

Super Mario Bros. All Night Nippon FAQ/Walkthrough

by VinnyVideo

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Introduction

[INTRO]

VinnyVideo's next guide-writing excursion is into the increasingly obscure domain of the old Famicom - All Night Nippon Super Mario Bros.! This game is essentially the same as the original SMB, but there have been several changes to the sprites and graphics; most notably, Goombas and Piranha Plants are now supposed to resemble Japanese music idols and disk jockeys. As you probably know, the original Super Mario Bros. is still a really fun game. Unless you've obtained a Famicom console (the Japanese form of the NES) and a copy of this rare, Japanese-only game, you'll have to use emulation to play this game. I suppose you could say that All Night Nippon Super Mario Bros. is the ancestor of the more recent "hacks" of Super Mario Bros., which include edited levels

and/or graphics modifications (often replacing Mario with Link, Yoshi, Peach, a goofy Afro guy, Barney the dinosaur, or even Adolf Hitler!). Don't worry - I'm not suggesting that Mario is Hitler, or even that Barney should wear an afro.

Note: There are two different versions of the game. One is the original All Night Nippon Super Mario Bros. for the FDS, and the other is an unofficial ROM hack of the NES version with some of the All Night Nippon graphics added. Play the FDS version, which is less glitchy and has some slight changes to the level design. The FDS version also includes some extra graphics (like new Toads) that the unlicensed ROM hack doesn't have. This guide assumes you're playing the FDS version.

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Walkthrough

[WALKT]

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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.

World 1

1-1: This level opens with a common Goomba and a group of four [?] Blocks. Hit the high one from below for a Super Mushroom. 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 high [?] 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 trio of [?] Blocks. Hit the rightmost one for a power-up (the others just have coins); bash the brick above the blocks for a Starman. Touch the Starman 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. 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 time 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. 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 stay low, watch out for the Goombas and Koopas in the area. The upper-right brick in the L-shaped formation holds another power-up, and the next rectangular brick formation has a ten-coin block (right side, second from the bottom) accessible if you're Super. There's also a 1-Up block above the rectangle. 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 power-up appear. It's useless if it's a Fire Flower,

but if it's a Mushroom, you can chase 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, hit 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 two 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. Thankfully, there are fewer Fire-Bars than in the original game. 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 one-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 the method you used, this Bowser was actually just a (modified) Goomba. You'll rescue a goofy cartoon character (not Toad), who informs our hero that the "Princess is in another castle."

World 2

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. I don't think this particular block works in All Night Nippon SMB, though. Go right past a mob of petty enemies, and make sure to take full advantage of the coins in the [?] Blocks. The upper-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, grab the Starman in the upper-left block in the next sequence and 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. Soon you'll find a new Springboard in the middle of nowhere; use it to reach a 1-Up. 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, 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 athletic 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 enemies and 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 Fire-Bar-guarded [?] Block. When you reach a fork in the road, take the lower route to make life a little easier. Afterwards, jump aboard an elevator and wait for the Fire-Bars to turn away from you before making your move. This is about where Bowser's Fire starts appearing. Crouch under the ten-coin 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). The far-left block has ten coins, by the way. And sorry, but our Princess isn't in this castle.

World 3

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. If you're Super, slide under the low brick to gain access to a ten-coin block. 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 upper-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 platform that falls if you stand on it for long. Keep running to cross the one-block gaps with ease, then hurry past the falling lifts as quickly as you can. 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. 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, both lifts will fall, although you will receive 1,000 points. Stand on the left end for about a second to raise the right half of the lift, then jump from 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. Bash the [?] Blocks (no power-up any more!) and jump the gap. Five Fire-Bars are ahead. Be patient; wait for them to spin 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 in a midlife crisis) a little tougher, but it's slightly easier than last time. Maybe the Princess will be in the next castle.

World 4

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 upper [?] 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, watch out for the new Koopa. 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. Ahead are several falling lifts (not Balance Lifts in this game). After a few more mushrooms, wait for the vertically-moving lift to reach its apex, then run and 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 (it's different from what it was in the original SMB). If you get off track, you'll wind up back at the start of the stage. First jump across the lava pits, then take the lower route. 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. Find an invisible block to gain access to the upper passage. Run through the corridor, then duck and slide through the one-block passage. 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.

World 5

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 jump right next to it; you may reveal a 1-Up. Watch out for the invisible block overhead, however; it's dangerous if you don't know it's there. 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. There's a power-up in the brick left of the [?] Blocks. Soon you'll come to a seemingly-unreachable block with a Beanstalk inside. Hit the invisible block to gain access to the 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 past them. 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 the pipe. Climb up the dangerous gap-filled staircase and leap onto the flagpole.

