at the very last moment to slide underneath the block, getting the Coin and standing up when Mario slides out the left side, without touching the Fire Bar. If you don't feel like risking it, then just leave this one.

Now, go right and cross over the last two lava pits, again looking out for any Podoboos leaping out from them, and Bowser flames coming in from the right. Jump across two more empty trenches, then you'll reach the boss area. If you're Fire Mario, shoot away with Fireballs until you hit the Bowser Decoy with five to defeat it. You can also bash some of the Brick Blocks in the upper-left part of the room and stand on them while you shoot fireballs down at Bowser to make this task even easier; but beware of a Podoboo leaping up from below if you choose to go for the Brick Blocks.

Otherwise, if you don't have Fire-power, either run underneath Bowser when he jumps up, or climb up onto the small, girder platform moving from left to right in the upper-right part of the area, then once you're behind the Bowser Decoy, grab the axe to destroy the bridge and send him falling into the lava below. When you've done it, Mario will enter the last room to find another Mushroom Retainer, and you'll hear the same message again - the Princess is in another castle! World 2 over, we now head onto World 3.

4.3. World 3

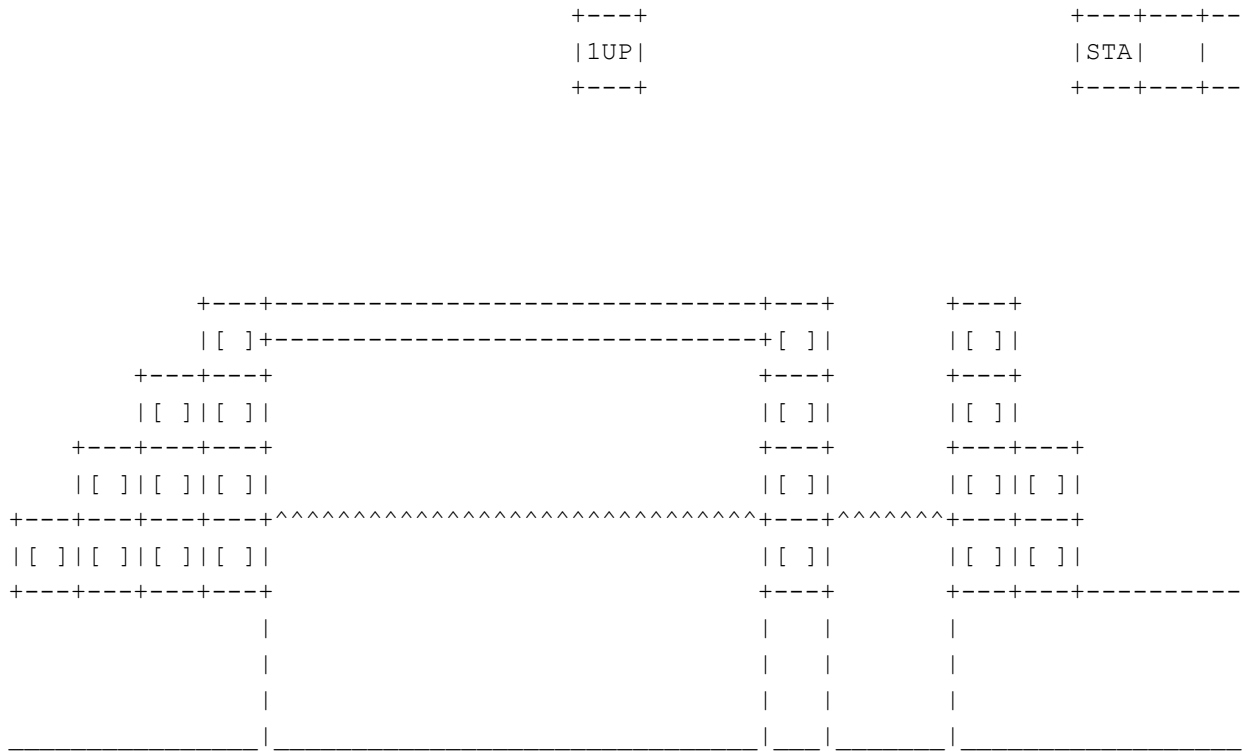
[0403]

World 3-1

Run right and bash the first two "?" Blocks to get Coins, and defeat the two Green Koopa Para Troopas that appear here. Bash the third "?" Block to get a Power-up, then go right and climb over the first silver pipe, ignore the Buzzy Beetle, and jump into the second silver pipe when the Piranha Plant has retreated inside (or you can take it out with a fireball first). This pipe will take you to Coin Room 3, so clear that room out, referring to the Coin Rooms section of this FAQ for more information should you so need it.

Once you collect all the goodies from that Coin Room and exit to return to the

overworld, from the small silver pipe from which Mario emerges, walk right and climb the staircase and onto the small bridge leading over the water pit. Three Buzzy Beetles will appear to attack here; stomp the first one in the line and kick its shell into the others to take them out. Now note that here, you can find an invisible block containing a 1-Up Mushroom by standing just below and right of the larger of the two clouds in the background and jumping straight up. It'll only be here, however, if you collected every Coin in World 2-2, or warped here from World 1-2. For its location, here's a diagram:



Key

 1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 2-3 or warped here from World 1-2)
 STA = Starman in this Brick Block

Once you've obtained the mushroom, jump over the pit onto the ledge onto the L-shaped ledge, and to the upper-right is a floating platform comprised of three Brick Blocks. Bash the one that is furthest on the left, and this will uncover a Starman! Grab this, and use your invincibility to defeat the Buzzy Beetles and Green Koopa Troopa on the ground, then go further on right and take out the Piranha Plant guarding the next silver pipe.

A little further on you will encounter The Hammer Bros., who jump up and down between the two Brick Block platforms. While you still have Starman power, defeat the pair of them, and you can bash the two "?" Blocks in the top platform to get a Coin from the left one, and a Power-up from the right one. Go right a little further to find a jumping board just left of a pit with two platforms floating high over it. Ignoring the jumping board, go left to get a good run-up, then charge right at full speed and make a massive jump to land right inbetween those two Brick Block platforms.

Bash the right Brick Block in the top row, and this will uncover a vine leading to the Night Coin Heaven. At this point, that means there are two possible routes to take in order to continue on through this level. By taking the Coin Heaven route (Route 1), this gets you more Coins, but if you choose to stick to advancing at ground level, you can acquire a Power-up (Route 2). Take whichever

route sounds best to you by reading the appropriate part of the walkthrough, then continuing on from 'Routes Rejoined'.

-- Route 1 --

After you uncover the Coin Heaven vine, climb onto it by either smashing the two Brick Blocks left of it to make space to jump up, or if you are Regular-sized, use a Banana-jump trick (see the Basics section) to get onto the higher ledge. When you climb the vine to get to the Night Coin Heaven, clear the place out in the usual old fashion - again, if you would like more details on Coin Heavens, it's in the Bonus Areas part of this guide. Drop back down at the end of the area to return to the main part of the level.

-- Route 2 --

Wait for the two Buzzy Beetles on the staircase on the right to drop down the pit, then drop down and climb up and over that staircase, and the pit just right of it. Defeat two Green Koopa Troopas and some Buzzy Beetles here, and bash the four "?" Blocks sandwiched inbetween Brick Blocks to get Coins and a Power-up, from the bottom-right one. A little further on right, fight a number of Green Koopa Troopas and Para Troopas, and you come to a long Brick Block platform.

-- Routes Rejoined --

The second Brick Block from the right in this platform is a Multi-Coin Block, so be sure to quickly and repeatedly bash it to extract as many Coins from it as you possibly can. Next, go right and climb over the wall, jumping right from the top of it to clear the pit just on the right. You'll finally come to the end-of-level staircase, which has two Green Koopa Troopas descending it; avoid them or fight them, then when they're out of the way, finish climbing to the top, then make the running leap of faith over to the flagpole on the right.

World 3-2

Go right a little, and stomp the first Green Koopa Troopa you encounter. Kick its shell right, chasing after it, and it will plough through several more enemies while racking up huge points in the process. Be sure to quickly jump over the shell when it bounces back from a block a bit further on though, or it can hit Mario and hurt him as well! After that block, grab three Coins, then jump onto a small column a little on the right and bash the "?" Block floating directly above it to get a Power-up.

Stomp the next Green Koopa Troopa and kick the shell to knock out three Buzzy Beetles, but be sure to jump over the shell as it comes back, while you continue right. You'll encounter a solitary Green Koopa Troopa patrolling between two columns; above it are two Brick Blocks. The higher of the two contains a Starman; the lower is a Multi-Coin Block. If you are in Fire Mario form, use a fireball to fry the Koopa first before getting the Coins and then the Starman. Otherwise, get the Starman first, defeat the Koopa with your invincibility, then get all the Coins from the Multi-Coin Block.

Jump over the next pit on the right, and run along this stretch of land while taking on a Green Koopa Para Troopa, Green Koopa Troopa and three Buzzy Beetles before you need to cross a small pit to get onto a small patch of land with a

small column on it (there's nothing in the Brick Block above). From there, cross over to the next stretch of land, and run along that one while taking on a Green Koopa Troopa, followed by three more, then two more after that, then three more.

Next comes a silver pipe; fry the Piranha Plant that lives inside it or wait for it to go inside, then jump onto said pipe and collect the four Coins floating above it. Drop down right and take on a Green Koopa Troopa and several Buzzy Beetles. After all these enemies, keep going right and you'll reach the tall staircase. As usual, climb it up to the top, and from the top step, make the running leap over to the right to hit the flagpole and end the level.

World 3-3

Head right to the end of the starting stretch of land, then leap right and onto the first treetop platform. A Buzzy Beetle will approach from the right, so stomp it and kick its shell away, and jump over to the next treetop platform. Jump over to the first horizontally-floating girder platform, then carefully drop down onto the girder below this one, then down to the low treetop below this one to collect two Coins.

From there, jump over the gap and onto the next treetop platform over on the right, grabbing a single Coin floating there, followed by three more Coins as you jump over onto the next treetop. Jump onto the next treetop, and defeat a Red Koopa Troopa here. Bash the "?" Block there for a Power-up, then go right and drop down to the treetop below, collecting another three Coins and fighting another Red Koopa Troopa, should you wish to do so.

Now, climb back up and onto the very tall treetop platform on the right that has two Coins lying on it. Collect these, then you'll see a girder platform floating still over the pit on the right. This will start to sink as soon as Mario steps onto it; so be quick when you drop onto it before jumping right to the first treetop with a Coin on it. Jump across the small gaps and collect some more Coins on the top of the small treetops, before you come to a girder pulley set.

Drop onto the girder and grab the Coin, and quickly make a running jump right to get to the opposite girder to collect two Coins there as well, and quickly jump right and onto the higher of the two horizontally-floating girder platforms. Let it carry Mario over to the right, then make a running jump right and onto a treetop with two Coins on it. Go right and collect a couple more Coins lying on the treetop platforms here as well.

If you have fireballs, torch the Red Koopa Para Troopa flying over the next pit, or make a running leap over that pit when it isn't in your way. On the long treetop platform, defeat two Red Koopa Troopas patrolling there, then walk to the end and jump up onto a horizontally-floating girder platform. Let it take you right before you jump onto the left part of a girder pulley set. Let it drop down a bit (you can jump so that it doesn't drop as sharply) until the right girder is high up enough so that you can jump onto that, then quickly make the running jump right to reach the end-of-level flagpole.

World 3-4

Head down the stairs, then run right through to the end of the passage. Now, make several quick jumps across the pits, with some stone platforms inbetween.

Time it carefully and look out for Podoboos leaping up from some of the pits, as well as the Fire Bars rotating round the ledges between the pits. When you clear this part, a little further on you'll see three "?" Blocks; bash them to get two Coins from the left and right ones, and a Power-up from the middle block.

Jump over the small lava pit, then run right and make a carefully-timed running jump through the Fire Bars on the ceiling and floor. Do the same for the next one, then the third set will have the Fire Bars rotating in the opposite directions. Time it carefully, and try to grab the three Coins floating to the right of the ceiling Fire Bar as you jump through. Next, jump up and right over the lava pit, to the next ledge. Look out for the Bowser Decoy boss' flames starting to come in from the right side of the screen here, too.

Go right and jump over a lava pit, while the Podoboo isn't leaping up from below. Do the same again for the next two lava pits, and keep an eye out for those Bowser flames as well. When you make it past this part and into the next passage, head through and you'll eventually reach the boss area. To defeat the Bowser Decoy, use five fireballs if you're Fire Mario to reveal its true form before it is defeated, or you can make a running jump to the girder-platform in the upper-right area of the room and drop onto the axe behind the Bowser Decoy to destroy the bridge and win.

When you defeat the Bowser Decoy boss, you'll head into the last chamber of the castle and again, are greeted by the Mushroom Retainer, and see the same usual message. World 3 is now beaten, and we head onto World 4.

4.4. World 4

[0404]

World 4-1

Run right for a short distance, and after climbing over the first green pipe of the level, Lakitu will appear to bombard you with Spiny Eggs throughout the level, so to temporarily take him out, try to find a high enough surface to climb up to, where you can either stomp him or fry him with a fireball. You can do so right here by jumping up the "?" Blocks, and from the higher one you can fight Lakitu. When he's out of the way, bash the two "?" Blocks for a Coin, and a Power-up.

Now continue right and jump over the small pit, and collect the four Coins you see floating in the air. Keep running right non-stop until you come to four "?" Blocks; bash all of them for Coins, and continue to run right. Jump over another pit, then you'll reach a row of four more "?" Blocks. They all contain Coins, and if you climb onto them, you may find a hidden 1-Up Mushroom by standing on the top of the second block from the right and jumping straight up; it'll only appear here if you got every Coin in World 3-3, or warped here from World 1-2. As usual, here's a diagram to show its location:

```
+---+
|1UP|
+---+
```

```
+---+---+---+---+
| ? | ? | ? | ? |
+---+---+---+---+
```

Key

? = "?" Block (all contain Coins)

1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 3-3 or warped here from World 1-2)

If Lakitu returns here to pester you, you can also climb onto the 1-Up Mushroom's used block to be high enough to stomp/fireball him. Now drop back down to the ground and resume heading right, jumping onto the small column, then jumping right to collect four Coins floating in the air. Right a little more, climb onto the green pipe when the Piranha Plant has gone inside, then make another running jump right to grab four more Coins. After this you come to another green pipe; fry the Piranha Plant or wait for it to go back into the pipe, then go down the pipe to be taken to Coin Room 4.

Clear out this Coin Room; see the Coin Rooms sub-section in the Bonus Areas section of this FAQ for information, as usual. After getting all the Coins and the Power-up in here, walk into the pipe in the bottom-right corner to return back to the overworld. From where Mario emerges, run right and leap over two small pits, followed by a three-block-tall column and another pit. Now run right non-stop and you'll eventually get to the end-of-level staircase, and Lakitu will also flee.

