

Super Mario Bros. 2 FAQ/Walkthrough

by dancingcabanaboy

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| SUPER MARIO BROS. 2 FAQ/Walkthrough |
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V4.0

Complete with level solutions and shortcuts!

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UPDATES

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7-24-01: I have changed my e-mail address, so if you now have any questions about this walkthrough, you need to e-mail me at the following address: <eubanks1084@hotmail.com>. Any questions, suggestions, or complaints should now be directed to this account.

3-12-02: Most of my older FAQs now appear outmoded in comparison to some of my newer ones, so this one is getting some major work done on it. The renovation process usually doesn't take too long, but this walkthrough pasted to Word with some formatting problems, so I've fixed those as well as older ones. Other things have been changed too.

Also, a source that wishes to remain anonymous has sent me a great code for World 6-2 (the Albatoss-riding level). Be sure to dig it!

4-3-02: A source that wishes to remain anonymous has sent me a quirky deal for World 6-2 having to do with the Princess. You'll need a Game Genie or an emulator equipped with one to do it, but if you've got either one, you'll have to be sure to check it out!

4-14-02: Fixed a misprint on the Game Genie code from the previous update. The code is PPXAOIAA.

6-11-02: An ever-vigilant reader, Tyler Wishall, has informed me of some incorrect enemy names - among them, Sparky should be Sparks, Hoopstar is Hoopstar, and in some cases, I used Phantos as the singular form when it should have been Phanto. But, however anal the error, it's my job to please, and so those names have been changed. Thank you, Tyler!

8-26-02: Supercharged update, as I have added three new sections to this guide that will make it more in-depth and a heck of a lot better.

I hope this makes the guide more comprehensive for all those who come to it seeking assistance.

INTRO AND NOTES

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Before you get right into playing what is one of my favorite NES games of all time, you need to know a few things about my walkthrough. This will help you keep from getting confused by my layout or by the wording I use in certain areas. In all reality this game is not terribly difficult - I expect pretty much all the traffic for this FAQ to be under 10 years old at the very most - but if you're bored or you're my friend or a relative and you want to see what an accomplished writer I am, you can check this out.

** I played through the entire game (except for World 3-2) as Mario for this walkthrough because of his averaged-out abilities. You may be able to reach certain areas better with other characters.

** I will clearly indicate when a level contains a warp although I did not use any for the purposes of writing this walkthrough.

** I'm not into all the funky stuff like carrying items that aren't there or doing the trick that plays the music from the original Mario game. If you want that kind of stuff, go to Jdude84's FAQ. I'm here to provide straight-up level solutions.

** If you're being introduced to Mario 2 through Super Mario Advance, you will have no problem recognizing everything in this game. Just be aware that the original Mario 2 did not have enormous vegetables and enemies or Ace Coins or even a score.

** To contact me about anything that needs rectification, e-mail me at <eubanks1084@hotmail.com>. All my mail gets answered eventually.

** With that in mind, enjoy Mario 2!

CONTROLS

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Mario 2 doesn't have a control scheme like the other games in the series, but it's still a great game in its own right. There's plenty of stuff for all four characters to do on their journey to defeat the evil Wart. Here's a quick rundown of how everybody works in this game.

D-pad

-> Left and Right let you walk left and right.

-> Up and Down are used to climb ladders, vines, etc. and go through doors.

A Button

-> Jump. Each character has a different sort of jump, which is explained in further detail below.

Mario: An average jump. It should be able to get you most places.

Luigi: When Luigi jumps, I can't help but think he's wiggling his legs as if he's doing the Peepee Dance and has to go to the restroom really bad. In spite of his bladder control problem, Luigi can jump quite

high and can reach some spots that Mario cannot. You'll have to trade in handling for vertical distance though. It can be hard to get Luigi to stop on a dime.

Toad: This little Mushroom Kingdom citizen is short and therefore doesn't get much height from his jumps. Because of the little bugger's speed though, he can get some major length from his running leaps.

Princess: She probably has what is the most useful and coolest jump in the entire game. Maybe that dress of hers has some super wind-storing capability, because if you hold down the jump button, she'll do a sort of gravity-defying float in the air and will stay there for a few good seconds. Because of the distance you can get out of this one, the Princess is good for finding secret places that lie far out of reach of those characters of the masculine gender. Running before you do the lunar float can get even better mileage out of the fair lady.

B Button

- > Pluck objects from the ground or another surface.
- > Hold down while walking to run.

Start

- > Start the game from the title screen.
- > Confirm character selections.

Select

- > Choose a character at the selection screen.

ITEM SUMMARY

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Super Mario Bros. 2 is not without a weird assortment of items, and they are listed here in no particular order.

Small Vegetable

Easy to uproot, can be thrown very far without the aid of other buttons.

Large Vegetable

These are a lot bigger than the little dried-up radishes mentioned just above in the previous entry. You might have to hold the run button to get some distance from these bulkier turnips.

Small Heart

Kill so many enemies - five to ten or so - and a small heart will float up from the bottom of the screen. Touch it and will restore one heart on your meter.

Stopwatch

Pull five of the large turnips out of the ground and you'll receive this, a nifty little pocket clock that temporarily freezes all sentient life except for you. You can still be injured by frozen enemies, so just go around them or pick them up or something.

Cherries

These seem to be an odd little treat to be in this game, but picking up several yields a generous reward. Just you wait.

Starman

Pick up enough cherries and this will start to weave upward back and forth from the bottom of the screen. Invincibility is bestowed upon you for a few seconds when you touch a Starman, so don't waste the few moments that it's in your possession.

Key

Certain doors in the game are locked and require a key to gain entry to them. Picking up a key almost always means having to run away from Phanto (see the Enemy Summary below).

POW Block

Drop this in range of a group of grounded enemies and they'll all die from the resultant tremor (or be turned upside-down on their heads, depending upon the enemy).

Mushroom Block

They look like mushrooms and can be thrown at enemies. That's pretty much all they're good for. Oh, and if you stack them up, sometimes you can get to higher-up places. That might be good to know :)

Magic Potion

This red bubbly concoction is your key to getting to Subspace from the real world. Subspace is totally black, and while there you can get items that let you play in the bonus games and regenerate your health. Just break the beaker on the ground and a door will magically appear that leads you to this shadowy world. You only have a few seconds in Subspace, so it's best to use them wisely. Also, depending on where you drop them, you can also access other things as well as items. Sometimes a door will not appear if a potion is thrown down on a certain surface, so make sure where you're placing a portal is stable terrain.

Coin

All grass that is uprooted in Subspace yields one coin per tuft of grass. The more coins you collect, the more times you can participate in the slots at the end of a level. If you don't got the cash, you can't play no slots. Pick up as many as you can during your limited stay in the silhouette land of Subspace.

