

Super Mario Bros. FAQ/Walkthrough

by VinnyVideo

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Introduction [INTRO]

Here begins a guide for a game that needs no introduction! Does the world really need another Super Mario Bros. walkthrough? Not all that much; there are already quite a few. But I'm writing one anyway. After writing a guide for All Night Nippon Super Mario Bros., it's not much work at all to write one for the original Super Mario Bros. As you probably know, the original Super Mario Bros. is still a really fun game. It obviously doesn't have 3-D high-definition graphics with Dolby surround sound. But it's still a great game, and I think younger players who haven't played this game should give it a shot to see where Mario really got big.

Walkthrough [WALKT]

This walkthrough is designed to help you find "Power Boosters," coin rooms, and 1-Up Mushrooms, and to guide readers through some of the more difficult sections of the game.

1-1: This level opens with a common Goomba and a group of four [?] Blocks. Hit the left one from below for a Power Booster. Head past the four pipes and go down the fourth pipe (press Down while standing on it) to enter a coin room

that takes you to the end of the level. Otherwise, jump up six blocks to the right of the pipe to find an invisible 1-Up Mushroom (you can still enter the pipe from here if you're careful). Keep going right, bashing the bricks to beat the Goombas from underneath. Hit the [?] Block for a power-up. Jump across the gully, stomp the Goombas, and hit the lone brick repeatedly for coins. The faster you hit a ten-coin block, the more coins you'll earn. After a few more enemies, you'll find a couple more bricks. Hit the right-hand block for a Starman; touch it to become invincible for a few seconds. Take advantage of this period of invulnerability to plow through the army of Goombas. Be quick jumping up the series of staircases and you'll finish the level invincible. If you didn't get the star, you might want to take the power-up from the high [?] Block. At the end, hop up the large staircase and jump onto the flagpole to clear the level. Try to hit the top of the pole for more points. You'll also receive a point bonus based on how much time is left on the timer.

1-2: At the start, Mario walks into a pipe automatically. The pipe deposits you in the first underground level. Hit all the [?] Blocks for coins, and the leftmost one for a Power Booster. Go right past the little block pillars and stomp the Goomba guarding the ten-coin block. Hit it quickly for coins. Stomp the Koopas, and if you're small, kick a shell and chase it, allowing it to bowl over all the enemies ahead. If you're Super Mario, try hitting the upper-right block in the snake-like sequence of bricks; you'll get a Starman. The next brick sequence is very low to the ground; either break some of the bricks to climb to the roof (the easy way), or crouch while running to slide under the narrow gap. If you do that, watch out for the Goombas and Koopas in the area. The next rectangular brick formation holds a 10-coin block (right side, second from the bottom) if you're Super. Jump onto the small ledge and jump across the gap to some high coins on a ledge. Stand on the right edge of the blocks and jump to make a 1-Up Mushroom appear. Follow it until it falls, and then you can collect it. Ahead are a few Goombas and pipes inhabited by Piranha Plants. Go down the first pipe to find a coin room. Inside, bash the bricks to earn the coins with ease, and take advantage of the 10-coin block on the far right. When you emerge, jump across a few pits, exercising caution when using the elevator lifts. On the ledge with the red Koopa, bash the rightmost block for a power-up. If you take the elevator up to the roof, you can head right to a Warp Zone, which takes you to Worlds 2, 3, or 4, depending on your selection. Otherwise, take the pipe to the exit flagpole.

1-3: This is our first "Pod World." These areas are full of tough jumps, and if you fall off the edge of the screen, you'll lose a life. At first, head across a few gaps, collecting coins if you wish. Wait for the twin Goombas to fall before you stomp them, then jump onto the high ledge. Hit the [?] Block for a power-up, then use the rising platform to collect four coins. Keep jumping from platform to platform until you reach two horizontally-moving platforms. Stand on the lift's left edge and wait for them to come near. Make a running jump and you'll be safe. From here, you're just a few simple jumps away from the level exit and its irregular staircase.

1-4: We've reached Bowser's Castle. Are you excited? Castle levels have different obstacles from the overworld, as you might imagine. Jump across the lava pit and then onto the ledge with the Fire-Bar. Wait for it to spin to a safe position, then hit the [?] Block for a Power Booster. Keep heading right through the hallway. Wait for each Fire-Bar to spin away before passing through. After this sequence, fireballs will start flying toward you. This comes from Bowser himself! It's not too hard to avoid, though. Watch out for the invisible 1-coin blocks in the area and keep heading right to Bowser. To defeat him, just touch the ax on the right to make him fall into the lava. There are three methods of getting past King Koopa:

1. Run under him when he jumps (good if you're small)

2. Throw five fireballs at Bowser to beat him (and reveal his true identity)
3. Jump over him with the aid of the lift. Be careful, because Bowser can jump up and hit you while you're using the platform.