5-3: For the first time in the game, we see a level that wasn't part of the original Super Mario Bros.; specifically, this was World 4-3 in the Japanese Super Mario Bros. 2 (The Lost Levels to America). Try to keep your momentum throughout the whole level; there are some pretty long jumps, including the first. Use the Springboard to bound onto the lift, which drops if you stand on it. Take the horizontally-moving platform to the Balance Lift and another moving platform. The next gap is massive; aim for the Paratroopa. Take the moving platform to obtain the only Power-Up. Head up the bluffs and jump onto the drop lift at full speed. Then immediately jump to the higher end of the Balance Lift. Bullet Bills start here, too, for more fun. After the Koopa comes an extra-long gap that requires good timing to clear safely. And, as if this weren't enough, you have to jump onto two individual blocks hanging over the chasm to reach the flagpole. Keep your speed and jump at full breadth.

5-4: Instead of cycling through remixed versions of the earlier levels, like in the original, we're challenged to a Lost Levels level, 2-4. At the start, duck-jump to hit the Koopa and send its shell flying down the corridor. Run after it (you won't fall in the lava if you hold the run button), and if you did it right, you'll earn 8,000 points after bowling over all the enemies. Jump on the block with the Fire-Bar as it spins away and leap across the lava at top speed. There's a power-up in an invisible block above the staircase, but it's useless unless you're small. Then you'll come to a fork in the road. Take the low road to avoid one of the Fire-Bars, but be careful. Make your past a few less

dangerous Fire-Bars and a dead Bullet Bill cannon and face the King of the Koopas. The overhead blocks make it harder to jump over Bowser's head, and there's also a Podoboo in the way. The second lower brick from the left is a ten-coin block. To be precise, this is Lakitu in a Bowser costume. And no Princess this time.

World 6

6-1: We return to the old SMB levels here, and nothing has changed at all from the original. 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 ten-coin block that's best skipped. Use this opportunity to stomp or shoot Lakitu, but he will return! The rightmost brick below you has a useful power-up. 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 (the middle brick). 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 ten-coin block, 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 rightmost 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: Instead of a 1-4 with more Fire-Bars, we're challenged with 4-4 from The Lost Levels, the first really tough level in that game. Run at top speed to clear the gaps safely without jumping. Run past the long Fire-Bar, or take the power-up in the third [?] Block if you want it. Beware of the Goombas and the Fire-Bar in the narrow passage ahead. Jump the fiery gap as the long Fire-Bar spins away. This next section is tougher than you might expect. Get rid of the three Koopas when they fall, then run and jump onto the Fire-Bar block.

This was easier when you could play as the high-jumping yet slippery Luigi. Take the lift down and jump through the passage just as you're about to fall off the screen. This is much easier if you're small - that's why I skip the early power-up. The Hammer Bro. that's coming is the least of your worries. Take the bottom route if you don't need a power-up. Otherwise, if you're small, follow the middle route and bop the invisible power-up block above the lava. You'll have to catch the Mushroom over the lava while on the run. Bowser's Fire starts flying after this sequence, and it's easy to run into the Piranha Plant. Ride the lift, run-jump onto the block, and keep heading right to Bowser, who now throws hammers at you like the Hammer Bros., and there's a Fire-Bar around for extra protection. Either fireball Bowser or run under him; you can't jump over him because of the blocks. This Bowser is really a Blooper. You'll save a goofy purple-haired guy, but the Princess is still far away.

World 7

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 if you want to taste the golden fruit of a ten-coin block. Head right, avoiding the Bullet Bills and Paratroopas. The four [?] Blocks are best ignored, unless you need the power-up in the third block from the left. The second brick in the sequence near the high cannon is a dangerous ten-coin block. Some Hammer Bros. are just ahead; these are more aggressive than usual, and they're standing on coin blocks instead of bricks. Jump up while standing on the pipe for a chance at a 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. There's a ten-coin block in the upper-right brick around the tool siblings. 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, although you can use it to earn unlimited 1-Ups.

7-2: A wa-wa level, but this time it's 6-2 from Super Mario Bros. 2 (Japan). Several Bloopers show their squiddy faces early, as usual, but the coral is taller, making the enemies harder to evade. There's a dangerous section ahead with a bunch of Bloopers and Cheep-Cheeps, and the drain is trying to suck you in. Ignore the two coins in the coral box; they're not worth the effort. Make your way rightwards, being careful with the drains and avoiding the irksome elevator lifts. Don't stomp the Koopa; it won't work underwater. Then comes a dangerous drain with much coral and a Blooper, followed by a stomp-proof Paratroopa and a fork. The upper route has a possibly-hazardous Koopa, while the lower road leads to coins over a drain. Take your pick. Another fork is ahead - stay low so you'll have more space to work with. Then go through the pipe and slide down that pole.

