

Super Mario Bros./Duck Hunt FAQ

by NMorgan

Updated to v1.00 on Feb 21, 2004

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| Mario Brothers/Duck Hunt FAQ for Original Nintendo |  
| Written By Nick Morgan (skcin7@comcast.net) |  
| v1.00 Last Updated 02/21/04 |  
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EASY-NAVIGATE

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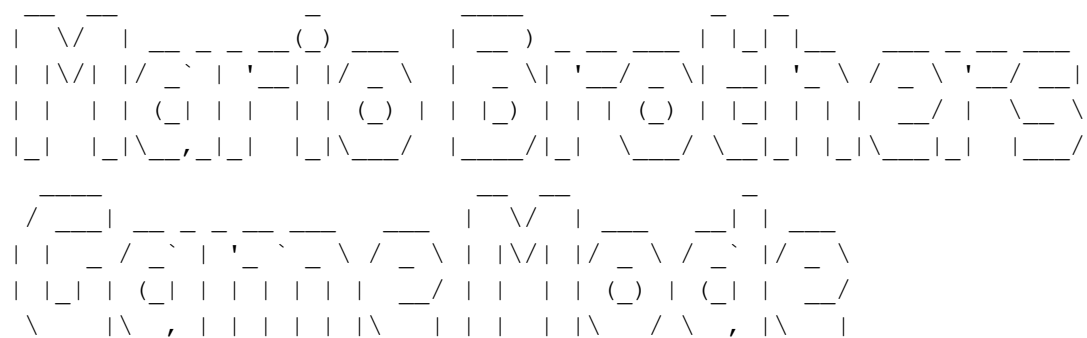
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Section 01.



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101 - Story

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NOTE: This was taken directly from the SMB Instructions Booklet

One day, the kingdom of the peaceful Mushroom Kingdom 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 horsehair 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, the daughter of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa King.

Mario, the hero of the story 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!

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102 - Controls
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Basic Controls

A: Jump, swim.
B: Shoot fireballs when you have firepower, hold to run.
Up: Climb vine.
Down: Duck, enter certain pipes, descend from vine.
Left: Move mario/luigi left.
Right: Move mario/luigi right.
Start: Pause game, confirm 1/2 players.
Select: Toggle through 1/2 player game.

Complex Controls

Run: Hold down B as you are walking left or right.
Jump: Press A. If you jump while running, you will jump farther and higher.
Duck: Press down while standing on solid ground.
Slide: Get a running start and duck.
Shoot Fire: Press B while you have firepower.
Climb a Vine: Find a vine, and press up to climb it. Press down to descend it.

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103 - Characters
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Mario

The main man of the game. He was invented in 1981 for Donkey Kong, and keeps coming back in other adventures! He has a big bushy moustache, and an oversized nose. He has a red cap, red overalls, and brown sleeves. His full name is Mario Mario.

Luigi

Luigi is Mario's sidekick. He was created in this game for the 2 player mode. Like Mario, he has a big bushy moustache, and a large nose. He has a white cap, white overalls, and green sleeves. In later games, his cap was changed to the color green. His full name is Luigi Mario.

Princess

Also known as Princess Toadstool, or Peach. She is the reason this game is taking place. She was kidnapped by the Koopa King, and now she is being held hostage. Now, Mario and Luigi must work their way through 32 levels to rescue the Princess.

Mushroom Man

Some people call him Toad, but he is not Toad. There are seven mushroom men, one in each castle. When you get to a Mushroom Man, they will give you the same old message over and over again ("Thank you, Mario! But our Princess is in another castle!")

Koopa King

Also known as Bowser. He is the big mean guy that kidnapped the Princess, and her 7 Mushroom Men. Now, Mario and Luigi must take action to stop the Koopa King in his tracks! Can you do it?

104 - Items

1-Up Mushroom

This yellow mushroom with green spots will award Mario with an extra life. They are very rare to find, and they are very useful. So, if you get a chance to get one, don't waste it.

Coin

These are very common in this game. Every time you get one, you'll be awarded with 200 points. They can be found in question mark blocks, or found sitting out in the open. Every time you collect 100 of them, you will be awarded with an extra life.

Fire Flower

This will transform Mario/Luigi from being tall to have fire power. Fire power will allow you to shoot fireballs at enemies. You can even kill a Koopa King with fire power. You must be tall to get a Fire Flower, though; you may not be small and have fire power.

Power Mushroom

This is an orange mushroom with red spots. It will transform Mario/Luigi from tiny, to tall. In addition, they will award you with 1000 points.

Question Mark Block

A question mark block is simply a block with a question mark on it. If you hit it from below, something will pop out. It could be a coin, a number of coins, a 1-up mushroom, a power mushroom, a fire flower, or starman.

Spring Board

These are only found every once in a while. They act as a mini trampoline. If you jump on one, you will launch up in the air. If you jump as you are being springed, you will spring even higher.

Starman

A starman can be found in certain question mark blocks. If you grab a starman, it will give you temporary invincibility power. You will be invincible for about

10 seconds. When you invincibility starts to wear off, you will start to flicker, and the music will change.

Warp Pipe

A warp pipe will lead you to another area in the game. Some warp pipes will warp you to different areas within the level, others will warp you to completely different levels. Most are verticle and are inhabited by pirahna plants. However, some warp pipes are horizontal.

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105 - Enemies

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Blooper

The very annoying squid that chases you around in the water. He will follow you around in the water and not leave you alone. If you walk on the sea floor and duck, they cannot hit you. The only way you can kill them is by shooting it with fire power...200PTS.

Bullet Bill

He is the bullet that gets launced out of cannons in level 8, and in some other parts of the game. To kill him, jump ontop of him...200PTS.

Buzzy Beetle

The tough black shelled turtles. They cannot be harmed by fire power, the only way they can be killed is by being jumped on, and kicked off a cliff. They replace Goombas in the second quest...100PTS.

Cheep-Cheep

The fish guys that accompany bloopers in the water. While in the water, they can only be killed by using fire power, however they can also be found flying on the land. Land cheep-cheeps can be killed by fire power or by jumping on them...200PTS.

Hammer Bros.

These guys are notorious in level 8-3. They are usually found in pairs. They are green and throw massive amounts of harmful hammers at you. They will become very annoying as you play the game...1000PTS.

Koopa Paratroopa

Some are red and some are green. They have the same appearance as Koopa Troopas, but have wings that are used to fly around. If you jump on their heads, they will lose their wings...400PTS.

Koopa Troopa

Some are red and some are green. He is a soldier of the Turtle Empire, his orders are to find and destroy Mario. The green ones will fall off a cliff, however, the red ones will turn around instead of falling off a cliff. They can be killed by fire power or by getting kicked off an edge...100PTS.

Lakitu

The guy that hides around in a cloud and throws spinys all over the place. His first appearance is in 4-1, but he will appear many times after that. He can be killed by jumping on his head, or by using fire power...200PTS.

Goomba

The most common enemy in the entire game. All he does is walk around. According to the manual, he betrayed the Mushroom Kingdom. He can be killed with fire power, or by stomping on his head...100PTS.

Pirahna Plant

This plant is found only in certain verticle pipes. About half the time they will rise from their pipe, and make a sad attempt to eat you. A pirahna plant can only be killed with fire power...200PTS.

Podoboo

Only found in certain Koopa stages. He will jump from lava and harm you. He cannot be killed, and he'll keep coming back at you to try to inflict more damage...0PTS.

Spiny

The enemy that Lakitu throws from his cloud. To avoid being stomped on, they have a sharp, spiked back. You can only kill one by using fire power, or by kicking a shell at it...200PTS.

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106 - First Quest Walkthrough
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World 1-1

Navigate your character to the right until you come to a question mark block with a goomba hanging around it. Hit the question mark block, and stomp on the goomba. Look right and you should see three more question mark blocks. The leftmost question mark block contains a power mushroom which I recommend grabbing. You can get the two other question mark blocks if you choose; they are only coins. Now, head right until you jump over three pipes and find two goombas wandering around. Stomp on the goombas heads. The pipe to your right is a warp pipe; you can go down it if you choose to, however, I don't recommend it. Head right over the pipe, and you'll see a green hill in the background. Stand so that your back is covering the left side of the green hill, and jump. You should hit an invisible question mark block, and a 1-up mushroom should pop out. Grab the 1-up mushroom before it falls off the edge. Now, jump over the pit to your right; you should see three blocks, the middle one being a question mark block. Two goombas should fall on the blocks, bash them before getting the question mark block. Now, get the question mark block; it is a power up. Now head right and jump over the pit. You should see two goombas, bash them as soon as you can. The lone block above you is a multi-coin block, repeadidly hit it as fast as you can; the faster you hit it, the more coins you'll get. Now head right and you will come in contact with the first koopa troopa of the game. Kill it by

jumping on his head, and kicking his shell. A little bit to the right you should see two blocks, the rightmost block contains a starman. Hit the block and grab the starman which will give you temporary invincibility. To the right of the starman, you'll see four question mark blocks. The highest up block contains a powerup, and the three lower blocks contain coins. I recommend getting all four question mark blocks. Now, head right some more and you should see six more goombas that are walking in pairs of two. Stomp all of them, or kill them with star power if you still have it. You should see two question mark blocks that are elevated high in the air. You'll need to jump on the blocks if you want to get them. They both contain coins. Head right some more until you get to the gap in between the third and fourth set of steps. Jump over this gap, and keep heading right. You should see a pipe, which is the pipe that you would have exited from if you chose to go down the pipe at the beginning of the level. To the right of this pipe is four blocks and two goombas. Kill the goombas by bashing their heads, and hit the question mark block, which is a coin. Now head right past a pipe to a larger staircase made out of blocks. Climb up the staircase and touch the flagpole to finish 1-1.

World 1-2

You'll start off by getting a mini-movie of you walking into a pipe. You will then fall down into a basement/cave type area which is where you'll gain control of yourself. Two goombas should be coming your way, kill them by stomping on their heads. There are 5 question mark blocks that you should see. The leftmost question mark block is a powerup. The other four blocks are just coins. Get all 5 question mark blocks. Now navigate your way right until you come to a goomba trapped in between two pillars. Bash the goomba. The block above where you are is a multi-coin block. Repeatedly hit this block as fast as you can; the faster you can hit it, the more coins you'll be rewarded with. Now continue to the right until you come to a pair of koopa troopas on the ground, and a brick formation above your head. Get rid of the two koopa troopas and if you are big, you can break the three leftmost bricks of the brick formation so that you can get the coins. Also, the top right brick contains a starman, if you would like it. Moving on, there is a brick wall that you must bypass it. You can go under it if you are small, or you can break the bricks if you are big. Get past it, and get the four coins sitting on the ledge. Now head right until you come to a brick formation that looks like a fish hook (a coin is caught in the fishhook). If you are big Mario/Luigi, then break the bricks on the right side of the fishhook; the top brick contains a fire flower. To get the fire flower, break the left bricks, and climb up the hook. Carrying on, look to the right of the fishhook brick formation, and you should see another brick formation. The second from the bottom on the right brick is a multi-coin brick. You can get it if you chose to. Now look to your right again, and you'll see a single layer brick formation. Jump on the top of this formation, and make a running start to the right, and jump just before you hit the edge so that you land on another brick formation. This brick formation has 6 coins ontop of it, get them all. Stand where the rightmost coin was, and jump directly up so that you hit the block above you, which will reveal a 1-up mushroom. The 1-up mushroom will continue to go right unless you bash the brick to the right of the 1-up mushroom. Bashing this brick will create a hole for the 1-up to fall down. When (if) the 1-up mushroom falls down, grab it. Carrying on, head right a little and you should see 3 goombas. Kill them if you want, and head to the right until you see a pipe. This pipe is a warp pipe. Wait for the pirahna plant to lower, and you should go down the warp pipe. If you don't go down the warp pipe, head right over two

more pipes (the second being the one that you start from if you did go down the warp pipe.), but be careful that none of the pirahna plants do not hit you. Jump over the two consecutive pits, and head even more to the right until you reach a mini staircase with two goombas coming down it. Kill the two goombas, and stand on the top of the staircase. You should see elevators to your right, use them to jump across the pit. You should see a koopa troopa, remove it. The rightmost brick in the formation is a power up, get it. Now, look right and you should see yet another set of elevators, use them to get across the pit. On the other side of the pit, you should see a horizontal warp pipe, enter it. This warp pipe will lead you back outside to a large staircase. Jump to the right of the large staircase, and touch the flagpole to finish the level.

World 1-3

Navigate yourself right and jump onto a tree platform. Jump across the pit onto another tree platform. There should be a koopa troopa above you along with three coins. Kill this troopa, and get the coins. Now, drop toward the bottom right onto a smaller tree platform with a single coin on it. Jump above you and to the right to yet another tree platform. Two goombas should be walking toward you, kill them. Get the two coins above you, and jump onto the higher platform to your right. On this platform, jump off the right side and try to get the two coins. Use the alternating elevator to get across the pit. You should see a question mark block which is a powerup, get this powerup. Jump back on the alternating elevator on your left, and use it to bring you to the higher tree platform to get the four coins. Now, drop down on the right side of the tree platform so that you land on a platform. Jump from this platform onto a higher platform; you should see the very first koopa paratroopa of the game on your right. Don't try to kill the paratroopa unless you have fire power. Jump onto the platform to the right of the paratroopa. You should see a moving platform to your right; jump on it. There are two coins above you that I recommend grabbing. Now, you should see another moving platform to your right, jump on it. There are four coins above this moving platform that I recommend getting. Now jump off the moving platform onto another tree platform. Jump from this platform to another tree platform that is higher and to your right. This platform will have a red koopa troopa on it, get rid of it by jumping on it and kicking it off the edge. You should see another koopa paratroopa to your right, kill it by jumping on his head twice and kicking him. The tree platform under where the paratroopa was contains three coins, get them all, and jump to the higher platform to your right. As you are on this platform, jump across to another tree platform. As you jump from left to right, there are two coins that you can get, try your best to get them. Now, look to your right and you should see another one of those moving platforms. Jump on it, and from this moving platform, just fall down. You should land on a platform with a koopa troopa, remove the troopa. Now, head right and jump onto a giant three step staircase. Use the staircase to jump to the flagpole and finish the level.