Regardless of your choice, this Bowser was actually just a Goomba. You'll rescue Toad, who informs our hero that the "Princess is in another castle."

2-1: Bash the middle brick for a power-up, then stomp the Goomba on the staircase. Drop down into the area with two green Koopas and jump up a little to the left of the bricks to reveal an invisible block. Then jump on this block and you may uncover an invisible 1-Up block, depending on the number of coins you accumulated in World 1 and other factors. Go right past a mob of petty enemies, and make sure to take full advantage of the coins in the [?] Blocks. The lower-left block holds a power-up. From there, hit the upper-left brick for a Starman. In the next brick sequence, hit the third block from the left to make a Beanstalk appear. Climb the vine to a place with many coins. Jump on the cloud and keep jumping to collect them all. This deposits you near the end of the level. If you didn't take the vine, use your invincibility to plow through the Piranha Plants and other enemies. Remember to take the power-up from the leftmost brick above the three pipes. You can also go down the first pipe after the Beanstalk block to enter a coin room. Near the end is a lone [?] Block. The brick to its right holds a power-up, but it's tough to get, especially if you're not small. You'll have to accelerate from the left, jump onto the brick, duck, and jump. Right after that is the level exit. To get over the wall, either use the springboard, or jump while standing on the bricks to reveal an invisible block.

2-2: This level opens like an underground stage, but it isn't! This is the first underwater action scene in the game. There are a number of Bloopers at the beginning of the level. If you're Fiery, Bloopers can be defeated with ease. Otherwise, you'll have to just avoid them. While Bloopers are tough enemies, they have a weakness: They can't hurt you if you're standing on coral or the ocean bottom. Also, while they can chase you, you can chase them! More advanced players should try to collect the coins, but beginners should skip them. Watch out for the holes in the ocean floor; these drains tend to suck you in. After the first drain, Cheep-Cheeps start appearing. Red ones are fast; green ones are slow. Some Cheep-Cheeps move straight forward; others zig-zag a little. All are easy to beat if you're Fiery, but they can be pretty dangerous near the end, since there are large quantities of them and Bloopers. At the end of the level, just go through the pipe to reach the level exit.

2-3: This is another Pod World, but it's tougher than last time. This bridge has endless Cheep-Cheeps jumping at you, but they won't hit you if you keep running (standing still is also fairly safe). Just keep running! Jump over any gaps, and if you're skilled, try to collect all the coins. You'll probably need the power-up found near the halfway point. At the end, just climb the staircase and jump to the flagpole. This is a pretty big castle. I wonder if we're going inside...

2-4: We meet a new enemy in this castle level: Podoboo. This flame leaps out of the fire and can hurt you. At first, jump across the platforms, avoiding Podoboos and collecting the power-up in the [?] Block. When you reach a fork in the road, take the lower route to make life a little easier (take the upper in the Second Quest). Afterwards, jump aboard an elevator and wait for the Fire-Bars to spin away. This is about where Bowser's Fire starts appearing. Crouch under the block for a few coins. Cautiously jump across the small ledges, being careful to dodge Bowser's fireballs and stay out of the lava. This Bowser is the same as last time, but the overhead bricks make it tough to jump over

Bowser (who's really a Koopa). And sorry, but our Princess isn't in this castle.

3-1: A bevy of green Paratroopas are present to greet you when the level commences. Burn them with fireballs, stomp them, or just ignore them. Hit the [?] Block for a power-up. Go down the second pipe when the Piranha Plant is down to enter a coin room. You'll skip some of the level, but you won't miss anything profound. Hit the third block from the right on the upper row to uncover a power-up. When you exit, dispose of the trio of Goombas on the bridge, then jump up near the right end of the bridge for a possible 1-Up. Hit the leftmost brick for a much-needed Starman. It assists greatly in getting past the nearby Hammer Bros. After you beat them, hit the right-hand [?] Block for a power-up. From the lower level, you can jump onto the lower row of bricks to the right and hit them to reveal a Beanstalk. However, it's very easy to wind up in the pit and lose a life. I'd just keep going. Stomp the Koopa and kick his shell to bowl over the enemies and earn many points, but beware of the Paratroopas near the end. If you keep stopping and restarting the shell, you can beat them all and earn a 1-Up. Hit the lower-right [?] Block for a Power Booster, then whack the second brick from the left for coins. On the level staircase, it's possible to earn unlimited 1-Ups by kicking a shell against the steps in just the right way, but it's tough to do.