Climb the staircase, but rather than leaping over to the flagpole, this time drop to the ground on the right, and quickly and repeatedly bash the Multi-Coin Block there until it is spent up. Now, you can jump onto the used block and jump right again to the top of the flagpole, or you can jump back over to the top of the staircase and make the usual running jump to reach the flagpole. Either way, when that's done, you win this level.

World 4-2

The level starts off with the short cutscene of Mario walking into a warp pipe, and you are then taken to an underground area, where you will gain control of Mario. When you land on the ground, go right and make your way across the pit with the use of the two small bits of land on its left side; the best way to do it is to run, make a very small hop onto the wider of the two islands, then as soon as you land, make a HUGE jump right and you should clear the pit, landing just left of a large lattice of Brick Blocks.

Head through the passage, and drop down through the gap to collect the three Coins on the ground. Also be sure to bash the Brick Block directly above that

section of this FAQ for a diagram, information and details on how to clear this Coin Room out. After getting all the Coins and leaving, you'll return back to the main level via the first in a series of three pipes on a stretch of land.

-- Route 2 --

Climb over two more pipes, fighting the Piranha Plants and Buzzy Beetles if you got the Starman from before. After the next pipe, take out two oncoming Green Koopa Troopas, then climb onto the pillar and jump across the pipe, another column, then on the right are some girder platforms descending into a pit, with three Brick Block platforms on the right. Using a girder, jump your way across to get between the middle and lower Brick Block platforms, and bash the middle block in the middle platform to get a Power-up.

Now, at this point in the level, it is possible to take a detour in order to reach the second of the stage's two Warp Zones; this one going to World 5. If you are at all interested in accessing that Warp Zone, then please check out the Warp Zone Locations section of this FAQ; otherwise, keep reading as normal if you intend to keep playing through this level the conventional way. Cross the next pit on the right with help from the ascending girders, and you'll come to a small green pipe.

-- Routes Rejoined --

Head right and climb over two more green pipes, frying or avoiding the Piranha Plants as necessary, followed by another pit. On the next small stretch of land, a Buzzy Beetle will come towards you from a small staircase on the right; stomp it, and kick its shell into the pit on the left. Go up the stairs, and cross the pit with the use of the girders descending into it, getting over to the stretch of land underneath the long Brick Block platform with lots of Coins lying on the top.

Two Green Koopa Troopas will appear from the right; dispatch of them. Bash the very left Brick Block in that long platform above, and this will give you a Power-up. Now you can either climb onto the platform and run along it to get the ten Coins, or you can also get them by bashing the Brick Blocks they lie on from below. Next, go up another staircase, and wait for the Piranha Plant in the tall, green pipe on the right to retreat. Quickly then jump over onto the pipe and run right at full speed to drop onto the ledge, where you can walk into the exit pipe to return back to the overworld.

Mario will emerge from a small pipe right beside the tall staircase, so from here climb it to the top as normal, and make the running jump to the right from the top step to reach the flagpole and beat this level.

World 4-3

Head right to the end of the stretch of land you start out on and onto the first mushroom platform at ground level, then leap up and right to one that has five Coins and two Red Koopa Troopas on it. Quickly stomp the Koopas and kick their shells away, then collect the Coins on this platform, and the three lying on the mushroom platform to the upper-left.

Drop back to the other platform then make a running leap right to another mushroom platform near the top of the screen, and stomp or fry the Red Koopa Para Troopa flying over to your right. Drop down and right to a low platform

near the bottom, and defeat a Red Koopa Troopa there, and collect three Coins lying on this platform. Walk right and jump onto the unoccupied mushroom platform to the right, then up to the higher one on the left, and bash the "?" Block there to find a Power-up.

Jump onto the top of that block once you have bashed it, then from there make a leap right to land on the left girder in the pulley set, and lower it down until you can claim the Coin just below (remember, making small jumps will slow the rate at which the girder drops, because if it goes down too far too fast it'll snap off). Then hop onto the mushroom platform between the girders, then jump up and right to the girder on the right side of the line to grab another Coin, then hop across the two vertically-floating girders right of that, and from the second floating girder, leap right to land on the first mushroom platform that has three Coins on it.

Collect these Coins and three more on the next platform, followed by one more on the mushroom platform just below, then defeat the Red Koopa Troopa patrolling on the next platform along. Next, you come to another girder-pulley set; jump onto the left girder and gradually lower it down until both girders are at roughly the same height. Jump onto the mushroom platform between them and then onto the right-hand girder, then you can jump across onto the left girder of the next set.

Lower this left girder down to bring up the right one ever so slightly so it's just about touching the Coin, then you can jump down and right to grab that Coin, then quickly make a running jump up and right to land on the left girder of yet another pulley set, while grabbing a Coin there as well. Adjust the girders on this line until they're at approximately the same height, then jump onto the right girder, before leaping right again to land on a wide mushroom platform and collect five Coins lying on top of it.

Run right at full speed along this platform off the end and you'll drop onto another mushroom platform to the lower-right. Now jump right and over to one last mushroom platform before jumping onto a vertically-floating girder. When this gets as high up as it can go, quickly make a running leap to the right to land as high up as you can on the flagpole. Note that due to the reduced size of the girder, it isn't possible to hit 5000 on the flagpole - the best you can get is 2000.

World 4-4

Walk down the steps at the beginning, and hop over the two lava pits with the use of a narrow ledge in the middle. The path then splits into two routes, and you need to take the correct one in order to advance; in this instance the top path. Run along at full speed and Mario will simply skip over the small gaps between the narrow platforms. A short distance after, run over a Fire Bar when it isn't pointing up, and a little further on right, the routes will join back up again.

Jump through the small opening, and you'll come to some stone ledges clustered around a lava pit. Climb them, then drop through the opening in the top ledge, then walk left and drop through the narrow gap to land on the ground, and you should be right next to the lava pit. Now, head right along this bottom path, and underneath a Fire Bar while it is pointing up so you don't get hit. The flames of the Bowser Decoy boss will also start to appear from the right-hand side of the screen, as well.

From here, just continue on right until all the paths rejoin, and jump up to

Key

1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 4-3 or warped here from World 1-2 or World 4-2)

As you can also see from the diagram, past the gap is a silver pipe floating in the air. You can get onto this by making a running jump from the aforementioned Brick Blocks, or by climbing up from the Bullet Bill cannon on the ground just to the right. Be sure to look out for a Piranha Plant that inhabits this pipe, though. When you go down, this will take you to Coin Room 5; as usual, see the Coin Rooms section of this FAQ for details. Collect all the Coins from here and exit via the pipe in the bottom-right corner of the room to return to the overworld via another nearby pipe.

From the point where you emerge, head right and past another Bullet Bill cannon, followed by fighting or avoiding a pair of Green Koopa Para Troopas bouncing along the ground. Just after, you'll reach the end-of-level staircase, which has a pair of steps missing so be sure not to fall down the gap while climbing to the top step (as that means you won't be able to get the highest possible Flagpole Bonus). The flagpole is just on the right, so jump onto it and you've beaten this level.

World 5-2

Head right, and climb up the small staircase, and look out for Bullet Bills being fired from the cannon that sits on the platform attached to the top step. Climb over this and drop down to the ground, avoiding the Green Koopa Troopa that patrols there. On the right you'll see a jumping board; use this to get the three Coins high up in the air (jump onto the board and press the jump button again to make Mario soar high up).

Now, get a good run-up on the left of said jumping board, and run right, making a leap over the pit and landing between the two floating Brick Block platforms, while grabbing the three Coins lying on the left side of the lower platform. Now bash the very right Brick Block in the top platform to find a Power-up. Further on right is a Hammer Brother guarding a staircase; stomp or fry it if possible (and if the worst comes to the worst, you can take a hit then rush past while Mario flashes for a few seconds).

At this point you have a choice of two routes to take in order to continue progressing through the level; you can go down the silver pipe you see here to visit the Hidden Coin Area (Route 1), or continue on a little further to find a Coin Heaven (Route 2). Read the appropriate walkthrough under the heading of the route you choose, then continue on from 'Routes Rejoined'.

-- Route 1 --

After getting past that last Hammer Brother, go down the very next silver pipe you see to reach the Hidden Water Area (again, you can find more details and a brief walkthrough of this area in the Hidden Water Area sub-section of the Bonus Areas section of this FAQ). When you get through that area and go into the pipe at the end, you'll return to the overworld. From the pipe Mario emerges from, jump inbetween the two Brick Block platforms over to the right, and bash the very right Brick Block in the top platform to find a Starman. Make a quick but carefully-timed jump right over the gap to grab the Starman while

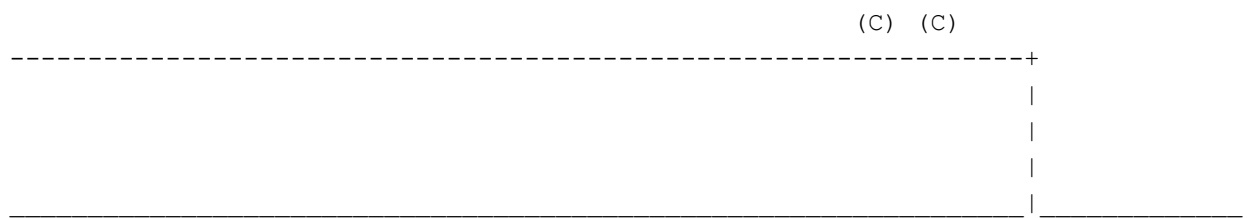
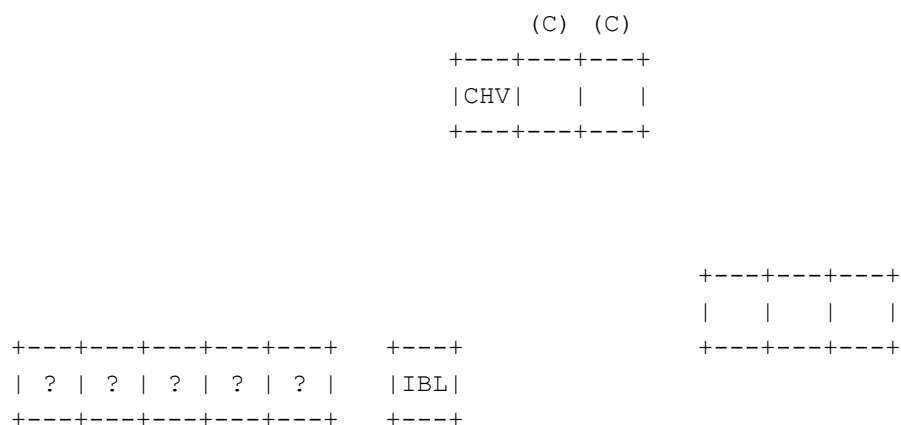
it drops down, and over the pit and small column. Defeat the three Buzzy Beetles.

-- Route 2 --

Go past the pipe, and avoid the two Buzzy Beetles that appear. Climb the staircase, leaping over the pit that replaces a couple of steps. Drop right and to the ground, and a little further on you'll see a row of five "?" Blocks that is guarded by a Hammer Brother. Defeat it with fireballs if you have fire power, or bump one of the blocks it is standing from below. Now bash all five "?" Blocks for Coins. Next, stand two block spaces right of the rightmost "?" Block and jump into the air to uncover a hidden block containing a Coin. Walk right to get two more Coins on the ground, but be sure not to scroll the screen too far.

After getting them, go back and jump onto that hidden Block you found, then bash the very left Brick Block in the platform just above to reveal a Coin Heaven Vine! Jump up and grab it, and press Right a couple of times to drop onto the Brick Blocks just on its right so that you can collect the two Coins there, then hop back onto the vine to climb it to the Coin Heaven.

Here's another diagram to illustrate better the locations of the hidden block and the location of the Coin Heaven Vine:



- Key
- - ? = "?" Block (all contain Coins)
 - (C) = Coin
 - CHV = Coin Heaven Vine in this Brick Block
 - IBL = Invisible Block (contains Coin)
-

For more details on the Day Coin Heaven, please see the Bonus Areas > Coin Heavens section of this guide. Once you're through that area and drop down at the end, you'll return back to the main level just to the right of a small

column.

-- Routes Rejoined --

A little further over on the right are two Brick Blocks floating a very small distance above the ground. If you're Regular-sized, you can simply walk underneath and bash them for the contents, but if you're Super-sized, it'll require a Crouching Slide (see the Basics section on how to do this). In the left Brick Block are multiple Coins (keep bashing away until the block is spent up), in the right one is a Power-up.

After getting these goodies, jump onto the two spent blocks, then leap right to clear the pit, with help from the Brick Block platform floating over the pit. Jump over to the next stretch of land once the two Buzzy Beetles have dropped into the pit, and fight two Green Koopa Para Troopas coming in from the right. Next is a single Brick Block; bash this to get a Power-up. There is a silver pipe in the middle of the pit to the right; use a fireball to fry the Piranha Plant inside it, otherwise wait for it to retreat before jumping onto the pipe, and you can get the two Coins above by bashing the Brick Blocks they sit on from below.

Jump right to clear the pit, and take on one last Green Koopa Para Troopa bouncing down the staircase. Take care as you climb it, as the third and sixth steps up are missing, and falling down results in loss of a life! Once you're at the top step, make the running leap to the right to reach the flagpole.

World 5-3

A remix of World 1-3, be sure to keep an eye out for a constant onslaught of Bullet Bills coming in from the right-hand side of the screen. Begin as usual by running right to the end of the beginning stretch of land, hop onto the first treetop platform, then onto the next one on the right. Climb onto the treetop just above and dispose of the Red Koopa Troopa there so that you can collect the three Coins. Next, drop down and right to get a single Coin on the low treetop, before jumping onto the next one along and defeating two Buzzy Beetles that drop down from the right, and get the two Coins floating above.

Jump onto the next treetop platform and walk to the right end of it, then jump right, grabbing the two Coins while you drop down to the low treetop platform. Cross the gap on the right with the use of the girder platform when it descends low enough, and bash the "?" Block there for a Power-up. Now jump back onto the aforementioned girder and ride it high up, so that you can jump right to grab four Coins lying on the high treetop platform.

Head across another couple of platforms, and wait for the Buzzy Beetle right of the Red Koopa Para Troopa to fall into the pit below, before frying the Red Koopa Para Troopa or waiting for it to fly low, so that you can leap over it and onto the next treetop platform. From here, jump onto the first horizontally-floating girder platform, grabbing two Coins, before leaping over to the next girder on the right. Jump to grab two pairs of Coins while watching out for the Bullet Bills, and drop onto the next treetop on the right after grabbing that last pair of Coins.

Leap over to the next treetop and stomp the Red Koopa Troopa, kicking the shell right and it should drop down and knock out a Red Koopa Para Troopa flying above a low treetop with three Coins on. If the shell doesn't connect, just use a fireball or a couple of stomps on the Para Troopa to dispose of it before

getting those three Coins below it. Hop up to the next treetop and get two Coins while you jump to the last one, then jump up and right to the horizontally-floating girder platform. Ride it to the right and jump right to reach the modified staircase, then from there, make the running leap from the top to reach the flagpole.