World 1-4

Walk down the stairs to your right until you come to a lava pit. Jump over the pit and go right until you come to another lava pit. You should see a swirling fire rod in the middle of this pit with a question mark block above it. When the time is right, jump across the pit onto the platform with the fire rod. You can get the question mark block if you want; it is a powerup. Now, carefully avoid the fire rod, and jump across the lava pit to your right. Now, head right even more and you'll

encounter another fire rod. Wait for the right time, and run past it. You'll find two more fire rods that are similar to this one, get past them the same way you got past the first one. In the next area, you'll drop down a step, and find another fire rod on the ground. After this fire rod, there is another on the ground, and then another high on the ceiling, get past all three of them. Upon doing this, you should get fire flames coming your way, which are from koopa king's mouth. Now head right until you fall down another platform. In this lower platform, there are three invisible coins that cut the platform into fourths. Ontop of those three, there are three more coins which are one block space to the right above their lower coins. Get all six of these coins if you would like, or don't; they are only coins. Now head right until this lower platform ends, and jump up to the higher platform. Now, there will be a very small lower platform, which is mainly used as shelter against the koopa king. The koopa king is to the right of this shelter platform. You can kill him by shooting five fireballs at him, but if you don't have firepower, you'll need to touch the ax on the other side of him. To get to the ax, run underneath, or jump over the koopa king, and touch the ax. Upon doing this, the bridge will break, and the screen will scroll to the right. You will find a mushroom man, and he will tell you that the princess is in another castle, which will take you to World 2.

World 2-1

Head right until you see three bricks. The middle brick contains a power up, which you should get right now. A goomba should be falling down the stairs, kill him. Now climb up the stairs to your right; you should see two koopa troopas. Try not to kill the koopa troopas, unless you have fire power. You should see a brick formation above you that is composed of three bricks. Stand on the ground to the left of that, and jump to hit an invisible block. Now jump ontop of the invisible block and jump directly up to reveal a hidden block that contains a 1-up mushroom. Grab the 1-up mushroom. Now jump over the wall to your right. You should see a pair of goombas walking together, kill them both. Now, head right and jump over the green pipe. Stomp on the koopa troopa coming your way, and kick his shell at the two incoming goombas. You should see a total of 10 question mark blocks above you right now. The one on your bottom left is a powerup. Hit it, and get the powerup. The other nine contain coins, you can get them if you chose to. Now, start to head right again and kick the upcoming koopa troopa to the right so that it hits two upcoming goombas. Keep going right until you come to a pipe with a few blocks before it. The upper, left block is a star, which you can get by using the lower block to get a boost. Now jump over the pipe, on the other side is seven question mark blocks, and three goombas. Eliminate the three goombas. All seven question mark blocks contain coins. Now, jump ontop of the question mark blocks. One of the bricks in the middle of the two sets of question mark blocks is a vine. If you climb up the vine you will be taken to a Coin Heaven. Carrying on, head right and jump over the pit; there should be a pipe on the other side. Kill the goomba and jump onto the pipe. This is a special warp pipe, if you press down on it, you'll be taken to a coin room. Carrying on, to the right of the warp pipe is a large gap, jump over it. You should see a smaller gap and a goomba coming toward you. Eliminate the goomba, and jump over the green pipe. You'll be confronted with another goomba, kill it. You'll see three pipes to your left with four blocks above them. The leftmost block is a powerup. The other three blocks contain nothing. I highly recommend getting this powerup. Carrying on, to the right of these three pipes is another gap, jump over it. You'll find a Koopa Paratroopa here, kill it by hitting it twice and kicking it. Now, head right and jump

over the gap. On the other side of the gap is two goombas and two koopa paratroopas, kill all four enemies. The lone block sitting there is a multi coin block, which you can get if you wish. Onwards, there is a question mark block sitting all by itself, which is a single coin. You may get it if you want. The lone block that is to the above right of the lone question mark block is a powerup. You can get it with a precisely timed running jump. Now jump over the pipe to your right, and you'll be confronted with a koopa troopa, kill it. You'll see two blocks and a springboard. You can get over the large tower to your right by bouncing on the springboard, and pressing the jump button as you bounce. Or, (if for some reason the previous method was too hard for you) you can jump on the rightmost block sitting there. Jump directly up to reveal a hidden coin. Now, jump on the hidden coin block, and you'll be able to safely jump over this large tower. Now, walk to the right and touch the flagpole to end the level.

World 2-2

This is the first underwater level of the game. Upon starting the level, you'll get a movie of you walking into a pipe, and then you'll start to control yourself. Swim to the right over a piece of red seaweed. There will be two coins sitting there along the sea floor, grab them both. You should see a white squid creature that is called a blooper. He can only be killed with firepower, so if you can, kill him. If you can't kill the blooper, then just avoid it. Now swim to the right until you see three coins in the middle of the sea, get all three of them. Now swim farther to the right over the red seaweed and you should see three more coins rested along the sea floor, get all three. Swim to the right and you'll come in contact with two more bloopers. Kill the two bloopers if you can. Continue to swim to the right until you come to a pit where you can fall off the screen and die. If you swim above the pit, there is an unseen whirlpool that will suck you in the gap, so try not to swim too close to the pit. There will be three coins in the pit, you can get them but you'll have to swim fast so that you don't get sucked into the whirl pool. On the other side of the pit, there will be a large amount of continuous cheep-cheeps, and bloopers. Keep on swimming to the right until you get to three coins resting on the sea floor. Get the coins and continue to head right until you approach three more coins in the middle of the ocean. Swim right until you come to another gap. Like the other gap, this one also has an invisible whirlpool that will suck you into the gap, so take caution. There is five coins above this pit that you can get if you are feeling daring. Now head right again over two pieces of red seaweed. You should come to a large block structure with 6 coins in it. You can get the coins if you want, but I don't recommend it. Continue to swim to the right and you'll pass four block structures. Go past the block structures and you'll find a horizontal warp pipe. Enter the warp pipe, which will warp you outside. Now go up the stairs and touch the flagpole to finish 2-2.

World 2-3

Walk to the right over the mini pit, up the stairs and onto the bridge. At this time, many flying cheep-cheeps should be soaring in the air. Now keep running. Keep running until you get to the very middle of the first bridge. There will be four coins here, get them. Now run until the end of the first bridge, which is where you should find 5 coins. Get them and jump across to another bridge, which is very short. On this short bridge is four coins. Get them and jump onto the next bridge. There is nothing on this bridge, so just run on it until you get to the end of it. Now, jump to the next bridge. There is three coins in between these

two bridges, you can get them if you want. On this bridge, you will find a lone question mark block which contains either a fire flower, or a mushroom, depending on your size. Get the powerup. Now jump to the right so that you are about to land on a green platform. In the air, you can get three coins if you jump the right way. Once you're on the green platform, jump to the right and land on another small bridge that isn't held up by anything. Now jump off of this small bridge, and onto a much larger one to the right. In the middle of this bridge, there are 6 coins that you should get. Now head right and jump to another shorter, and lower bridge. There are four coins in the middle of this bridge. Get them and jump to the right onto another bridge. On this bridge, walk to the end of it on the right. Now, you should see three tiny, consecutive bridges, that aren't held up by anything. In the middle of these three tiny bridges is six coins. Now, jump to the right of the three tiny bridges, and land on another bridge. Follow this bridge all the way to the right, and down the stairs. At this time, the flying cheep-cheeps will no longer fly. Head right over a small pit and up a large stair case. Now, jump to the right and touch the flagpole to finish the level.

World 2-4

Head right down a small white staircase, until you reach a lava pit. A podobo will jump up and down in this area, so be sure to dodge him. Now jump onto the platform to your right. From there, jump to the middle platform that contains a question mark block above it. Hit this question mark block, and a powerup will appear! Get the powerup before it falls into the lava pit. Now, jump to the platform to the right of you. From there, jump to the final ledge so that you are on solid ground again, but watch out; another podobo will jump up and down in this area. Okay, now that you are on solid ground again, start running to the right. You will notice a fork in your path, one path leading up, and another leading down. It doesn't matter if you take up or down, as you will end up at the same spot regardless! Now choose which path you will take. Run all the way through the path, you will have to dodge four fire rods. Once you get past the four fire rods, the paths will join back together. Now, jump past another fire rod, and you'll approach two sets of elevators. Jump on the first set, and then from there jump to the second set. Now, jump to the safe ground on the right, but be sure to jump at the right time, or else you'll get hit by the firerod. At this time, you should see a flame from the koopa king. Keep going right until you fall down a few blocks. You should see an empty block sitting there that has six coins around it. Get all six coins. If you are big, to get the bottom middle coin, you'll have to get a running start, and then duck at the right time. Now, keep going right. Jump over two small lava pits while avoiding the koopa king's flames of fire. Go right some more, and jump over two more pits, except these do not have lava at their bases. You can kill him by shooting five fireballs at him, but if you don't currently have fire power, then you'll need to touch the ax on the other side. To get to the ax unharmed, you can run underneath the koopa king. Or, if you don't feel safe running underneath him, you could try jumping over him. For this koopa king, there is a moving platform that you can jump on if you'd like to. However you do it, get to the ax on the right side of the koopa king, and touch it. The ax will make the bridge fall, which will make the koopa king fall into the lava pit, and sadly die. After the koopa king dies, the screen will scroll to the right. You'll find the mushroom man, and he'll tell you the same message that he always tells you (Thank you Mario! But our princess is in another castle!). Then, the screen will go black, and you'll find yourself on world 3-1!

Head right until you come across three question mark blocks. When you see the question mark blocks, two koopa paratroopas should be hopping your way. You can either kill them by jumping on them twice and kicking them, or you can shoot them with fire power. Either way, get rid of them. Now, there should be three question mark blocks above you. The two leftmost blocks contain coins, while the rightmost block contains a powerup. Get all three of these blocks. Moving on, run to the right until you come across a pipe. Jump over it, but be sure not to hit the pirahna plant. Now, jump down, and you'll see a goomba walking back and forth. Kill the goomba. Now, there is another pipe to your right. This pipe is one of those special warp pipes. If you jump on it, and press down, you'll go into the pipe. I only recommend going down the pipe if you are big. Don't go down if you are small. Anyway, keep going past the pipe. You'll have to jump over a pit. On the other side is three consecutive goombas. Kill them all. Now, walk to the right. Jump over a whiteish pipe. You should see a koopa troopa right around here. Don't kill the koopa troopa unless you have firepower, you don't want him bouncing all around, now. There is a single block above you. This block looks as if it has importance, but it isn't any importance. It is just there. Now, jump over another smaller silver pipe to your right. This is the pipe that you would have come out of if you went into the warp pipe earlier on in the stage. Now, keep going right. Jump up a four block stairway, and walk across the bridge. There are three consecutive goombas here, but you don't have to kill them. In fact, I think it'd be better off if you left them alone. There is an invisible 1-up that is a little more than half way across the bridge. Jump up and hit it, and a 1-up mushroom will appear. Get the one up, and go to the right. There will be a water pit. Although Mario can swim in water levels, if you fall down this pit, you'll still die. So, jump over the pit carefully. On the other side of the pit, you'll see three blocks lined up together. The leftmost of these blocks is a star. You can only get the star if you are big, though. On the ground here, there is two goombas and a koopa troopa. Kill the goombas, but only kill the koopa troopa if you have firepower (or a star). Now head to the right and you should see a pipe. Jump over the pipe, but don't hit the pirahna plant. On the other side of the pipe is two hammer brothers that will jump along two lines of bricks. Carefully kill the hammer brothers. To kill them, I recommend bumping them from below, or using firepower. Once they are both eliminated, you can get the two question mark blocks above you. The left question mark block is a coin, and the right question mark block is a powerup. Get the powerup, and continue to the right. You should see a spring board. Use the spring board to bounce ontop of the two block structures to the right of it. If you want, you can use this opportunity to get to a coin heaven. To get to the coin heaven, get a running start and jump in between the two block structures. Now, hit the top right brick, and a vine will appear. Climb the vine, and you'll reach a coin heaven. If you don't go to the coin heaven, then just keep following my instructions. Jump to the other side of the double block structure, so that you are on the other side of the pit. Two goombas will walk down a stairwell. Kill or dodge them. Now jump over the stairwell, and jump to the other side, but be sure to jump far enough out so that you don't fall in the pit. You should now come across two koopa troopas. If you let them be, they will continue to walk off the edge. Farther on, there are three consecutive goombas. Kill them or let them be, whatever you choose to do. Now, you should see four question mark blocks above you, with normal blocks to both sides of them. The bottom right question mark block contains a powerup. If you hit it, it will either release a fire flower, or a power mushroom, depending on your size. Get the powerup.

Now head to the right some more, and you'll find yourself face to face with two hopping koopa paratroopas. Eliminate them by hitting them twice and kicking them, or just use firepower. Now head to the right a little bit more, and you'll come across a block structure above your head, and another koopa troopa. Kill the koopa troopa. In the block structure, the second block to the left is a coin cage. Now, to the right you'll see a two step giant stairwell. Climb to the top of it, and jump to the other side. Make sure that you jump out far enough so that you don't fall in the pit. Now, head to the right and you'll approach a large staircase. You should see two koopa troopas walking down the steps. At this time, you can pull off the "128 lives bug" (see section 13.2). Now climb up the stairs and jump to the right. Touch the flagpole, and finish the level.

World 3-2

This is one of the shorter levels, but you only get 300 seconds, instead of 400 seconds. Head right and you'll come across a koopa troopa. Stomp the koopa troopa, and kick it to the right. If you run fast enough, the koopa troopa's shell will eliminate many other enemies. If you don't kick it, and run fast enough, don't sweat it. Keep going and you'll come across 3 goombas, then 2 koopa troopas, then 2 more koopa troopas. Now hop over a small block, and head right until you find three coins. You should see a single question mark block. Jump up and hit it, out will pop a power up. Get the power up, and continue to head right. You should now come across a koopa troopa and three goombas. Kill them all. Now go right some more until you find a koopa troopa trapped by two block barriers. You should see a block above him, which is actually a multi coin block. Do not get this multi coin block unless you can kill the koopa troopa with fire power. You should also notice another lone block above the multi coin block. This block contains a star. Now hit the block and get the star. Now jump to the right and over the pit. You shall see a koopa paratroopa here, kill it with fire power, or your star power if you still have it. Now keep going right and you'll come across a koopa paratroopa and three consecutive goombas. Carefully dodge them, or you can just kill them. Now keep going and jump over a mini pit onto a lone island. There is a very suspicious looking lone block on this lone island, but it has nothing. Continue to the right, jumping out of the island. You should now come across three consecutive koopa troopas. If I were you, I'd not bother with them unless you have either fire power, or star power. Either way, get past them, and keep going right. You'll come across another 2 koopa troopas, and then another 3 koopa troopas. Get by them the same way you got past the first three. Jump onto of the pipe, and get the four coins. Now jump to the right of the pipe and kill the koopa troopa and the four goombas. Start running right some more, and you'll come across the ever so familiar huge stair case. Jump onto of it and leap toward the flagpole to finish the level.

