Super Mario Bros. 8-Level Game FAQ

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                         Super Mario Bros.
                           For the NES
                         8-Level Game FAQ


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                   Last Revised: 01 January 2006
                           Version 1.3


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===============================================================================
                          1. Version History
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Version 1.3  -  01 January 2006  -  New version of this FAQ for the new year,
                                    and the copyright has been updated.

Version 1.2  -  26 October 2004  -  The newly reformatted version of this FAQ.

Version 1.1  -  22 January 2003  -  Tidied the format, and updated the
                                    copyright notice.

Version 1.0  -  11 August 2002   -  The first version of this FAQ.



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                          2. 8-Level Game FAQ
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World 1-1
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After you start the game, head right, stomp the Goomba and bash the '?' Blocks
for some coins and a Super Mushroom. Jump over the next four pipes, stomping
the Goombas if you wish to do so, and find the invisible 1-Up Mushroom block
halfway between the last pipe and the gap. After you acquire the 1-Up Mushroom,
jump over the gap and bash the '?' Block with the two Goombas walking on it to
get a Fire Flower. Carry on further to the right, jump over the pit and stomp
some more Goombas. You'll see two brick blocks adjoined together; hit the one
on the right for a Starman and advance right. The next four blocks hold coins
and a Power-up. The next two '?' Blocks after that have coins (stomp Goombas
along the way). Jump over the staircases, jump over the next two staircases
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with a gap in them and after this pipe, hit the '?' Block for a coin, stomp or
avoid the Goombas then climb the high staircase and make the jump to the
flagpole to end the first level.

World 1-2

Watch the footage of Mario entering the pipe. Once you drop into the cave, go
right and fight the two Goombas approaching you. The row of five '?' Blocks
hold a Power-up and coins. Jump over the pillars and stomp the Goomba trapped
in-between them and start hitting the brick repeatedly and rapidly, for it is a
multi-coin block. Go past some Koopa Troopas and the W-Shaped formation of
bricks (bash the one on the end if you are Super Mario to get a Starman), and
start running and then duck when you come to the next set of bricks so you
slide under them. When you come to an 'L'-shaped formation of bricks with a
coin in them, bash the two bricks to the right of the coin to uncover a Fire
Flower, and bash the bricks to the left of the coin to make a little stepping
stone to get up. In the 5x2 brick formation after that, there's a hidden
multi-coin block on the right-hand side, the second brick from the bottom. Jump
onto the platform to the right of that and make a running jump over the gap and
onto the platform near the ceiling with coins on it. Stand on the very end of
this platform and jump directly up to find a 1-Up Mushroom in that brick and
bash the brick next to that on its right so that you can catch it as it falls
down.

As you move along, fight three Goombas and go over three pipes and then jump
over two gaps in the ground and head up the staircase, watching out for two
Goombas descending them, then cross this next gap using the falling elevators
and hit the end brick of the next platform to find a Power-up. From here, jump
onto one of the ascending elevators then make a running jump over to the bricks
at the top of the screen and run right until you find a drop. Go down and you
will find a secret place with three pipes and a message saying "WELCOME TO WARP
ZONE!" Go down the pipe with the number "4" marked above it.

World 4-1

Go right, jump over the pipe and Lakitu will appear. Bash the bottom of the two
'?' Blocks you see here to acquire a Power-up and hit the block above that one
for a coin. Next, jump over the gap, collect the coins and pass the four '?'
Blocks (bashing them gives you coins), leap over another pit and you'll come to
a row of four '?' Blocks. Stand on the third one from the left and jump
directly up to find a hidden 1-Up Mushroom. Now jump over the pillar and two
more pipes, getting the coins if you can and cross the huge cluster of bricks
and '?' Blocks. Jump over a pipe and a couple of more gaps and climb the
staircase. Instead of leaping over to the flagpole, drop down and bash the
multi-coin block, then get a running jump onto that and with the momentum, make
another leap to get the top of the flagpole.

World 4-2

Make a running jump onto the wider of the two islands sticking out of the
massive pit you see before you and then jump over to the other side with the
massive collection of bricks. Go through the tunnel and fight the Goombas, and
when you come out of the tunnel, you'll see some '?' Blocks. Bash them for some
coins and a Power-up. You'll need to be Super or Fiery Mario to get to the next
part, so I advise you collect this Power-up.

After you cross the pit, you'll come across some bricks quite high in the air,

with some hidden blocks underneath them. Bash them in this order:

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          Vine comes from this brick
                   |
                   V
             +---+---+---+
             | 5 | 4 | 2 |
             +---+---+---+