Mushroom

Also only found in Subspace. They'll add a heart to your life meter. You can't more than four hearts per level, and they don't carry over into other levels (you always start back at two when you get to a new area).

Jars

This is just what I call them because that's why they look like. If you duck

into one, you can sometimes reveal new areas with items that are essential to your survival. Try also ducking into them in Subspace, because some act as warp zones when you're in Subspace, but never in the other world (the "real" world, as it were).

Red Bomb

These go off shortly after being plucked from the ground. Use them to blow up stone walls to open up new areas.

Bob-omb

You can also pick these guys up from inside the ground, but they go off a lot faster. Getting rid of them in hot-potato fashion often results in expressions of hilarious panic on the faces of people who have never played this game.

1-up Mushroom

1-ups are plucked from the ground in this game when you're not earning them at the slots at the end of a level. Just uproot one and you'll have an extra life, simple as that.

Turtle Shell

Throw a turtle shell and it will roll along the ground, taking out everything in its path, until it runs into a wall or some such other surface it doesn't agree with. Follow a turtle shell as it rolls along the ground to kill more and more enemies.

Orb

Birdo hides an orb in the first and second level (sometimes the third) of every world except the last one. Knock him out three times with the eggs he/she/it spits or another viable heavy object to coax it out of him. Picking up the orb opens up the Hawkmoth, which will either lead to another level or the slot game if you picked up coins.

Rocketship

Occasionally you can pull a rocketship out of the ground. This occurs only whenever you've come to a dead end and the only way to go from there is up. It's fun to hear the noise it makes and then watch the animation that ensues.

ENEMY SUMMARY

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Being the black sheep and all, Mario 2 has enemies that weren't anything like the ones in its predecessor but have still found their way into some Mario games of the present day, such as Mario 64. Although all of these can be found in the credits at the end of the game, I'll catalog them here for your reference convenience. Enemies are listed in the order that you find them in the game's original instruction manual. I don't have the original copy anymore, but I found one thanks to the miracle of the Internet! Oh, I love it so.

Shyguy

Shyguys come in two varieties, red and pink. Red ones walk mindlessly off ledges, akin to the green Koopa-Troopas from Mario 1, whereas pink ones stay

on a given platform much as the red Koopa-Troopas once did.

Tweeter

These birds hop around in fairly predictable patterns. The hop is more like a bumble, so it's easy to get on top of one and use it as a projectile.

Snifit

Red Snifits just stay in one spot and spit out bullets. Gray Snifits jump and spit bullets, but they still only stay in one spot. The pink ones are probably the biggest problem, walking and firing at the same time. Either way, the key is to avoid the bullets.

Ninji

Like most enemies we've listed so far, there are two varieties: one that walks and tries to pounce on you, and another one that just stands in place and jumps up and down. Neither is too difficult to deal with.

Beezo

Red ones swoop at you from the sky while pink ones come straight at you like little torpedoes carrying tridents. You'll either be jumping or ducking a lot around these guys - or both.

Hoopster

So named because apparently, to the game's developing crew, he looks like a basketball. You can jump on them and ride them instead of climbing vines yourself. They don't bounce off the ground when you throw them down, so they're basically pretty useless enemies.

Phanto

This is the guy I was talking about in the enemy summary. They usually guard keys in small groups, and one of them will chase you down until the day you die so long as that key is in your hands. Throw it down to ward him off for a while, but he'll be on you as soon as you pick it back up. The only way to get a Phanto permanently off your back is to open the door that the key goes with.

Trouter

Trouter jumps in and out of the water. It's not advised that you pick up and toss these fish around, but rather that you use them as rides across long stretches of water (such as in World 5-1).

Porcupo

His back will tear you to shreds. The most effective way to kill one is to throw a Mushroom Block or other enemy at it or drop a POW Block in its vicinity.

Bob-omb

The ones you run into on land don't detonate quite as fast as the ones that you pull up from underground. Still, you need to get away when they start flashing. That's the sign that you should be evacuating the area lest you be at the brunt of an explosion.

Albatoss

You can't pick Albatosses up, so they can be used as handy rides across long expanses of abyss. Sometimes they fly solo; other times they use their talons to drop Bob-ombs on you from the skies.

Pidgit

If you pick him off the carpet he rides, you can cruise around on it for a short period of time. Try and get him when he swoops down at you.

Cobrat

Cobrats hide inside jars or sand until you get close to them, and then they jump out and fire bullets at you while moving around in a haphazard fashion. They're one of the harder enemies to kill.

Panser

There are several varieties of Panser - some that move and shoot fire, some that stay still and shoot fire. Some even jump! In any case, they're tough to deal with, so throw some kind of object that you can pick up at them.

Ostro

In the original manual, this enemy is referred to as Birdo, and the boss at the end of every level being Ostro, but since this enemy clearly looks more like an ostrich, I'm giving this one the title of Ostro. Shyguy rides around on him, so pick him up and throw him at Ostro to take them both out of the picture. Besides, the trophy on Super Smash Bros. Melee says "Birdo" for the end-of-level boss, so I'm just going with what I think is appropriate. DO NOT E-MAIL ME TELLING ME I GOT OSTRO AND BIRDO SWITCHED AROUND. I WILL DELETE IT.

Pokey

Since this game, Pokey's made a few appearances in other Nintendo games (like Super Mario World and Super Mario 64). You can take out each of his segments separately or handle him in one fell swoop by throwing a POW Block down on the ground.

Autobomb

Grab the Shyguy off the top and take a ride on this rolling cannon device that blows fire. You will occasionally have to hitch a ride on one to get across beds of spikes.

Flurry

They come at you at breakneck speeds, but their handling isn't very good and they often skid a whole lot before they come back around to chase you. Jumping over them is the best course of action, but if you feel you can land on top of them, they make good objects for throwing at other enemies.

Spark

These travel either fast or slow along a surface. They can be killed with objects, but don't you dare touch them.

Birdo

The boss at the end of every level that keeps the orb that lets you go in the Hawkmoth. Usually they shoot eggs, fire, or a combination of the two. You can't grab fire, so use either the eggs or another object in view to take him out in three hits.

Mouser

Mouser throws bombs at you that you need to throw back at him. If one blows up while he's standing on it, you'll score one of the three hits needed to kill him. He throws them all fast and furiously at you, so it'll take a fierce amount of concentration to keep up.

Fryguy

Starts out as a large fireball, will split into tiny ones that move faster and faster as you decimate their number. Stay above these little ones as best you can.

Tryclyde

A three-headed snake who can't do much else aside from spout fire at you with its three craniums. It's not triply difficult to defeat though, just chunk a lot of Mushroom Blocks at it and it'll be down for the count.