World 3-3

Run to the right and now jump on a treetop. From here, jump onto the treetop to the right of where you are now, which has a goomba on it. Kill the goomba and look to the right, you should see two moving platforms. Below these moving platforms, there is another treetop with two coins on it. Drop down to this platform and get the coins, now jump to the right onto another tree platform. This platform should have a single coin on it. Now jump to the right until you come across a single question mark block above a platform with a red koopa troopa on it. When hitting this question mark block, a power up will emerge. Get the power up and drop to the platform below to get the three coins there. Now jump

back to the platform that had the question mark block and, from there, jump to the right onto a high platform to get two more coins. Now look to the right and you should see an inactive elevator. When you jump onto this elevator, it will drop rapidly. So, jump on it and quickly jump to the tree platform to the right of it which contains a single coin. Now, jump to the right from treetop to treetop until you see an elevator that is held up by a string. Jump on this elevator, and it will start to come down. Now quickly jump to the other elevator on the right side of it. Make sure you get the coins on these elevators, and jump to the right onto two sidescrolling elevators. From here, jump down to a smaller treetop. From there, jump onto another sidescrolling elevator. Now jump to the right onto a treetop with a single coin on it. There are two more treetop platforms above you that contain three coins total. Jump onto them and get the three coins. Now jump to the right over the red koopa paratroopa, and onto the lowest tree platform. Jump to the tree platform to your above-right, and you should find yourself face to face with two red koopa troopas. Get rid of them by jumping on them and kicking their shells at each other. Now walk to the right side of this platform and jump onto another side scrolling elevator. Now jump to the right so that you land on another balance elevator. Stay on the left side of the balance elevator. Wait for the right side to rise, when this happens, leap onto the right side of the balance elevator and make a running jump toward the elevator, which will finish the level.

World 3-4

Run down the mini staircase and to the pit. At this time, you'll have to jump to the pillar, but beware of the podoboo and the firebar. You will have to jump over three pillars until you reach the other side, so do that now. You should see three question mark blocks sitting there. The middle question mark block contains a powerup, which I highly recommend getting. The other two question mark blocks contain coins, get them too. Now, continue to the right. Jump over the small lava pit, and run a little bit more to the right. You should see two firebars, one above the other. When the time is right, jump through them. On the other side, is another set of firebars that are exactly the same. Get past this site the same way you got through the previous set. On the other side of this firebar set is the third and final firebar set, except these spin in the opposite direction as the previous two. Proceed through this set, but be careful. Once through, you can try to get the three coins sitting there, but I do not recommend it, as it is very risky to get them. Now jump to the right over a lava pit so that you land on a higher ledge. Run to the right until you are at the edge of the next pit. At this time, you should see the flames of the koopa king shooting your way. While avoiding the podoboo, jump across the pit. Now, jump across another pit and then another. Run to the right until you see a hole. You can hide in the hole for temporary protection, but your gonna have to come out sooner or later. Now run to the right some more and you should find yourself face to face with the koopa king. You can kill this koopa king by shooting five fireballs at him. However, if you don't currently have fire power, then you'll need to touch the ax on the other side. To get to the ax unharmed, you can run underneath the koopa king. Or, if you don't feel safe running underneath him, you could try jumping over him. For this koopa king, there is a moving platform that you can jump on if you'd like to. However you do it, get to the ax on the right side of the koopa king, and touch it. The ax will make the bridge fall, which will make the koopa king fall into the lava pit. After the koopa king dies, the screen will scroll to the right. You'll find the mushroom man, and he'll tell you the same message that he always tells you (Thank you Mario! But our princess is in another castle!). Then, the screen will go

black, and you'll find yourself on world 4-1!

World 4-1

Walk to the right until you come across a green pipe with a pirahna plant in it. While being cautious about the pirahna plant, jump over it and land on the other side. At this time you should see the very first lakitu of the game. He will drop spiny eggs that will eventually turn into spinys. He is very annoying, and can be killed by jumping on his head. Anyway, you should see two question mark blocks, one will be ontop of the other. The bottom question mark block contains a powerup. Get it. The top question mark block contains a coin, but if you jump ontop of it, you can bash lakitu. Moving on, head right and jump over a mini pit. Get the four coins laying on the other side of the pit. Get them and continue to the right. Keep running to the right until you come across four question mark blocks. All four of them contain coins, however, if you stand ontop of the higher two question mark blocks, you'll have a chance to bash lakitu in the head. Once you get done in that little area, run to the right and jump over a pit. If you wander a little bit past the pit, you'll come across four linear question mark blocks, all of which contain coins. If you jump ontop of the middle/right block and jump upwards, a hidden 1-up mushroom should appear. However, it will only appear if you have gotten all the coins in 3-3. Anyway, keep heading right and jump over a three block structure. You can get the four coins there if you choose to. Keep going right and you'll find a pipe with four coins following it. After that, you'll find another pipe with four coins after it just like the previous one, however, this is a special warp pipe; You can go down it. Anyway, to the right of this warp pipe is an odd looking double block structure made out of four question mark blocks on the top, and six question mark blocks along with two plain blocks on the bottom. There is a powerup in the question mark block to the left of the two plain blocks. Every other question mark block contains nothing but a single coin. Also, you can stand on the top row of question mark blocks and kill lakitu by jumping on his head if you would like. Once finished, head to the right some more. You should come to a pipe. This is the pipe that you'd have exited from if you had went into the warp pipe earlier on in the stage. Anyway, jump over the pipe and continue toward the right. Jump over the two consecutive pits and jump over a three block structure and over another pit. Keep running to the right and you should find a large staircase. When you climb to the top of this staircase, lakitu should turn around and leave you for good. If you drop to the right of the staircase, you should see a single block sitting by it's lonesome. This block just happens to be a multi coin block. Hit it as rapidly as you can. When it is all out of coins, jump on it and jump as high as you can toward the flagpole to finish the level.

World 4-2

The stage will start off with a small movie of you walking into a pipe. When it is done, you will take control of your character. Now run to the right until you come to a cliff. Jump onto the island to your right. From there, jump onto another even smaller, single block island. Now jump off of this tiny island and to the right back onto safe ground. Jump up ontop of the gap, and walk to the right a little bit. Now drop down to the three coins. There is a powerup in the rightmost block above you, get it. Now jump back up the gap and run to the right. Three consecutive goombas should now be coming your way. Kill them by using fire power, or if you don't have it you can kill them the old fashioned way which is bashing their heads. There is a multi coin block that you

can get if you are big mario/luigi. To get it, stand 5 coin spaces from the right edge and jump up so that you hit and break the block. Jump a second time so that your head hits the second block. This second block is the multi coin block. You can hit it multiple times. Now once you're done in that area, run to the right until you drop. You should see seven question mark blocks. All seven of them contain coins except for one, which contains a powerup. The powerup is the middle question mark block of the rightmost question mark block structure. Hit that block and get the powerup that will appear. Now go to the right and jump to the other side of the pit by jumping on the elevators. There is a warp zone that you can access around here, if you want it, check section 13.3 of this guide. Now go to the right until you come to a pipe. When the pirahna plant is not peeking out of it, jump on top of it and jump on top of the two blocks to the right of it. If you look below you, you should see a koopa troopa walking back and forth. If you have firepower, kill it with your fire. Now jump down and hit the block nearest the pipe which is a multi coin block. Hit it until it no longer deals coins and then jump on top of it and, when the time is right, jump on top of the highest pipe to your right. Now jump down and you should see the very first buzzy beetle of the entire game. The block above the buzzy beetle, but not touching the pipe contains a starman. If you are feeling bold, you can hit this block and get the starman. The pipe to your right is a warp pipe, you can go down it if you choose to. If you did not opt to go down the warp pipe, jump past it and past another similar pipe to the right of it. Go right a bit and two koopa troopas should come your way. Unless you have firepower, I advise dodging them. Now run to the right and jump on top of a platform made of blocks. From here, jump to the right on top of a green pipe. Now jump from the green pipe to the right so that you land on another block structure similar to the one you started on. Now, with the assistance to the elevators, jump to the platform to your right. You should notice several platforms above you made by a bunch of blocks. If you stand on the lowest block structure and jump up so that you hit the middle block in the structure above you, a powerup will come out. Get it and continue on the level. Now use the elevators to jump to the safe platform on your right. Jump to the right of the small pipe, you should see a koopa troopa. Kill it and continue on. Now to the right over two more green pipes and over a pit. You should see a buzzy beetle coming your way; dodge it. Now jump up a mini staircase and use the descending elevators to get to the platform on the right. Two koopa troopas should be coming your way, but I advise dodging them rather than to try killing them. You should see a large horizontal block structure. The leftmost block in this structure is a powerup, get it. There are coins on top of every other block in the horizontal block structure, get every one of them. Now go to the right and up a four block staircase. Jump over the buzzy beetle below you and onto the huge pipe. Now jump to the right over the pit and go into the horizontal pipe. You'll notice yourself outside again. Now jump to the right up the stairs and touch the flagpole to finish 4-2.

World 4-3

Run to the right and onto an orange polka dotted platform. From there, jump to the right onto another orange polka dotted platform with two red koopa troopas on it. Eliminate the two red koopa troopas and get the five coins on it. Now jump to your left onto another higher up orange polka dotted platform and grab the three coins located on it. Now jump back to the right to the platform that you were just on. Get a running start and jump to the right onto another orange polka dotted platform. You should see a red koopa paratroopa flying up and down to your right. I advise you not to touch it. Now drop down to the platform under the

koopas paratroopa and kill the koopas troopa on it. There are three coins here, get all three. Now jump on top of the orange polka dotted platform above you. Hit the question mark block and a powerup will appear. Get the powerup. Now jump onto the left half of the double elevators to your right. Let it lower enough so that you can get the single coin below it. Now jump to the orange spotted platform to your right. Now jump up to the right side of the double elevators and get the coin there. Now jump to the two moving elevators to your right and then onto the lowest orange polka dotted platform with the red koopas troopa on it. Kill the red koopas troopa and then jump onto the three orange polka dot platforms above you so that you get the seven coins on them. Now jump to the platform with the red koopas troopa on it and kill it. Jump onto the left side of another set of double elevators. There is a platform in the middle of the two double elevators, jump on it. Now jump onto the right side of the double elevators. Before it falls off, jump to your right so that you land on the left side of another completely different set of double elevators. Jump to the right side of the double elevators and get the coin on it, and jump to the right onto a safe platform. Now jump to a third double elevator structure. Get the coin on the right side of it and jump to the right of it onto a safe orange platform with five coins on it. Get all five coins and jump to a higher, but smaller platform. Now drop to a lower, but larger platform. Jump onto another platform to your right. You should see a single elevator to your right that is moving up and down; jump on it. Wait for it to reach its peak and make a running jump toward the right. Touch the flagpole and finish the level.

World 4-4

This level is the first of three levels that requires you to navigate a certain way around the level. If you go the wrong way, you will have to repeat the area you were just on. If you go the right way, you'll come to the next part of the level. Ok, here's how to get through the level: run to the right down three steps and jump over two lava pits. At this time you should see a fork in your path that divides it into two. Take the upper path. Make sure you run fast enough to the right so that you don't fall down one of the mini platform holes, if you fall through, you'll have to do this part over again. Keep running right until you pass the platform holes. Eventually you'll come across a firebar. Carefully navigate past it and continue running toward the right until your platform comes to an end. At this time, drop down and jump to the right. Jump on top of the small, gradually rising platforms that overlook a lava pit until you get to the top floor. Drop down the first hole you see in the top floor. Now walk to the left and drop down a small, single block length hole to the lowest platform. Run to the right until you come to a firebar. When you come to this firebar, carefully pass it. At this time, you should see the flames of the koopas king's horrid breath floating within the air. Continue running toward the right until your platform ends. Now jump to the platform above. There should be a bunker to the right of you that is used for protection against the koopas king. If you go to the right of the bunker, you'll find yourself face to face with the malicious koopas king! To kill him, do the same as you always do; get to the right of him and touch the ax. However, there is a twist for this koopas king; there is a firebar and a podoboos on his side. If you have fire power, stand behind the firebar and fire five accurate shots at him. However, if you don't have fire power, you'll have to dodge four things at once: firebar, podoboos, fire flame, and the koopas king. You'll just have to be patient. When you get the chance, jump to the right of the koopas king and touch the ax. This will cause the bridge to collapse in which will cause the koopas king to fall into the lava

pit. This will cause the screen to scroll to the right and you'll be greeted by the mushroom man. He'll tell you that the princess is in another castle. Then the screen will go black and change to the world 5-1 screen.

World 5-1

Go to the right just a little bit until you come across a green koopa troopa. Stomp on it once, and then kick it to the right and run with it. The shell should knock six goombas and two koopa troopas, which will earn you an extra life. However, if for some reason you can now kick the shell, just run to the right. Kill three paired koopa troopas, three more paired koopa troopas, and then two goombas. Now there should be a pipe with a pirahna plant to your right. When the pirahna plant is not present, jump over the pipe to the other side. Now there is a pit with another pipe to your right. When the pirahna plant is not out, jump over the pit, and the pipe at the same time. Now go a little bit to the right and you should see a koopa paratroopa. Stomp it until it is a shell, and kick it to the right to knock out three paired goombas. Head to the right and there is another set of three consecutive goombas; kill them. Now go to the right a little bit more. You should come across a koopa paratroopa, which you should now kill. Now if you look toward your right, you should see a block structure with three breakable blocks above it. Jump on it and break the middle block, a starman will appear. Now jump over the pit to your right and you should see three more goombas. Kill them with your star power (if you have it) and continue to the right. Here, you should see the very first bullet bill cannon of the entire game! The cannon will simultaneously shoot bullet bill's, so approach them cautiously. Moving on, jump to the right of the bullet bill cannon and over the pit. Jump to the right of the three block structure, and kill the three goombas and koopa troopa around that area. To the right another three goombas will appear, and then another two koopa troopas. To the right, jump over a block structure that creates a mini wall. You should see a hole formed by a missing block. Fall down the hole. There is a hidden block where the hole is that contains a 1-up mushroom. If you try to get the 1-up mushroom and it is not there, it is because you did not collect every coin from world 4-3. Moving on, jump over the pit to the left. You should see a pipe above you. This pipe is a special warp pipe. To get to it, you need to jump back to where the invisible 1-up mushroom block was and get a running start. With luck, you'll land on the pipe. However, if you cannot go down the pipe, just keep going. Jump over a bullet bill cannon. You should now see a pipe to your right which is the pipe that you would re-appear from if you had gone down the warp pipe that I described to you a few sentences ago. Anyway, keep heading to the right over another bullet bill cannon and past two bouncing koopa paratroopas. Now you should see a huge staircase to your right with a hole in the center of it. Jump to the top of the staircase and make a running jump to the right to touch the flagpole at a higher altitude.