7-3: If you've played The Lost Levels, this level might look familiar to you as 6-3. It's another bridge-type level, but with half the coins and twice the danger. Make a wide jump at the start and prepare for the onslaught of Cheep-Cheeps. Try to keep moving forward, using the coins as a guide for jumping. When you reach the small bridge sections, it's smart to slow down a bit. Skip the power-up in the block above the Paratroopa; it's nearly impossible to grab unless you were playing with Luigi in The Lost Levels. Lots of Koopas patrol the next bridge section. Bash the block on the bluff for a power-up to prepare for the final part of the level. There are a bunch of small bridge sections ahead that require you to slow down a bit. The Paratroopa gets a lot of people. At the end, jump on the Paratroopa to reach the high bluff, and then make a leap of faith to the flagpole (you can get 5,000 points even if you don't stomp the Paratroopa flying parallel to the flagpole).

7-4: Hoop-de-doo... another maze level. And the paths are different from the original game's. At the start, use speed in crossing the lifts, lest you sink. For the first three forks, take the highest route every time. 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 lower route. If done properly, Bowser's Fire will start appearing. This Bowser (a Hammer Bro. under the mask) is a bit like the one in 6-4. Watch out for the hammers and Podoboo.

World 8

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. After several groups of enemies and some long jumps, you'll reach a lonely block with a Starman inside. Zoom rightward, jumping a few gaps and smashing many enemies along the way. If you're not invincible, there are a couple of 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 might!).

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. Then catch it when it falls off the ledge. This is where the Bullet Bills come into play. The second brick from the left is a ten-coin block, but the Bullet Bills make it too dangerous to use - and it's not a power-up any more! Just ahead is the hardest jump in the original 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: This was the hardest level in the original SMB. 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 left). After an intermission of a Bullet Cannon, there's another set of Hammer Bros., but this set doesn't have a power-up in any of the blocks - just four new coins. Afterwards, 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 power-up 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! This isn't the SMB 8-4 you remember, though; it's the ultra-hard 8-4 from Super Mario Bros. 2 (Japan), which took me dozens of attempts to complete the first time I tried over a decade ago. First drop down to the level below the opening stairway, curling around the ledge to the bottom. This is tricky! Then make a leaping jump over the lava, being careful to avoid the Fire-Bar. After the second Fire-Bar, jump up to reveal an invisible power-up block. The next jump is surprisingly tricky; jump onto the Fire-Bar block at full speed and cross the lava pit. Then bounce off the Paratroopa to reach the first pipe. Go down to the next part of the level (if you don't take the pipe, the room loops indefinitely).

It's a weird underwater castle section with Bloopers and Fire-Bars. Duck and you'll be safe from the Bloopers. This short section leads to an even smaller room.

Two Piranha Plants inhabit these pipes. First, hit the invisible block on the far-left side of the room for a Power Booster. Going down the pipe requires you to curl around the ledge, but be careful, as the Piranha Plant may emerge.

Room 4. Leap across the lava pit and bash the third block from the left if you want ten coins. Stomp the Bloopers if it pleases you, and watch out for the jumping Paratroopa - there's an invisible power-up block overhead. Get ready for another tricky trap. Jump onto the moving platform above the lava, and when it's one block's distance from the bricks, dash and jump onto the Fire-Bar ledge. If you jump from the lift onto the brick (or take the high path), you'll get stuck in a loop and will be forced to start the room over. Run down the seemingly-endless hallway and you'll meet a pair of Paratroopas over a lava pit. Jump on them when the green one is heading right. Head through the pipe to the final room of the castle!

First, don't fall down to that pipe, unless you'd enjoy playing this level all over again. Stay high and you'll meet a fake Bowser (created by Bowser's magic?). Jump over him (or fireball him if you can) and keep going. Another tricky jump is ahead. Jump onto the sinking lift, land beside the pipe, wait for the Piranha Plant, and jump from the pipe to the ledge opposite the lava pit. Beware the pesky Buzzy in the narrow section, and after this obstacle is the final Bowser - and like Coca-Cola Classic, this is the real thing! Grab the ax and watch the ending (or, in the ROM hack version, rescue the Princess). You've beaten the game! You'll earn bonus points for each life remaining.

You can play the game again if you like, but the Second Quest doesn't offer many significant changes; however, most Goombas are now Buzzy Beetles, and enemies move faster.