World 5-4

Go down the steps and head to the end of this first passage, then make two very quick hops, onto the first floating ledge and then onto the next one (watch out for Podoboos leaping up from below, they shouldn't catch you if you're quick enough), then quickly jump onto the top of the "?" Block so that you can jump again to avoid being hit by the HUGE Fire Bar as it rotates around. When it's safe, drop back down and bash that "?" Block for a Power-up, then quickly finish clearing this lava pit with a couple of jumps, onto the next floating stone ledge on the right before you reach another passage.

The path splits in two here; it doesn't really matter which one you take as they both lead to the same area, but I'd go for the top one in this instance as there's a couple less Fire Bars to deal with. Either way, just run over/under Fire Bars while they're pointing down/up accordingly, and when the paths rejoin again, hop up onto the raised ledge. Avoid the Fire Bar on the ceiling here as you jump over onto one of the girders going up on the first line, then jump over onto one of the girders going down on the second line, then quickly jump right onto the next ledge when the Fire Bar isn't in a threatening position.

Look out for flames appearing from the right side of the screen as you go right into a large trench that has a Fire Bar on a block, surrounded by six Coins. Getting five of them is easy enough, but for the one directly underneath the Fire Bar block, you can run underneath it as Regular Mario, but for Super/Fire Mario, to get it without getting hurt requires you to run at it from the right, using a Crouching Slide and then quickly standing back up again as you slide out underneath the left side of the block, and running left so as not to be hit by the Fire Bar. If you don't feel like risking it, don't bother going for this Coin.

Next, jump across the two small lava pits when the Podoboos are not leaping up out of them, and keep an eye out for those Bowser flames. When you get past said lava pits, go through the passage and past two empty trenches, and you'll reach the boss area. Five fireballs or grabbing the axe, as usual, will do in this Bowser Decoy boss, and Mario enters the last room to be greeted by another Mushroom Retainer with the same old message. World 5 finished, onto World 6!

4.6. World 6

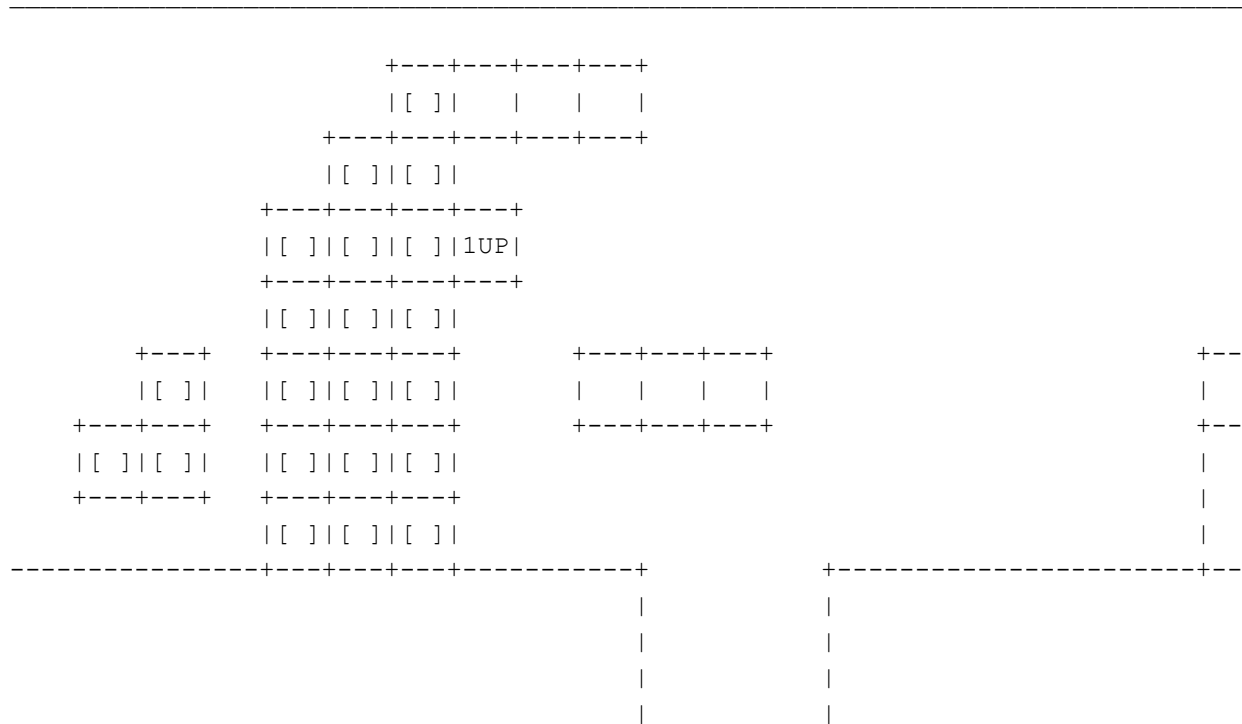
[0406]

World 6-1

Run right and bash the first two "?" Blocks you see for Coins. Jump over the next small pit, and as you start to go up the steps, Lakitu will appear to attack you with Spiny Eggs. On the top step, bash the left of the two Brick Blocks for a Power-up, and jump onto said blocks so that you are high enough to either stomp/fry Lakitu and take him out for a few moments and you can continue on without being pestered.

Jump across the next pit, and there is a floating platform comprised of three Brick Blocks. The right one is a Multi-Coin Block, so quickly and repeatedly bash it until you've extracted as many Coins out of it as possible. Continue right, jumping over a small pit, then grabbing three Coins. Climb up the small staircase, and from the top step, jump right and clear the pit, grabbing the two Coins before dropping to the ground to carry on.

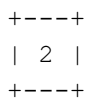
Next, you'll come to what looks like a partial staircase, which has three Brick Blocks attached to the top step. Climb up and over this, dropping onto the platform floating just above the pit, then walk left so that you're pressed against the right side of that staircase. If you jump straight up, you should reveal a hidden Block containing a 1-Up Mushroom, which will appear if you collected every Coin in World 5-3, or warped to this level from World 4-2. Here's a diagram to show its location:

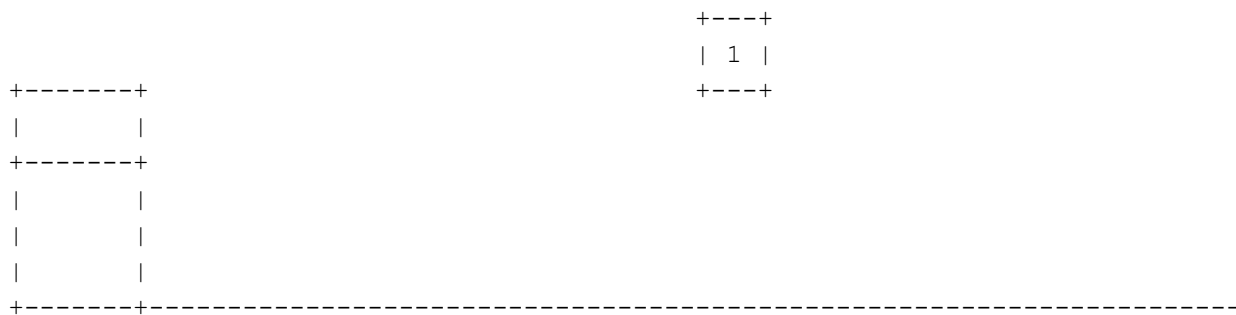


Key

 1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 5-3 or warped here from World 4-2)

After collecting that 1-Up Mushroom (if it's there), cross the pit with the use of the Brick Block platform, then continue on right, jumping over a green pipe and collecting three Coins in the air. Now, exactly TEN block spaces right of the pipe, you can jump straight up to find an invisible Block with a Coin (it's directly above the middle of the green mountain in the background). Then, jump onto this block and jump again to find another hidden Block containing a Coin. You can then quickly jump onto the top of this Block and be able to take out Lakitu. For a diagram of the location of these invisible Blocks, see below:





Key

(C) = Coin

1, 2 = Bash these Invisible Blocks in this order for Coins

Continuing on, head right and go up the small staircase, then drop to the row of Brick Blocks beneath the "?" Blocks, which you can bash to get a Power-up and a Coin. Continue right to get to another staircase, which has three floating Brick Block platforms on its right. The right Brick Block in the middle one is a Multi-Coin Block; you can walk towards it from the right and crouch to slide underneath it if you're Super-sized, and repeatedly jump to bash it while still crouching (when you stand up, Mario will slide back out to the right).

After this, keep heading right and make a running leap over another pit, and you'll reach the end-of-level staircase, which is missing a couple of steps. Be careful not to fall through the gap as you climb up, then from the top step, make the running leap right to the flagpole and beat the level.

World 6-2

Head right until you get to the first green pipe of the level. You can go down this pipe to be taken to a Coin Room (Route 1, recommended), or carry on past it to get some Coins via a couple of Blocks (Route 2). Read the appropriate part of the walkthrough under your chosen route's heading before continuing at 'Routes Rejoined'.

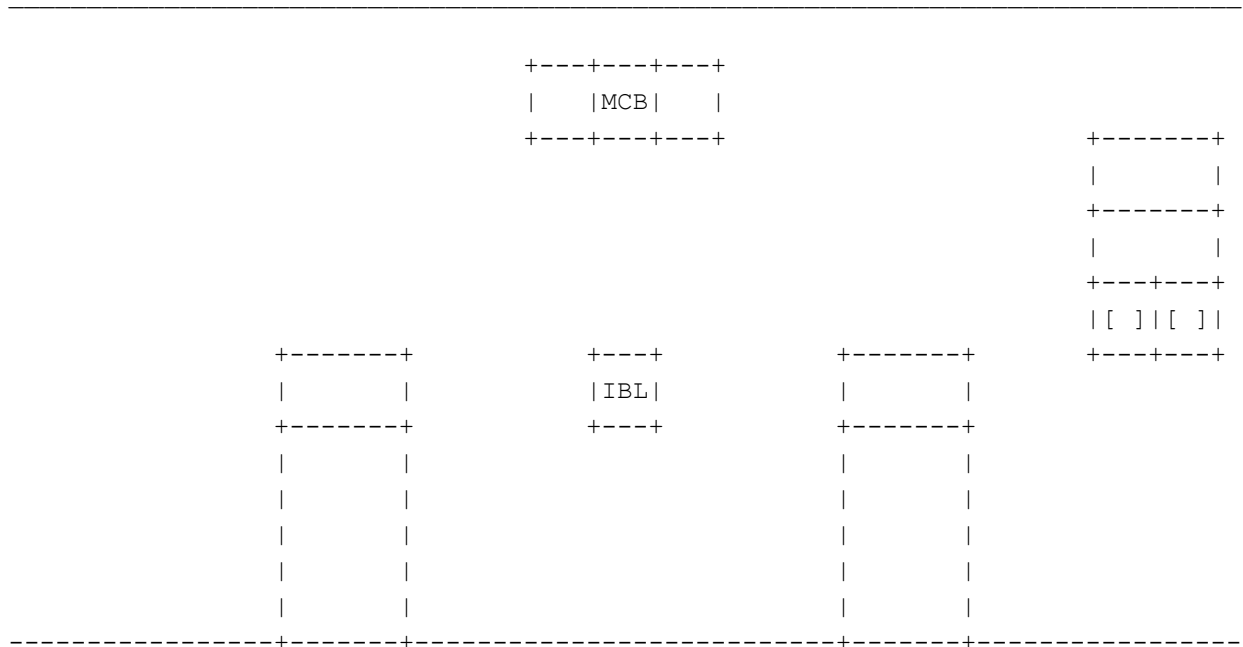
-- Route 1 --

As mentioned, going down this pipe will take you to Coin Room 5. See the Coin Rooms section of this FAQ for a diagram of this room and information on clearing it out. Once you've done so, leave via the exit pipe in the bottom-right corner of the room to return to the overworld.

-- Route 2 --

Climb over that first pipe, and fry the Green Koopa Troopa patrolling here if you have Fire power, otherwise avoid it. Stand directly in the middle between the two green pipes here and ump straight up to find an invisible Block containing a Coin. Jump onto that block, and repeatedly bash the middle Brick Block in the platform directly above; it's a Multi-Coin Block. Here's a diagram

to help you out:



Key

IBL = Invisible Block (contains Coin)
MCB = Multi-Coin Block

After you've gotten all the Coins that you can out of that Multi-Coin Block, carry on going right and climb over the next pipe, and a little further on you come to two small pipes side-by-side.

-- Routes Rejoined --

Keep heading right and climb over the next pipe, and avoid the Buzzy Beetle patrolling here (stomp it if you need to, but be sure not to kick the shell!). Bash the right Brick Block to gain a Power-up. Again at this point you'll have two possible routes to take; you can go down the very next pipe to go through the Hidden Water Area and to find a Starman a little later when you return to the level (Route 1), or you can continue on through the level as normal and find a vine leading to the Night Coin Heaven (Route 2). Again, read the part of the walkthrough pertaining to the path you choose, then continue on from 'Routes Rejoined'.

-- Route 1 --

Go down that next green pipe, and this takes you to the Bonus Area known as the 'Hidden Water Area'. For information and a brief walkthrough of this area, I will again refer you to the Hidden Water Area sub-section in the Bonus Areas section of this FAQ. Once you've gotten through that area and go into the pipe in the wall right at the end, this will return you back to the main level.

From the pipe from which you emerge, run right and make a huge leap over the pit, and go past the first green pipe, and climb onto the second. From there, jump onto the nearest Brick Block platform to the upper-right, and bash the

-- Routes Rejoined --

Climb over these pipes and one more on the right, then you'll reach the tall staircase. A couple of steps have been replaced with a green pipe, also. Wait for the bouncing Green Koopa Para Troopa to drop down to ground level before you fight it, before climbing the staircase, frying the Piranha Plant inside the pipe if you have Fire power, otherwise avoid it. Once you're on the top step, make that running leap over to the right to reach the flagpole.

World 6-3

Snow level! Start off by running to the end of the first stretch of land, and jump across a few treetops before then leaping onto a vertically-floating girder platform. Ride it high up to collect the two Coins near the top of the screen, then jump right over onto the next treetop platform. On the low treetop platform just further over on the right is a jumping board; jump onto this and use it to spring high up and land on the horizontally-floating girder platform when it comes near enough.

Ride this girder along and jump over onto a second one just right of it, collecting the line of seven Coins in the air while you do so. Jump onto a third horizontally-floating girder, and bash the "?" Block as it passes underneath and claim the Power-up from it if you can. Next, leap right and onto a vertically-floating girder platform, then over and onto the next treetop platform on the right.