Clawgrip

For a crab, Clawgrip has quite the throwing arm. Were it not for the fact that the NFL discriminates against crabs, he'd probably be a shoo-in for a quarterback on some team. The key against him is to pick up the rocks he throws at you and use them against him. Give him a dose of his own medicine, so to speak.

Wart

The main bad guy in the game. Wart has a strong aversion to vegetables, which doesn't explain why he would choose to invade a land that is so rife with them. He has proclaimed himself the king of Subcon and created all kinds of monsters - the ones you've presumably read about above - using the "dream machine" (that funky-looking device in the middle of his lair). Beat him and you'll beat the game. It's that simple.

LEVEL SOLUTIONS

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World 1-1

It's a massive drop through a dark black sky! Make your way to the bottom, killing the pink Shyguys if you wish.

Climb up the vine to the tall plateau and throw the pink Shyguy off the edge. Uproot the plant on the right to get a potion and drop it where you're standing. Go into the parallel world and get the three coins and a mushroom that will increase your maximum life by one heart. You can get four hearts at the most in a level, and they don't carry over into other levels.

Kill everyone on the ground with the POW block provided. Doing this makes a small heart float upwards that can heal you for one heart if

you're injured. Get the cherries around you and go up to the log bridge. Kill the red Shyguys and the Tweeter and jump across the two logs floating down the waterfall. Across the way on the top ledge is another POW block. On the same ledge as this one is a 1-Up. Pull it out of the ground to get it.

If you get both sets of cherries hanging in the air, a star should start floating slowly up from the ground. This happens when you get five cherries. Haul your body to the door past the log and kill the Ninji that's there when you get in.

There are two ways you can go after climbing up the vine. If you run and jump to the area past the waterfall, you will find a door encased within a rock barrier. Squat and do your mega-jump to make it to the top and throw the pink Shyguy down the ladder. The two plants in the ground are bombs. If you time it right, they will blow up the wall when you throw them down there. If you throw it too late you'll get hurt, and if you throw it too early you'll kill the Shyguy. You'll know when a bomb is about to go off because it will flash. The door then leads outside. Go over the wall and you'll be right at Birdo.

If you want to do things the long way though, head out the door to the right. The first tuft of grass to the right of the door is a potion. Walk about to the midpoint between the top plateau and the vine. If you place the potion right, you get a mushroom and up to seven coins, which amounts to a chance for big winnings in the slots at the end of the level.

Kill the Hoopstar with the Shyguy and go up the vine. This leads to a high mountain area in which you will have to navigate upward. Kill enemies as needed until you're at the top. Climb the vines all the way up, avoiding or getting rid of the Hoopstars, until you make it to the top. Find Birdo and kill him by tossing three of his own eggs at him. When he dies, you'll get the crystal that opens the hawk's mouth, and you can exit the level.

World 1-2

Pull Pidgit off his carpet and ride it across the pit, dodging Beezos as necessary. Ride it until you reach the safe ground, or you can keep riding it to reach the high-up cherry. Near the edge there is a potion. Drop it about in the middle between the two pipes and get the mushroom and whatever coins are available.

Inside the first pipe are a Tweeter and a lone blade of grass in the middle. It's a 1-up - take it.

The second pipe is a different story, although you really don't have to go in it at all. To avoid the mess involved in the second pipe, take one of the Ninjis and throw him next to the locked door. Stand on him and squat until you begin flashing, then pull a mega-jump to the top plateau. This works best with either Luigi or the Princess.

If you have to do it the long way though, go in the second pipe and grab the key. Taking the key will awaken one of the Phantos, who will follow you until you unlock the door or you drop the key. Luckily, it's a short trek to the locked door, so get out of the pipe as fast as possible and unlock the door, killing the Ninjis with the key to get Phanto off your tail if you wish.

Inside are three cherries. Getting them all will almost certainly result in you getting a star. While you're invincible, quickly blow up the wall and kill the gray Snifit.

Climb up the ladder and place bombs at the far right end until you can get through. If you pick up the potion at the top that's all right, but take it to the far right and don't go in until you have a clear path to the bottom. At the bottom is a mushroom that you can't get unless you bomb a path to the bottom beforehand. Avoid the walking Ninjis and jump to the exit.

Once outside, go to the top platform and kill the Snifit with the walking Ninji. Get the potion and take it to the area with several spots of grass to rake in the dough for the slot game.

When you've amassed a plentiful amount of coins, go into the door on the right and face Birdo, using the same tactic as before to bring him down.

World 1-3

Use the hawk's head to get up to the first plateau and then move along, killing Snifits and collecting cherries. Get the potion and place it where you're standing and get the mushroom, but DON'T TAKE ANY CHERRIES! The star will appear in the parallel world and you'll miss it if you take the fifth cherry. Instead, get it in the real world and move as far ahead as possible once you have it.

If you jump across the logs at the waterfall and make it to the top of the cliff, there is a row of five vegetables. They are all the same vegetable (the big turnip), and if you get five, the fifth one is a stopwatch that temporarily freezes enemies.

When you get to the part that looks like a log supported by two other ledges, pull the first one on the bottom to get a potion. This is one of two things: a coin opportunity or a warp opportunity. If you want coins, drop the potion now and get them. If you want the warp, advance all the way to the right, avoiding the Ninjis and Tweeters in your path. When you get to the pipe, drop it and go in the door, then jump on the pipe and go inside it. You'll be taken directly to World 4.

If you are not using the warp however, use the potion for whatever you want and go in the door in front of the large brick wall. Start making your way to the top.

Climb up the chain. It works just like a vine. Kill the Sparks to your left with a Shyguy to avoid a mess. Start stacking Mushroom Blocks on the ledge above you. You can make it up to the next one with one Mushroom Block and a mega-jump or three Mushroom Blocks and a normal jump - whatever floats your boat.

Take either fork in the path up. Evade the Sparks and go in the door. Oh great, another Phanto. Just to be safe, kill the Sparks with the key, then pick it back up, head out the door, and start moving quickly downward.

Run and fall as fast as you can to the bottom, but make sure you hang to the right once you fall in the pit near the Snifit. If you fall in the spikes it will be very hard to get out.

Now that you're inside, you should be on higher ground with a Sparks running amok below you. If you got enough cherries earlier, the first one you get should yield a star, and there's still another star opportunity in this room! Move swiftly but cautiously and get every cherry you see to make sure you get another star. Once at the end of the corridor with the Ninjis, pull the crystal, go in the hawk's mouth, and get ready to face Mouser.

Blow through the wall with a bomb and catch the bombs that Mouser is throwing out. (Where does he get all those?) When you catch one, throw it onto the ledge that he's on, and if you got it right, the bomb will blow up and hurt him. Three bomb blasts will do the trick; when he's dead, go in the door that materializes and play some slots.