             +---+
             |   |
         +---+---+---+
         |   |   | 3 |
         +---+   +---+---+
                 | 1 |
                 +---+
```

Jump onto the vine and climb it. In this next area you'll see several spotted
mushrooms. Just go right and collect any of the coins, and you come to a
staircase with a row of blocks on top of it. Walk across this an drop down and
you'll find three pipes in a secret area with the message "WELCOME TO WARP
ZONE!". Enter the pipe marked "8".

World 8-1

Go right and fight a Buzzy Beetle and some Goombas. Jump over the pipe, get
past the Koopa Troopas and then run over the little gaps at full speed and
after crossing them jump over the enemies you run into. Go past about six more
pipes and take out or just jump over the enemies you come across (preferably
the latter since you don't have much time on this level). When you get the
pillars with a large pillars with a brick platform between and floating above
them, jump on this to cross and keep running along. You have to cross some more
of those little gaps, and then you'll come to another long platform. Bash the
third brick from the left to find a Starman, which you should grab. Run over
some more little gaps, take out the two Koopa Troopas, jump over the stump and
carry on running right, leap across the pit, fight the Goombas, get across the
pipes and run past the next load of enemies. Get past the next staircase and
you should see a couple of coins and a Buzzy Beetle. Jump over the pit using
the little island as a stepping stone, jump over the stumps with the Koopa
Troopa trapped between them, then make another jump across a pit that has a
very small stepping stone in the middle (try to use the coins as guidelines).
Get past some more Koopa Troopas and pipes then climb the partly destroyed
staircase and make the jump over to the flagpole to finish the level.

World 8-2

Run right and jump onto the third step of the staircase. When the Koopa
Paratroopa bounces over you, finish climbing the staircase QUICKLY (Lakitu) and
drop down and start running to the right. Make some crosses over the little
gaps and do your best to avoid the Koopa Paratroopas. After you cross some more
pits, you have to get past some Bullet Bill cannons. Try making running jumps
between the floating platforms between each set of cannons. Jump over the pipe
and make a running jump onto the next green pipe and with the momentum make a
running leap across the pit. Jump over another couple of pipes, then cross the
pit with the Bullet Bill cannon in it. Climb the staircase with the Goombas
descending it, and continue moving to the right, and after another cannon you
will come to another partly destroyed staircase, which you need to climb and
then jump to the right from to reach the flagpole and finish the level.
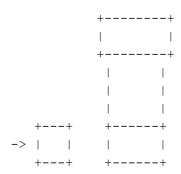
World 8-3

You are now at the castle walls. From the start, go right and get past two
Bullet Bill cannons then stand on the next green pipe you come to and make a
running jump onto the higher platform of two that you see next and get past the
annoying Hammer Brothers (I recommend jumping if there is one on the same ledge
as you) and leap clear of the pit with the little staircase in it. Carry on
advancing right, jump over a cannon and a stump then stand on the next pillar
and as before, make a running jump to the top of two brick platforms you see.
Leap clear over the pit with the pipe in it. Stomp the Koopa Troopa, kick the
shell and it should clear out the Hammer Brothers (sometimes it may miss). Be
sure to jump when it rebounds off the pipe. Jump over this pipe and continue
running right and get past two Hammer Brothers (it certainly would help if you
were Fiery Mario). Then climb up the blocks and jump over to the flagpole.

World 8-4

Descend the staircase and leap clear over the lava pit. Jump over the green
pipe, and the next one (avoid the three Goombas trapped between this pipe and
the wall), and cross over the lava pit using the barely visible platform in it.
Enter the next green pipe.

In the next area, jump over the green pipe and avoid the Buzzy Beetles. Jump
over the next two green pipes (watch out for the Koopa Paratroopas between
them) and you should see a floating pipe, which you need to enter using a
floating block, which is located about here:

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                    +--------+
                    |        |
                    +--------+
                     |      |
                     |      |
                     |      |
         +---+     +------+
      -> |   |     |      |
         +---+     +------+
```

Jump across the next two pipes in the next room (avoid the flying Cheep-Cheeps)
and enter the first pipe after the lava pipe. In the next area which is
underwater, swim right past the Bloopers and firebars (which still confuse me
as to why they stay alight in water) and enter the pipe at the end. In the last
part, get past the Hammer Brother and jump over the lava pit and you'll meet
Bowser! Defeat him by either striking him with five fireballs or grabbing the
axe behind him, meet the princess and voila, you've beaten the game in just 8
levels!

Congratulations upon beating Super Mario Bros.!

==
                              3. Credits
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Steve "Psycho Penguin" McFadden
     For being my best GameFAQs friend and supporting me in all the FAQ work I
     do. Top man is Steve.

Jeff "CJayC" Veasey, the IGN staff, and other sites whom have posted this FAQ
    For hosting all my work and allowing me to become a much more recognised
    author.

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                            4. Legal Disclaimer
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                            5. Contacting Me
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If you wish to get in touch with me regarding my work, whether you have any
questions, comments or suggestions for this or any other of my FAQs, my E-Mail
address is rharrisonfaqs(at)gmail.com. Please make sure that your questions
have been answered within the file before you send them, because I do not have
time to look and reply to E-Mails that already have the solutions posted up,
and you will likely not get a reply. If the file is complete and has a version
number FINAL then you should definitely re-check before you send an E-Mail to
me, otherwise then I'd be glad to help you out.

If you do send something helpful to me, then I will include in a future update
of the file and I will give credit to you for whatever you have submitted.
Please have a sensible E-Mail topic like "FAQ Question" so that I do not
mistake it for something else and delete it. Thanks for reading and take care.

http://www.gamefaqs.com/features/recognition/22792.html

This file is dedicated to the memory of the late Chris MacDonald, who died on
May 17, 2004. Rest in Peace.

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http://www.gamefaqs.com/features/recognition/85.html

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