Is this the end?

I'm actually not sure! Since the time I first played this game, I had assumed that there were only eight worlds. However, in March 2014 I received an e-mail from a reader named Jesse Long, who told me that there might be four additional worlds. Worlds A through D are believed to be accessible if you play through the regular quest eight times, the same way these worlds are unlocked in the Japanese version of Super Mario Bros. 2 (or, to those living outside Japan, The

Lost Levels).

I don't work on FAQs very actively any more, and considering how busy I am with my class schedule, I doubt I'll be able to summon the time and motivation to play through this (challenging) game eight times just to see whether World A exists. If any kind-hearted readers want to play through the game this many times, or if you know of any way to shorten the path to World A, please shoot me an e-mail.

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List of Changes

[CHANG]
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Here's a list of things that have been changed from the original Super Mario Bros. in terms of level design. This list doesn't apply if you're playing the ROM hack version, not that the guide was written with that in mind.

- 1-1: Starman and power-up shifted
- 1-2: Star removed, 1-Up replaced with power-up, Minus World removed
- 1-3: Fewer coins
- 1-4: One Fire-Bar has been removed
- 2-1: Power-up shifted; new 1-Up with springboard; final spring is gone
- 2-3: More enemies, like in the original game's 7-3
- 2-4: Now a small Fire-Bar early; new ten-coin block near end; another new ten-coin block at Bowser
- 3-1: New ten-coin block early; final power-up moved
- 3-3: Two falling platforms replace Balance Lifts
- 3-4: Fire-Bar above power-up block (which now has a coin); middle-top Fire-Bar gone
- 4-1: Power-up moved; removed a few blocks after the final power-up
- 4-2: New Koopa early (near the first power-up)
- 4-3: Final three balance lifts now drop
- 4-4: Level structure is different; different path to completing the level
- 5-1: Block structure around 1-up is different
- 5-2: Original beanstalk block is now a power-up; beanstalk moved to the middle of nowhere
- 6-1: Ten-coin block replaces power-up; Starman moved
- 6-2: Power-up and ten-coin block switched
- 7-1: First brick is now a ten-coin block; power-up moved; ten-coin block shifted slightly; now coin blocks at first Hammer Bros. instead of bricks
- 7-4: New route for getting to Bowser
- 8-1: The Starman has been moved
- 8-2: Power-up removed
- 8-3: Power-ups moved around a little

Six levels have been changed altogether, being substituted for levels from Super Mario Bros. 2 (Japan)/The Lost Levels (North America):

- 5-3: SMB2-J 4-3
- 5-4: SMB2-J 2-4
- 6-4: SMB2-J 4-4
- 7-2: SMB2-J 6-2
- 7-3: SMB2-J 6-3
- 8-4: SMB2-J 8-4

Q: What makes All Night Nippon Super Mario Bros. different from the original Super Mario Bros?

A: The games are very similar, with a few cosmetic differences:

- * Some later SMB levels have been replaced with levels from SMB: The Lost Levels (only in the FDS version)
- * Most overworld levels now take place at night
- * Goombas are now bald guys
- * Piranha Plants are also goofy faces
- * Starmen have been replaced with Star of David-like images
- * Microphones replace background bushes in some levels
- * An eyeball-like symbol (the Fuji TV logo) replaces the ax used to defeat Bowser and his imposters
- * The Fuji TV logo now appears over the fortress found at the end of levels
- * The Mushroom Retainers have been swapped with Japanese cartoon characters (only in the FDS version)
- * Tiles have been modified slightly
- * Mario's jump off of enemies is higher (only in the FDS version)
- * You now receive a timer bonus at the end of castle levels (only in the FDS version)
- * The Minus World is gone (only in the FDS version)
- * Some earlier levels have smaller lifts and clouds (like in the original game's Second Quest or in the later levels)
- * Some levels are based on the Vs. Super Mario Bros. version of the game
- * There's now an extra block above the exit pipes in underwater sections
- * After beating the game, extra lives are converted to points, and the title screen shows an extra star instead of allowing you to select your world (only in the FDS version)

These faces are supposed to resemble Japanese musicians and disk jockeys.

Q: What are the controls:

A: The controls are the same as in the original Super Mario Bros. - and they're not too complicated. But in case you need a refresher:

A button:	Jump (or swim, in underwater 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-player (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: Is there still a Minus World?

A: No. You can still move through the wall in 2-2, but if you go down the pipe, you'll emerge in the flagpole area. The Japanese SMB had a different Minus World anyway. The Small Fiery Mario glitch has also been removed (I've tried). The unlimited 1-Up trick still works, but it's no easier to pull off than they were in the original SMB.