World 2-1

Watch out for the Cobrats that pop up out of the ground and out of pipes; they fire bullets at you. If you go in one of the tubes along the way here you'll find a green Snifit guarding a tuft of grass on the ground (a turtle shell). You can either take the turtle shell with you or leave when you find the place useless.

When you get to the stack of blocks with grass on them, pull the leftmost blade up to get a potion. Throw it down, go in, and get the three coins and the mushroom.

Kill the Panser up ahead with whatever you can find - a pink or red Shyguy being available will do it for you. The next cherry you find gives you the almighty star, so get it and run to the pyramid.

Eliminate as many enemies as you can before the star peters out. Once it does, start digging through the sand to the bottom. Get as many cherries as you can. Unless you can't get your butt in gear, the only real danger here is the Snifit that jumps up through the sand and fires bullets at you. The Shyguys don't present any real danger.

At the bottom is a ladder. Move down the ladder and go into the door. Once again, you'll be confronting Birdo. Throw eggs at him and go to the exit.

World 2-2

Jump up the ledges in the cave and go outside, being wary of Cobrats hiding in quicksand. Make it over to the first Cobrat stowing away in a pipe. Pick him up and throw him at the red Shyguy, then seize the potion and move over to the right a few steps before tossing it. When you go in the door, pick up the mushroom and however many coins are there for pickup.

Jump to the very tall pipe with the Cobrat in it and use him to kill the Beezo up ahead that will swoop down in an attempt to hurt you. Do as you wish with the next Cobrat, but be careful of the quicksand. Stay on the spring acting as a log, because if you get in the fast-sinking quicksand, you'll have to do some very fast A-tapping.

Go in the door tucked into the wall once you're on safe ground. There is a destructible wall next to you. The bombs are all on the ledge just below you. To make it through the wall, you'll have to pull up a bomb, squat and wait for your character to flash, and then jump up to the ground with the door and throw the bomb at the wall. You might also

want to uproot the plant at the very bottom -it's a 1-up.

Enter the area you just bombed through to and you'll find a stack of blocks with two pink Shyguys and five tufts of grass. The one in the middle on top is a potion. Just activate it and go inside to get the mushroom and however many coins you can get (up to four in this one).

When you come out, you can easily get rid of the recovered Shyguys with the item to the left of where the potion was - a POW block.

Exit the cave and pick up the Cobrat in the last pipe. Jump over the cacti and throw him at the Panser when you have an opening. Climb down the vine to the cave below - yes, more digging.

When you get the star, keep digging. Don't worry about Shyguys falling on you while you're invincible. When you come to the fork in the path, dig down to the right and avoid the green Snifit as he moves up. When you go into the door, you will face a Birdo, but not like the other three that you've had to fight. This one is red and will spit out a combination of eggs and fire. You can either chance getting eggs along with the fire, or you can use the Mushroom Blocks provided to romp all over Birdo.

World 2-3

Climb out of the cave and get the first plant on your right, which is a potion. Take it all the way to the left for only one coin, but also a very valuable mushroom.

Be careful when you go back to the right. A swarm of Beezos are infesting this area. There is a potion in the door at the top, but it is very hard to get unless you are Luigi. If you can jump up on Beezos as stepping stones to make it to the top you can try, but don't try mega-jumping as you won't stay standing on a Beezo while you try to squat.

If you do happen to make it into that room however, the potion is the first plant to your right. Do not throw it in the same spot as the door or the door to subspace will not appear. You have the potential to get nine coins in this room, but five or six is a more reasonable number to aim for. You also will already have four hearts, making you well-equipped for this level.

Go out the door and head right, grabbing cherries until they yield a star. When you reach the Cobrat, pick him up and throw him at Pokey, then go into the pyramid.

Fall down to the left, but stay to the right so you can kill the red Shyguys in the small alcove with a POW block and hopefully gain a heart if you're hurt. When you reach the sand, starting digging to the bottom. Seeing those Phantos is definitely not a good thing...

The key is in the door at the bottom, and you have to take it up to the locked door to get any farther. If Phanto gets too close to you, throw the key somewhere in the sand, then jump and dig to it to pick it back up. If you get a star, it will be extremely helpful; just keep jumping and jumping with reckless abandon until you make it to the door.

The boss music starts playing when you get in this door. Get more cherries by digging through the sand and hopefully getting another

star. If you get the star, no matter what you're doing, plow ahead to the hawk exit. Once you get there, you will be confronted by Triclyde, a three-headed snake that blows fire so much it's a wonder its lungs aren't wearing out.

When you hit him three times, he will die and the door will materialize for you to enter and hopefully play some slots in.

World 3-1

Go into the door to the right, and instead of making your way up, fall down the waterfall. Stay in the middle so you don't die in the foam at the bottom though.

Once you go in the door, you will see a plentiful garden inside. With this grass around, you're going to wonder which one is a potion so you can get as many coins as your hands can pull out of the ground. Well, here's a little hint: if you count from the right, it's the sixth one down the row. Drop it here for your cash flow, and if you wish, come back again; the pipe next to the exit is a warp to World 5. Going in the exit will send you back to the cliff you took the plunge from.

Go all the way up on the clouds. When you get to the Pidgit, steal his magic rug from him and just make a straight beeline up. The Beezos won't get you as long you're moving straight up. Jump to the vine when you get there. There is a special shortcut at the top of the level here.

If you are Luigi or the Princess, you can either make a running jump with Luigi or use the Princess's super floating abilities and make a huge leap to the left. There is a door much like the one in World 1-1 that takes you to a spot where you can easily reach Birdo and the end of the level.

If you are Mario or Toad, or you are Luigi or the Princess and feel like going the long way, here's what you're looking for. Kill the gray Panser with a Mushroom Block or the pink Shyguy wandering around, then take the leap to the narrow ledge with the two plants. Drop the potion (the one on the left) on the narrow ledge, then go in and bound over to the mushroom. This is probably by now a much-needed energy refill. The other plant is a small radish which you should use to take out the red Panser up ahead.

On the mountain here with the ladder is a pink Panser that moves and shoots fire. The first time you see it, kill it with either a vegetable or the pink Shyguy sharing the ground with him. Climb down the ladder and find the potion in the row of six plants here - it's the first one in front of you. Take it over to the left by the ladder and drop it. When you go in, you have to be quick - the mushroom is on the other side of the wall, so you have to go in, climb up the ladder, and basically run down and hope you land on the mushroom and grab it in time. The pink Panser will be back, so take the hit and run forward to the door.

Inside is another red Birdo. Since the Mushroom Blocks are behind Birdo, it's best to just chance it with the eggs.