3-2: This is one of my favorite levels. You'll see why. At the start of the level, stomp the Koopa and kick its shell, bowling over the meanies and scoring a lot of points. Hit the [?] Block and take the power-up, then resume your rightward trek. You may want to use the Koopa Stomp, Kick & Run move to take out the Goombas. If you want, you can hit the upper brick for a Starman, but it's not too useful. If you're invincible or Fiery, you may want to hit the 10-coin block below you, which is guarded by a Koopa. After that, stomp the Paratroopa twice and kick its shell, bowling over a few baddies. Ignore the brick between the gaps and stomp the Koopa before it falls into the gully. Follow its shell to earn more points and sometimes a 1-Up. One more Stomp, Kick & Run move separates you and the flagpole.

3-3: As usual, the third level in the world is a "Pod World." This one's pretty easy. In the first part of the level, simply jump across the ledges and lifts. Wait for the Koopa to turn away and grab the power-up in the [?] Block. Just ahead is a falling platform; don't stand on it for long. Keep running to cross the one-block gaps with ease, then jump onto the Balance Lift. When you stand on one side of the Balance Lift, Mario's weight makes your lift drop, while the other rises. If it goes too far, the lift will fall, although you will receive 1,000 points. Cross them quickly to be safe. Take the horizontal platforms to the other side of the gap. Again, you'll be safest if you maintain your momentum. After a few Koopas and a Paratroopa, use the horizontal platform to reach a Balance Lift. Stand on the left end for about a second to raise the right half of the lift, then use that lift to hit the top of the flagpole.

3-4: This level opens with more Podoboos and Fire-Bars. Be quick in getting past them. Get the Power Booster from the [?] Blocks and jump the gap. Three pairs of Fire-Bars are ahead. Be patient; wait for them to turn away before you pass by. Watch out for the pits, Podoboos, and Bowser's Fire ahead. You know you're close when that starts. The overhead bricks make jumping over Bowser (a Buzzy Beetle) a little tougher, but it's slightly easier than last time. Maybe the Princess will be in the next castle.

4-1: We encounter another Mario classic in this level: Lakitu. It's generally

safest to use speed to avoid Lakitu's endless Spinies and Spiny Eggs. Hit the lower [?] Block for a Power Booster, then zoom right, collecting any coins you desire. All the [?] Blocks just have coins. However, you can stand on the set of four [?] Blocks and jump, possibly revealing a 1-Up. Watch out for the Piranha Plants in the two pipes. Go down the second pipe to visit a coin room. The brick above the exiting pipe holds a Power Booster, but it's virtually impossible to get it if you're not small Mario. The lower row of coins is also difficult to access. If you didn't enter the coin room, get a Power Booster by hitting the third [?] Block from the left on the lower row. There are a few pits near the end, but they shouldn't be too dangerous. Don't jump from the staircase to the ending flagpole; instead, hit the 10-coin block first.

4-2: This is the second underground level in the game. There are a few tricky jumps at the start that may cost you a life or two the first time you try. After the jumps, drop through the gap and hit the right-side brick for a power-up. A small army of Goombas is just ahead. If you're Fiery, you should shoot them all; otherwise, stomp the goofy mushrooms, taking the short ceiling into account. If you're bigger than small, you can find a ten-coin block mixed in with the bricks (fifth brick from the right, second from bottom). The middle [?] Block in the set of three holds a Power Booster. Ignore the elevators and jump across the gap. Jump up to reveal a few invisible blocks. Hit the leftmost brick to reveal a Beanstalk. It leads to a Warp Zone that takes you to your choice of Worlds 6, 7, or 8. If you don't want to warp, you still may want to get onto the ceiling to skip much of the level. If you stay on the bottom level, you might want to hit the ten-coin block directly left of the pipe, but it's dangerous if you're not Fiery. The second brick on the right of the pipe contains a Starman, but it's more trouble than it's worth because of the Buzzy Beetle. Enter the pipe to the right of the Starman to find a difficult coin room. Hit the 10-coin block on the right, then jump up the blocks to the ceiling. Drop down from the left edge and hold Right to reach the coins, but it's tough to do. If you didn't enter the coin room, you'll be jumping across a few pits and negotiating an elevator sequence. The middle block between the elevators has a power-up. If you want to reach the World 5 Warp Zone, use these elevators to get to the ceiling. Watch out for the Piranha Plants near where you exit the coin room. Soon you'll find an elevator that only goes down. Cross quickly. Hit the leftmost brick for a Power Booster. If you want to visit the World 5 Warp Zone, you have one more chance by hitting the bricks over the high pipe. If you want to keep going normally, simply enter the pipe that leads to the exit.