On the right is a girder-pulley set; use a running jump to get high up and onto the left girder, and carefully lower it down (jumping reduces the rate at which it sinks) while raising the girder on the opposite end of the line until they're at roughly the same height. Jump over onto the other girder, getting the two Coins between them while doing so, then jump right to get on the left girder of another pulley set. Lower the left girder down to raise the right one high enough so that you can jump onto that, then over to the highest treetop on the right to collect the three Coins on it.

Now leap across a few more treetops as you advance right, and look out for Bullet Bills that start to come in from the right as well. Grab a line of four Coins floating above a gap between a pair of treetop platforms, and a bit further on you get to a treetop with another jumping board. Jump onto it and spring up to land on a horizontally-floating girder high above when it comes near enough, then ride that over to the right, jumping onto the left girder on the pulley set. Adjust the girders until they're at equal height, jumping over to the other one while getting the two Coins between the girders.

Jump onto the high treetop platform on the right, then cross a massive pit with the use of the floating girders. Remember, these fall under Mario's weight, so be quick. Also be sure to grab two Coins below the second one along, and two more Coins between the fourth girder and a high treetop. This high treetop replaces the traditional end-of-level staircase, so once you're on here, run right and leap to reach the flagpole and beat this level.

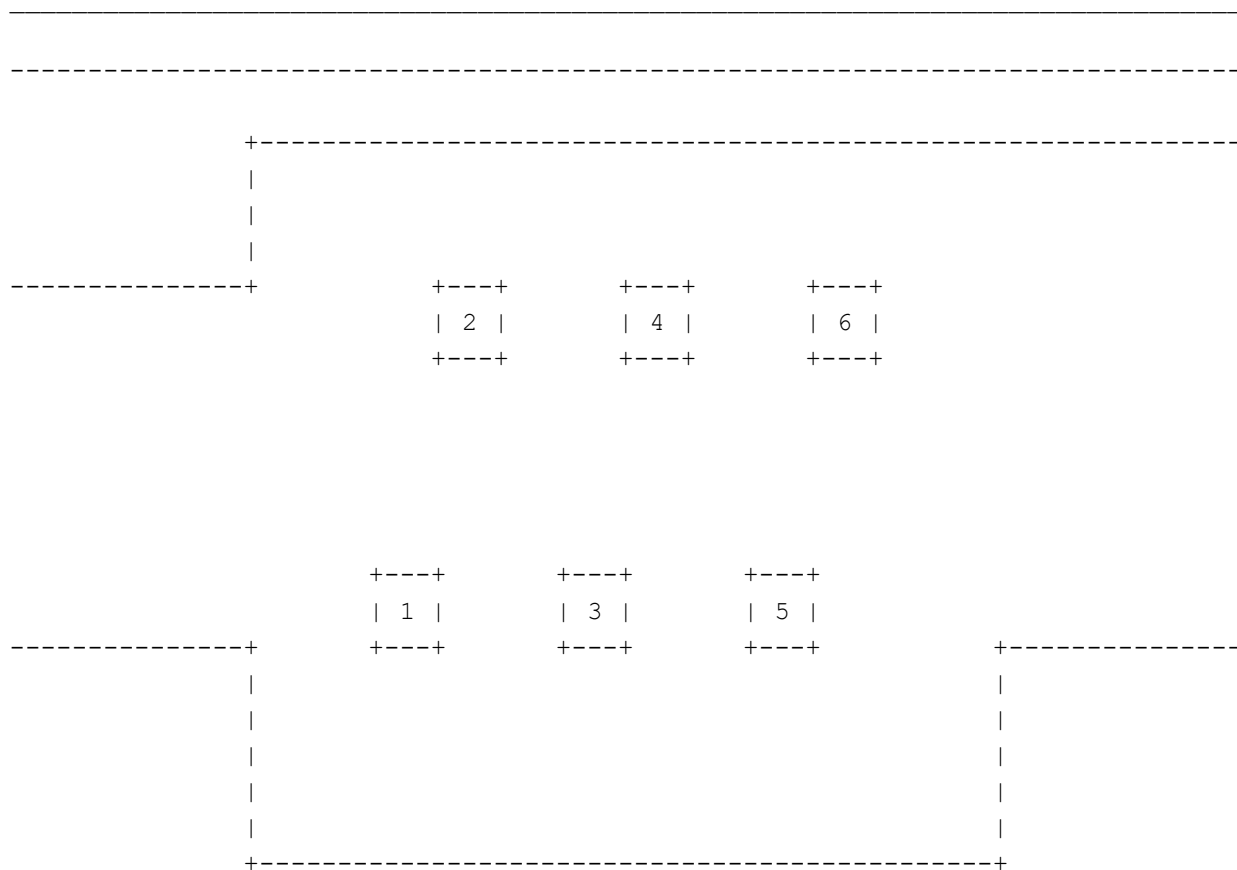
World 6-4

Go down the steps, and head right, jumping over the first small lava pit. Avoid

the Fire Bar on the ceiling where the passage widens, and jump over another lava pit while avoiding a Podoboo that guards it, to land on a ledge guarded by a Fire Bar. You can bash the "?" Block here to get a Power-up, and also climb on top of the block to avoid being hit by said Fire Bar. Jump across the next pit along, again avoiding a Podoboo as well as a Fire Bar on the ceiling leading into the next passage.

Head right, walking or running underneath the Fire Bars on the ceiling while they are pointing upwards as they rotate. When you make it past four of them, the passage again widens, and now you have to advance past five more Fire Bars; two on the ceiling between three on the ground. Jump over the ground-based ones while they point straight up (this reduces their chances of hitting you), and you won't need to worry about the ones on the ceiling touching you as long as you don't jump while near them.

Once you make it past these, the Bowser Decoy boss' flames start to come in from the right, so be sure to jump over/duck under them accordingly, depending on which height they come in at. Next, you'll reach a seemingly large, open trench. There are actually six hidden Blocks in here that you can bash for Coins by hitting their undersides. See below for a diagram of their locations, and in which order to bash them:



Key

1, 2, 3, 4, 5, 6 = Bash these Invisible Blocks in this order for Coins

After here, all that's left is to advance right non-stop until reaching the boss battle area to fight another Bowser Decoy boss. As usual, five fireballs or grabbing the axe at the right end of the area will defeat him, and you will end this castle level by heading into the end chamber to meet the Mushroom

Retainer, who informs you that the princess is in another castle! With that, World 6 of the second quest is down, and we head on to World 7.

4.7. World 7

[0407]

World 7-1

Run right, and look out for Bullet Bills being shot at you from the first cannon you see. Jump over that and avoid a Green Koopa Para Troopa, then jump right and onto the top of two stacked Bullet Bill cannons. There is a Power-up in the left Brick Block in the platform above, but you can only get it if it's a Super Mushroom. Right, go past another Bullet Bill cannon to find a row of four "?" Blocks guarded by a Green Koopa Para Troopa. Fireball it if you're Fire Mario, otherwise evade it and bash the blocks for Coins.

Jump over the next Bullet Bill cannon along, and fight or avoid a Green Koopa Para Troopa. Right of that, jump over a pair of stacked cannons, and fry the next Green Koopa Para Troopa if you've got fireballs, otherwise do your best to avoid it. You'll see two Brick Blocks either side of a Bullet Bill cannon floating in the air; the left of the two on the cannon's right is a Multi-Coin Block. You can bash this repeatedly if you want for several Coins, but there is a big threat of Bullet Bills being shot at you by a nearby cannon on the right, so be careful if you do choose to go for the Multi-Coin Block.

After that, climb over that cannon and leap over a pit to come to a silver pipe. Past that are two Hammer Brothers leaping up and down between two Brick Block platforms; defeat them by bumping the Brick Blocks they are standing on from below, or with fireballs if you have them. Just right of here is a silver pipe. Note that you can find an invisible Block containing a 1-Up Mushroom that appears if you warped here or collected every Coin in World 6-3, by standing on the left half of the top of the pipe and jumping straight up. See the diagram below for its exact location:

```
---+---+---+---+---+      +---+
   |   |   |   |   |      |1UP|
---+---+---+---+---+      +---+
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---+---+---+---+---+
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---+---+---+---+---+      +-----+
                               |       |
                               +-----+
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                               +-----+
```

Key

1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 6-3 or warped here from World 4-2)

After grabbing the 1-Up Mushroom (if it's there), go down that silver pipe to reach Coin Room 1. You can refer to the Coin Rooms section if you wish, but all there is to do in here is to collect the 19 Coins on the ledge in the middle of the room, then exit via the pipe in the bottom-right corner. Upon returning to the overworld, go right and jump over a Bullet Bill cannon, and advance past another small silver pipe. You'll encounter another pair of Hammer Brothers guarding two Brick Block ledges, so use the same technique as you did to take out the previous pair.

When they're defeated, climb over the column, and over two stacked cannons. You'll see a single Brick Block high in the air directly above a jumping board, so use that in order to bash that block and claim a Power-up from it. Head over the staircase on the right, and avoid the Buzzy Beetle coming down the next staircase. Climb that to the top, then make the running leap of faith to the right to reach the flagpole.

World 7-2

The level begins with the brief cutscene of Mario entering the warp pipe, which then drops him down into this underwater stage, where you gain control. Swim down and right to get the first two Coins on the sea floor just right of the column of pink seaweed. Swim up and right to get three more, and look out for Bloopers appearing here; they can only be defeated as long as you are Fire Mario and hit them with fireballs, otherwise steer clear.

Next, swim over another tall column of seaweed and grab three Coins on the ground. Continue to swim on while avoiding several more Bloopers, before coming to a pit with three Coins inside it. Drop in to get these, but don't go too close to the bottom as Mario can be sucked down by an unseen current and lose a life. Further on right, Red and Green Cheep-Cheeps will start to appear in addition to the Bloopers, so again, fry them with fireballs if you have the ability, or swim around them.

Go through the opening and stay near the bottom of the area as you swim right to get three more Coins underneath a platform with seaweed on the top. Then swim up and right to get three more Coins, and a short distance further on you'll reach a large pit with five Coins near the bottom. Get these while you swim through, and again, remember not to drift too near the bottom, as well as keeping an eye out for any enemies that appear around here.

A bit further on after that is a pit with six Coins inside, encased by a stone platform with an opening in the top. Make sure the area is clear of any enemies before dropping in to get the Coins, before swimming back up and out, and continuing to advance on to the right. From here, just swim to the end while frying or evading Cheep-Cheeps and Bloopers, and walk into the pipe in the wall at the end of the area, which returns you back to the overworld.

You'll emerge from a pipe right beside the tall staircase, so now just climb it to the top and make the running leap right from the top step to reach the flagpole and beat the level.

World 7-3

Jump over the small pit and go up the small staircase, then start to charge right as full speed over the bridge, looking out for Cheep-Cheeps leaping up to attack from below. Jump to grab the first four Coins of the level floating above a Green Koopa Troopa, then get past a Green Koopa Para Troopa just after that, before grabbing the five Coins arranged in a zigzag formation in the air. Make a running leap over the pit and onto the next part of the bridge, jumping to get four more Coins floating in the air in this section, while fighting a Red Koopa Troopa here.

Run and leap over the next gap along, and fight or avoid another Red Koopa Troopa on the next part of the bridge, before jumping from the end and onto the next part of the bridge, collecting three Coins while doing so, and bash the "?" Block here for a Power-up. Make a running leap right to grab the three Coins floating high in the air, before dropping down onto a treetop platform near the bottom of the screen, fighting a Red Koopa Troopa here as well. From there, leap over to the small, floating bridge fragment, then jump right again to land on the next section of the bridge.

Look out for a horizontally-flying Green Koopa Para Troopa here while you jump to collect the line of six Coins, then run right and onto the next segment of the bridge, getting another four Coins, and again dealing with a flying Green Koopa Para Troopa. Make a running leap right to the next part of the bridge (which is empty), and cross a vast pit with the use of some small, floating bridge segments while getting the six Coins floating above. Then, just head right to reach the end of the bridge and jump over one more small pit to land on the tall staircase, which you can then climb to the top and make the running leap over to the right to hit the flagpole.

World 7-4

Head down the steps and run right to the end of the passage to reach a large lava pit. Make some quick jumps along the two girders to reach the other side (they fall under Mario's weight, so don't dawdle), also looking out for a Podoboos leaping up between the girders from the lava below. At the next part, the route splits into two paths in which you need to take the correct one to advance; in this instance go along the bottom path. Then, two stone platforms split the route into three paths; take the middle one. When you reach the end of this platform, leap up and right to continue along on the top route.

When you get to the end of this ledge and drop down, there'll be a raised ledge and some floating stone ledges to the upper-right, which are guarded by a Fire Bar. Make a jump up onto the first floating stone ledge and run right at full speed to skip over the gaps and go past the Fire Bar while it's pointing down. Next, drop down to the ground and you'll see three distinct paths; head along the middle one, jumping over the gaps as necessary, then jump onto the top of the next stone platform to go along the top route.

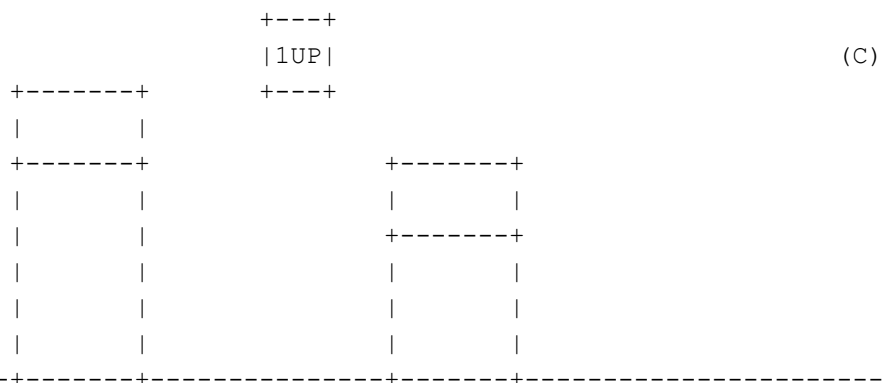
After that, continue on right and past some small trenches, as well as avoiding the Bowser Decoy's fire breath. A bit further on, you'll reach the boss area, so avoid the Bowser Decoy's fire breath and hammers, and use five fireballs or grab the axe to win this battle, and you'll head into the last room to rescue the final Mushroom Retainer! World 7 is finished, and we now head into the final world of the second quest, World 8.

NOTE: Like in the first quest, World 8, has no "halfway point" markers in any of its levels. No matter how far in a level you get, should you lose a life, you'll have to start the whole level over from the beginning again.

World 8-1

Begin this long level by running right and stomping the first Buzzy Beetle and kicking its shell right, running after it. It'll knock down three more Buzzy Beetles afterwards before rebounding from a green pipe, so be sure to jump over it as it comes back. Climb over said pipe and fight or avoid two Green Koopa Troopas, then run right at full speed to skip over the narrow pits, and quickly jump over another Green Koopa Troopa.