World 3-2

** Unfortunately, because of some experimentation I was doing, I had to

play this level as the Princess. Now for you fans of Toadstool, I'm not saying she's a bad character - I'm just not the first in line to play as her when I pick up this game.

You start off with a Shyguy riding an Ostro coming at you. Clear them, then either pick up one of the Beezos and keep it in your hand or pick up one of the two plants you see just ahead. You're going to need either one to take out the gray Panzer shooting fire as an obstacle ahead of you. When you get to the pairs of Ostros and Shyguys, either pick up a Shyguy and do them all in or eradicate them as best you can with a POW block.

I tried clearing the pit to your left in the sand cave with the black background - even with the Princess, it is just beyond your reach.

On the surface, go all the way to the right and kill the gray Snifit with something - anything - and get the leftmost blade of grass on the green ledge. It's a potion. Just throw it down and get the mushroom and coins. When you get all that, either bomb to the underground or go back and pick up one of the POW blocks (the bombing is easier).

This cave is going to require more than a little thinking to get through. When you first move down the ladder, you'll see a ton of destructible walls. Take a bomb from the top and blow up the first wall on the bottom floor with it. Before the next wall are two tufts of grass which are also bombs. DO NOT USE THEM BOTH FOR THE NEXT TWO WALLS! If you do, you'll have to take a bomb from the top floor all the way to the fourth wall on the far left of the bottom floor and it will blow up in your hands. Instead, use a bomb from the top floor for the second wall. You can then use both bombs on the bottom floor to excavate forward. Ahead are three Tweeters. Kill them all and jump up to the ladder, which of course you should climb.

Back outside, run through the sporadic bursts of falling fire when it's safe.

Once again, you will climb a ladder down to the underground. Jump the narrow cliffs until you get to the ladder. If you are the Princess, you can skip going up the ladder and float across to what would ordinarily be the next room anyway. If you're not the Princess, climb this ladder and go down the next one.

If you took the shortcut in World 1-1, you'll know how to do this next part. Wait until the bomb is about to explode all over you, then throw it down. Executed perfectly, this can actually blow up three bricks at once.

Climb up the ladder and move to the left. There are two holes bricked off, and each contains two Porcupos, an enemy you haven't encountered yet. Blow a hole in the bricks to the right. The first blade of grass (from the left) is a bomb, the second is the potion, and the other two are vegetables you can kill the Porcupos with. Drop the potion after you bomb the hole and heave up the mushroom down inside. Go and climb back up the ladder.

To the left is the door to Birdo. Once again, Birdo is red, so you can either use the Mushroom Blocks or take your chances with the eggs and fire. I wouldn't suggest using the Mushroom Blocks unless you hold right or left while you're picking them up to avoid falling to the lower level.

World 3-3

From the entrance, jump up to the door and enter it. Outside are several Albatosses, so named because they toss Bob-ombs down onto you, which stop in their tracks and blow up after a moment. Out of the four spots of grass in front of you, the one farthest to the right is the potion. Throw it near the small red pillars (the ones that go smallest to largest). When you enter the door, you can take a mushroom and three coins.

Run to avoid the Albatosses, Bob-ombs, and the Ostro and Shyguys and enter the large brick building.

The four plants next to you when you enter the door, starting from the left, are a Bob-omb, a potion, a turtle shell, and a POW block. Take out the walking Ninjis with the turtle shell and take the potion between the normal door and the locked door. When you go into subspace, there will be a mushroom at the top of the ladder.

The open door next to the locked door is useless. Go up the ladder and kill the Ninjis, then start making your way to the right, jumping to each brick ledge in your path. There is a POW block to the left if you wish to use it.

In this next room are small pots that are overflowing with red Shyguys. Do not worry about a single one. Just get to the top. You can cross to the left side of the screen by walking through the right side and vice versa. In the door at the top is the key to the locked door. Kill the Sparks with it first, then haul out of the joint. Throwing the key on top of the small pots will not only get rid of Phanto, it will block the flow of Shyguys and give you a bit of relief if you need it.

Run down through the pots until you get to the door at the bottom. When you do, run to the locked door. Phanto should not get you as long as you chug along to the door. When you enter, be prepared to do a little bit of hot-footed jumping.

Jump up through the small space on the right, dodging every Sparks you see. When you get to the top of the wall and the first big plus sign, go to the left when it's safe, climb up the ladder, and drop down onto the big plus sign. Leap around on all the plus sign ledges until you come to a ladder to your right. Make a running jump over to it, then get on top of the rectangle-shaped metal floor and jump to the ledge with the door. Go in the door.

Watch out for the Tweeteters from above, then when you get to the top, make a running jump and land on the middle of the chain to avoid the fire being shot by the red Pansers. When you get to the top of that chain, hold up while moving to the right to stay out of their line of fire. Go through the door when you make it to the top.

More Sparks await you in this room, so be extra careful here. There are enough cherries in this room to yield a star, so when you get it go on up to the top. Climb the big ladder and go in the door to the outside.

Pick up the turtle shell outside and run along with it as it knocks Ninjis out cold. There are enough that killing them all will give you a heart in case you're injured.

The boss here is once again Mouser, but his ledge is higher up and he will take five hits to kill this time. Employ the same bomb throwing tactics that you did in World 1 and he'll be a goner.

World 4-1

Ah, an ice world. How discomfoting.

Avoid the Flurrlys as they fly at you on their skates. Go get the potion between the ice ledges and wait for any Flurrlys to fall in the water before you throw it down. Throw it where you're standing for a mushroom.

When you get all the way to the right, there is another potion in the left tuft of grass on the topmost cliff. Throw it down and get the mushroom, then drop down into the alcove with the single blade of grass and pull it up. It is a rocket that will send you up to the next area.

All you have to do in this area is make it past the Flurrlys and the Shyguys manning the Autobombs. The Shyguys are able to blow fire at you from the cannon as long as they are riding the Autobomb, but if you take them off, the Autobombs will be disarmed. Best of all, there's no Birdo in this area! You just have to pick up the crystal ball and go into the hawk's mouth! Yay, a freebie!

World 4-2

Go to the right and climb up the vine, then do whatever you have to do to evade the Beezos. Unlike most of the time where they swoop down at you, this time they headed on a beeline path (no pun intended) toward you, so jump, duck, run and whatnot as you see fit to avoid the little buggers (again, no pun intended). Also watch out for the Flurrlys that come at you while you're oing around the Beezos. Jump on the cloud and go into the door when you make it.

What's this? A bunch of whales? Why yes, and you can ride the water spouts that come out of their blowholes! (But if you run into the water spouts they do hurt you.) From your cloud of safety, go to the left onto the short whale. The clump of grass on the left side of his back is a potion. If you drop it where you are, you can get a mushroom resting on his tail. This whale does not blow a water spout.