4-3: This is my favorite level in the game. At the start, jump from mushroom to mushroom, stomping any Koopas if you want. Use a running jump to reach the high 'shroom. Grab a power-up from the [?] Block and prepare to face the Balance Lifts. Cross them quickly and you'll have no problems, although a brave (maybe just reckless) player can try to make them fall to earn 1,000 points. After a few more mushrooms and Balance Lifts, wait for the vertically-moving lift to reach its highest point, then run jump to the flagpole.

4-4: This level is easy with a guide, but it may be difficult for those who don't know the correct path to take. If you get off track, you'll wind up back at the start of the stage. First jump across the lava pits, then jump up and take the upper route. Simply run over the small gaps to cross them easily. Watch out for a couple of Fire-Bars near the end of the hall. After jumping up a few steps, you'll face another fork. Take the bottom passage, avoiding the Fire-Bar. Bowser's Fire will start appearing near the end. This Bowser is a lot tougher than before, because there's a Podoboo AND a Fire-Bar protecting him. Either jump over the King of the Koopas or throw fireballs from afar. This Bowser is actually a Spiny - a fact you'll discover if you use firepower to beat him. As for rescuing the Princess: Maybe next time.

5-1: We've reached the halfway point in the game, but things won't be getting easier. At the start, stomp the Koopa and kick his shell. Chase after the shell and you'll receive a lot of points. After two Piranha Plants, repeat the shell-chasing procedure with the Paratroopa, but watch out for rebound near the end. Bash the middle brick for a Starman. This will keep you safe from the Goombas and Bullet Bills just ahead. Alternatively, stomp the Koopa, kick his shell to the LEFT, and then follow it when it rebounds to the right for some points. Jump over the four-block-high wall and drop through the gap. Jump back up and you may reveal a 1-Up. Enter the high pipe to visit a familiar coin room, although it's tricky to nab them all. Regardless of whether you enter the pipe or not, we're just a few Bullet Bill cannons and Paratroopas away from the finishing flagpole (and its unconventional staircase).

5-2: Watch out for the Bullet Bill cannon found at the top of the steps; wait for it to fire before passing. Hit the upper-right brick for a much-needed power-up. Just ahead are some stairs guarded by a Hammer Bro. This is a very tough spot. Unless you're Fiery, you'll probably get hit. Wait for the Hammer Bro. to throw, then quickly jump over him. If you get hit, use your period of invulnerability to get by easily. After that, you'll have a decision to make.

Route A: If you enter the pipe, you'll skip three Hammer Bros., but you'll also have to navigate an underwater section that's far more treacherous than even 2-2. If you take this route, be very careful when dealing with the powerful drains, especially around the elevators.

Route B: If you don't go down the pipe, you'll soon face a Hammer Bro. Wait for him to jump up on the blocks, then bop his block from underneath. These [?] Blocks can only be bonked once, so be careful. Two blocks right of the [?] Blocks is an invisible block. It can be used to reach a block that helps you reveal a Beanstalk, which takes you almost to the end of the level. If you don't use the vine, a Hammer Bros. set is just ahead. Wait for them to jump to the middle or upper level, then run by. The upper-right brick holds a Starman if you really want it.

This is where the paths reconvene. After a few Buzzies (rare in the overworld), duck under the two bricks for a Power Booster and a ten-coin block. You may want to skip them if you're big. Jump across a few gaps, avoiding a handful of petty enemies along the way. Hit the lone brick for a power-up, then jump onto the high ledge or pipe. Climb up the dangerous gap-filled staircase and leap onto the flagpole.

5-3: This level is the same as 1-3, except that there are now Bullet Bills firing randomly from just off the screen. Lifts are also smaller. At first, head across a few gaps, collecting coins if you wish. Wait for the twin Goombas to fall before you stomp them, then jump onto the high ledge. Hit the [?] Block for a power-up, then use the rising platform to collect four coins. Keep jumping from platform to platform until you reach two horizontally-moving platforms. Stand on the lift's left edge and wait for them to come near, then make a running jump and you'll be safe. From here, you're just a few simple jumps away from the level exit and its irregular staircase.

5-4: 5-4 is the evil twin of 2-4 with many more Fire-Bars, including a very long one. At first, jump across the platforms, avoiding Podoboos and collecting the power-up in the [?] Block. Wait for the long Fire-Bar to spin away before you jump to its ledge. Then jump on the block and leap the Fire-Bar when it approaches. Then you can advance. When you reach the fork in the road, take the upper path to minimize the number of Fire-Bars you'll have to face. Afterwards, jump aboard an elevator and wait for the Fire-Bars to spin away. This is about

where Bowser's Fire starts appearing. The coins under the Fire-Bar are best skipped. Cautiously jump across the small ledges, being careful to dodge Bowser's fireballs and to not fall in the lava. This Bowser is the same as in 2-4, where the overhead blocks make it harder to jump over Bowser's head, except there's also a Podoboo in the way. To be precise, this is Lakitu in a Bowser costume. No Princess this time.