World 5-2

Run to the right and up the staircase. Now jump over the bullet bill cannon and make an attempt to jump into the three coins in the air. Below you you should find a koopa troopa and a spring board. Ignore the koopa troopa, and use the spring board to jump to the right onto the highest platform. Run all the way to the rightmost block on the platform that you are currently on, and drop down to the middle platform. Now, jump up and hit the rightmost block, and a powerup will appear. Get the powerup. Now, go to the left of the middle platform and collect the

three coins sitting there. Now go to the right, pass a koopa paratroopa and head right until you see a single hammer brother located on a mini staircase. Carefully pass the hammer brother, either by killing him or by dodging him. To the right of where the hammer brother was, there is a pipe with a pirahna plant in it. You can go down the pipe, but I don't recommend it. Instead, just go past the pipe. Now you should see two goombas walking down the stairs, kill them both. Now jump to the right over a mini staircase, a pit, and then over another larger staircase. To the right, you will see five question mark blocks lined up next to each other, with another single hammer brother jumping on them. To kill the hammer brother, run underneath the question mark blocks, and bash the question mark block that he stands on. Now hit the remaining portion of the question mark blocks, which are all coins. There is a hidden coin block two spaces to the right of the row of the five question mark blocks. Jump up and hit the invisible coin block. Now jump ontop of block that you just created and jump up and hit the block above you; this will reveal a vine. Now, you can climb up the vine to a coin heaven if you choose to. If you didn't climb the vine, get the two coins that are sitting on the ledge right of the vine. Now drop down to the lowest platform and get the two coins there, then jump over the pit to your right. You should come across a koopa paratroopa, and another bullet bill cannon; avoid both of these objects. Now head to the right over a pirahna plant infected pipe; you should see two hammer brothers jumping along two block platforms. Do your best to eliminate these two hammer brothers before they eliminate you. The rightmost brick on the top platform contains a starman, which you can only get by standing on the middle platform. Get the starman and continue over a pit to acquaint yourself with three buzzy beetles. If you have star, kill the buzzy beetles with your star power; if you don't have the star, then do not attempt to kill them. To the right there is a double brick structure that only has one block of clearance from the ground. The left brick is a multi-coin block, and the right block contains a powerup. If you are currently big, you must get a running start, and then slide to get these two things. Anyway, jump across the pit. On the other side is a red koopa troopa above you, while below you you'll find two green koopa paratroopas hopping in your direction. Head to the right until you come across a single brick sitting by its lonesome; this brick contains a powerup. Get the powerup. Now use the powerup brick to get ontop of the quadruple block structure which is above the island pipe. Now jump to the right and you'll come across a koopa paratroopa. Avoid the koopa paratroopa, and climb the huge, broken staircase. Make sure you don't fall down the holes in the staircase. Now jump to the right and touch the flagpole to finish the level.

World 5-3

In this level, Bullet Bills will fly toward you throughout the course of the stage. Anyway, run to the right and jump ontop of a tree platform. Keep jumping to the right until you see a tree platform with a red koopa troopa on it guarding three coins. Jump up onto that platform and kill the koopa troopa, and grab the three coins. Now from here, drop to the lowest platform and get the single coin that rests on it. Now jump onto the platform to your right. Two goombas should drop onto this platform from the platform to the right of where you are standing; kill both of them. Now get the two coins above you by jumping. Now jump onto the higher platform to your right. Drop down the platform to your right, if you can, try to get the two coins that can only be gotten by jumping in the air. Now jump over the elevator to the right and grab the contents of the single question mark block sitting there, which is a powerup. Now jump ontop of the elevator to your left and ride it to the top. When the

elevator is at its highest point, jump to the platform to your right and snag the four coins on it. Now jump to the right over two different platforms until you see a red flying koopa paratroopa. Don't try to kill it; instead just jump over it to the next platform. A goomba will walk from the following platform, wait for him to walk off the edge, and jump onto the platform that the goomba fell from. Now jump to the right onto a sidescrolling elevator and get the two coins that it clears. Now wait for the sidescrolling elevator to hit its eastmost point, and jump onto another sidescrolling elevator to the right of it. Get the four coins that you can get on the elevator, and jump onto the platform to the right of the sidescrolling elevator. Now jump onto the platform to your right that has the red koopa troopa guarding it. Kill the koopa troopa. Now jump to the right and kill the flying red koopa paratroopa. Get the three coins sitting on the lowest platform and jump to the platform to your right. Jump to the platform to your right, but make sure you grab those two coins at the peak of your jump. Now jump to the right onto yet another sidescrolling elevator. There is a red koopa troopa underneath you, just ignore it. Follow the elevator to its eastmost point and jump off of it onto a large, three step structure. Use this structure to get a running jump at the flagpole at your right to finish 5-3.

World 5-4

World 5-4 is almost exactly the same as world 2-4, except many items were added to make this level much more difficult. Head right down a small, white staircase, and continue to head right until you come across a lava pit. Jump across the pit, and you will find a HUGE firebar spinning in just about every direction. The question mark block in the center contains a powerup, but I don't recommend getting it, because of the dangerous firebar. Either way, jump across two more pits until you have passed the firebar. Now, there is a fork in your path; you can either take the upper path, or the lower path, it doesn't matter. Choose your path and follow it down the long hall that it leads to. Many small firebars will be spinning in this hallway; only pass them when the time is safe. At the very end, the two paths will meet up with each other. When you get to the part where the two paths meet up, there will be yet another firebar, which will be followed by two sets of elevators. Pass the firebar and use the elevators to cross the pit. On the right side of the elevators, there will be another firebar, so jump off according to when the time is safe. When you jump off, you will notice the flames of the koopa king's fiery breath. Keep heading right; you should come to a single firebar that is guarding six coins. If you are big, only get the top three coins; if you are small, then get all six coins. If you are big, you can risk getting all six coins by making a running slide underneath the firebar block, but I do not recommend it. Now keep moving in the east direction; you should soon find a pit which is followed by another pit, that both have podoboos jumping from them. When the time is right, jump over the leftmost pit so that you are stranded in the middle island, then jump over the rightmost pit. Now continue to the right; you will have to pass two small holes, and then you will find yourself face to face with the world 5 koopa king! I'm sure you know how to kill him by now: run past him and touch the ax. Of course, you could just shoot him with five fireballs if you have firepower; his decoy is lakitu. Or, if you don't have firepower, then you will just have to defeat him the old fashioned way, which is to touch that ax. For this koopa king, there is also a sidescrolling elevator that could be of some use. Another thing, be sure to watch out for the podoboo that is jumping up and down in front of the koopa king. When you finally touch the ax, the screen will scroll to the right, and you will be acquainted with the mushroom retainer. He will deliver to you the same message, which is

"Thank you, Mario! But our princess is in another castle!" After that, the screen will go blank, and you will find yourself playing in world 6-1.

World 6-1

Run to the right until you find two question mark blocks. Hit both of the question mark blocks from underneath to reveal two ordinary coins. Jump over the pit to your right and climb the narrow stairway. At this time, you should start to see a lakitu come by in his cloud, and start dropping spinys all about. He can be very annoying and very troublesome, therefore, I recommend killing him every chance you get. The first chance to kill him is at the top of the long narrow staircase. At the top of the staircase, you will notice two blocks. The leftmost block contains a powerup. After you get the powerup, jump on the block that released the powerup, and jump ontop of lakitu's head to kill him. Now jump over the pit to the right of the stairs, and stop directly after the pit. You should see a row of three blocks elevated off of the ground. The rightmost of these blocks is a multi coin block, hit it as rapidly as you can until it no longer releases coins. Now head east and jump over a pit, and then get the three coins that follows the pit. Keep heading right onto a smaller, four step staircase. Jump over the pit to the right of it, try to get the two coins sitting there on your jump. Keep on going to your right, and climb up a broken staircase. Here is a good chance to kill lakitu. At the top of the broken staircase, you should see three blocks that extend to the right of the top step. There is an imaginary 1-up mushroom here. To get it, stand ground level and stand as close as you can to the rightside of the stairs. Jump up, and a block should appear that will release a single 1-up mushroom (the 1-up mushroom will not be there unless you got all the coins in world 5-3). Now, run to the right and over the pit. Head right over a pirahna plant infested pipe, and get the three coins that immediately follows. Run to the right until you come to another staircase, this one has six steps. To the right of the staircase is two question mark blocks. The leftmost question mark block contains a powerup, while the right question mark block contians a single coin. Get the contents of both of these question mark blocks, and continue to the right. There is a tiny, single block width pit that you should be sure not to jump over. Following that is yet another staircase, this one has seven steps. To the right of this staircase, you'll find three horizontal block structures. The rightmost block in the middle structure is a multi coin block. It's easy to get it as small mario/luigi, but if you are big, then you'll have to getting a running slide. Bash the block repeadily until it no longer deals coins. Now, head right over a pit, and up yet another staircase. There is a two block width pit in this staircase, be careful not to fall in. To the right of the staircase is the flagpole; when touched, you will finish world 6-1.

World 6-2

Head to the right past three consecuitive blocks. You should see a green pirahna infested plant to your right, it just happenes to be a warp pipe that leads to a bonus room. You can go down it if you choose to. To the right of pipe, there is a green koopa troopa walking back and forth. Do not kill it unless you are going to kill it with firepower. If you stand exactly half way between the two pipes that trapped the koopa troopa, and jump up, then you'll reveal a hidden coin. Jump ontop of the hidden coin block, and hit the middle of the three block above you to reveal a multi coin block; hit it as many times as you can until it no longer gives off coins. Now, continue to the right over a semi-tall green pipe,

past another small pipe that is raised above ground level, and past two more small ground level pipes. A green koopa paratroopa will hop toward you; kill it. Continue to the right, and over another semi-tall green pipe. A buzzy beetle and two blocks are to the right of this pipe. Avoid the buzzy beetle, if you can. The rightmost block is a powerup, which I recommend you get right now. The tall green pipe to your right is a warp pipe that will take you to a small underwater zone. I don't recommend taking this warp. Instead, jump over that warp pipe. You should see a goomba trapped inside two pipes with a small elevated pipe above you. Kill the goomba and continue to the right. Jump over two small, ground level pipes, and then jump onto a medium sized pipe. You should see a series of five regular blocks above you that are lined up into a horizontal structure. The rightmost block is a vine. Hit the vine, and you will notice that you cannot get onto the vine. To get to the vine, there is an imaginary coin block one horizontal space to the right of the vine. You can go to the vine; it takes you to a coin heaven. I, however, am not going to cover that part in my guide, so I recommend you ignore the vine. Jump over the two pipes to the right of the vine, and you'll see another buzzy beetle walking back and forth. Once again, I do not recommend messing with the buzzy beetle. Jump to the right of the beetle and overtop of three more green pipes. Now you should see a pipe above you with a single block on both sides of it. Jump on the rightmost block, and then onto the higher single block to the right of you. From there, jump onto the horizontal block series to your right, and follow that over the pit below you. Now, drop down from the long set of horizontal blocks. Now start heading right over two very tiny, green, pirahna infested pipes. Look up and you'll see two sets of horizontal blocks. The leftmost block of the higher set of blocks is a star. To get the star, you'll have to stand on the edge of the rightmost block of the lower platform. When the star emerges, grab it. Jump over those two mini pits, and past two more block structures until you come to a three step staircase. Jump over the islanded pipe to your right, and over the block structure to the right of the islanded pipe. There is another buzzy beetle to your right, but don't mess with it unless you still have star power. There are two sets of lateral, horizontal blocks above you that are set up in sets of three, but they don't do a single thing. By the way that they are set up, they look like they might be used to jump onto the elevated pipe to your right, but that is not what they are for; they don't serve any purpose. Keep going right, and there is a goomba hanging around that vicinity; kill it. Now jump over the green pirahna infested pipe to your right. Keep heading right, and jump over three pipes that rise in height, and then over another green pipe. To the right, there is a staircase that has one of it's steps comprised of another green, pirahna infested pipe. The staircase also has a green koopa paratroopa hopping down it. Kill the koopa paratroopa, and jump over the pirahna plant. Now, climb to the top of the staircase, and make a running jump to the flagpole to finish 6-2.

World 6-3

The first thing that you will realize about this level is that the surrounding atmosphere looks as if it were from an old black and white movie. There are only a few items that remain their actual colors. Anyway, run to the right and jump onto three platforms until you see a small elevator rising and descending. Jump on the elevator, and wait for it to rise to its greatest point, then get the two coins sitting there. Now jump to the right onto yet another platform. From there, jump to the right again onto a platform that has a spring board on it. Use the spring board to jump onto the side scrolling elevator above you. Use the next two side-scrolling elevators to obtain the 7 coins in that

vicinity. Jump onto another sidescrolling elevator to your right that hovers under a question mark block. Hit the question mark block to reveal a powerup; get the powerup. Now jump to the right onto a vertical rising elevator, and then jump onto the platform to the right of it. Now jump onto the left side of the balance elevator to your right. As you jump to the right side of the balance elevator, try to grab the two coins that are sitting in the air. If you did not get the two coins the first time around, you can always jump back onto the left side again for another attempt at the coins. When you get both coins, jump onto another balance elevator to your right. Get onto the right side of this balance elevator, and jump to the platform at the top with the three coins on it. Now get the three coins. Drop from the platform that had the three coins on it to the platform below it. Now jump to the platform to your right; at this time, a bullet bill will shoot at you, which will be followed by more bullet bills. From here until the end of the level, be cautious of the bullet bills. Now drop to the right of the platform that you are now on so that you land on the platform below the cloud. Jump onto the platform to the right of you. Now jump to the platform to the right of you and grab the four coins in the air during you leap. From the platform that you are on now, jump to the platform that is higher and to the right. Now drop to the lower platform to your right and use the spring board to get onto another sidescrolling elevator above you. Wait for the sidescrolling elevator to reach its rightmost point, and jump onto another balance elevator. Get the two coins in the middle of this elevator, and then jump off of the balance elevator, and onto the platform to the right. Now drop down to the lower platform to your right. Look to your right; you should see some still-elevators. As soon as you jump onto it, it will rapidly drop, so jump quickly. Jump onto the first still-elevator, and quickly onto the second which contains two coins. Let the second still-elevator drop so that you can get the two coins there, and then jump to the right onto still-elevator number 3. Quickly jump off of elevator number 3 onto elevator number 4. Jump off of elevator number 4 onto the side platform, but make sure you grab the two coins in the middle of your jump. Now make a running jump to the right, and touch the flagpole to finish world 6-3.