Jump to grab the single Coin floating in the air before taking on some Buzzy Beetles, then further right you'll get to two green pipes. If you got every Coin in World 7-2 or warped here from World 4-2, you can find an Invisible Block containing a 1-Up Mushroom between the two pipes by standing two block spaces left of the pipe on the right and jumping straight up. Here's a diagram of its location for your convenience:



Key

(C) = Coin

1UP = 1-Up Mushroom (inside Invisible Block; will only be here if you got every Coin in World 7-3 or warped here from World 4-2)

Climb over that pipe and grab the single Coin, then climb over another green pipe, grabbing another Coin floating just right of that. Go down the next pipe along, and this will take you to Coin Room 2. Be as quick as you can in here to get all the Coins (remember you only have a 300-second time limit in this level so you can't afford to waste too much time). For a diagram and details of this Coin Room, as usual see the Coin Rooms section of this FAQ.

Once you get all the Coins in that Coin Room and exit to return to the main level, continue on running right and fight or avoid a trio of Green Koopa Troopas, and climb over the next green pipe along. Avoid the three Buzzy

Beetles, and just past there jump over a column to be in a partially-enclosed area guarded by a Green Koopa Para Troopa. Use a fireball to defeat this enemy if you're Fire Mario or stay out of its path, and stand directly in the middle between the two columns on either side and jump straight up to uncover an Invisible Block.

When you've uncovered that hidden block, jump on top of it and start bashing away at the Brick Block in the platform directly above you (it's a Multi-Coin Block). For a diagram to show you the locations of the aforementioned Invisible and Multi-Coin Blocks, see below:

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|   |   |   |   | MCB |   |   |   |
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+---+           +---+           +---+
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Key

IBL = Invisible Block (contains Coin)

MCB = Multi-Coin Block

Then, keep heading right and climb over the next column, and fight two more Green Koopa Para Troopas, or wait for them to drop down one of the narrow pits before you run right at full speed to go right over them. You'll then see a platform of Brick Blocks in the air; bash the third one from the left to find a Starman, which you can grab for temporary invincibility!

Run right a full speed over a few more narrow gaps and defeat two Green Koopa Troopas, then jump over the small column. Head further on and make a huge jump over a large pit, collecting the two Coins while doing so. Next, defeat three Buzzy Beetles before jumping your way across three green pipes to get over a couple more pits. After the third pipe, drop right back to the ground and keep running right, defeating several more Buzzy Beetles before reaching a staircase.

Climb over this and grab the two Coins as you drop down, before taking on another Buzzy Beetle. Go right and make a couple of quick running jumps over some pits, getting a couple of Coins floating over them. Make a running leap over the two columns with the Green Koopa Troopa trapped inbetween them, then make two leaps to get over the pit with a small patch of land in the middle (use the pairs of Coins as a guide to measure your jump if you can).

Next, defeat a few more Green Koopa Troopas and go past a couple more green pipes, then you'll reach several columns ascending in height. Be careful not to fall down any of the gaps between them, and from the last column, make that running leap of faith over to the right to reach the flagpole and beat this level!

World 8-2

Start this level off by running right and leaping over the first bouncing Green Koopa Para Troopa you see, and get onto the third step up in the staircase. Crouch until the Green Koopa Para Troopa on this staircase bounces over you, then quickly continue climb up and over before Lakitu gets a chance to bombard you with Spiny Eggs. Quickly bash the four "?" Blocks you then see to get a Coin out of each of them

Right, you'll come up to a jumping board underneath a very long Brick Block platform. Use the jumping board to bash the Brick Block that is DIRECTLY above it, and you'll uncover a 1-Up Mushroom. Try to keep up with it on the screen as you continue on at ground level, as you jump over a few narrow pits and avoid three Green Koopa Para Troopas. You'll then see a small Brick Block platform that you can jump onto so you can collect the 1-Up Mushroom once it drops down off the end of the platform to the upper-left.

Now make your way right, getting past several Bullet Bill cannons and Green Koopa Para Troopas. After getting past the first pair of stacked cannons, you'll notice two adjoined Brick Blocks guarded by a Green Koopa Para Troopa; bash the right one to get a Power-up from it. After a couple more cannons, you'll see one floating in the air that has two Brick Blocks on either side. The one on the right is a Multi-Coin Block, but only go for it if you feel like risking it, as there are plenty of cannons around, as well as two Buzzy Beetles.

After getting past the next Bullet Bill cannon and a small green pipe, fight or avoid another bouncing Green Koopa Para Troopa, then climb onto the top of the next green pipe once you have either fried the Piranha Plant with a fireball, or waited for it to retreat back inside the pipe. To get over the huge pit on the right, you can either run along the top of this small pipe and make a full-fledged jump to the right, or you can drop from the end of the pipe and land on the first of the two small patches of land in the left side of the pit, run right at full speed to skip over the gap, then make the jump as Mario runs over the second patch to get over to the other side.

Go down the first green pipe once you're on the opposite side of that pit, and you'll be taken to Coin Room 5. Coin Rooms section of this FAQ for a diagram and details. Get everything in here and exit via the pipe in the bottom-right corner of the Coin Room to return to the main level. From where you emerge, run right and make a huge leap over the pit with the Bullet Bill cannon inside it, and avoid the Buzzy Beetles coming down the staircase before climbing over it yourself.

After getting past one more pair of stacked cannons, avoid the Green Koopa Para Troopa bouncing down the staircase (which is missing a few steps). Now carefully climb your way up without falling down any of the gaps, then from the end step, make the running leap right to reach the flagpole.

World 8-3

Head right and jump over the first Bullet Bill cannon, and fry or otherwise avoid the Green Koopa Para Troopa before getting past the next cannon. Climb over the tall green pipe, and you'll encounter the Hammer Brothers, who leap up and down between the two rows of Brick Blocks. Use a fireball to take them out, or by bumping the Brick Block they stand on from below. Once you've dealt with them, bash the second Brick Block from the right in the top row, and you can claim a Power-up found inside.

From there, jump over onto the small staircase on the right, then over to the next stretch of land and continue on. Jump over another Bullet Bill cannon and fight or avoid a bouncing Green Koopa Para Troopa, then jump over the column. Keep heading on to the right and go past another column, and you'll encounter another pair of Hammer Brothers patrolling between two more rows of Brick Blocks. Take these guys out in the same way as you did the first time round, then this time bash the second Brick Block from the LEFT in the top row, and you'll find another Power-up.

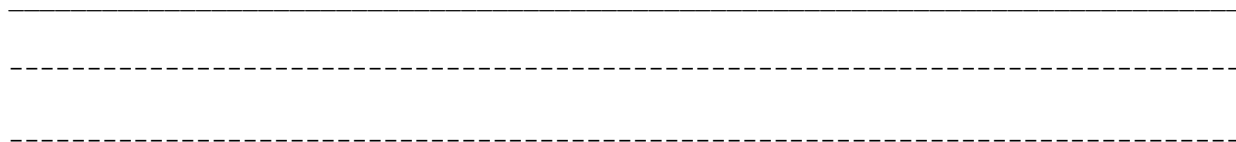
Now cross a couple of pits with a green pipe in the middle, then defeat the Green Koopa Troopa and run right. If you have fireballs, you can take out the first two ground-based Hammer Brothers with fireballs, or you can get past them by making running jumps over them - just hope they don't jump at the same time as you! After the next green pipe are two more ground-based Hammer Brothers - again, use fireballs or make running jumps over them. A little further on, look in the background to see a white line appear in the bricks in the background. This is a well-concealed Multi-Coin Block, so bash this repeatedly until you've gotten all the Coins you can out of it.

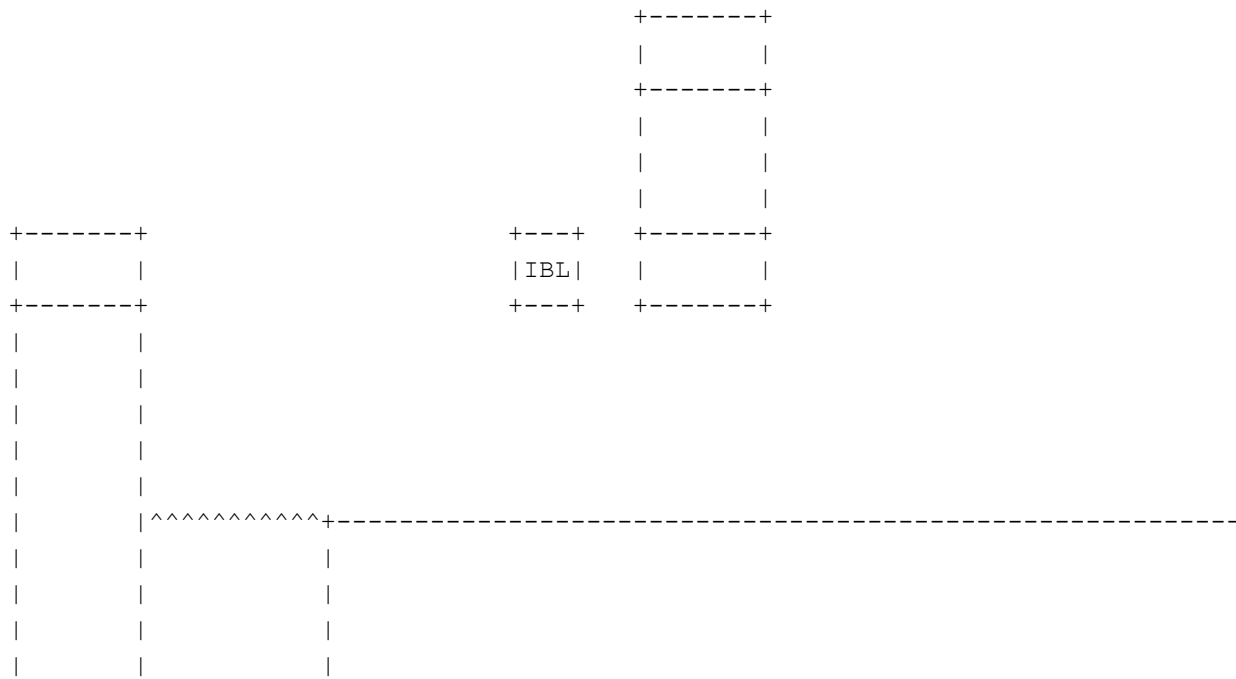
Finally, climb over the small column and begin to very carefully climb your way up some floating ledges that constitute the end-of-level staircase. From the top part, make the running jump over to the right and you'll hit the flagpole, before going on to enter the final castle level of the game.

World 8-4

Head down the steps, and from the bottom step, leap right to clear the lava pit. Run right non-stop and jump over the first two silver pipes, and fight or avoid the three Buzzy Beetles just after the second pipe. Further on, climb up onto the raised ledge, then get across the lava pit on the right with the use of the girder platform you can just about make out moving from left to right inside the lava. Once on the other side, go down the very next pipe to be taken to the next part of the castle.

From the pipe that you emerge from, go right and past the next pipe, looking out for a couple more Buzzy Beetles. Go past the next two pipes, fighting the Green Koopa Para Troopa between them, and jump over the lava pit right of that last pipe. You'll then see a silver pipe floating in the air that looks too high to reach. Deal with the Green Koopa Para Troopas nearby first, then stand two block spaces left of the pipe and jump up to find an Invisible Block, which can then be used to climb up onto the pipe to go down it. Here's a diagram of that hidden block's location:





Key

IBL = Invisible Block (contains Coin)

In the next area, head right and past a couple pipes, and look out for Cheep-Cheeps leaping up to attack from below. After you leap over a small lava pit, go down the very next pipe you see, and this takes you to an underwater area of the level. From the start of this area, swim right and through a narrow passage, and avoid a Blooper and two Fire Bars while sticking near the top. Carefully time it right to swim through the passage that has a Fire Bar inside it when the Fire Bar is rotating away from you, then continue on right, swimming past some more Fire Bars and Bloopers before getting into the pipe in the wall at the end of the area.

You're now at the final area, so head right and past one more pipe to find a solo Hammer Brother. Fry him if you have fireballs, or get close enough so he throws him hammers right over Mario's head without them hitting him. When the Hammer Brother jumps up, you can then quickly run underneath and make a huge leap over the lava pit and onto the next ledge, but this is risky as a Podoboo can also leap up from the lava pit to try and catch you, so if you are able to take the Hammer Brother out with fireballs, you'll be able to time your leap over the lava pit without fear of being hit.

Finally, you'll now be at the last boss battle area, where Bowser is the only thing standing between you and the Princess. With five fireballs he can be defeated as normal, otherwise if you don't have Fire power, get past him by running underneath him when he jumps, or by making a running jump over him, to grab the axe. Watch out for his fire breath and hammers, though. Upon defeating Bowser, you've beaten the game and saved the Princess. I won't spoil the ending here, but now you've not only beaten, but truly conquered this game! You can then choose to play again if you want, but it'll just be the second quest all over again, with nothing changed.

Congratulations upon completing Super Mario Bros.!