6-1: This is one of my favorite levels. Lakitu is making a return appearance, and the terrain is a little harder than it was in 4-1. If you can maintain full speed throughout the level, you'll complete it in less than 60 game seconds and won't have Spiny trouble. The first brick you come to contains a Power Booster. You may also want to use this opportunity to stomp or shoot Lakitu, but he will return! The rightmost brick below you is a ten-coin block that's best skipped. A little later, climb the staircase next to the two sets of three bricks. Head down and jump parallel to the stairs for a possible 1-Up. Soon you'll reach two [?] Blocks; the left one is worth a Power Booster. The middle right brick on the next-to-last staircase is a ten-coin block, but it's tough to use unless you're small Mario. Watch out for Spinies (and the eggs that beget Spinies) even on the final staircase.

6-2: 6-2 is another one of my favorites. Firepower helps a lot in this Piranha Plant-infested level. Remember that they won't come out of their pipes if you stand on or directly next to the pipes. After the first Piranha Plant, jump up to reveal an invisible block. Use it to hit the ten-coin block directly above you. Take the first pipe in the level if you want to visit a coin room in the style of 4-1. Keep going past a few Piranha Plants, but watch out for the Buzzy Beetles; their dark color contrasts poorly with the night background. Hit the right brick for a Power Booster, and if you're feeling brave and/or stupid, enter the pipe to visit an underwater coin area, which skips a large portion of the level. I'll assume you're staying in the overworld. After a few pipes, hit the rightmost brick in one sequence to reveal a Beanstalk, which takes you to a coin room, as usual. If you don't visit Coin Heaven, you'll find more Piranha Plants and a long jump (stay high to avoid having to make it). Hit the leftmost brick on the upper row if you want a Starman. Enter the pipe near the steps if you want to visit ANOTHER coin room. After the paths converge, be careful when dealing with the the Piranha Plant/Paratroopa mix on the final staircase.

6-3: This "jumping area" begins with a bunch of ledges and moving platforms. Use the Springboard to help you reach the high lifts. You'll jump highest if you press the jump button just as the Springboard is fully compressed. Try to grab the Power Booster in the [?] Block, but it's not as important here as in some levels. Quickly navigate the Balance Lifts, and prepare for life to get a little tougher. Bullet Bills now begin firing randomly, similar to 5-3. Use the Springboard to reach the high horizontally-moving platform. Quickly cross the Balance Lift and the final four platforms, which sink with your weight if you stand on them. Then jump from the bluff to the flagpole.

6-4: This level is identical to 1-4, except that there are now more Fire-Bars. Jump across the lava pit and then onto the ledge with the Fire-Bar. Wait for it to spin to a safe position, then hit the [?] Block for a Power Booster. Keep heading right through the hallway. Wait for each Fire-Bar to spin away before passing through. The Bowser's Fire starts flying after this sequence. Watch out for the invisible 1-coin blocks in the area. Keep heading right to Bowser, who now throws hammers at you like the Hammer Bros., and there's a Podoboo around for extra protection. Either fireball Bowser or run under him; don't try to jump over him or use the lift. This Bowser is really a Blooper. You'll save a Mushroom Retainer, but the Princess is still far away.

7-1: There are usually a lot of moving objects on screen in this chaotic world. Stand on the second Bullet Cannon and bash the left brick to reveal a Power Booster. Head right, avoiding the Bullet Bills and Paratroopas. The four [?] Blocks are best ignored. The third brick in the sequence near the high cannon is a dangerous ten-coin block. Some Hammer Bros. are just ahead; wait for them to jump to the middle or upper row, then run by. Jump up while standing on the pipe to reveal a possible 1-Up mushroom, then press Down on the pipe to enter a coin room. When you emerge, you'll meet more Bullet Bills and Hammer Bros. You can use the Springboard to access a Power Booster in the high brick, but wait for the Bullet Bills to stop firing. Beware of the Buzzy Beetle on the final staircase.

7-2: This is identical to 2-2, except there are more Bloopers now. The level opens with large quantities of Bloopers. If you're Fiery, try to defeat most of them with fireballs. Remember that Bloopers can't hurt you if you're standing on coral or the ocean bottom. More advanced players can try to collect the coins found throughout the level, but the less experienced should skip them. Watch out for the holes in the ocean floor; these drains tend to suck you in. After the first drain, Cheep-Cheeps start appearing. Red ones are fast; green ones are slow. Some Cheep-Cheeps move straight forward, while others zig-zag a little. All are easy to beat if you're Fiery, but they can be pretty dangerous near the end, since there are still some Bloopers around as well. At the end of the level, just go through the pipe to reach the level exit.