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 8,064,400, which I achieved without repeatedly playing a level (such as 3-2) to accumulate points. I did use the unlimited 1-Up trick, however. Records for this game are not comparable to those achieved in the original Super Mario Bros. game.
- * 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 an athletic world, and level four is always a castle.
- * If you like this game, try Vs. Super Mario Bros. It's a "remix" of the original Super Mario Bros., just like this game, and you'll recognize some of the levels in All Night Nippon SMB from Vs. SMB.

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Version History

[VERSN]

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Date | Version | Size |
-----|-----|-----|-----
6- 2-08 | 0.1 | 9KB | Began guide.
6-18-08 | 0.15 | 12KB | Wrote guide through 1-2.
6-20-08 | 0.7 | 33KB | Wrote guide through 6-3.
6-21-08 | 1.0 | 44KB | Proofread guide and finished things up.
10-11-09 | 1.1 | 51KB | Made several significant changes in light of new
| | | information.
3-25-10 | 1.2 | 52KB | Fixed a problem with 6-2.
8-16-10 | 1.25 | 52KB | Corrected a mistake with invisible 1-Up blocks.
5-31-14 | 1.3 | 55KB | Streamlined the formatting and made some changes
| | | after Jesse Long's note about Worlds A-D.
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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:

Do include "Nippon Mario" in the subject line.

Do send polite suggestions for ways to make this walkthrough better.

Do tell me about any errors or omissions you find.

Do send information about any glitches, tricks, or codes you find.

Do ask any questions you have about All Night Nippon Super Mario Bros. gameplay. I will respond eventually if you follow all of these rules.

Do make a reasonable effort to use decent spelling, grammar, usage, punctuation, and capitalization so that I can understand what you're trying to say.

Do use patience. I check my messages quite sporadically.

Do not ask for technical support except as a last resort.

Do not send spam, pornography, chain letters, "flaming," or anything that contains profanity or vulgarity. Again, violating this rule will result in deletion of the message and permanent constipation, in addition to hemorrhoids.

Current list of VinnyVideo guides available on GameFAQs.com and Neoseeker.com:

- All Night Nippon Super Mario Bros. FAQ/Walkthrough
- All-Star Baseball 2003 (GBA) FAQ/Strategy Guide
- All-Star Baseball 2004 (GBA) FAQ/Strategy Guide
- BS Super Mario USA 1 FAQ/Walkthrough
- BS Super Mario USA 2 FAQ/Walkthrough
- BS Super Mario USA 3 FAQ/Walkthrough
- BS Super Mario USA 4 FAQ/Walkthrough
- Donkey Kong Country 2: Diddy's Kong Quest (GBA) FAQ/Walkthrough
- Donkey Kong Country 2: Diddy's Kong Quest (SNES) FAQ/Walkthrough
- Donkey Kong 64 FAQ/Walkthrough
- ESPN SpeedWorld FAQ/Strategy Guide
- F1 ROC: Race of Champions FAQ/Walkthrough
- F1 ROC II: Race of Champions FAQ/Walkthrough
- F1 World Championship Edition FAQ/Walkthrough
- Formula One 2000 (GBC) FAQ/Walkthrough
- Kyle Petty's No Fear Racing FAQ/Strategy Guide
- The Legend of Zelda: Ocarina of Time Master Quest Low-Spoiler FAQ/Walkthrough
- Madden NFL '96 (SNES) FAQ/Strategy Guide
- Madden NFL '97 (SNES) FAQ/Strategy Guide
- Madden NFL '98 (SNES) FAQ/Strategy Guide
- Mario Open Golf (Japan) FAQ/Walkthrough
- Michael Andretti's Indy Car Challenge FAQ/Walkthrough
- MicroLeague Football 2: The Coach's Challenge FAQ/Strategy Guide
- Nigel Mansell's World Championship Racing FAQ/Walkthrough
- Off Road Challenge (N64) FAQ/Walkthrough
- The Oregon Trail: Fifth Edition (PC) FAQ/Walkthrough
- Scooby-Doo: Unmasked! (GBA) FAQ/Walkthrough
- SimCity 3000 Walkthrough/Strategy Guide
- Where in America's Past is Carmen Sandiego (PC) FAQ/Walkthrough
- Where in the World is Carmen Sandiego (PC) FAQ/Walkthrough

And lastly, a public service message: Fight for and affirm the rights of all humans, regardless of race, age, or creed! And... Always stop for railroad crossings. Don't try to beat a train. No one's going to read this section, anyway.