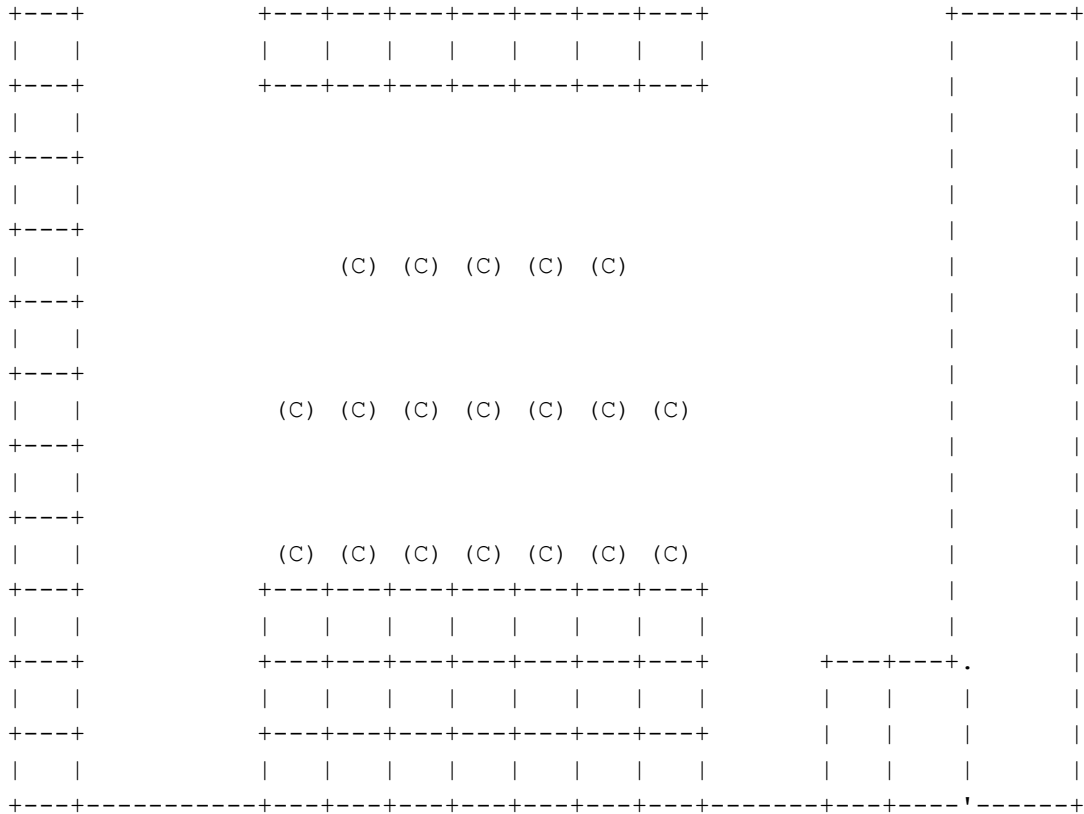
5. BONUS AREAS

[0500]

5.1. Coin Rooms

[0501]

o-----o
| Coin Room 1 |
o-----o



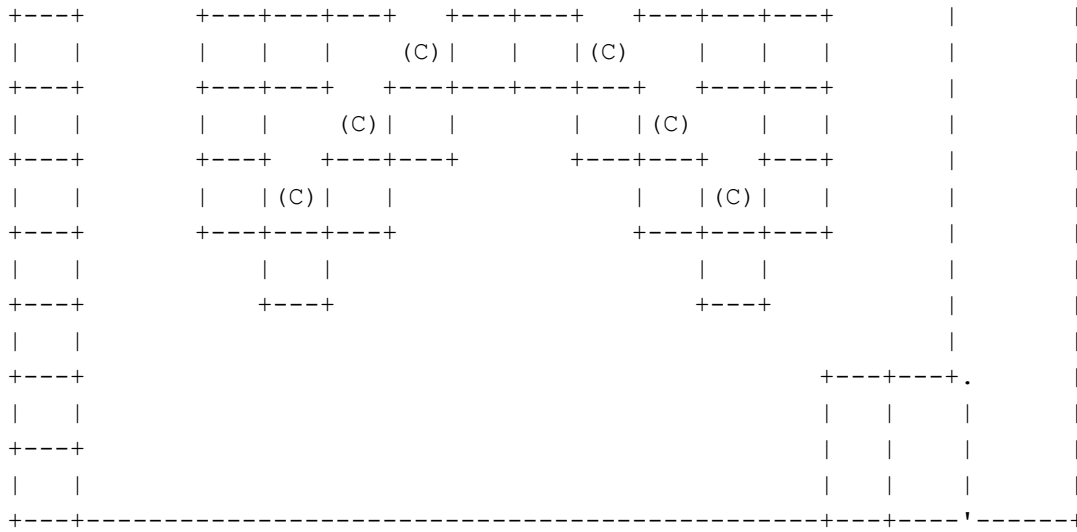
Key

(C) = Coin

Coins: 19

Description: You will enter in from the top-left corner of this area. Upon landing on the ground, jump onto the altar in the centre of the room, and collect the 19 Coins arranged in three rows of five, seven and seven. After getting all the Coins in here, that's it, nothing else; so leave the room by walking into the warp pipe in the bottom-right corner of the room.

o-----o
| Coin Room 2 |
o-----o



Key

(C) = Coin

POW = Power-up Block (this will be a Fire Flower as you can only reach it as Super/Fire Mario)

Coins: 12

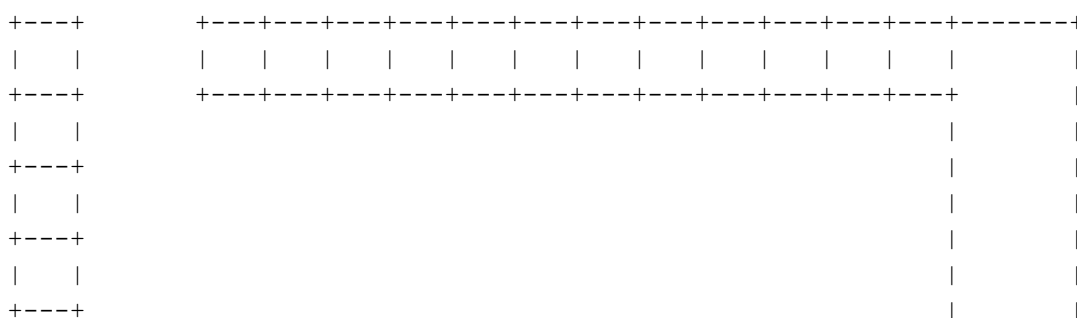
Description: In order to take full advantage of this Coin Room, you'll need to be Super-sized, as if you're only Regular, you'll only be able to bump the lower Brick Blocks to get the Coins sitting on top of them. If you are Super-sized, destroy two of the very left Brick Blocks on the left side of the formation in the middle of the room, so that you can jump onto the Brick Block with the Coin on it, and by bashing more of the Blocks, you can get the Coins on top of the formation. Also note the third Brick Block from the left in the top of the formation has a Fire Flower in it - see the diagram above for its location.

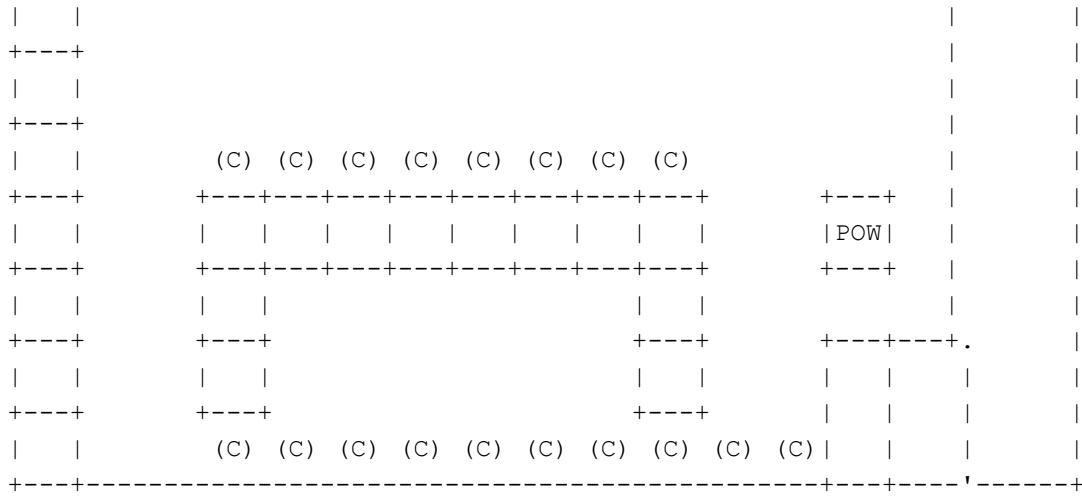
After getting those, drop back down to the ground and bash away at some of the Brick Blocks on the right so that you can get the last few Coins on the other side of the formation. Once you've picked up the 12 Coins and the Fire Flower available in this room, drop back down to the bottom and exit via the pipe in the bottom-right corner of the room.

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o-----o
| Coin Room 4 |
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Key

(C) = Coin
POW = Power-up Block

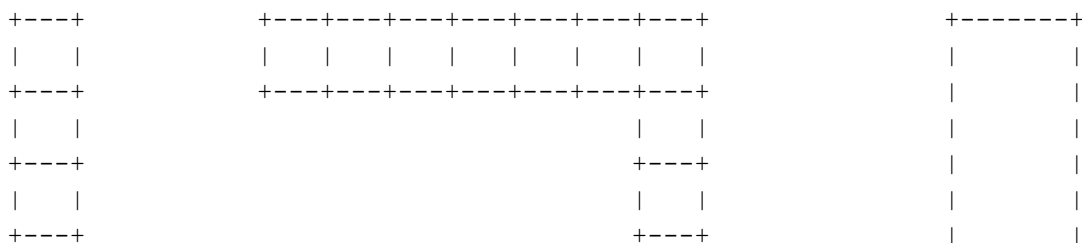
Coins: 18

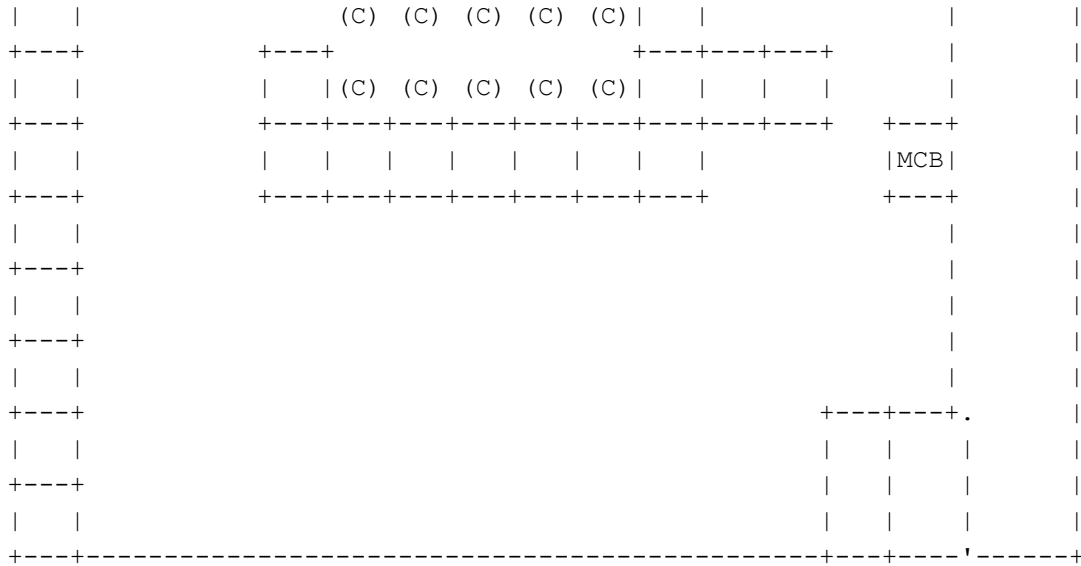
Description: Jump onto the top of the Brick Block platform, collecting the eight Coins on there. Go back left and drop to the ground, and go right. If you're Regular Mario, you can simply walk through the small gap underneath the platform, or if you're large, do a Crouch Slide to get through (run right and quickly hold Down to duck; Mario will slide a short distance with the momentum from his run). Get the ten Coins on the ground.

Before leaving, note the Brick Block above the exit pipe; this holds a Power-up. Again, if you're Regular Mario, you can just jump onto the pipe, walk right underneath the block and bash it for the Super Mushroom. If you're Super-sized, it's a little trickier to reach, but possible. Destroy all the Brick Blocks in the centre of the room to give you more room. Then, get a good run-up from the left, run towards the pipe, crouch and quickly jump towards the Block above the pipe. If done correctly, Mario should jump diagonally while crouching and hit the bottom-left corner of the Power-up Block.

When you get all the Coins and the Power-up in this room, leave via the pipe.

o-----o
| Coin Room 5 |
o-----o





Key

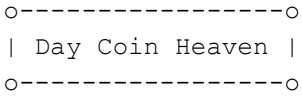
(C) = Coin
MCB = Multi-Coin Block

Coins: 10 (plus Multi-Coin Block Coins)

Description: Once you drop into this Coin Room, go to the right side and jump onto the pipe. Bash the Multi-Coin Block as quickly and repeatedly as you can, until you get all the Coins out of it. Next, jump onto the top of that block, then onto the two Brick Blocks sticking out of the right side of the formation in the top-centre of the room. Climb onto the top of the formation, walk to the left side of it, then jump left to land on the top of the wall of Brick Blocks at the very left side of the room.

Crouch (if you're Super-sized) and jump right, and if timed right, get through the opening in the left side of the Brick Block formation so that you can get 10 Coins sat inside it. After you get them, jump back out and to the ground, then leave the room by heading into the exitpipe in the bottom-right part of the room.

5.2. Coin Heavens [0502]



Coins: 41

Description: Upon arriving in this area, you'll see a floating cloud platform. When you jump onto it, it will begin to move horizontally to the right without stopping, so as you jump to grab the Coins above, be sure to do your best not to fall from this platform as this can cost you a few Coins.

The first row of Coins above you is 16 Coins long, and these are not too much trouble to reach by jumping from the platform, particularly if you are Super-sized. At the end of this line, the next three Coins along are a little higher up. You can only reach these as Regular Mario with a short run-up on the platform in order to leap up high enough to reach them, while again if you're Super-sized, you should be able to reach these three Coins without too much trouble.

Next is another row of sixteen more Coins, that are located at a very slightly higher height than the first row, so keep doing your best to jump up and collect as many of these as you can while keeping on top of the moving cloud platform. After them are three more Coins a little higher up; like the last three that were a bit higher, Regular-sized Mario will have to get a bit of a run-up before jumping in order to be able to reach these.

Drop onto the ledge composed of smiling clouds below, and over on the right are three last Coins floating over a large void. To reach these, get a good run-up and charge right at full speed, making a huge jump as you pass over the second-to-last smiling cloud, and you should just manage to grab those three Coins before dropping down past the bottom of the screen and returning back to the main level in which you accessed this Coin Heaven.

o-----o
| Night Coin Heaven |
o-----o

Coins: 52

Description: Like the Day Coin Heaven, the first thing you'll notice upon entering this area is a cloud platform that moves along right at a continual rate as soon as you set foot on it, so be sure to keep up with it as you jump up to collect the Coins floating above. The first row of Coins is sixteen Coins long, and jumping to get them is easily done, regardless of Mario's size.

After this, jump over a single smiling cloud before continuing to jump to grab sixteen more Coins in the next row along, which are at the same height as the ones in the last row. After this row of Coins, jump over two stacked smiling clouds, and jump to grab a row of seven Coins that are slightly higher up. After them, leap over two stacked clouds, then high up, jump onto the two smiling clouds attached side-by-side.

From there, jump right to land on the first cloud before running right to collect 10 Coins lying on top of a few clouds spaced apart - as long as Mario runs along at full speed, he won't fall through the gaps. Once you've grabbed these Coins, drop down to the long smiling cloud ledge left of the gap with the last three Coins in it. To get these last three, get a good run-up and charge right to the end of the ground ledge, and TAP the jump button to make a sort of 'hop' and you should be able to grab the three Coins before dropping through the bottom of the screen to return back to the previous area.

Coins: 20

Description: Once you drop into this underwater area, begin by swimming right while staying in roughly the middle part of the area. After getting past a Blooper (hit it with a fireball if you're Fire Mario, otherwise avoid it), there are a row of ten Coins. Be sure to swim past and collect them only once the girders have gone past otherwise if they catch Mario, they'll drag him down into a pit below costing you a life.

When you get through the small passages with the girders coming down from above while keeping away from a Cheep-Cheep and a Blooper, stay near the bottom of the area next to collect two Coins on a narrow ledge underneath two columns of pink seaweed. Be careful not to get dragged towards the pits on either side, as well as keeping away from more enemies that appear in this area.