At the three white rock ledges in the water, the tallest one contains a potion. You can either use it as a coin opportunity or take it to the warp zone here (that's right, I said warp zone!). If you're going to take it to the warp zone, you'll have to make some well-placed jumps. Leap carefully from one whale to the next until you get to the last one. Ride his water spout to the ice ledge above you, then jump to the next one and drop the potion so that you can go from the top ledge to the whale to the warp pipe. Make a running jump from his tail (it's difficult, I know) to the pipe and duck inside it to transport yourself to World 6. If you don't use the warp pipe, take the potion down to the middle white rock ledge and rack up some coinage.

One of the cherries up ahead should release the star, so when you get it take off running as usual, all the way to the metal ledge with a plant in it. This one is another rocket that takes you up to another area. Oddly enough, when you touch the whales' water spouts with a star equipped, it blocks the flow of the water when you stand on their

blowholes!

Rip the Shyguy off his Autobomb and ride it down across the spikes. If you picked up the cherry wedged between the wall and the ice pole, you can get a star here too. The plant next to the spike pit is a potion. Ride the Autobomb across and throw the potion on the ledge with the door to get a fourth heart before facing Birdo.

Once again, Birdo is red, and this time you don't have Mushroom Blocks, so avoid the fire when it comes and take every egg-throwing opportunity you can get.

World 4-3

Climb up the ladder to the outside and - huh? Wh-wh-what? Birdo??!? Yes, sadly, it's Birdo, but don't kill him. You need his help to get across the lake to the right. First though, get the potion on the white ice cliff with the door you just came out of and take it to the left. Jump on the tallest ice pole to nab the mushroom and an early third heart.

Ride one of Birdo's eggs across the sea and jump to the thin red ledge. Don't waste your time with the clumps of grass here, they're all tiny vegetables that are useless to you. Enter the green brick building.

Move all the way to the top as quickly as possible, bounding over any Flurrys that speed at you. Most of them can easily hit you, so avoid every one you see. Outside is a green castle with two spots of grass to your right. Since there are two "towers" here, here's what to do, take the potion (the one closest to you when you come out the door) and carry it to the left where the clouds are. Jump to the first one and mega-jump up to the second one, then carefully leap to each of the top bricks on each tower. The last one on the far right has the mushroom sitting on top of it. Get it and leave subspace and go in the door to the tower on the right.

In here, you will have to ride the red Shyguy across the spikes and down into the pit. To get all the cherries, move to the left right after your fall, then hug the wall on the right, then move slightly to the left, and then move up against the wall on the right again. GO IN THE DOOR BEFORE GETTING THE FIFTH CHERRY! The key to the door at the bottom is in here, and so is Phanto and a couple of mindless Flurrys. When you get the star, run to the bottom and unlock the door.

Outside, while moving to the door on the right, a Beezo will fly at you, but nothing else special will happen, so avoid him and enter the door.

This is the room before the boss, so if you're low on energy, fall in the pit on purpose. You'll lose a life, but you'll have full energy.

Fryguy is not difficult, he's just fast. He can also only be hurt with Mushroom Blocks, so take one from the top and move over so you're still on the top ledge. When he crosses under you, drop it on his head. Repeat this with the remaining Mushroom Block, then just pick anyone and throw it at him.

That's not the end of Fryguy! Now he splits into several tiny Fryguys, and for every one you kill the remaining ones move faster and faster. If you can group some together and kill more than one at the same time,

that will make your job easier. When you kill all four mini-Fryguys, go through the door that materializes.

World 5-1

Use Luigi throughout all of this world - his supreme jumping abilities will pay off in each level. Take the red Shyguy off his Ostro and use either the Shyguy or the Ostro to kill the red Panzer up ahead. Fall down to the rock ledges and jump to each one until you reach the door.

There is a potion on the very tip of the ledge you enter this cave on. This one is merely a coin opportunity, so get what you can.

This next part is a true test of your jumping ability. You will have to hop successfully over several falling logs, and in some cases, leaping fish. You can't pick up the logs, but you can pick up the fish, so be careful when you hold down the run button.

When you get to the ledge with two blades of grass, the one on the left is a 1-up and the one on the right is a potion. Take the potion to the low ledge near where the lone Trout is capering to get a mushroom.

The next mushroom is a little harder to get but is not far from where you are, and any character can make the jump needed to get it. At the last log, make a running jump above the screen so that you land in an area where two Mushroom Blocks are wedged between the walls. Go over to the one on the right and pull it out of its tight spot. The potion is all the way to the left, so when you throw it on the ground and enter the door, the mushroom will fall all the way down to the ground where you are. If you didn't make it up there to pull out the Mushroom Block ... tsk, tsk.

In the next room is a Birdo unlike any you've seen yet - a gray Birdo. Since it blows nothing but fire at you, you'll have to use the Mushroom Block provided to kill him. Jar its brain with the Mushroom Block three times and this one's in the bag.

World 5-2

Go up the ladder and all the way to the right until you see a pipe. The potion you need for the mushroom is inside, so duck into it and bomb through the floor with the explosive device provided. Avoid the Porcupos and seize the potion, then make your way outside with it and just drop it to the right. The mushroom is on the low ledge below, so get coins first.

Use the Hoopstars scaling the palm trees to get up to the higher ledges. When you get to the gray Panzer, kill it with a Hoopstar. The fiery flower is nearly impossible to vault over. After pulling up so many vegetables, there should be a stopwatch up ahead. Skip the Ninjis and pull up the POW block. Take it over to the Porcupo, Ostro, and Shyguy at the vine, but wait until they unfreeze to drop the POW - it won't work while the stopwatch is in effect.

Climbing the vines on the next screen is easy - just avoid the Snifits, Beezos, and Hoopstars trying to thwart you.

When you enter through the next door, there is a POW block that is getting in your way to the bottom. It's a pain to have to fall with it, so take it and move right or left while you're picking it up to keep it

up where you are. Toss it on the thin red ground to rid yourself of it.

The spikes at the bottom can be hard to evade, but with a few tries it's nothing. Stay to the left, then hang a hard right, then move left some, then move to the right, but not all the way to the right. There's still a spike or two at the bottom. Birdo is through the next door, and luckily, he's red this time. You can actually get a freebie on him by tossing the Trout that's leaping up and down at him, but the rest of the hits will have to be with eggs.

World 5-3

If you're looking for warp zones, Luigi is the only one who can get to this one. Climb up the ladder and observe the pipe above you. Have Luigi squat and do a mega-jump to get up to the pipe. Just pull the potion out of the ground and enter the pipe for quick transit to World 7 - the last world!