7-3: This is almost identical to 2-3. This bridge has endless Cheep-Cheeps jumping at you, but they won't hit you if you keep running (standing still is also fairly safe). Jump over any gaps, and if you're skilled, try to collect all the coins. Watch out for the Koopas found throughout the level. You'll probably need the power-up found near the halfway point. At the end, just climb the staircase and jump to the flagpole.

7-4: Hoop-de-doo... another maze level. At the start, use speed in crossing the lifts, lest you sink. Take the lower, middle, and then upper forks, respectively. Take the upper path over the Fire-Bar. This last part can be tricky. Drop down to the floor level. Go under the first ledge, run through the middle of the second set of ledges, drop to the floor level, stay under the third set of bricks, and then take the upper route. If done properly, Bowser's Fire will start appearing. This Bowser (a Hammer Bro. under the mask) is just like the one in 6-4. Watch out for the hammers and Podoboo.

8-1: This level is fairly tough, but most of all it's long. You might want to use the Buzzy to bowl over the opening Goombas. Afterwards, keep running over the small gaps and you'll be safe. You'll sometimes find an invisible block containing a 1-Up between the second and third pipes of the level. Keep going right past a few regular enemies. One pipe inhabited by a Piranha Plant leads to a coin room. If you enter, you'll only miss a few Koopas. When you see a Paratroopa under the row of bricks, jump up below the bricks to find an invisible block. Use it to hit the ten-coin block. Run over the small gaps and you'll come to a line of bricks. The third block from the left contains a Starman. Zoom rightward, jumping a few gaps and smashing many enemies along the way. If you're not invincible, there are a few places you can take advantage of the Koopa Stomp, Kick & Run maneuver to earn many points. The one-block gap in the middle of the wide gully is dangerous, as is the gap-filled final staircase. Take it slowly, even if you have less than 100 seconds remaining on the timer (and you may!).

8-2: Here we have two of the most persistent enemies in the game: Lakitu and Bullet Bill. The first staircase can be dangerous, with its Paratroopa and the endless Spiny Eggs. Jump on the Springboard to make a 1-Up appear. Dodge the Paratroopas and follow the 1-Up mushroom to the right, being careful to keep it on screen. This is where the Bullet Bills come into play. Hit the second brick if you need a power-up. Another brick by the high cannon has a ten-coin block, but the Buzzies and Bullet Bills make it too dangerous to use. Just ahead is the hardest jump in the game. Jump from the pipe onto the leftmost block-wide piece of land. Stand on its far left edge and begin running. Make your jump from the far right edge of the other space. If you do it properly, you won't fall through the gap. Enter the pipe after this jump for a coin room. Afterwards, there'll be a few more Bullet Cannons, as well as the final staircase, which is guarded by a tough Paratroopa.

8-3: You'll probably agree with me that this is the most difficult level in the game. After a couple of Bullet Cannons and Paratroopas, you'll reach the first pair of Hammer Bros. Unless you're Fiery, wait for them to jump to the middle or upper level, then pass by. You may prefer to defeat them by bonking them from below and taking the Power Booster (on the upper row, in the second block the right). After an intermission of a Bullet Cannon, there's another set of Hammer Bros., but this time the power-up is in the second block from the left. You might want to use the Koopa shell to take out the next Hammer Bros., but watch out for the rebound after the second brother. Also, shells won't always defeat them, especially if they jump at the wrong time. If you're Fiery, just use fireballs to take out the Hammer Bros. The last set is really tough if you don't have firepower. Either jump over the Hammer Bros. when they're not throwing, or run under them when they jump. Neither operation is easy, so you really need to get the two power-ups found earlier in the level. There's a well-hidden ten-coin block at the end here, which blends in with the castle background. After you've come this far, be careful on the "staircase" - it's easy to fall!

8-4: This is it - the final castle! First walk to the bottom step of the staircase, then jump over the lava. Keep going right until you come to some lava. Use the moving platform in the lava to cross safely, and then enter the pipe to Room 2.

Keep going right until you see a high pipe. Wait for the Paratroopas to hop away (or shoot them with fireballs), then jump up to the left of the pipe, revealing an invisible block. Use it to reach the pipe, which leads to the next room.

This room has a few of those blasted flying Cheep-Cheeps, but they're not particularly hazardous. Go down the first pipe found after the lava pit.