Next, swim up and right to collect two sets of four Coins lying on top of some stone platforms, then head into the pipe in the wall at the end of the area on the right to return back to the main level.

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6. WARP ZONE LOCATIONS

[0600]

6.1. Warp Zone to Worlds 2, 3 & 4

[0601]

In World 1-2, get to the area with the girder platforms ascending from the pit to the ceiling, just before the exit pipe. Jump onto one of these ascending girders, then when near the top of the screen, jump right to land on the ceiling above the pipe. Continue right as far as you can, and you'll come to an area that you can drop into with three pipes. The text "WELCOME TO WARP ZONE!" appears in the middle of the room, and the numbers 2, 3 and 4 will appear above the right, centre and left pipes respectively.

Going down any one of these pipes will take you to the beginning of the first level of the World number marked above the pipe.

6.2. Warp Zone to World 5

[0602]

This Warp Zone is accessed from World 4-2; the best place to do so is the area where you see girder platforms ascending/descending either side of several Brick Block platforms (make sure not to take the warp pipe to the Coin Room in this level, otherwise you'll skip past this part).

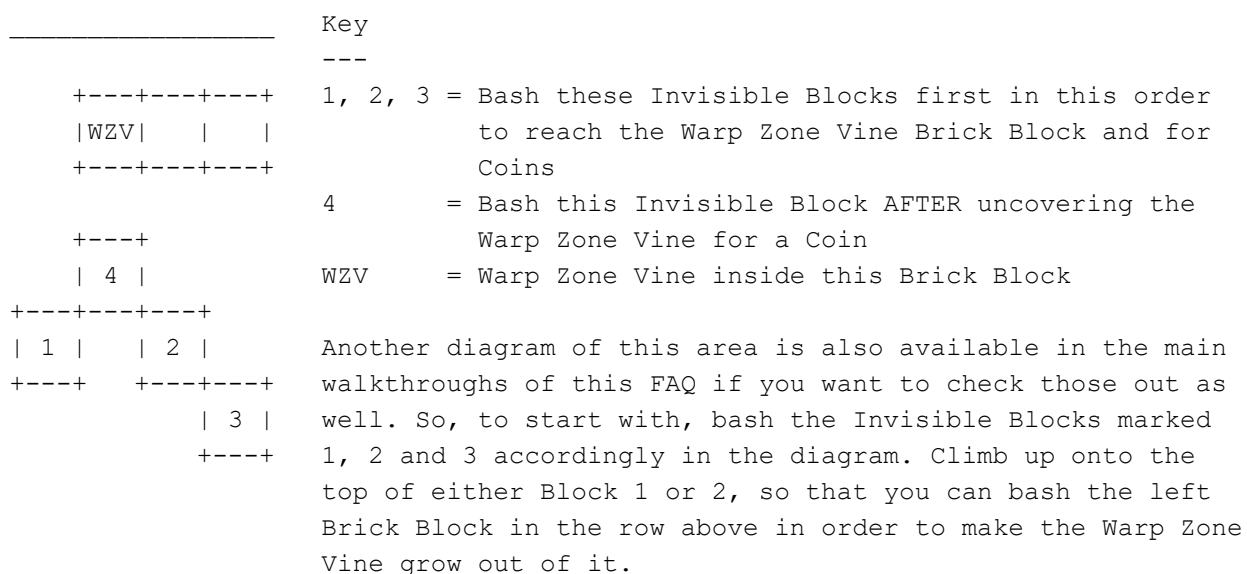
Ride the ascending girders up and jump onto the ceiling and begin to run right without stopping, only jumping over one gap where you see more girder platforms going down. Carry on running right along the ceiling and you'll go past the top

of the exit pipe, before reaching a gap that you can drop down at the very end. You drop into an area with a single pipe inside, and the "WELCOME TO WARP ZONE!" text appears in the room, and the number 5 appears above the pipe. Go down this pipe, and this will warp you ahead to the beginning of World 5.

6.3. Warp Zone to Worlds 6, 7 & 8

[0603]

Also accessed from World 4-2, after the past with the seven "?" Blocks and crossing to the right side of the pit with the girder platforms descending into it, you'll see a platform of three Brick Blocks just above, where you can access a vine that will take you up to the overworld. To be able to access it, you'll need to uncover some hidden Blocks beneath the platform that you can climb onto, in order to bash the Brick Block that contains the vine. Here's a diagram and instructions on how to uncover and reach the Warp Zone Vine:



You can then drop down and bash that last Invisible Block (marked 4 in this diagram), then use these spent Blocks to climb up and jump onto the vine to climb up to the overworld.

You come to an area that has several large, spotted mushroom platforms. Jump along the top of them while collecting all the Coins lying on top of them, then after this part you'll reach a tall staircase. Climb it to the top and go along it, dropping down the gap at the end to drop into an area with three orange-coloured pipes. The text "WELCOME TO WARP ZONE!" appears, and the numbers 6, 7 and 8 appear above the right, centre and left pipes respectively. Going down whichever numbered pipe warps you to the first level of that world.

6.4. 8-Level Game

[0604]

By taking advantage of the locations of the Warp Zones, you can beat the game only playing through a quarter of the total amount of levels in the game. Here's how to do so in five simple steps:

1. Beat World 1-1 as normal. To get through the level quicker, you can go down the fourth green pipe along from the start and head to the Coin Room to be

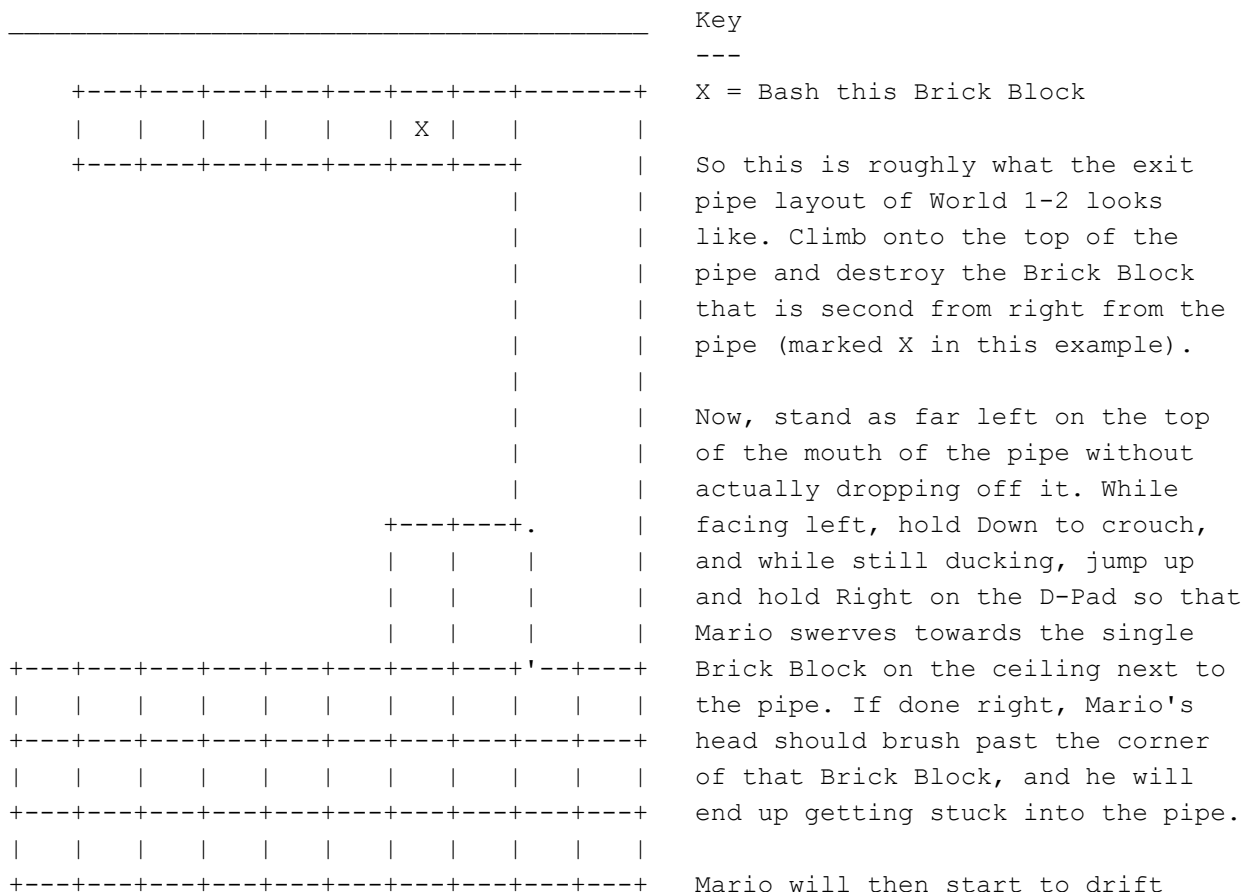
taken to near the end of the level.

2. In World 1-2, get to near the end and ride one of the ascending girder platforms up to the top and jump onto the ceiling, heading along and going past the top of the exit pipe to reach the Warp Zone. Take the left pipe to go to World 4.
3. Beat World 4-1 as normal.
4. In World 4-2, get to the overworld Warp Zone via the vine that can be found in the Brick Block platform just after the pit with the girders going down into it. Once you're there, take the left pipe that will warp you ahead to World 8.
5. Go through Worlds 8-1, 8-2, 8-3 and 8-4 as normal to finish the game.

6.5. Warp Zone to World -1 (The Minus World) [0605]

Not really a world that is part of the main game, the 'Minus World' is actually a glitch world that can be accessed from the Warp Zone found in World 1-2, but accessing this area is done in a much different way. The Minus World is a never-ending glitch world only accessed in the original NES version of Super Mario Bros. (or ports of the same version such as the Wii Virtual Console, but you won't find it in Super Mario All-Stars or Super Mario Bros. Deluxe). When you reach this area, remember that you can't leave, so you'll be stuck here forever until you reset the game.

To access World -1 (the 'World' number is actually a blank space, so it's really World (space)-1), you need to get to the exit pipe in World 1-2, and be Super or Fire Mario - you CANNOT do this as Regular Mario as this requires smashing some Brick Blocks. Here's a diagram and some instructions to help you find and reach the Minus World:



right through the pipe. Walk right as you move to get the screen to scroll along with you. You'll then drop out the other side to land inside the area where you'd find the Warp Zone to Worlds 2, 3 and 4.

NOTE: Do NOT scroll the screen too far right, or the Warp Zone text and numbers will appear, meaning going down the pipes will then take you to those Worlds as normal.

Go down the nearest pipe to you when you drop out the other side of the wall and this will warp to you World -1. It is also worth noting that if you don't completely scroll the screen along, going down the middle pipe in the room can also take you to World 5.

The Minus World itself isn't anything spectacular, if anything it is more of an infamous video game novelty. When you appear in this underwater stage, you can progress right as normal through a stage that has an identical layout to that of Worlds 2-2 and 7-2, the only difference being that when you walk into the pipe in the wall at the end of the area, you'll return back to the beginning of the area. The level repeats over and over no matter how many times you play through, so you're here until you switch the game off. Enjoy!

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7. ENEMIES

[0700]
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Method(s) of Defeating Key

In this game, there are a variety of ways you can defeat enemies. Some work well against some enemies, but can be ineffective against others (for example, you can stomp a Buzzy Beetle, but not a Spiny, whereas you can defeat a Spiny with a Fireball, but you cannot hurt Buzzy Beetles with Fireballs). For the main bestiary I will list the fighting methods that work against each enemy. Here are what they all mean:

- * Block Bump: When an enemy is standing on top of a Brick Block or "?" Block, if you bash the block from below by jumping and hitting its underside.
- * Fireball: By hitting an enemy with one or more fireballs that you can throw in Fire Mario form.
- * Grab Axe: Applicable for Bowser only - by grabbing the axe seen at the right side of the bridge for the boss battles.
- * Invincibility: Touching an enemy while under the influence of a Starman.
- * Kicked Shell: When you stomp a shelled enemy (e.g. a Koopa Troopa or Buzzy Beetle), and kick its shell into that enemy.
- * Stomp: Jumping or dropping onto an enemy's head from above.

Bloofer

- * Description: A white squid-like enemy, found in the underwater stages of the game. They move towards Mario in diagonal spurts and can only be defeated with fireballs (as they will be your only viable attacking option when facing them). A good trick to remember is that they cannot touch you when standing on the ground (and ducking, if you're Super-sized), as they will just float right over you.
- * Method(s) of Defeating: Fireball
- * Points: 200

Bowser

- * Description: The main enemy of this, and other Mario games. There are actually eight Bowser "bosses" in this game, however the "real" Bowser as at the end of the castle in World 8-4, with the others being decoys in the other castles. Found at the end of every castle level, their main attack is shooting flames that go left in a straight direction towards Mario at different heights. In Worlds 6-4, 7-4 and 8-4, the Bowser enemies can also throw several hammers, too. In terms of looks, he's a huge turtle-dragon crossover, with spikes on the shell on his back.