World 6-4

Run down the mini staircase and jump over the small lava pit. Run to the right, until you see another lava pit. There is a firebar on the ceiling that can possibly harm you, so be cautious of it. When the podoboos is vacant, jump over the lava pit so that you land in the middle island. There is a firebar in the middle, and a question mark block above you. The question mark block contains a powerup, get it now. Now jump over the lava pit to your right at the right time so that the firebar will not harm you. Run through the tunnel past four different firebars until the tunnel drops by one block, and turns into a large room. There are many firebars in this room. In fact, there are five firebars in all; two on the top and three on the bottom. Get past all five of them, but be very cautious about it, because this room is very easy to become damaged in. Once you get past them all, you should start to see the flames of the koopa king's fiery breath! Keep running to the right until the ground that you walk on drops. In this lower platform, there are three invisible coins that cut the platform into fourths. Ontop of those three, there are three more coins which are one block space to the right above their lower coins. Get all six of these coins if you would like, or don't; they are only coins. Now head right until this lower platform ends, and jump up to the higher platform. Now, there will be a very small lower platform, which is mainly used as shelter against the koopa king's fiery breath. Now, jump over this shelter hole, and you'll find

yourself face to face with the terrifying, malicious, beastly, evil minded koopa king! However, this koopa king is much different than all the previous koopa kings. This koopa king will throw hammers similar to the way the hammer brothers throw them. There is also a podoboo hopping up and down in the lava. To defeat the koopa king, you'll have to touch the ax on the other side. To get to the ax, wait for the koopa king to jump and run under him. Or, you can jump over him. However you do it, touch the ax on the right side of him, and the bridge will fall, and the level will finish. Now, the screen will scroll to the right and you'll be acquainted with the 6th mushroom retainer of the game. And, as you probably would have guessed, he gives you the same message that all the previous mushroom retainers give: "Thank you Mario! But our princess is in another castle!"

World 7-1

Run to the right until you come to a bullet bill cannon. Jump over the cannon and you will come across a green koopa paratroopa. Kill the koopa paratroopa and continue to the right until you see a tiny, single block length bullet bill cannon beneath a larger bullet bill cannon with three bricks above them. The leftmost brick contains a powerup, but the powerup can only be retrieved if you are small mario/luigi; if you are big, it will turn into a fire flower, and you cannot jump high enough to obtain it. Anyways, run to the right over the next bullet bill cannon. You should see four consecutive question mark blocks and a green koopa paratroopa below them. Don't kill the koopa paratroopa, but hit all four of the question mark blocks; they all contain coins. Now jump over the three block height bullet bill cannon to the right of you. You will see another green koopa paratroopa; I don't recommend killing it unless you have firepower. Now run to the right and jump over another double bullet bill cannon. There is another koopa paratroopa here, but like the other one, I only recommend killing it if you have firepower. There are four breakable bricks above you that are divided into twos. The leftmost brick in the right pair of bricks is a multi coin block. I don't usually get this, because I don't feel safe with the bullet bill cannon to the right of you that could shoot a bullet at any second; if you get it, be very cautious. Now jump over the bullet bill cannon to your right, and then jump over the pit, and then over the pirahna plant infested pipe. Two raging hammer brothers occupy two brick platforms. Kill them if you are feeling bold. Now, jump ontop of the pipe to the right of the hammer brothers. Stand on the left edge of this pipe and jump up; this will reveal a 1-up mushroom if you got all the coins in world 6-3 (if you did not collect all the coins in 6-3, the 1-up mushroom will not appear). The pipe that follows the hammer brothers is a warp pipe that will take you to a secret bonus room, you can go in if you choose to. Run to the right and jump over the small bullet bill cannon, and then over a pipe. kill the green koopa troopa here, and over the small pipe, which is the exit pipe for the bonus room if you chose to go in it. Now jump over the bullet bill cannon and then over the following pipe. Two more hammer brothers follow this pipe, you can either kill them or dodge them, it does not matter. To the right of where the hammer brothers are is a pillar that is three blocks in height; jump over it. Now jump over the double bullet bill cannons. There is a spring board here; use it to spring yourself up to the block above which contains a powerup. Now jump over the staircase, and you'll find another staircase on the other side. A buzzy beetle will be walking down the stairs, jump over it. Now, jump to the other side of this staircase, and touch the flagpole to finish the level.

World 7-2

You will start off the level with a clip of you walking into a pipe. Then you will fall into the water, which is where you will take control of yourself. Swim to the right over some red seaweed and collect the two coins sitting there on the sea floor. A blooper (squid enemy) will swim toward you, just swim past him. Keep swimming; just before you come to some more seaweed, there will be three coins with a blooper guarding them. Get all three of the coins while avoiding the blooper. Now swim over the seaweed, and get three more coins that are sitting on the sea floor. Swim past another blooper, then two sets of seaweed, then two more bloopers; you should come to a pit with three coins in it. Get the three coins if you are feeling daring. Now swim past some cheep cheeps (fish enemy) and then past three bloopers, and then over another tuft of seaweed. Swim past two more bloopers and then get the three coins laying underneath a platform with seaweed on it. Swim a little bit farther to the right until you see three more coins resting a little bit to the left of a platform below. Now swim to the right over another tuft of seaweed until you come to another pit similar to the previous one in this level. Grab the five coins that are shaped like a smiley face, but be careful not to get sucked in by the imaginary whirlpool. Now swim to the right out of the pit area and over two more tufts of seaweed. Swim a bit more to the right until you see another pit, except this one is enclosed. If you are feeling extra daring, then you can try to get the six coins that are in the enclosed area of the pit. Beware that there is a blooper in the area that could trap you in the pit, and also beware of the invisible whirlpool that will try to suck you into the pit. Whether or not you get the coins, swim to the right of the enclosed pit area and you will come to four platforms that have two bloopers swimming around them. Dodge the bloopers, and swim into the horizontal warp pipe which is located at the right of the four platforms. The warp pipe will warp you to a staircase outside. Climb the staircase, and make a running jump to the flagpole at the right to finish world 7-2.

World 7-3

Jump onto the tree platform, and then up the staircase to the bridge. At this time, a large amount of cheep cheeps will start flying through the air; do your best to avoid them. Run exactly half way through this bridge and you'll find a green koopa troopa walking to the left that has four coins above him. Get the four coins, kill the koopa troopa, and continue on your journey. A little bit farther down the same bridge, there will be a bouncing green koopa paratroopa; kill it. A little to the right of the koopa paratroopa is the location of five coins which you should now get. Now, walk to the right edge of this bridge, and jump to the right onto bridge number two. There is a red koopa troopa on this bridge, kill it. There is also four coins on it. Get the four coins, and jump onto bridge number three. The only thing on bridge number three is a red koopa troopa which you should kill. Now walk to the right edge of bridge number three, and make a leaping jump onto bridge number four; be sure to get the three coins that are in the air in the middle of your jump. Now that you are on bridge number four, hit the single question mark block sitting on it. A power up will emerge, grab it. Now walk to the right edge of bridge number four and jump to a lower tree platform; be sure to get the three coins that are in the air in the middle of your jump. There is a red koopa troopa on this tree platform, kill him. Now walk to the very right of this tree platform and jump onto bridge number five, which is an extremely small bridge that has no supports. Jump to the right of bridge number five, and onto bridge number six. On bridge number six, there is a gliding green koopa paratroopa guarding six coins, which just happens to be the very first gliding paratroopa of

the game. Kill it by jumping on it twice and kicking it. Now, grab the six coins that he left behind. Now walk to the very right of bridge number six, and jump onto bridge number seven, which is a two blocks lower than bridge number six. You will see another green floating koopa paratroopa here, kill it the same way you did the previous one. Now, get the four coins that it was guarding. Now walk to the right edge of this bridge, and jump onto bridge number eight. Walk to the right edge of bridge number eight, and jump onto bridges number nine, ten, and eleven which are three consecutive extremely small bridges, with no supports, that are all exactly the same. Be sure to get the six coins above these three elevators. Now, after you have gotten all six coins, jump onto bridge twelve. As soon as you jump onto bridge number twelve, the flying cheep cheeps will cease, making it easier for you to finish the level. Follow bridge number twelve to the end, where you will find a tiny staircase that will lead you to another tree platform. Go to the right edge of the tree platform, and jump over the small pit area. Now climb the huge staircase to your right, and make a running jump to the right to touch the flagpole, which will lead you to world 7-4.

World 7-4

Run down the tiny staircase, and to the edge. Now jump onto the falling elevators. As soon as you jump on them, they will rapidly fall, so jump quickly. When you make it to the other side, there will be two routes in which you can take (overhead, or underneath). Take the underneath route. Follow the underneath route until the path is divided into three. At this time, you should take the middle route. So, jump onto the lower row of bricks, and follow it to the right edge. At the right edge, you can take to paths (upper or lower). Take the upper path. Follow the upper path to its right edge and then fall off of it to the platform below. Travel as far right as you can until you see a lava pit, and a firebar, and various platforms. Now, use the "stump" platform to the left of you, and use that to jump onto the platform above the firebar. Carefully navigate yourself past the firebar, and the two holes on both sides of the firebar. Walk to the right edge of this platform, and you will see some more horizontal platforms, that make up three rows. Take the middle row. There are holes in the middle row. If you fall down one of the holes, quickly jump back up onto the middle row again. Follow the middle row to the its end. Look to the right and you will see a brick formation that is shaped like a sideways L; jump onto that and follow it until it ends. Now jump off of it, and continue to the right. Jump over two bunkers in the ground. At thistime, you will start to see the vile flames of the koopa kings gruesome breath. Continue to the right over three more bunkers. Continue to the right, and you will find yourself face to face with the evil koopa king himself. Watch out, though. This koopa king is one of the hardest koopa kings to defeat. Infront of him, he will have a podoboo jumping in and out of the lava, and he also constantly chucks an enormous amount of hammers. If you have firepower, then shoot him five times, and he will die. However, if you don't have firepower, then you'll have to touch the ax to the right of him. I don't recommend trying to jump over him, because the hammers could hit you. instead, I recommend trying to run under him on one of his jumps. However you maintain to do it, touch the ax on the right side of him, which will make the bridge fall, and the koopa king fall into the lava pit. Then, the screen will scroll to the right, and you will be greeted by (yet another) mushroom man. He will deliver the same message that the previous six mushroom men said, which is "Thank you Mario! But our princess is in another castle!"

World 8-1

Run to the right and jump over the buzzy beetle, and then over the four goombas that follow. Now jump over the green pipe, and you'll find two koopa troopas on the other side. Kill the koopa troopas, and look to the right. You will find several small one block length pits. To get across all of the tiny pits, run at full speed, and Mario/Luigi will glide right over all of them. To the right of all the tiny pits is a green koopa troopa, just jump over him and he will walk himself into the pit. Grab the lone coin, and then jump over the three goombas that follow it. Now head right and jump over the pirahna infested pipe. You will see a buzzy beetle trapped in between two pipes. Don't try to do anything with this buzzy beetle; just leave him alone. Now jump over another pirahna infested pipe, and grab the lone coin to the right of it. Now jump over yet another pirahna infested pipe, and get the lone coin that follows. Now walk up to the next pipe, which just happens to be a special warp pipe. If you go down the pipe, you'll be transported to a bonus room. Moving on, use the top of the pipe to jump up and grab the two coins in the air, and then bash the three goombas below you. The following pipe is the exit pipe for the bonus room if you chose to go in it earlier on in the level. To the right of that pipe is five green koopa troopas. Stomp the leftmost koopa troopa and kick him to the right. He will knock the remaining four koopa troopas off the screen, but make sure you dodge the shell when it bounces off the pipe and ricochets back at you. Now, head to the right and jump over the pipe there, and kill the three goombas in that area. Now go to the right and jump over a four block structure. You will find a flying koopa paratroopa here, but try to avoid it. There is an invisible coin brick block half way in between the two pillars. Jump up to reveal it. Now jump ontop of it, and jump up to reveal a multi coin box. Now, jump over the pillar to your right and there will be another set of small one block length pits. To get across them, run at full speed and you will glide right over them. There are also, two green koopa paratroopas in the middle of the small pits, so you'll have to dodge them as you glide across. Anyway, on the right side of the small pits, you will find a row of bricks. The thirdmost left brick contains a starman. Get the starman, and take it to the right to glide across the small pits, and kill the two koopa troopas there. Jump over the small, two brick pillar. Run to the right and jump over the large pit, make sure you get the two coins in the air of your jump. Now bash the three goombas in that area. Now look to the right and you will see a small pit followed by a pipe. While taking careful notice of the pirahna plants that will pop out of the pipes, jump on the pipe, and then jump on the two following pits to get across the pit. Now you will see a buzzy beetle, run past it. Now, run to the right past three goombas, then past two more pairs of goombas (seven in all). Now jump over a six step staircase, you will find a buzzy beetle. Kill the buzzy beetle, and grab the two coins in that vicinity. Now jump over the two consecutive pits, but make sure you get the two coins in the midpoint of your leap. Once on the other side of the two pits, run to the right and you will find a koopa troopa trapped inside two small pillars. Ignore the koopa troopa, and keep running. You will soon find another set of consecutive pits similar to the previous one, except the middle platform is a mere single block space. I find this obstical easier to do without a running jump. So, just get a normal jump, and don't stop in the center island, or you will lose momentum. Instead, just keep your pace and jump to the other side. Once past this horrid obstical, run to the right past four green koopa troopas until you come to a pipe. Jump over this pipe, and then jump over a smaller pipe that follows. Carefully jump to the top of the staircase to your right, making sure that you don't accidentally fall into one of the pits. When you get to the top, make a running jump to the flagpole at the right to finish 8-1.