If you don't want to or can't use the warp, move cautiously to the right and prepare for a massive air attack. Albatosses will be coming from every which direction releasing Bob-ombs on you, and you're going to have to engage in some hot-footed jumping to get by them all. The first blade of grass is a potion; throw it near the last brick wall to get a mushroom which you more than likely need desperately right now. There is another potion just after it; use it for getting coins.

Run until you see a brick wall blocking a plant. Jump on top of the wall and get the potion (it's the middle of the three), then drop it on the brick wall to the left. You'll have to get one of the Bob-ombs to blow through the wall successfully to get the second mushroom. The plant inside is a normal bomb that will let you get to the ladder faster.

Down the ladder is a small pot held shut by a spotted Mushroom Block. Take it off and make one of the Bob-ombs blow through the hole in the floor. You can use a bomb to blow through the wall in front of you easily enough, and there is a turtle shell on the opposite side of the wall. Kill the next Bob-omb with it. Take out the red Panser with either the vegetable in the ground or a Bob-omb who comes around as a result of backtracking. Go through the teal-colored door to the left.

Avoid the Sparks as you extricate the Mushroom Blocks from their cozy spots in the wall. Plug up any small pots you see. Red Shyguys will flow out like crazy if you don't.

Making the trip up through the left side is easy. Just avoid the pink Pansers that move and shoot fire at the same time. Boss music starts playing when you go through the door at the top, so be ready to fight Clawgrip. This is the only time you'll fight this boss, and that's probably a good thing.

Pull up all the vegetables and get the stopwatch. You can kill the Pidgit with the Snifit or wait for time to start going again and burgle his carpet yourself. Stay high on this carpet - another Pidgit lies in wait when you make it back to land.

There are more vegetables on land - enough, in fact, for another stopwatch opportunity. Hop across the clouds and pick up a frozen pink Shyguy. Take him with you to the log bridges and ... aw, geez, you gotta fight Birdo first. He's red, so chunk your stupid Shyguy at him,

then finish him off with eggs. The hawk's maw will expand, and when you go in you'll have to fight Clawgrip.

Clawgrip is not like Mouser in that you cannot catch what he throws at you, which is some really hard rocks. You'll have to wait till they tumble across the ground and pick them up as you would a POW block or a vegetable. Five hits will do Clawgrip in for good. Be warned: this guy can chunk these rocks at you pretty hard, and if you're keeping your distance, he can go long too. The best strategy is probably just to stay in close and jump when boulders start dropping to your level. From there you can pick them up and toss them at him. As usual, go through the door when it materializes.

World 6-1

It's your triumphant return to the desert world! Ha ha ha haaaa bleah. That means more Cobrats = more enemies = less fun. This is not the greatest world to be in. I suggest skipping it with the warp when you make it to World 5-3.

In the first pipe there is a potion. Throw it down on the spring lying on top of the quicksand. In this spot you'll have to be fast - the mushroom will sink through the quicksand if you aren't fast enough. It moves down slowly though, so there's a good chance of you making it. Kill the Pokey to the right however you have to; just get rid of him. He's annoying.

The first mass of quicksand ahead of you pulls you in fast. Don't get mired down. Take the pink Shyguy and kill both Cobrats with him. There is a turtle shell in either pipe if you want it. Use it to kill the two Cobrats hiding right next to each other.

Up next are two annoying Pokeys. Between the group of cacti are two plants. The first is a pumpkin; kill the first Pokey with it. The second one is a potion. Jump on top of the second Pokey and move past the pink Panser (it doesn't matter if you get hit once) and run all the way to the right. Once at the small building, throw the potion anywhere nearby to get the fourth heart.

In this room there are a whole lot of small pipes. Pull the Mushroom Block off the third one. A Cobrat will pop out and hurt you. Just throw him away somewhere. There is sand inside this pipe - something that is in very few of the others. At the bottom are four plants. The one on the left is a 1-up. You can earn a heart in here easily in case you're hurt too.

There is sand in the first tall pipe you see, but there are only tiny vegetables at the bottom. You're looking for one with a key in it. Yes, a key. That should alert you to the presence of Phanto nearby. The key is in the fifth pipe from the right. Once you have it, jump, but drop it frequently because this Phanto is a little harder to avoid. Once out of the pipe, run with the key to the small building ahead.

You will have to fight a green Birdo here that blows nothing but fire. The Mushroom Blocks can be used to eradicate it.

World 6-2

If you have an aversion to heights, avoid this level.

What I mean by that is that this level will have you high up in the sky, fearing for your life. You have to fly across Albatosses (don't worry, they have no Bob-ombs this time) to make it to the Birdo at the end of the level. First, pick up the pumpkin at the beginning and keep it in your hands. Throw it at the green Panser when you come to him. After defeating him, quickly reboard your Albatoss.

Squat until you are flashing, because it will take a mega-jump to get up to the next ledge. There are two plants up here. One is a potion. Gee, I wonder where they're going to put the mushroom...? :)

After getting the mushroom, catch the Albatoss flying to the left (yes, the left) and fly back to the beginning of the level. There is one flying at a higher altitude that you need to catch. Fly back over familiar territory, leaping over the Beezos and the wall of Albatosses when you come to them. From here it's a steady, non-turbulent flight to the end of the level.

Another green Birdo awaits you inside the cave. Employ the usual Mushroom Blocks and you'll easily succeed.

Also, an anonymous source has given me the Game Genie code PPXAOIAA, which allows the Princess to clear the whole chasm in an enormous lunar float. If you like the Princess and want to get out of this one quick, use this code, as her floating capacities are gazillionupled with this code in place.

World 6-3

Climb up the ladder, then if you want it, go to the left for a nifty trick. (Okay, so I know this one. Sue me).

It works best with Mario's measurements, if you want to pull this off the easiest. With Mario, hold left against the wall and sink in the quicksand until all you can see is Mario's hat. You will amazingly start moving to the left! Yes, it's a secret passageway, the only one in the game. Keep jumping and holding left until you make it to the other side of the wall. Go in the door and you'll be high up on a cloud. Jump across the other clouds to the pyramid at the bottom and go in, where you'll have to fight a red Birdo to get to the boss. I'm not saying who the boss is yet. (No Tony Danza jokes, please.)

If you think that sounds too complicated, here's the long way, as if it's not. Pick up the potion and fall in the quicksand, throwing the potion on one of the two small cacti sticking up at the same time. This is the only way to get the mushroom, and you will have to do some major A-tapping, both to avoid the incoming Pokey and to keep the quagmire from bogging you down, because it's the kind that pulls you down really fast. Kill everyone in your way and go into the cave that is supposed to look like a scary face but instead looks like a sad, depressed face. (I do like how big the door is on the inside, though.)