To defeat Bowser, you can run straight underneath him when he jumps, and grab the axe on the right side of the bridge, causing the bridge to collapse and making Bowser plummet into the lava below. However, doing it in this manner means you will not gain any points; if you are Fire Mario, it is best to use fireballs. Successfully hitting Bowser with five fireballs will make the Bowser Decoy reveal its true form, before he plummets into the lava below. You'll also get 5000 points for defeating him this way. Here is what Bowser turns into before falling into the lava, when beaten with fireballs:

- o World 1-4: Goomba
- o World 2-4: Green Koopa Troopa
- o World 3-4: Buzzy Beetle
- o World 4-4: Spiny
- o World 5-4: Lakitu
- o World 6-4: Bloofer
- o World 7-4: Hammer Brother

- * Method(s) of Defeating: Fireball (x5), Grab Axe
- * Points: 5000 (only if defeated with Fireballs)

Bullet Bill

- * Description: A large, black, bullet-shaped enemy that comes in two different varieties; they mostly come fired from cannons towards Mario. In some stages, they can also be fired from an unseen source on the right-hand side of the screen coming left towards Mario at varying heights, and are fired continually until reaching the end of the stage. Either way, these enemies can be beaten with stomps, kicked shells or invincibility, but they are resistant to fireballs. In a similar manner to Piranha Plants, they will stay within their cannons if you stand on top of the cannons, or next to them, while touching the cannon.
- * Method(s) of Defeating: Invincibility, Kicked Shell, Stomp
- * Points: 200

Buzzy Beetle

- * Description: A dark-coloured beetle with a hard shell. They behave in the same manner as Green Koopa Troopas, with the only major difference being that they cannot be harmed by fireballs. If you stomp it, it will retreat into its shell for a few seconds before it starts walking again, so kick the shell while it has retreated to defeat it altogether. Also note that in Second Quest mode, they replace all Goombas, as well as walk at twice their normal rate.
- * Method(s) of Defeating: Invincibility, Kicked Shell, Stomp (retreats, kick the shell afterwards to defeat altogether)
- * Points: 100

Cheep-Cheep

- * Description: Green and red-coloured fish seen both in overworld stages, and underwater stages. When underwater, they usually move slowly from right to left towards Mario, also slowly going up and down sometimes. The only way to beat them underwater is with a fireball, if you are Fire Mario. In some land stages, they appear in abundance, leaping up towards Mario from the bottom of the screen to try and land on him from above. You can stomp them when they appear in overworld stages, but because they keep on coming, it's best to just try and outrun them until the onslaught stops.
- * Method(s) of Defeating: Fireball, Kicked Shell (overworld only), Stomp (overworld only)
- * Points: 200

Fire Bar

- * Description: A straight bar consisting of fireballs linked together, and they also come in varying lengths. They are attached to a hub block that they revolve around, and are seen in castle stages. They usually serve as an obstacle for Mario to jump over or run under in such stages, and are not really "enemies" per se, as they cannot be defeated in any manner. Therefore, just make your way past them as you head through the castle stages.
- * Method(s) of Defeating: N/A
- * Points: N/A

Goomba

- * Description: A brown or grey-coloured evil mushroom creature with eyes. Apparently these are former Mushroom Kingdom servants who "betrayed" the Mushroom Kingdom to side with the Koopa clan. These are some of the most common enemies in this, and most Mario games, and also the weakest and easiest to beat, as they can be taken out in just about any manner. They simply walk along in any one direction, only changing when they bump into something, and they also drop off the end of platforms and ledges if patrolling them. Stomps, fireballs, shells, you name it, anything is good to take them out.
- * Method(s) of Defeating: Block Bump, Fireball, Invincibility, Kicked Shell, Stomp
- * Points: 100

Hammer Brothers

- * Description: Usually attacking in pairs (hence the name), these are walking turtles that tend to jump up and down between platforms, while throwing deadly hammers towards Mario, which are annoying to avoid. It is best to get close to them, so that they throw the

hammers straight over Mario's head, but they also move back and forth slightly, so you'll need to watch out for this as well. Also, if you take too long fighting them, they'll also start running towards you. To make up for their tough attacks and fighting patterns, any fighting method is effective against them, and you get a nice 1000 points for successfully defeating each Hammer Brother.

* Method(s) of Defeating: Block Bump, Fireball, Invincibility, Kicked Shell, Stomp

* Points: 1000

Koopa Para Troopa

* Description: These are Koopa Troopas that have wings attached to their shells in order to bounce or fly. When they are stomped, they lose their wings and revert to regular Koopa Troopas. You can also hit them with fireballs to defeat them instantly. Like Koopa Troopas, Para Troopas also come in two distinct colours to differentiate their fighting styles.

o Green: The vast majority of these ones move along in any direction while bouncing in large arc movements, only changing direction when they bump into a solid surface or other enemies. There is also a small number of these enemies that can fly in horizontal lines. These ones appear in most bridge stages; World 7-3, and Worlds 2-3 and 7-3 in second quest mode.

o Red: These Para Troopas tend to fly up and down in vertical lines, usually over pits. It's usually ideal to fry these ones with fireballs to take them out, otherwise if you don't have fire power, avoiding them by making running jumps over them when they drop down is usually the best strategy.

* Method(s) of Defeating: Fireball, Invincibility, Kicked Shell, Stomp (turns into Koopa Troopa; stomp again and kick the shell afterwards to defeat altogether)

* Points: 400

Koopa Troopa

* Description: A turtle enemy with a coloured shell. They behave in the same general manner as Goombas and other walking enemies; however when you stomp it, it will retreat into its shell for a few seconds. If you leave it, it will then begin walking again, so when it's in its shell, touch the shell to kick it away from you. You can chase kicked shells, as they can also knock out any enemies they hit, but beware; if a kicked shell hits a solid surface, it will bounce back in the other direction and can hurt Mario if it hits him! Koopa Troopas come in two distinct colours:

o Green: They walk mindlessly straight ahead, changing only when they bump into solid surfaces or other enemies. If they walk to the end of a ledge, they will drop off.

o Red: They behave in an identical manner to Green Koopa Troopas, the only difference being that if they walk to the end of a ledge, instead of dropping off, they'll turn around and head in the other direction. For this reason, you'll see them mainly patrolling on small

platforms in levels where you tend to jump from platform to platform.

* Method(s) of Defeating: Block Bump, Fireball, Invincibility, Kicked Shell, Stomp (retreats, kick the shell afterwards to defeat altogether)

* Points: 100

Lakitu

* Description: A Koopa that appears in some levels flying high overhead in a smiley cloud, constantly chasing after Mario until he reaches the end of the level. While they chase you, they drop down Spiny Eggs that hatch into Spinies when they hit the ground, so it's best to try not to stay in the same area for too long, otherwise it'll become congested with Spinies. If you can reach a platform high enough to reach, you can knock him out for a few moments with a quick stomp, or a fireball - but he will return shortly after, so carry on as quickly as possible after knocking him out.

* Method(s) of Defeating: Fireball, Stomp

* Points: 200

Piranha Plant

* Description: A fly trap-like enemy that is found inside most of the pipes scattered throughout the Mushroom Kingdom. Trying to stomp them will only result in Mario taking damage, so using a fireball is the best way to defeat them. Also note that if you stand directly beside, or on top of the pipe they live in, they retreat into the pipe and will not come out again until Mario moves away. Also note you can still go down their pipes (if they lead somewhere) while they have retreated inside.

* Method(s) of Defeating: Fireball, Invincibility

* Points: 200

Podoboo

* Description: A fireball that leaps directly up from pits and lava pools in the castle levels, usually to try and catch Mario as he leaps over them, so keep an eye out when crossing those gaps. They also sometimes appear when fighting Bowser, so keep an eye out for their locations when fighting him. It is actually possible to defeat them in The Lost Levels (the Japanese sequel to this game) with the use of a kicked shell, but there is no place in this game where that can be done, therefore it is impossible to defeat this enemy, so don't worry about it. Simply avoid and make your way past them.

* Method(s) of Defeating: N/A

* Points: N/A

Spiny

* Description: A red porcupine-like enemy that is dropped by Lakitu. When its egg, thrown by Lakitu, hits the ground, it hatches into this creature. Unlike other ground-based enemies, their spikey bodies make it impossible for Mario to stomp them, otherwise he'll be hurt instead. They also don't take damage if you bump a block they are walking on from below, so use any other means of fighting them in order to take them out. Try not to stay in the same area for too long when fighting them either, or Lakitu will continually throw more and you may end up taking on too many at once.

* Method(s) of Defeating: Fireball, Invincibility, Kicked Shell

* Points: 200

1-Up Mushroom: Similar in appearance and movement to the more common Super Mushroom, a 1-Up Mushroom has green spots to distinguish between the two mushroom types. Like the Super Mushroom, when uncovered from their blocks, they'll move along right, only changing direction when bumping into something, or dropping off the end of a ledge. They are often well hidden in invisible blocks or Brick Blocks, so when uncovered, be quick to grab it to gain an extra life.

Coin: The general currency of the Mushroom Kingdom is found pretty much scattered around everywhere in most levels. These golden Coins are found lying about in the open, or inside "?" Blocks or Brick Blocks, obtained when Mario jumps and bashes their underside. On their own they're not of much use, but when you collect 100, Mario gains an extra life. You can keep track of how many Coins Mario currently possesses via the Coin counter in the top-centre of the screen.

Fire Flower: These are found inside Power-up blocks when Mario is in Super or Fire form. Unlike their pre-cursor Power-up, the Super Mushroom, when a Fire Flower is uncovered, it remains stationary on top of the block it was found in, so you can just jump up to grab it. Collecting a Fire Flower when Super-sized will change Mario or Luigi's colour scheme to white overalls/cap and red shirt, and you can throw fireballs along the ground to fight enemies. If you are already in Fire Mario form, collecting another Fire Flower gives you 1000 points. Do note, however, that if you uncover a Fire Flower before taking damage and reverting back to Regular Form, collecting the Fire Flower then will only power you up to Super Mario, not Fire Mario.

Starman: An orange-coloured star with eyes. Usually well-hidden and rare to find, when you uncover one of these from a block, it will drop down and begin to bounce along the ground in arc patterns, so quickly grab it and you will gain temporary invincibility! The effect is denoted by Mario's outfit's flickering colours and the change in background music. While under the power of a Starman, you can simply touch enemies to defeat them. The effect will last for a few seconds before the background music returns to normal and it will wear off.

Super Mushroom: While in Regular form, Mario/Luigi will be prone to death from enemy attacks, so by bashing blocks you'll occasionally find one of these. The Super Mushroom has an orange top with red spots, and when uncovered it will slide along the ground to the right, changing direction when it bumps into something. It can also fall down when it reaches the end of a ledge, so be quick to grab it. When you collect a Super Mushroom, Mario/Luigi doubles in size and can then smash Brick Blocks by hitting them from below, and can suffer one enemy attack without dying (although this causes them to revert back to Regular form).

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| Glitches |
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1-Up Trick

This is a trick that can be performed when you reach a staircase that has shelled enemies (Koopas/Buzzy Beetles) walking down it, by taking advantage of repeatedly bouncing on their heads in succession to rack up several points and then 1-Ups.

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    <-KT    Key
    +----+  ---
    MA|[ ]|  KT = Koopa Troopa (moving left)
+----+----+  MA = Mario's position on the steps
|[ ]|[ ]|
+----+----+  From this position, you need to make Mario just straight up into
              the air and land on top of the Koopa Troopa moving left just as it
walks onto the top-left corner of the step that it is on. If done right, Mario
will bounce up and land back down on the shell, thus knocking it right into the
step on the right. When the shell comes back, Mario will bounce on it and knock
it back to the right, but the point value goes up as the game reads this as a
second successive stomp (as Mario's feet technically did not hit the ground).
As Mario keeps bouncing on the shell, the points value gets higher and
eventually you start clocking up 1-Ups.

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One thing that you MUST keep in mind when doing this is NOT to let your life count go any higher than 127 lives. Because of the game's memory, if you reach 128 lives and then lose a life, you will get a Game Over. The reason for this is that the game's memory can read your amount of lives on a scale from -128 - 127. When you pass 127, the scale clocks over and goes back to -128. Basically when the game reads your life count anywhere between -128 to 0, your life count is negative, therefore the game is over.

As this trick is a little difficult to explain in words, a good way to see how this trick is performed visually via a gameplay video. By looking up 'super mario bros 1 up trick' on YouTube, you can find several videos that show you how to do this trick. Here's a link of some results you can use to find some videos showing this trick:

https://www.youtube.com/results?search_query=super+mario+bros+1+up+trick

Small Fire Mario

To perform this trick, get to the end of any castle stage (apart from World 8-4) while either Super or Fire Mario. Get between Bowser and the axe on the right-hand side of the bridge without getting harmed. The tricky part now is that you need to jump to land on Bowser AND the axe at the EXACT same time. What will happen is that Mario will flash as though he's taken damage, but will remain Super-sized as he grabs the axe to destroy the bridge. You'll then finish off the level as normal and carry on into the next level.

Now, as you start the next level, Mario will appear Super-sized, but will actually be Regular Mario (due to taking damage before, as the game recognised you as having taken damage, but due to animating the bridge being destroyed was unable to animate the change Mario's size at the same time). Find a block that contains a Power-up and bash it to make a Super Mushroom come out and grab it, and this will reverse Mario's size from large to small. He now appears as Regular size, but you are actually Super Mario.

Find another Power-up block to bash after that, and grab the Fire Flower that will appear when you do so. When you grab this, Mario remains small, but his attire will change to the red-and-white scheme, indicating you have Fire power! Now, when you press the B button, Mario will grow in size for a split-second and throw the fireball as normal, but remains small so that you can now easily fit into small gaps and spaces! Again, this trick can only be done in the ORIGINAL Super Mario Bros. game.

Thank You Dead Mario!

This is pretty much the same trick as the Small Fire Mario glitch, with the only difference being that you need to touch Bowser and the axe in a castle level while Regular Mario. When you touch the axe and Bowser at the same time, Mario's death animation will show, but the bridge will also be destroyed and the screen continues to scroll right into the next room where you see the Mushroom Retainer/Princess giving Mario the same message as usual, even though he's nowhere to be seen on the screen! When you start the next level, you won't have lost any lives, so it'll be like nothing happened at the end of the previous level.

Vine Dancing Mario

Not really a particularly helpful trick, but still, if you want to check it out, here's how: find a vine that leads to a Coin Heaven/Warp Zone, and climb up to the area above. When Mario arrives in the next area, the vine will stop growing and he'll drop off it to the side. Jump back onto it, and hold Up on the D-Pad to climb it to the top, and keep Up held. When Mario reaches the top of the vine, he repeatedly lets go and grabs back on again, making a sort of dancing animation while he does so!

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| Secrets |
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Continue Game From Last World

When you run out of lives, you will see the 'GAME OVER' screen, shortly before returning to the Title Screen. Normally, you'd have to begin the game all over from the beginning again, but if you hold A and press Start while on the Title Screen, the game will start up again from the world in which you lost your last life.

GameFAQs | <http://www.gamefaqs.com/>

- * For some of the cheats used in this FAQ, and credit also goes to each of the users who contributed them.

Gamesdbase | <http://www.gamesdbase.com/>

- * For the scanned copy of the Super Mario Bros. instruction manual from their website, where I obtained the game story that was used in the Story section of this FAQ, and some of the basic information that was used in the Overview section, as well.

snesmaster1

- * For his very useful level maps on GameFAQs, which were great to refer to so I could make sure I covered everything available in each level of the game.

StrategyWiki Super Mario Bros. Guide |

http://strategywiki.org/wiki/Super_Mario_Bros.

- * Which was helpful for a lot of basic information, moves and techniques and enemy names.

The Mushroom Kingdom - Super Mario Bros. complete guide |

http://themushroomkingdom.net/smb_breakdown.shtml

- * A fantastic guide to the game, with details on absolutely everything to be found in the game. A great place I looked while doing some research, and got information on the flagpole, some enemy information, and each Bowser Decoy's true form.

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iii. Legal Disclaimer/Contacting Me
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Contacting Me

For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: [rjhgamefaqs\[at\]gmail.com](mailto:rjhgamefaqs[at]gmail.com). Please make sure that what you are contacting me regarding is not already contained within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press Ctrl + F on your keyboard and type in a keyword, this may help. Any useful information sent to me will be included in a future update, with full credit given.

Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/RJHarrison>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

<http://www.gamefaqs.com/users/!Kao+Megura>

<http://www.gamefaqs.com/users/!Ny0Cloud>

http://www.gamefaqs.com/users/kuja105_reborn

http://www.gamefaqs.com/users/Psycho_Penguin

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