World 8-2

Run to the right over a green koopa paratroopa, and over a tiny pit. At this time, you should notice a lakitu above you that will drop little spinys. Try to ignore the lakitu for now. You should see another koopa paratroopa to your right. Jump over it and let it hop into the pit. Now climb to the very top of the staircase. At the top of the staircase, you will have a chance to kill the annoying lakitu. If you want to kill him, just bash him ontop of his head. Now jump off of the staircase to the right. You will see four question mark blocks, all of which contain coins. Hit them all and proceed to the right. Jump over a tiny pit and you will come to a springboard. When you jump on the springboard, the lakitu will leave the screen never to be seen again (if you did not already kill him). Bounce on the spring board and hit the brick directly above you to reveal a hidden 1-up mushroom. The 1-up mushroom will slide on the brick formation above you to the right. So, run to the right over several single brick pits, and past three koopa paratroopas. When the brick formation above you ends, the 1-up mushroom will fall, which is when you have the oppurtunity to grab it. Run to the right over two pits and overtop of a bullet bill cannon. Ignore the koopa paratroopa, and jump over the koopa paratroopa. Run overtop of the double bullet bill cannon, and ignore the koopa paratroopa to the right of it. You will see a double brick structure here; bash the right brick to reveal a powerup. Get the powerup, and then direct yourself over another bullet bill cannon. Try your best to ignore the buzzy beatle that is hanging around this vicinity. Now jump over the tiny bullet bill cannon, you will find two buzzy beatles here along with another cannon above you. Ignore all of these objects, and then jump over a relatively tall cannon to your right, and you will come across a tiny green pipe. Jump over the green pipe and continue over a small pit until you come across a second green pipe. Now, look to the right of the green pipe, and you will see two tiny island platforms followed by a huge pit. To get across the huge pit, make a running jump onto the rightmost island platform, and as soon as you touch the island platform, jump off of it. If done correctly, you will clear the pit with a few blocks of leighway. As soon as you make it across the pit, you will find a green pipe. This green pipe just happens to be a special warp pipe; you can go in it if you choose to. If you do not go in it, then jump over it and run up to the following green pipe. This is the exit pipe from the warp pipe that you could have gone in earlier on in the level. Now run past the three koopa paratroopas (which may or may not be there depending if you took the warp pipe or not). Jump over an island brick that contains a bullet bill cannon so that you safely land on the right side. Jump over the two goombas that occupy the staircase. Jump past a double bullet bill cannon that is trapping a buzzy beatle with the staircase. Now run to the right until you find a broken staircase with a koopa paratroopa hopping down it. Avoid the koopa paratroopa and carefully navigate your way to the top of the staircase. Now make an honest jump to the flagpole to finish world 8-2.

World 8-3

Run to the right and jump over a bullet bill cannon. Avoid the koopa paratroopa, and jump over another, taller bullet bill cannon. Continue running to the right and jump onto a green pipe that contains a pirahna plant. To the right of you is two parallel horizontal brick rows that are occupied by two hammer brothers. While taking careful notice of their flying hammers, kill them both by bashing them by underneath or by spitting fire at them. When they are both dead, jump onto the lower brick platform, and bash the second to last brick in the top row to

reveal a powerup. Grab the powerup, and continue to the right. Jump over a pit and onto a small staircase, and then over the following pit. Keep running to the right and jump over another bullet bill cannon. Avoid the koopa paratroopa that follows, and jump over a three brick pillar. Now continue running to the right until you come to another pillar that is wider and taller than the previous one. Jump on top of it, and then look to the right; you will find another set of parallel horizontal bricks occupied by two hammer brothers, very similar to the previous one in this level. Kill the hammer brothers the same way you killed them earlier on in this level. Bash the second brick in the top set of bricks to reveal a powerup. Now, grab the powerup. Now jump to the right over a pit and onto a green pipe, and then over another pit. You will see a green koopa troopa; jump on his head and kick him to the right. Follow the shell to the right, and it may knock out two more grounded hammer brothers. If the shell doesn't kill the hammer brothers, then you will have to either kill them with firepower, or avoid them. To avoid them, you can either do one of two things; get a running start and jump over their heads, or run under them on one of their jumps, it doesn't matter how you do it. Run to the right past two hammer brothers. You will now come to a pipe. Jump over the pirhana infested pipe, and drop to the right of it. Now, run to the right, and you will find yourself facing a hammer brother. Kill/avoid him the same way you did the previous two, and then you will be faced with another hammer brother; kill this one the same way you did the previous three in the level. Look just a little bit past where the last hammer brother was, and you will find a white line in the background. This white line is actually a multi coin brick that is disguised with the background. Hit the multi coin brick as many times as you can until it runs out of coins. Now walk to the right and jump over a small two block pillar; you will see several floating bricks in the air. Hop on them, and jump to the top as if they were skipping stones. When you get to the top, make a running jump to the flagpole at the right to finish this level.

World 8-4

World 8-4 is basically a huge maze level; if you go the wrong way you will be lost. I will provide you with the correct path. Run down the staircase, and jump over the lava pit. Run to the right over two white pipes, both of which contain pirahna plants. Kill the three white goombas that are walking back and forth, and then jump above to a higher platform. You should see a huge lava pit to your right. Luckily for you, there is a sidescrolling elevator at the base of the lava pit. Use the sidescrolling elevator to safely cross this pit. Once on the other side, you will see a huge white pipe that is barely sticking out of the ground. Go in it. It will lead you to the next part of the level. Now, head to the right and jump over a pit. Ignore the two buzzy beetles that are walking back and forth in that vicinity. Now jump over another white pipe, and kill the two green flying koopa paratroopas that are hopping in that vicinity. Jump over another pipe and the lava pit that follows it. You should see a pipe above in the air that you cannot reach and two more koopa paratroopas hopping your way. Eliminate the two koopa paratroopas by bashing them twice and kicking them. The pipe that you see in the air is the pipe that you need to get into. To get to it, there is an invisible coin block that you need to hit that is located two brick lengths to the left of the pipe. Hit this coin brick, and then use it to jump to the top of the pipe. Now, go in the pipe. When you come out of the exit pipe, direct yourself in the right direction and jump over a pipe. As soon as you jump over this pipe, a horde of cheep cheeps will start flying across the screen. Now run to the right over another pirahna infested pipe and you will find yourself at a lava pit.

Jump over the lava pit, and go down the first pipe to the right of the lava pit. This will lead you to an underwater area. In the underwater area, swim to the right past a firebar and the room will become much wider. Swim past the blooper (squid enemy) and past another firebar. Remember that as long as you are walking on the seafloor, the bloopers cannot touch you. Now swim past another three firebars, and two more bloopers, and you will see a horizontal pipe. Wait for the firebar to position itself safely for you, and then walk into the pipe. This pipe will lead you onto dry land. Now run to the right and jump over a pipe. Now, there will be a lone hammer brother throwing a massive amount of hammers. Carefully, do the best that you can to kill him by bashing him on the head. Now jump over the podoboo infested lava pit to your right. You will now start seeing the flames of the koopa king's fiery breath. Run to right some more and you will find yourself face to face with the koopa king! This koopa king has no additional help from a firebar, or a podoboo, but you still have to be careful. This koopa king throws hammers like a hammer brother does, and you still have to watch out for his fire breath that he occasionally shoots. The best way to kill him is by shooting him with 5 fireballs. If you do not currently have fire power, then you will have to get to the right side of him and touch the ax. To get past him, either jump over his head (not safe with all of the hammers), or run under him on one of his jumps. Both of them are hard to pull off, but I recommend running under him when he jumps. When you finally touch the ax, then the screen will scroll to the right, and you will be greeted with yet another mushroom retainer...no wait...you will finally be greeted by the princess! Well, it's about time! Well, it looks like you beat the game; good job. Now, try the second quest if you will. It is much more of a challenge.

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107 - Second Quest Changes
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You may or may not have already known this, but after you beat the game for the first time, the game will start over, and you will begin to play a much harder quest with several changes. For the most part, every stage is just about the same, but there are several notable differences that make this quest harder. This section is a list of all the Second Quest Changes.

World 1-1

There is only one change in this level, and that is the fact that all of the goombas have been replaced with buzzy beatles. Also, the buzzy beatles walk considerably faster than they did in the first quest.

World 1-2

There are a few changes in this level. For one, all of the goombas have been replaced with buzzy beatles. Like in all the levels, all of the ground enemies walk remarkably faster than they did in their first quest. Also, the elevators at the end of the level have been shortened to increase the chances of you falling off the edge.

World 1-3

The first difference that you will notice is that there are bullet bills that shoot at you. Another difference is that the goombas have all been replaced with buzzy beatles. Also, all of the elevators have been

shortened, so be careful around them.

World 1-4

There is only one difference in this level, but it makes the level much more challenging. The difference is that there are much more firebars in this level, which are sure to give you lots of trouble.

World 2-1

Like in all the previous levels, the goombas have been replaced with buzzy beatles. Also, in the coin heaven, the cloud that you ride on is a bit shorter.

World 2-2

This is the first underwater level. No changes have been made to it.

World 2-3

There are now koopa troopas and koopa paratroopas patrolling the bridges to make it more of a challenge. In the first bridge, there is a green koopa troopa and a green koopa paratroopa. In the second and third bridges, there is a red koopa troopa. There is another red koopa troopa on the tree platform after the question mark block. There are two vertically flying green koopa troopas on the two briges after the tree platform. None of these enemies were present in the first quest.

World 2-4

There is a HUGE firebar around the first question mark block that was not there in the first quest. There are a lot more firebars in the area right before the elevators. Also, there is a single firebar around six coins toward the end of the level; this wasn't there in the first quest.

World 3-1

Once again, the goombas have been replaced with buzzy beatles. If you choose to take the coin heaven, you will notice that the cloud is a bit shorter (or you may not notice, but it is shorter).

World 3-2

The only difference is that all of the goombas have been replaced with buzzy beatles.

World 3-3

Aside from all the goombas being replaced with buzzy beatles, all of the elevators have been shortened, which can be a real pain! Be extra careful when you are on an elevator.

World 3-4

There are no differences in this level.

World 4-1

The only enemy in this level is lakitu and his spinys, so there were not any changes made.

World 4-2

As in every level so far, goombas have been replaced with buzzy beetles, which is the only noticeable change of this level.

World 4-3

There are four sets of balance elevators in this level, and three plain ones. Every single one of them has been shortened.

World 4-4

Oooo...Ahhhh...the first of three castle stages with a pattern that you must follow. There are no differences in this stage.

World 5-1

There are two differences here. They are (1) the ground enemies move a bit faster than they did in adventure 1, and (2) all of the goombas have been replaced with nasty buzzy beetles. This shouldn't give you any trouble, though.

World 5-2

As in all levels that previously contained goombas, they have been replaced with those annoying buzzy beetles. Also, in the coin heaven, the cloud that you ride on has decreased in size.

World 5-3

The first and most obvious difference here is the bullet bills that are now being shot at you. The next difference is the slight decrease in size for the elevators. Also, the buzzy beetles in this level were previously goombas.

World 5-4

You might notice that this is the same exact level as World 2-4. If you didn't notice that, then you know now because I just told you. Anyway, there are not any differences in this level.

World 6-1

This is one of those levels with lakitu and the many spinys that he will throw. However, there are no differences in 6-1.

World 6-2

There are two differences in this level. They are: (1) all ground enemies walk faster, and (2) the fact that all of the goombas have been replaced with those "firepower immune" buzzy beetles.

World 6-3

This is the level that looks like it has just snowed. However, it does not differ from the first quest.

World 6-4

Nope; there aren't any changes.

World 7-1

This is the first level where the bullet bill cannons were used frequently. The only difference is the buzzy beetle that walks down the very last staircase in the level. He walks remarkably faster than he did in the first quest, which makes it harder to pull off the "128 lives glitch" if you were intending to do that.

World 7-2

I regret to inform you that there have been no changes to this level.

World 7-3

The only modifications to this level have been done to the koopa troopas. They walk considerably faster than they did in the first quest. Only the koopa troopas walk faster. If you hit a koopa paratroopa, which will turn it into a koopa troopa, it will still walk at its normal rate.

World 7-4

This is one of those pattern levels (bottom, middle, top; top middle top is the correct pattern if you need it). There have been no changes made.

World 8-1

As you may or may not have already guessed, the two changes are that the ground enemies move quicker, and the goombas have been replaced with buzzy beetles.

World 8-2

Ground enemies move faster, and goombas have been replaced with buzzy beetles.

World 8-3

The single change in this level is the fact that one koopa troopa walks faster on the ground. And yes; the hammer brothers are still annoying.

World 8-4

There are more buzzy beetles that walk considerably faster, which will make this much more of a challenge. Also, this level is one of those super annoying pattern levels. Oh, and when you save the princess for the second time, you get to play the second quest...again!

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108 - Useful Tricks In The Game
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This section will tell you a few useful secrets in the game. They are beneficial to know.

1-Up Mushrooms

In any ?-3 world, if you get all of the coins, then there will be a hidden 1-up mushroom in the next ?-1 stage. For example, if you get all the coins in world 3-3, then when you play in world 4-1, there will be an invisible 1-up mushroom somewhere in that level. However, if you do not get all the coins in world 3-3, then there will not be a 1-up mushroom in 4-1. This works for any world except 8. Note: if you had warped to world 4-1, then the invisible 1-up mushroom will be present in that level.

Blast Koopa King

In any level where you come to a koopa king while you have fire power, you can blast the koopa king 5 times with your fire power. After five shots, the koopa king will die, and his decoy will appear and fall into the lava. Now, when you touch the ax, the bridge will not fall, but the screen will scroll to the right, and you'll become acquainted with the mushroom man (or princess toadstool if you are on world 8).

Blooper Secret

In any water level, a blooper will not be able to touch you if you are walking on the sea floor. It doesn't matter if you are big or small when you do this.

Continue

If you get a game over, press and hold A at the game over screen. When you get to the 1/2 player screen, press start. You should start off on the world that you got a game over on. (if you got game over at 4-3, you will start off again at 4-1. Normally, you'd have to start at 1-1.)

Flagpole Usage

As you may already know, the flagpole at the end of every level can earn you a number of points in accordance to what point you hit the flagpole at. You will earn a greater number of points for the higher point you touch the flagpole at. You can get 100pts, 200pts, 400pts, 800pts, 2000pts, or a maximum of 5000pts. If you are jumping at the flagpole from ground level, the maximum amount of points you can get is 800, but if you are jumping from a high surface, it is possible to acquire the maximum amount of points, which is 5000.

Fireworks

Have you ever noticed those fireworks that sometimes appear after you touch a flagpole? There is a reason why they appear. Most people think the firework's appearance is completely random, but that is not correct. If you touch the flagpole with 6, 3, or 1 seconds left in the ones column of the time, then the corresponding amount of fireworks will appear. For example, if you finish the level with 236 seconds left on the timer, then six fireworks will appear, but if you finish the level with 81 seconds left, then only one firework will appear. Also, every firework that is blown is worth 500 points.

Turtle Kicking

Find either a koopa troopa, koopa paratroopa, or a buzzy beetle. Stomp on it until it is only a shell. Now kick the shell. If the shell hits 8 other enemies, then you'll be rewarded with a 1-up. For every enemy the shell hits after 8, then you'll get another 1-up.

Vine Dancing

This "secret" is awfully lame, but nonetheless, it is a secret, so I must add it. Whenever you find a vine, climb up it to the very top. When you get to the very top, keep climbing. When you can not climb any farther, mario/luigi will start to dance on the top of the vine.

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109 - Glitches and Bugs

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There are so many glitches in this game that it is insane.

