

# Super Mario Bros. 2 Secrets Guide

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## SUPER MARIO BROTHERS 2 SECRET GUIDE

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VIOLENCE: NONE

### PARALLEL WORLD & POWER JUMP

Some of the grass patches you can pull up contain potions. By dropping the potion you create a door. Enter and you'll enter the parallel world. It is a mirror image of the regular world and you can only stay there about six seconds. Try to do this where there are other grass patches because grass patches in the parallel world contain coins. Each coin is worth one bonus chance at the end of a level. There also might be a mushroom, which appear if the door was in the right place. They give you another health point for that level and also restore you to full health. Just jump on them and pick them up. Always remember where they are.

Squat for a few seconds and you'll flash and can jump extra high.

### HOT TIPS

1-1: In the underground area with a vine, once atop the vine jump left, and go left to some bombs.

You must drop one so it blows a hole in the wall. You only have a few chances. If you succeed

you can go straight to Birdo.

2-2: When you're burrowing through the sand take the right path to go to Birdo.

World 2: In the parts where you must burrow through sand, either get Starman by getting five

cherries, or burrow in a zig-zag motion to avoid the shyguys.

3-1: For big lives, drop down the waterfall but don't warp. Instead, use the potion and collect all

the coins you can. Then drop down again and cash in again. Unfortunately the third time you get

no coins - just vegetables. The third time, go down and warp. If you don't warp then use the

princess, and after riding pidgit's carpet up to the vine fly left to a door leading right to Birdo.

4-2: After riding the rocket get the cherries and ride autobomb over the spikes. After collecting all

the cherries get Starman and enter the door, and hit Birdo while invincible and he'll die.

4-3: First, don't kill Birdo but use his eggs to cross the ocean. Use the princess, and don't enter

the door - instead fly right, enter the door on the other ledge and fight Fryguy, having skipped

nearly the whole level.

5-1: Again use the princess, as she can fly over some pits you otherwise have to cross jumping on

trouters. You'll need a trout to reach the 1-UP, though.

5-3: Either warp by this stage or warp in it, as you'll have to deal with bom-ombs,

pansers, a giant

tree, a carpet ride, Birdo and Clawgrip. This makes it one of the toughest levels in the game, right

up there with 5-1.

6-2: This one is easy - just power squat jump onto an albatross and ride him across the level,

jumping over other albatrosses.

6-3: Once outside, go left and sink into the quicksand. When you're almost drowned jump left

and you should go under the wall. Keep jumping to avoid drowning and enter the door. jump across the clouds and you'll fight Birdo & Tryslide, having skipped nearly the entire level.

7-1: On the far right house, jump onto an albatross and ride left to a rocket to go to the next area.

Grab Starman to go down the clouds and avoiding shyguys.

7-2: There are two directions to go here, and you decide in the first place which way.

Both are

about the same. For the bottom one you'll have to get down layers of mushroom blocks, climb up

conveyor belts and a broken chain, and fight Birdo twice. The other one has you getting up some

platforms with sparks on them, cross a conveyor (duck to avoid the sparks) and fight Birdo once.

#### 1-UPS

1-1: This one's easy. After the floating logs jump to the ledge with the POW, and pick up the

grass for your life.

1-2: Drop into the first jar.

2-2: Enter a door before the army of cobrats in jars. The bottom right grass patch contains the

1-UP.

5-1: After the second trout sequence use the last trout to reach the platform with a 1-UP and

potion.

6-1: Drop into one of the jars (I think it's on the left). Then burrow through the sand.

#### WARPS

To warp, go into the parallel world. Most jars in the parallel world you can't go down, but some

can - and they warp you to another world.

1-3 to world 4: The jar is behind the first door. Get a potion from one of the five grass patches to the left.

3-1 to world 5: In the secret room at the bottom of the waterfall enter the jar on the right.

4-2 to world 6: The last of the seven grass patches is the potion. You've got to lug it all the way right to a jar.

5-3 to world 7: Use Luigi, and power jump to the ledge above the start with the jar and potion.

#### BOSESSES

Birido: (it says ostro at the end, but the tipbook says birdo) is the boss at the end of almost every

level that isn't a -3. To beat him, jump on an egg he spits at you, and throw it at him

three times.

You can also beat him by throwing mushroom blocks at him. In the battle arena you may have to deal with pits or ice. He also sometimes spits fireballs - avoid them. In the later levels he may spit only fireballs - hit him with mushroom blocks in that case.

World 1: Mouser isn't too hard - just get under one of the bombs he throws at you to pick it up, and before it explodes drop it onto his platform. If the bomb explodes next to him he'll take damage. Three hits sends him into the history books.

World 2: Tryslide looks tough because of all the flames he shoots at you. Actually he's a pushover. Just take three mushroom blocks and stack them on top of each other to make a flame shield. Then take the other mushroom blocks and throw them at him from the higher platform. Three hits and he's toast. Get it? He shot flames at you - he's toast? Toast - flames - ha ha! Oh, never mind.

World 3: Same as world 1, except Mouser's platform is higher, there's a spark in the room and it takes 6 hits to beat him.

World 4: Ohhhh... this one's evil. Try to stay near the top to avoid the flames Fryguy drops. Dash down and grab a mushroom block, then get back to the top. When he's on the side drop it on his head. Three hits and he's dead, right? Right? WRONG! Instead he becomes four smaller Fryguys that you must throw mushroom blocks at. They move faster the more you knock out. Try to beat many or all of them with one mushroom block. Beat them all to end Fryguy's reign of terror.

World 5: Another tough nut to crack. Actually that's a typo - it should say a tough crab to crack. Your enemy here is Clawgrip, a crab that throws rocks at you. You can only get on top of some rocks. Try using the princess, as she may have an easier time. After getting on a flying rock pick it up and throw it back at Clawgrip. Boy, he can dish it out, but he can't take it. After five hits you'll have cracked something tough - his shell.

World 6: Whew! A nice, easy one. Just what we needed after some real STBs (Super Tough Bosses) in the last two worlds. Beat Tryslide the same way you did before, but watch out for pits.

World 7: Okay, taking a deep breath, we take the crystal ball and prepare to face Wart, and WHAT'S THIS? The gate is attacking you! It isn't too hard - hit it three times with mushroom blocks and prepare for the final battle.

World 7: Okay, there's Wart. Use the princess if you know what's good for you. Wart's attack is to spit out five bubbles of foam. Stand in the center of the machine and wait for a

vegetable to  
come out. If you can, jump and grab it. Whether or not you get it fly left onto the ledge  
to escape  
the foam. Once you have a vegetable stand on the platform. You must throw it at Wart so it  
hits  
him with his mouth open. Your throw must be perfectly timed or he'll destroy it with the  
foam.  
After five vegetables Wart is history and you win the game.

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