You're underwater! If you have firepower, use it to dispatch all the Bloopers. Otherwise, just stay on the ocean floor and you'll be safe. Wait for the Fire-Bars to spin away before passing. Enter the pipe to the final room!

Of course, Bowser's set up a nasty guard here - a Piranha Plant/Hammer Bro./lava pit/Podoboo mix. If you can't shoot the Hammer Bro. with fireballs, you have two options: You can run under the violent turtle when he jumps, or you can jump from the pipe over the meanie. If you choose the latter, it may be easier to just stomp the Hammer Bro., because it'll be hard to maintain the momentum needed to cross the lava. After this obstacle is the final Bowser - and like Coca-Cola Classic, this is the real thing! Grab the ax and rescue the Princess! You've finished the game, but you can now play a much tougher version of the game.

Several things are different in the Second Quest. First of all, you can now

press B on the opening screen to cycle through the worlds in which you begin the game. Enemies are now faster and more aggressive, Goombas are now Buzzy Beetles, and more Fire-Bars appear, and some are longer. Bullet Bills appear randomly in more Pod Worlds, more Bloopers appear in 2-2, and lifts are smaller. Some of these changes make earlier levels identical to their later brethren (2-2 and 7-2, for example).

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Enemy List

[ENEMY]
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Here are the descriptions of every enemy in the game, along with methods of defeating them.

---Goomba---

The ubiquitous mushroom guy, Little Goomba isn't very dangerous. Stomp him, fireball him, or bowl him over with a Koopa Shell.

---Red Koopa Troopa---

The familiar turtles of the Mario series walk back and forth along a ledge. If you stomp one, it'll hide in its shell. Kick a shell and follow it if you'd like to squash a whole bevy of enemies!

---Green Koopa Troopa---

Green Koopas are much like their red-shelled brethren, but these will charge at Mario without regard to cliffs or other dangers.

---Red Koopa Paratroopa---

Green Paratroopas float back and forth across a set area. They're not usually too dangerous. If you stomp one, you'll clip its wings and convert it into a standard Red Koopa.

---Green Koopa Paratroopa---

This Paratroopa bounces straight forward and is more dangerous than the Red Paratroopa. It too will become a standard Koopa after a stomp.

---Buzzy Beetle---

These hard-shelled little critters appear mostly in underground levels. If you stomp them, you can kick their shells and squash a truckload of baddies.

---Hammer Bros.---

The most dangerous enemies in the game, these Koopas pelt Mario and Luigi with hammers. If you don't have fireball power, you'll have to either jump over them between their hammers or sprint under them when they jump.

---Lakitu---

Lakitu is a bespectacled Koopa that flies in a cloud and throws Spiny Eggs at you. Sometimes you can get up high enough to stomp Lakitu, but usually it's best to keep moving at a high rate of speed to stay ahead of him.

---Spiny Egg---

Lakitu throws Spiny Eggs unceasingly, and these can hurt you if you touch them! When a Spiny Egg hits the ground, it hatches into a Spiny.

---Spiny---

Spiny has a very sharp shell, so don't even think about trying to stomp it. Fireballs or a rolling Koopa Shell will work, however.

---Piranha Plant---

These insatiate plants reside in many of the pipes found throughout the Mushroom Kingdom. When they retreat into their pipes, you can stand next to or

on top of the pipes and the Piranha Plants won't emerge.

---Cheep-Cheep---

The Mushroom Kingdom's vexing fish use two different strategies as they try to get the bop on Mario. On bridges, you may face hordes of them flying into the air and trying to hit you. These are best dealt with by speed. In underwater areas, Cheep-Cheeps swim fairly slowly and can easily be dodged or fireballed.

---Blooper---

Blooper, also known as Bloober, appears exclusively underwater. This squid is a little unpredictable, but usually it usually begins with a lunge toward Mario and thereafter travels in the same direction as Mario; it will chase you, or you will chase it. If you walk on the bottom of the sea, you'll be completely safe from Blooper.

---Bullet Bill---

Most Bullet Bills fire out of the cannons found in many levels, but some appear randomly from the edge of the screen in Pod Worlds. You can stomp them, but it's not always easy to do so. Bullet Bills are dangerous because they're speedy and never stop coming.

---Podoboo---

These sizzling balls of fire fly out of the lava in castle levels. Wait for them to fall back into the lava, and then you can pass by safely.

---Fire-Bar---

Exclusive to castle levels, Fire-Bars rotate slowly, but they can be pretty dangerous. Watch the way they move and run past when they spin away. Like Podoboo, there's no way to defeat them.