128 Lives Trick

This trick will allow you to get an infinite amount of lives. You can only perform this trick toward the end of level 3-1, and I know that there is another level that you can perform it in, but I'm not sure what level. If you know, please email me. Anyway, go to the end of World 3-1 and you should see to koopa troopas walking down a large staircase. Let the first koopa troopa pass by, and now press your body against one of the steps and wait for the second koopa troopa to approach you. Now jump up and land on his head so that he gets hit right on the edge of the step that you were pressed against. Now kick the koopa's shell against the stairs, and it'll ricochet off the stairs and come back at you. If done correctly, you'll kick the shell upon the rise of your jump, and you'll stop the shell upon the drop of your jump. Now keep doing this continuously in the air. If you do it 8 times in a row, you'll get an extra life, and for every time after 8, you'll get another free life. You can get as many extra lives as you want, but try not to get over 128. If you get over 128 lives, you can still play, but if you die once, you'll get a game over.

1-up Mushroom Glitch

This glitch is just a variation of 'Mushroom Glitch 1' listed below. This glitch happens in world 3-1, but you must get all the coins in world 2-3 to pull it off. Get all the coins in world 2-3, and then get to world 3-1. In world 3-1, get to the bridge area. There is an invisible 1-up mushroom a little bit past the halfway point of the bridge (it will not be there unless you got all the coins in 2-3). Hit the 1-up mushroom, and quickly run to the right and jump over the pit and land on a row of three bricks. The 1-up mushroom will normally fall off the pit on the bottom, but if you jump so that your head is above the top of the screen at the same vertical position that the mushroom falls off the pit, you'll get the 1-up mushroom through the top of the screen.

Disappearing Bullet Bill

In any level with a bullet bill cannon, stand to the right side of the bullet bill cannon, and wait for it to shoot the bullet. The bullet should get shot toward your direction, which is to the right. Don't hit the bullet out of the air, instead follow it all the way to the flagpole at the end of the stage. Before it flies off the screen, touch the flagpole. Upon doing this, it will disappear and never be seen again!

Disappearing Starman

In world 1-1, go halfway through the level, and hit the block that contains the starman. Let the star bounce to the right until you see the highest up question mark block. Hit the question mark block and a power up will come out. As you hit the block, the star will disappear!

Flashing Mario

To do this nifty trick, get to a koopa king (bowser) as either super or fiery Mario. Now get to the right side of the koopa king unharmed. If you get harmed, the trick can't be done. Now that you are on the right side of the koopa king, press your body up against the platform that the ax is on, but don't touch the ax. The koopa king should start coming toward you. This next part requires a combination of skill, and luck: Just before the koopa king can harm you, jump in the air. When you land, you need to hit the ax and the koopa king at the same time. If done correctly, you will hear the shrinking Mario sound effect, and you'll start to flash, but you won't shrink; the bridge will fall, and the koopa king will fall into the lava pit. The screen will scroll to the right, and you'll meet the mushroom man, all the while, you'll still be flashing.

Goomba Trick

In world 1-1, just after you jump over the first pit, two goombas will drop from a higher platform onto a lower platform. Run to the right so that the leftmost block of the lower platform almost scrolls off the screen. Quickly run back and bump the leftmost block of the lower platform when the second goomba is on it. If done correctly, for some strange reason it will turn into an upside down green koopa troopa shell. For some strange reason, sometimes the shell is red. However, if you hit the question mark block as you run to the right, when you come back to hit the goomba, the shell will automatically be red. I have no idea why this happens, it just does.

Inside the Enemy

You can do this glitch in any level. Start out as either super, or fiery mario. Purposely run into an enemy. You will shrink into tiny mario, and as you are blinking with post damage invincibility, run inside the enemy. When your temporary invincibility wears off, you'll be inside the enemy unharmed. When you run back outside the enemy, you can get hurt again. Note that this trick does not work with a koopa king.

Koopa Paratroopa Glitch

If you don't already know, a koopa paratroopa is one of those turtles that has wings. In one of the tree top levels (either 1-3, 4-3, or 5-3), if you come across a paratroopa, there is a way to make it float in mid air! To make it float, you'll have to hit it twice in mid air without having it touch the ground. If you can stomp him the second time within 1-2 blocks height from the ground, then instead of falling farther, it will magically float in mid air! If you can doublestomp the koopa paratroopa, and land on solid ground, then wait for him to come back out of his shell. When he comes back out, he'll start walking again, but he'll still be floating in mid air! This is an extremely hard glitch to do, even experts have trouble doing it.

Minus World

This is by far the most commonly known glitch in the entire game. To do the glitch, go to the end of world 1-2 where all the elevators are. You must be either big, or have fire power to do this, so if you are not big, then purposely die, and come back when you are big. Go past the elevators, but before the warp zone. You should see a horizontal warp pipe that leads outside. Don't go in this pipe. Instead, jump on top of it. Now, break the two rightmost bricks above you, but not the one that is touching the green pipe! Now, stand on the pipe, but as far left as you can go without falling off the pipe. Now duck and jump up. In the air, make sure you hold right as hard as you can, but stay ducked. If you accidentally break the brick that is touching the green pipe, then you can't do it. Keep trying this, it will take many attempts to accomplish. When you finally do it successfully, Mario will get sucked into the wall and start "moonwalking" through it. While you are moonwalking, don't touch any buttons except for the D pad. If you try to jump, you will go through the top wall, and you'll have to do it all over again. When you are done moonwalking, you'll come out the other side. On the other side, there will be three warp pipes. Enter either the leftmost or the rightmost warp pipe before the screen scrolls all the way to the right. If done successfully, a screen should now appear which will say you are on world -1. World -1 is nothing more than the underwater world 2-2 with more enemies, except when you get to the pipe at the end, you'll repeat the level. The only way that you can possibly get out of world -1 without resetting, is to get a game over. NOTE: If you have never done this before, it will take you many attempts. The first time I ever did it, it took me weeks to get it down, so don't get discouraged!

Mushroom Glitch

In world 1-1, just after you jump over the first pit, you should see a lower platform and a higher platform with two goombas on it. Wait for the goombas to pass, and hit the question mark block, and quickly get on top of the high platform. The mushroom would normally fall off the cliff on the bottom, but if you jump off the top of the screen at the same vertical position that the mushroom falls off the cliff, you'll get the mushroom through the top of the screen.

Mushroom Glitch 2

In any world, if you place a vacant shell sitting on a question mark block, and have a mushroom slide on top of the same block, if you hit the block from underneath, the mushroom will drop down. I don't know why it does this, it just does. The only world I've ever done this in is world 2-1, but discover another situation in which this is possible, please tell me about it.

Pole Jumping

It is possible to jump over a flagpole in any level if you are using the correct game genie cheat. However, if you do not have a game genie, there is still a way to get over the flagpole, but it can only be done in world 3-3. At the very end of world 3-3, you should come across a scale lift. Stand on the left side of the scale lift. The side that you are standing on should sink, and the right side should start to rise. When the left side reaches its lowest point, and the right side reaches its highest point, make a running jump onto the right side, and toward the flagpole without stopping. If you jump far enough out, you should successfully make it to the other side of the flagpole. On the other

side, there is nothing special. If you go to the right far enough so that the flagpole is off the screen, then you will have to wait for time to run out. There is nothing to the right of the flagpole except open space.

Sliding Mario

In almost every level (it doesn't work in all) you can make Mario or Luigi slide. During the world x-x screen, press and hold both A and B buttons. When you start the level, when you try to walk, Mario will slide across the screen on one foot. It will work for 5-6 seconds, but then it will wear off. I heard somewhere that it works when you come out of warp pipes too, but I have never done it coming out of warp pipes.

Small Firepower Mario

This is in my opinion the coolest glitch in the game. First, you'll have to successfully pull off the "Flashing Mario" glitch, which is listed above. Once you have completed that, you'll start off in the next world as big Mario. The first powerup you'll get will be a mushroom, however, it will turn you small. The next powerup you get after that will be a fire flower. If you get the fire flower, you'll get fire power, but you will be small! Now every time you shoot a fireball, you'll turn big for less than a second. The reason for this is because the game doesn't have an animation for Mario to shoot fire when small, because this is not supposed to happen! Now that you are small and fiery, if you get hit by an enemy even once, you'll turn big again. When big, if you get hit again, you'll die.

Spiny Glitch

This is just a variation of the "Mushroom Glitch 2" listed above. If you can get two spinys (Lakitu's egg enemy) to walk on the same exact question mark block at the same time, and you hit that same question mark block, one of the spinys will die. The other will drop through the question mark block. The only world that I've ever done this in is 4-1, but it is possible to do wherever the situation is present.

Springboard Glitch

For some reason (I do not know why) sometimes when you play in a world that has a spring board, it will not be there. I have absolutely no idea why this happens, but I know that it very rarely occurs. If you go to where the springboard would normally be, you'll get stuck, and you'll have to wait there until time runs out.

Starman Music Glitch

This glitch can only be done in world 1-1, world 5-1, or world 6-2. In whichever of those three worlds you are playing in, hit the block that contains a starman. Don't get the starman immediately, instead wait for the starman to bounce as far to the right as possible before it ricochets off something and starts going left, or falls in a pit. Just before it does one of those two things, grab the starman. Now, with star power, run all the way to the right of the level and touch the flagpole. When the star music wears off, the theme music will play while your time gets tallied into points. If it doesn't do this, you didn't touch the flagpole fast enough.

Thank You, Dead Mario

This glitch is extremely similar to the "Flashing Mario" glitch listed above. To do it, get to a koopa king (bowser). Now, you must be small to do this, so if you are super/fiery, then purposely run into the koopa king once. Get to the right side of the koopa king by either jumping over him, or running under one of his jumps. Now that you are on the right side of him, press your body up against the platform that the ax is on, but do not touch the ax. The koopa king should start coming toward you. This next part requires a combination of skill and luck: Just before the koopa king can harm you, jump in the air. When you land, you need to hit the ax and the koopa king at the same time. If done correctly, the bridge will fall, and the koopa king will fall in the lava pit. Also, Mario will fly up and die. The screen will then scroll to the right to see the mushroom man. As soon as the screen stops scrolling, the death sound effect will play. The mushroom man will thank you, however, you will be dead.

Underwater Firepower Bug

For this bug, you'll have to get to an underwater stage (it doesn't matter which one) as firepower mario. Navigate your way to the bottom of the sea floor. Hold down, and press A to swim up. For some strange reason, you wont be able to shoot fireballs until you touch the sea floor again.

Underwater Pipe Glitch

As super or fiery mario, you can pull this weird glitch off in any underwater stage. At the end of every underwater stage, there is a horizontal pipe that leads to dry land. Stand ontop of the block directly infront of the pipe. Press and hold down, now press A to swim. Now, let go of down. You should notice that your head goes through the top of the ceiling, but your body doesn't. Use this effect to swim over top of the pipe. If done correctly, mario should start "moonwalking" on top of the pipe, and through the bricks to the right of the warp pipe. You'll get stuck in there, and it is impossible to get out. The only way to get out is to wait for time to expire.

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110 - Warp Zone Locations

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This handy section will expose all of the warp zone locations in the entire game.

World 1-2 to 2-1, 3-1, or 4-1

This warp is done in world 1-2, and will warp you to either world 2, 3, or 4. To do it, start playing in world 1-2. Get to the two flights of elevator lifts at the very end of the level. Jump on the second set of elevator lifts and stand on it until it taked you to the very top. Now, when the elevator lift is at the top of the screen, jump to the right so that you land on the platform at the top of the screen. Run to the right until the platform ends. You will see a message that says "Welcome to Warp Zone!" and three pipes. The pipes will have a number above it which is the number of the world that you will be warped to if you go down that pipe.

World 1-2 to -1

Yes; this is the infamous negative underwater level trick that you may have already heard about. Before you attempt to get to it, you should know that the minus world is a never ending underwater level. You can only exit it by getting a game over or resetting the game. Also, the warp was taken out of Super Mario All Stars and Super Mario Deluxe. Now, to get to the warp, go to world 1-2. Just after the elevators there is a horizontal warp pipe that leads outside. Don't go in this pipe. Instead, jump on it and break two bricks above you, but not the one touching the green pipe. Now, stand on top of the pipe, but as far left as you can go without falling off the pipe. Make sure you are facing left. Now duck and jump up. In the air, make sure you hold right as hard as you can, but stay ducked. With very much luck, Mario will get sucked into the wall and start "moonwalking" through it. He will come out the other side. On the other side, there will be three warp pipes. Enter either the leftmost pipe or the rightmost pipe before the screen scrolls all the way to the right and you will warp to level -1. NOTE: You must be either big or have fire power to do this warp.

World 1-2 to 5-1

Most people don't know about this one. This warp is very similar to the minus world warp listed above. To do this warp, go to world 1-2. Just after the elevators, there is a horizontal warp pipe that leads outside. Do not go in this pipe. Instead, jump on top of the pipe and break the two rightmost bricks, but not the one touching the pipe. If you break the brick touching the pipe, then you can't do the warp. Now stand as far to the left that you can stand on the horizontal pipe. Also, make sure you are facing left. Now duck and jump up. While you are in the air, hold right as hard as you can, but make sure you stay in the ducking position. You should hit the wall. With much luck, Mario will be sucked into the wall, and he will start "moonwalking" through it. You will come to the other side. On the other side, there will be three warp pipes. If you enter the middle pipe before the screen scrolls all the way to the right, you will be warped to 5-1.

World 4-2 to 6-1, 7-1, or 8-1

In 4-2, get to the area of land just after the first flight of elevators. You will see three bricks above you in a horizontal row. The leftmost brick is a tree of beans which will need to hit in order to get the warp. To get to this brick, there are several hidden blocks below that brick that will lead you to it. But, you have to hit the blocks in a certain order if you want to get the brick, so do not just start hitting the hidden blocks at random. Now, stand four brick spaces from the edge of the pit to your right and jump up to reveal a hidden coin. now stand three brick spaces from the edge and jump up to reveal another hidden coin. Now jump ontop of the first hidden coin that you revealed, and (from there) jump ontop of the second coin block that you revealed. Now, stand on the left edge of the block that you are on so that the only part of your body that is still on the brick is mario's/luigi's right foot. Now jump up and hit the leftmost brick, and a tree of beans will appear. Now, jump ontop of the brick platforms, and climb the tree of beans to the top of the level. When you finish your climbing, you will find yourself in another area with lots of orange and red polka dotted platforms. Follow this area to the end of the level, and you will see three pipes with numbers above them. The number above the pipe is the world that you will be warped to if you go into that pipe.

World 4-2 to 5-1

In world 4-2, go through the level until you see the third flight of elevators, which will be going in the upward direction. Hitch one for a ride, and stay on it until it gets to the top of the screen. Now, jump off of the elevator lift, and land on the platform at the top of the screen to your right. Now start running in the right direction. There will be a hole in this platform made by another set of elevators, just jump over it. Follow this platform all the way to the right. It will eventually end. When it ends, drop down it and you will see a single pipe. Go down the pipe and you will be warped to world 5-1.