There are a lot of cherries in here, and a lot of small pots that release Bob-ombs. Actually these should not be a threat to you. If you get them close enough to the pots when they're flashing, they'll blow up the pots and you won't have to worry about them at all!

Bomb through the wall and prepare for a Ninji onslaught. Really, only one can get you, so dig up one patch of dirt and throw him in it. Chances are he'll leave you alone.

Unless you want the mushroom (which requires a lot of bombing to get to), just bomb through all the walls on the top level to make it to the exit. The mushroom here just isn't worth the effort.

Everyone in the vine-filled area is easy to go by, so just skip past everyone and go to the top. Lo and behold: to your right is the pyramid that you STILL COULD'VE GOTTEN TO JUST AS EASILY BY TAKING THE SHORTCUT. Don't you feel like a fool? :)

Kill the red Birdo with eggs (easier) and go through the door. It's the Triclyde from the previous desert world! He still takes three hits to kill and he spits out fire more aggressively, but he's still the same old easy Triclyde. Slaughter him with Mushroom Blocks and he'll be kaput in no time.

World 7-1

Don't celebrate yet. You haven't beaten the game. Even though there's only two levels left, you're still a long way away.

Avoid the air assaults from the Albatosses and go get the potion. It's not on the white and green ledge with the three clumps of grass - that's where the mushroom is. Go farther to the right and uproot the plant on top of the pillar, and THEN bring it back to where the other grass was. THAT'S where your mushroom is.

At the far right side of the level, clog up the pot of Shyguys and go in the mushroom house. Did you notice which way the Albatosses are flying?...

Inside is a ledge full of coin opportunities, and there's a mushroom up there too! It's just that which one is the potion? Counting from the right, it's the third one. Get the mushroom and the massive amount of coins for big winnings at the slots.

Outside the mushroom house, hop onboard an Albatoss and ride him all the way to the far left side of the screen, jumping over pillars and reboarding as necessary. The tuft of grass all the way over at the left is a rocket like the ones from World 4.

This is probably one of the few spots in the game that requires exact timing to get through successfully. In fact you probably won't make it if you don't get the star that the cherries yield. If you do make it you'll probably be the tiny version of whoever you're playing as.

Climb up the ladder to another complex area. Avoid all the Sparks until you get to one trapped in by Mushroom Blocks. You'll want to kill both of them. Make a stack of blocks big enough to make up to the ladder area once you've killed both Sparks. Avoid the Hoopstars and the Snifit and go inside the mushroom house at the top. There is a gray Birdo who shoots nothing but fire, but now you only have one Mushroom Block to throw at him, so don't just throw it around and end up getting cornered. The last level awaits...

World 7-2

Kill as many people as possible outside before going in. Having two hearts when entering the castle is to your advantage.

You'll enter the castle on a conveyor belt - not the best way to start out. Shyguys will be pushing toward you. Jump over the first one and pick up the second one. Throw it at the one that comes out of the small pot at the end of the belt.

If you get hit, killing the Ninjis at the top should bring up a heart.

Avoid the Bob-ombs coming out of the pot and run down to the chain leading down to a lower floor. If you lose a heart, just make sure you don't get hit. Gaining one back in this lower room would be nice.

When you pull up enough Mushroom Blocks to make it to the bottom, go through the door. Staying on chains will keep you from being hit by Sparks; this is especially useful in the small compartment with three Sparks (two are moving fast). Go in the first new door you see. It is an empty room with a potion and an easily accessible mushroom. The potion is the one on the left - if you pick up the one on the right, get rid of it fast, because it's a Bob-omb.

With three newly replenished hearts, go back through the door and keep moving right until you enter another door. Climb up the chain provided. There are plenty of cherries in here, so move past the Sparks when it's safe. Kill them with your invincibility until it yields a heart.

When you go in the next door, there's a large room with chains for walls. Stand inside the chains to keep from getting hit by the Sparks, and run under the vertically-moving Sparks when he's moving up. Climb the chain to the next room. The only thing making this difficult is the conveyor belts. Make your way swiftly to the top and climb up the next chain for a pleasant surprise.... ;)

Yes, yes, it's a red Birdo. Not exactly welcome at this hour, or any hour, but it's too hard to move past him so kill him while you still can. Funny, it starts playing the boss music AFTER Birdo this time.... You notice a locked door to the right. I promise this is the last time you'll ever have to worry about Phanto ever again.

Go in the door to the right of the locked door to meet your archnemesis Birdo AGAIN! You have to kill him because he has the key to the locked door in his stomach. Throw three eggs at him to make him barf it up. Throw the key as much as possible to avoid Phanto's hovering face. Kill at least one Sparks with it to keep from doing anything stupid.

Pick up the crystal inside the door and RUN. Wart's not letting you off this easy. The hawk's face will come to life and start chasing you down, and it's even more annoying than that stupid Phanto. You'll have to hit him three times square in the jaws with Mushroom Blocks, at which time he will submit and open up, leading you to the final battle.

Wart hates vegetables, but for some reason, in his lair he has a machine that dispenses vegetables at random. You will have to toss vegetables when he opens up his mouth to blow death bubbles at you. If you're holding onto a vegetable and you see his mouth open, throw it in. Once you victoriously lob six veggies into his mouth, he will die and you will be able to save all the inhabitants of Subcon. Now watch the little cartoon where the Subconners beat up Wart and they honor the contributor (whoever you used the most - in my case Mario).

Congratulations on beating Super Mario Brothers 2!!!

CREDITS AND COPYRIGHTS

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** First of all, thanks goes out to Nintendo for this finest piece of work on the Mario series.

** To GameFAQs and whoever else I let post this for posting it.

** To my cousin Chris for his awesome computer that I typed this whole FAQ on.

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** Nintendo World, where I got a text-based copy of the instruction manual.

This version of this walkthrough (4.0) is (C) August 26, 2002 by Snow Dragon. I will do one of a vast number of things to you if I or someone else finds out that you jacked this FAQ from me. Mail me at <eubanks1084@hotmail.com> if you want to post this walkthrough on your site or if you want to e-mail me suggestions or errors that you found in my walkthrough.

Also, some things I forgot to include in the last version: if I do allow you to use this walkthrough, don't change the text in any way, shape or form. Don't change any of the text at all, but add pictures as you feel so inclined. I think that's a good way of helping understand the text. Don't plagiarize my walkthrough and give yourself the credit, because that's illegal no matter who you ask. Also, do not link directly to this FAQ, as GameFAQs, the site that is home to all my walkthroughs, explicitly forbids this.

The latest version of this walkthrough can always be found at GameFAQs.

Have a great time playing Super Mario Bros. 2!