---Bowser---

The King of the Koopas has kidnapped the Princess and is Mario's longtime nemesis. Not all Bowsers are real, though; in fact, most are imposters. To beat Bowser, real or fake, you'll have to run under or jump over him and grab the ax, cutting the bridge and making him fall into the lava. Some Bowsers throw hammers or have Podoboo bodyguards.

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Frequently Asked Questions [QUEST]

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Q: What are the controls:
A: The controls aren't too complicated:

- A button: Jump (or swim, in two levels)
- B button: Accelerate/throw fireballs (if Fiery)
- Control Pad Left/Right: Move
- Control Pad Down: Enter a pipe while standing on it - not all work, though
- START: Pause game
- SELECT: Choose between one- (Mario) and two-player (Luigi) games on opening screen

Q: I ran out of lives and I don't want to have to start the game all over again. What can I do?
A: After the Game Over screen appears, you'll return to the opening screen. Hold down the A button and press START and you'll start on the first level of the last world you played.

Q: Why don't invisible 1-Up Mushrooms always appear?
A: If you collected all of the coins in the third level of the previous world, the 1-Up will appear. In the case of 2-1, it seems you can miss a couple of

coins in 1-3 and the 1-Up will still appear. You'll always be able to get the 1-Up if you reached the current level by Warp Zone. These 1-Ups can only be collected once, so if you lose a life and return to the same spot, you won't be able to collect them again.

Q: How do I get to the Minus World?

A: The Minus World was a programming glitch found only in the original version of Super Mario Bros. (not included in the Super Mario All-Stars remake). To enter this legendary land, you must be Super or Fiery Mario. At the pipe in World 1-2 that leads to the exit, bash the second and third blocks from the right. Then stand on the edge of the pipe, face left, crouch, and jump toward the wall. If you do it just right, you will mysteriously travel through a solid wall. Quickly enter the left pipe (normally World 4) to enter World -1. The Minus World isn't a particularly optimistic place, though. This goofy underwater level is similar to 2-2, but it repeats endlessly and there's no exit. You'll have to press the Reset button or wait until you run out of Marios if you want to leave.

Also, if you enter the second pipe after executing the Minus World glitch, you'll emerge in 5-1. If you're trying to get a speed-run through the game, it's best to use the standard warp to World 4 and warp to World 8 in 4-2, but this tip is still worth noting. Credit goes to Xandrck for this note.

Q: What's the Small Fiery Mario glitch?

A: As Super or Fiery Mario, touch Bowser and the ax used to beat Bowser at the exact same moment. It's tricky to do. If done properly, you'll be flashing as you walk to rescue Toad. In the next level, you'll be regular-sized. Collect two power-ups and you'll be small Mario with fireball power. Lose a life and your status will return to normal.

Q: What's the unlimited 1-Up trick?

A: In World 3-1, get to the staircase at the end of the level. Stomp the second Koopa on the second step from the bottom, and jump on the left side of his shell. If done just right, you'll start earning points and eventually 1-Ups.

Q: How can I get the most points?

A: If you're playing for points, try to play through the levels as quickly as possible, and don't get hung up trying to stomp Goombas and collect out-of-the-way coins; these points aren't worth as much as the points you'll lose from your time bonus at the end of the non-castle levels (50 points per second remaining on the timer). Power-ups, however, are usually worth grabbing, and coin rooms and ten-coin blocks are worth the effort. Try to fireball the end-of-world Bowsers if possible, and never miss a chance to use Koopa shells to bowl over a large group of enemies (seen in several overworld levels, most notably 3-2). Lastly, try to get as many points as possible on the flagpoles by hitting the top of the pole.

Q: What other notes and tips do you have?

A: Here are a few random tips, notes, and observations about this game:

- * My best score is 800,600, which I achieved without repeatedly playing a level (such as 3-2) to accumulate points.
- * If you collect more than 10 lives, the first digit of your lives counter will be replaced by a strange crown-like symbol.
- * The first level in every world is a standard overworld level. x-2 is usually an overworld level, but it may be underground or underwater. The third level is usually a Pod World, and level four is always a castle.

Date	Version	Size	
9- 3-08	0.7	45KB	Began guide.
9- 4-08	1.0	46KB	Proofread and finished guide.
10-12-09	1.1	47KB	Fixed two typos, fixed a few errors and omissions, and added a tip from a reader.
2- 4-10	1.15	47KB	Corrected a small mistake in 6-2.
8-16-10	1.2	47KB	Clarified the question about invisible 1-Up blocks.

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Contact Information

[CONTC]

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If you have any questions or comments about this guide, please send an e-mail to VHamilton002@gmail.com. That's zero-zero-two, by the way. Remember that not all e-mail messages will be read. Please follow these guidelines:

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