=====
111 - Bonus Room Help
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In the Mario Brothers Game Mode, there are five different possible Bonus Rooms that you can get by going down certain pipes as you go through each stage. This section will give you maps of each Bonus Room as well as hints for all of them. Enjoy.

Key:

- C=coin
X=brick
P=powerup
M=multi coin brick
E=exit pipe

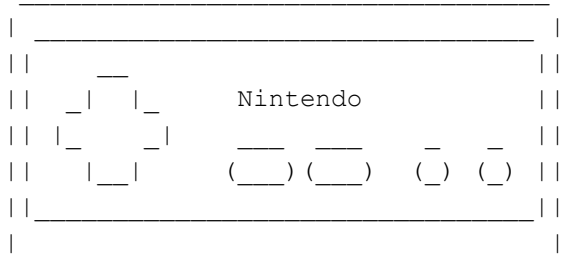
Map for Bonus Room 1: XXXXXXXXXXXX | Bonus Room Number: 1
Found in: 1-1, 2-1, 7-1
Possible coins in bonus room: 19
CCCC | Possible powerup in bonus room?: No
CCCCCC | Words of advice: This is the simplest of the five
CCCCCC | bonus rooms. There isn't really
XXXXXXX | anything special about it. Just
XXXXXXX EE | get the 19 coins, and leave.
XXXXXXX EE |
????????????????

Map for Bonus Room 2: XXXXXXXXXXXXXE | Bonus Room Number: 2
XXXXXXXXXXXXXE | Found in: 1-2, 8-1
XXXXXXXXXXXXXE | Possible coins in bonus room: 28
XXE | Possible powerup in bonus room?: No
CCCCCCC XXE | Words of advice: This bonus room is relatively
?????????MXXE | simple. Just make sure you don't
XXE | run too fast when you try to get
EEE | the multi coin brick, or you will
CCCCCCCCEEEE | get sucked into the pipe.
????????????????

Map for Bonus Room 3: | Bonus Room Number: 3
CC E | Found in: 3-1
CCC E | Possible coins in bonus room: 12
XXP XX XXX E | Possible powerup in bonus room?: Yes
XX CXXC XX E | Words of advice: If you want to get the powerup,
X CX XC X E | you must be super mario; you can
XCX XCX E | not be small. Don't hit the brick

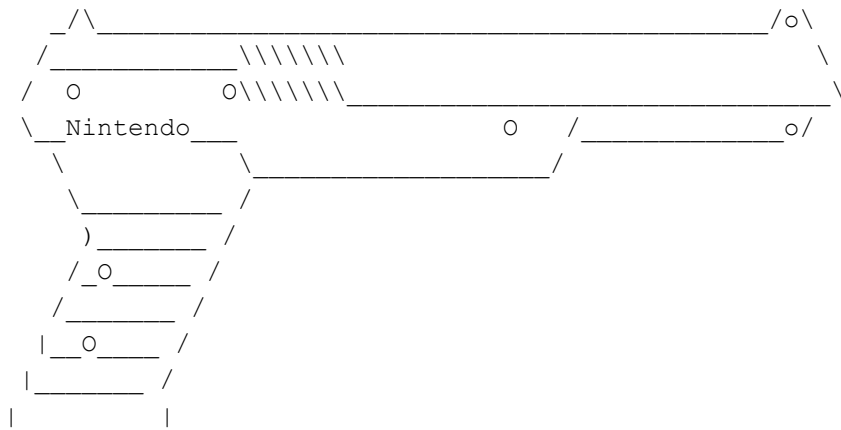
=====
202 - Controls
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Remember, the nes controller plugs into the first slot, and the zapper gun plugs into the second. Some people have a hard time grasping this concept.



Controller Controls

- D Pad: Moves ducks while you are in Game A
- A Button: Absolutely nothing.
- B Button: Nada thing.
- Select: Toggle through Game A/B/C.
- Start: Pause game. Confirm selection on main menu



Zapper Controls

- Toggle through Game A/B/C (when pointed off screen)
- Confirm selection at main menu (when pointed on screen)
- Shoot ducks/clay discs

=====
203 - Stuff to Know
=====

Ammunition

You will have three shots to hit all of the ducks/clay discs. You can see how many remaining shots you have by looking at the shot meter at the bottom left of your screen. Don't waste your ammo on foolish shots.

Hit Meter

It's kind of hard to miss. It's that big thing located at the bottom middle of your screen. It will show how many ducks/clay discs you have shot, and what rounds you shot them in.

Hit Points

When you hit a duck or a clay disc, you will be rewarded with 1000 points.

Perfect

To get a perfect, you will have to hit all the ducks/clay discs in a given round. Then, when the round is over, you will be rewarded with 10000 bonus points.

Rounds

When you hit enough ducks/clay discs, you will move on to the next round. You can tell what round you are on by the number next to the R above the shots remaining meter.

Score Meter

The score meter is located to the bottom right of the screen. It is a total your score from all the previous rounds in the game. It will reset each time you play a new game. The default high score is 012000, which is easy to beat.

=====
204 - Scoring
=====

This section will tell you what you earn points for in the game, how many ducks/clay discs are required to move on to each round, and finally how many points you will receive for getting a perfect.

Game A/B

Round	Black	Blue	Red
R=1	500	1000	1500
R=6	800	1600	2400
R=11	1000	2000	3000

'-----'

Round	# Required
R=1	6/10
R=11	7/10
R=13	8/10
R=15	9/10

R=20	10/10

.	
Perfect Bonus	

Round	Bonus Pts.
-----+-----	
R=1	10000
R=11	15000
R=16	20000
R=21	30000

Game C

.	
Points for the	
clay discs	

Round	# Pts.
-----+-----	
R=1	1000
R=6	1500
R=11	2000

.	
# req. to move on	
to the next round.	

Round	# Required
-----+-----	
R=1	6/10
R=11	7/10
R=13	8/10
R=15	9/10
R=20	10/10

.	
Perfect Bonus	

Round	Bonus Pts.
-----+-----	
R=1	10000
R=11	15000
R=16	20000
R=21	30000

=====
205 - Game A - 1 Duck
=====

This is the game in which you have probably played the most when you were young, or probably still play the most today. For this game, a single duck will go onto the screen at a time. The objective of this game is to shoot the

single duck on the screen before he flies off the screen. It's rather simple.

When you start this game, the dog will sniff around. He will sniff until he smells the presense of ducks, then he will jump behind the tall grass so that the ducks will not see him. Then, the duck will roam across the screen, which is where you come in the game. You will have to shoot the duck before he wanders off the screen. If you waste your three provided bullets before killing the duck, or you just wait too long, then the screen will change color, and you will get the "Fly Away" message, and the duck will fly off the screen so that you cannot kill him. The worst part about missing the duck is the fact that the dog will appear from the grass and laugh at you. However, if you hit the duck before he leaves the screen, he will drop dead to the ground, and your dog will appear from the grass with the duck in his hand, (yes, your dog has opposable thumbs). Then, you will be rewarded with some points, and the next duck will come along.

There are 10 ducks in a round. Each round is divided into 10 sections, which means that 1 duck will fly around in each section of the round. When you hit a duck, the duck outlines in the hit meter will turn red. If you hit enough ducks to bypass the blue lines below the duck outlines of the hit meter, then you will move on to the next round. Be careful, though, the ducks will become remarkably faster as the rounds move on, which is one of the reasons why this game is so addicting. You will keep on moving on to the next round until the duck outlines of the hit meter does not bypass the blue lines.

Another fun thing about this round, this is the only round that can also be a multiplayer game. That's right. Most people don't know about this. If you have the controller plugged into controller slot 1, and the zapper gun plugged into controller slot B, then, the ducks can be controlled by moving the D Pad on the controller. So, how does that make it a multiplayer game, you ask? Well, one person can take the controller, and control the ducks, while the other can take the gun, and try to shoot the ducks, which are controlled by the other player. Believe it or not, but this is actually very entertaining. And, you can rub it in your opponents face when you beat them!

=====
206 - Game B - 2 Ducks
=====

This is probably the game that you played least when you were a kid. Or, the game that you play least now. For this game, two ducks will fly onto the screen at once. It is your job to shoot them out of the sky before they fly away, never to be seen again. It is basically a modified version of Game A. Still, a very simple concept.

This game can be remarkably harder than Game A for two reasons. Reason 1 is that you have the same amount of time to shoot both of the ducks on the screen as you have to shoot the single duck in game A. Reason 2 is that you don't get any additional ammo for this. So, if you miss twice, then at least one duck will fly off the screen. Be careful not to shoot careless, because a few care less shots can cost you the game.

When you start this game, the dog will sniff around. He will sniff until he smells the presense of ducks, then he will jump behind the tall grass so that the ducks will not see him. Then, the two ducks will roam across the screen, which is where you come in the game. You will have to shoot the two ducks before they wander off the screen. If you waste your three provided bullets before killing the ducks, or if you just wait too long, then the

screen will change color, and you will get the "Fly Away" message, and the duck(s) will fly off the screen so that you cannot kill them. The worst part about missing the ducks is the fact that the dog will appear from the grass and laugh at you. However, if you hit the ducks before they leave the screen, then they will drop dead and the dog will pick them up and hold them in both of his hands. If you only shoot one duck, then the dog will only hold one duck up in his hands. Also, you will be rewarded with points for each duck that you kill.

There are 10 ducks in a round. Each round is divided into 5 sections, which means that 2 duck will fly around in each section of the round. When you hit a duck, the duck outlines in the hit meter will turn red. If you hit enough ducks to bypass the blue lines below the duck outlines of the hit meter, then you will move on to the next round. Be careful, though, the ducks will become remarkably faster as the rounds move on, which is one of the reasons why this game is so addicting. You will keep on moving on to the next round until the duck outlines of the hit meter does not bypass the blue lines.

=====
207 - Game C - Clay Shooting
=====

The concept of this game is virtually the same as for Game A and Game B, just with a different playing field, and a different object to shoot. This game is remarkably harder than Game A, and Game B, which is why it is referred to as "the ultimate challenge" in the instructions manual.

Sadly, there is no dog to laugh at you in this round. When you start your round, clay discs will shoot in the air, and they will slowly glide across the screen until they hit the ground never to be seen again. Like real life, The discs will become harder to shoot as they become more distant from you. and, vice versa; they are easier to shoot when they are at the base of their flight. So, do your best to shoot them when they first leave their cannon.

Like in Game A, and Game B, you will start each round with only three bullets. You will have to shoot the two clay discs with these three bullets. But, don't waste the bullets, because it is very easy to miss the clay shots, and you will most definitely regret wasting ammo so foolishly.

There are 10 clay discs per round, and each round is divided into 5 sections. That means that there are two discs shot in each section of each round. When you shoot a clay disc, a red mark will be added to your hit meter at the bottom of the screen. At the end of the round, the white marks (missed shots) will be moved to the right of the hit meter. If the number of red marks (hit shots) bypassed the blue lines at the bottom of the hit meter, then you'll move on to the next round. As you move through the rounds, the clay discs will become harder and harder to shoot, and the blue lines will increase, which makes it harder and harder to move on to the next round.

=====
208 - Misc. Tricks
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This section will contain a list of tricks that you may not have known about. If you know one that I am un-aware of, please send me an email.

- + Did you know that in Game A, you can control the ducks by moving the D Pad of the controller if you have a controller plugged into slot 1? It's true. You can use this to either control the ducks so that they move to the center of the screen (for easy killing), or you can use it for a fun multi-player mode. That's right, multi player mode. If you have a friend available, you can play as the gun, and he can control the duck. Or it can be played vice versa. Also, you can rub it in your partner's face when you beat them!
- + This one is kind of cheap, and will not work if you are playing two players (unless you have a really easy partner). Move the zapper gun extremely close to the TV. You should now have not problem shooting the ducks, or clay discs. But, be careful not to hurt your eye, though if you are too close to the TV.
- + This method is also cheap. Adjust the color/contrast on your TV so that the screen is extremely bright. If you adjust it so that it's bright enough, then you will get a hit every time. The reason for this is because the way the zapper gun works. It has something to do with the way the light is sent through the zapper gun.
- + I have another cheap method for you. Hold a magnifying glass up in front of the zapper gun when you fire a shot. If you aim the gun anywhere remotely near the television while you do so, you will have 100% accuracy. The reason for this is because of the way the signal is shot through the zapper gun to the TV. Normally, the signal is shot in one slim beam, but when you hold the magnifying glass up, the beam is extracted so that it hits your target almost every time.
- + This one isn't a trick, but instead it is a glitch in the game. When you shoot a duck out of the sky, no matter what color it may be, when the dog holds it up, it will always be green.

=====
209 - Zapper Gun Help
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This section is for people that have trouble with the zapper gun. If you are not hitting your target when you are sure that you are aiming right at it, then please try some of the following things.

- + If your TV is displaying very dark, try adjusting the color/contrast to make it a little bit brighter. Don't make it too bright, though. If your TV is already relatively bright, then leave your TV settings alone.
- + Try cleaning the gun. If something is fogging up the glass part inside the barrel, it may not work.
- + Try adjusting your light in the room in which you are playing it in. First try playing in the dark, then try in the light. It probably wont matter, but it's worth a try.
- + If all else fails, try buying another zapper gun from eBay, or a flee market. They don't sell for much nowadays.
- + Learn how to shoot.

of writing guides is my improved grammar and punctuation. Without a doubt, I began writing better and my skills in writing have drastically improved. Still not enough for you? The third, and most rewarding attribute to writing game guides is the amount of people that you will help. Did you know that around 9 million people go to www.gamefaqs.com every day? It's true. If you even post one guide, you will end up helping hundreds of people. Even though you don't meet any of these people in person, it is an amazing feeling when you receive an e-mail from somebody thanking you for your work. Trust me, it feels great.

Questions? Comments? Corrections? Drop me a line at skcin7@comcast.net. I am very friendly. Just don't ask me idiotic questions, or I will get very upset and cry. ;)

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303 - Credits

The Mushroom Kingdom | <http://www.classicgaming.com/tmk>

This is by far the most awesomest Mario website ever! It has an unlimited amount of information about just about every Mario game out there. Anyway, the reason why I am thanking this site is because the majority of the glitches in the Glitches section of the Mario Brothers game mode were obtained from this site.

DrDoak2001 | <http://www.gamefaqs.com/features/recognition/8086.html>

I obtained one of the items in the Misc. Tricks section of the Duck Hunt Game Mode from him. Thanks!

Yourself

My work would be useless without people such as yourself who read my work.

304 - Contact Information

If you wish to contact me, use the information below. Don't misuse this privilege. Sorry, but I do not use yahoo or ICQ messenger.

E-Mail: [skcin7 <at> comcast <dot> net](mailto:skcin7@comcast.net)

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