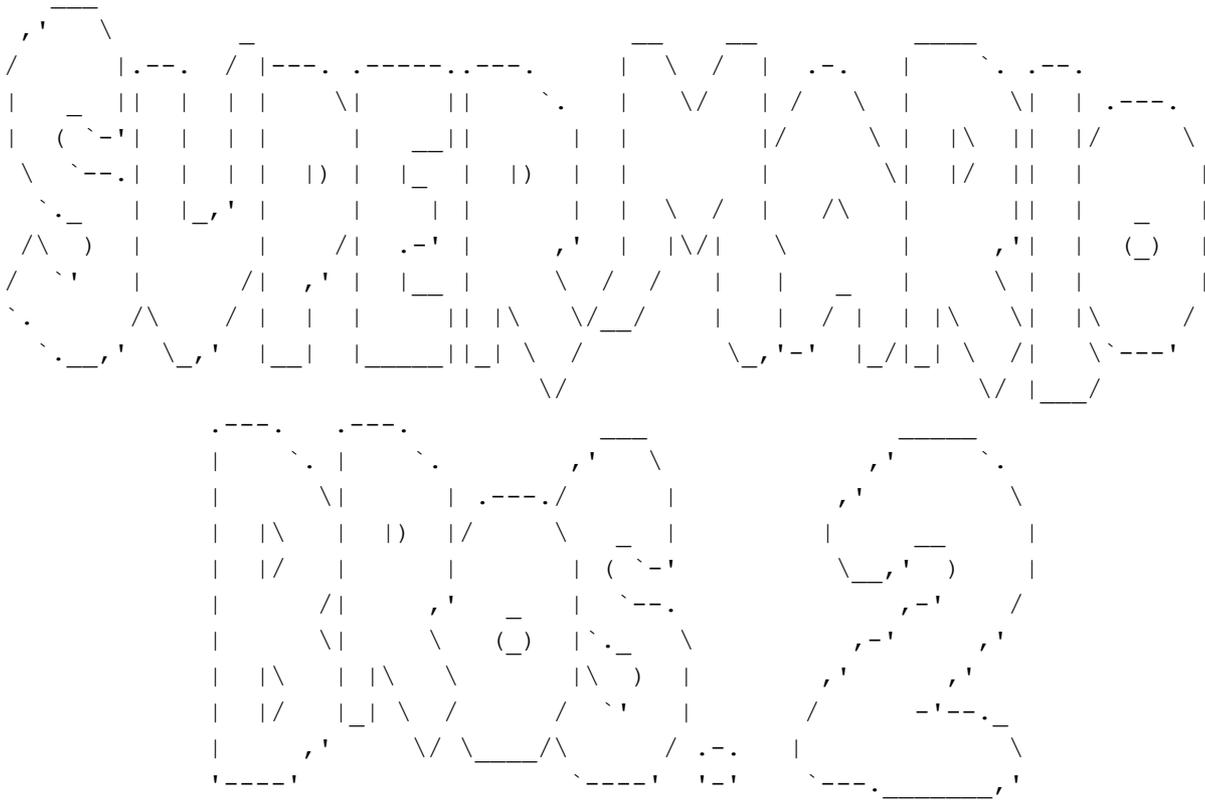


# Super Mario Bros. 2 FAQ/Walkthrough

by DomZ Ninja

Updated to v1.0 on Apr 8, 2013



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SUPER MARIO BROS. 2

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FAQ/Walkthrough

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Updated: 04/08/13  
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NOTE: This guide does contain spoilers!

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[1] VERSION HISTORY [0100]

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FAQ/Walkthrough #20

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Version 1.0 (07/13/07) - FAQ/Walkthrough complete and submitted.

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[2] CONTROLS [0200]

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D-Pad	Move, Crouch (Down)
Start	Pause Game
Select	N/A
A Button	Jump, Super Jump (Down + A)
B Button	Run (Hold), Pick Up Enemy/Item/Plant

Before the start of each level, you will have the option to choose one of four characters. Each have their own stats and rankings, so test out each character to see who you are familiar with most. All star rankings shown below range from one star (worst) to five stars (best).

```

+-----+
| Mario |
+-----+-----+

Speed: ****
Power: ****
Jump:  ****

```

Mario is your average character and best for beginners (heck, he's the only one I use). All of his stats are above average and well-rounded. He is very quick; in fact, he's the second fastest character in the game. He doesn't slow down that much when holding something over his head. He also can jump fairly high, but nothing special. Mario can also pick up objects quickly as well. I suggest using Mario when playing the game for the first time.

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+-----+
| Luigi |
+-----+-----+

Speed: ***
Power: ***
Jump:  *****

```

Luigi is a very strange character in Super Mario Bros. 2. His Speed and Power are average; he's not the quickest in the bunch, but he has an amazing vertical leap. His jump is very strange, since he tends to float in the air before coming back down. Luigi also slides around when running, so he can be a bit challenging to control. Best used by expert players.

```

+-----+
| Toad  |
+-----+-----+

Speed: *****
Power: *****
Jump:  **

```

Toad has some interesting stats as well. He is the fastest AND most powerful character in the game, meaning he can run and pluck items better than anyone else. However, his jump is lacking. Toad is best used in any course where jumping from platform to platform isn't really an option. Because of his stats, Toad is a very fun character to use.

+-----+  
| Princess Toadstool |  
+-----+

Speed: \*\*  
Power: \*\*  
Jump: \*\*\*

Judging from her stats, Princess Toadstool may seem like a crappy character. Well... she kinda is. =/ She isn't very fast or powerful for that matter, but she has a very interesting jump. If you manage to hold down A while jumping, Princess Toadstool will float in the air for several seconds. This technique is very useful at times, which makes her useful for beginners.

=====  
[4] WALKTHROUGH [0400]  
=====

NOTE: This walkthrough can also be used for players who own Super Mario Advance (GBA), but there will be several minor gameplay differences. Still, both games are pretty much the same.

=====  
WORLD 1 [0401]  
=====

+-----+  
| World 1-1 |  
+-----+

The level starts with your character falling from space to a dark-lit mountain. Drop down the ledges and avoid the Pink Shy Guy that roams around here. Continue down to the base of the mountain, then go through the red door to the right. The grassland area here will be home to the next two levels. Pluck the vegetables from the ground (press B when standing under the grass) and throw them at the two Red Shy Guys patrolling in front of you. Do the same with the Tweeter farther ahead, then head to the right.

When you approach the beanstalk, climb it to the ledge above. Pluck the object to the right to find a Magic Potion. This item can be used to enter subspace. Press B to drop it next to you, creating a door. Enter the door to reach subspace.

Subspace is a parallel realm that mirrors the screen you're in. All enemies present will be gone and the only thing visible will be Cherries and objects to pluck. Except when you pluck the objects, you'll receive Coins instead of vegetables. You can also find Mushrooms in Subspace, which increases your health by one. One last note: you can only stay in Subspace for about five seconds, so do business in here quickly! When you enter Subspace, pick up the Mushroom next to you, pluck the Coins, then reenter the door.

Drop down to the right and hop over the logs to find a POW Block. Pick up and throw a POW Block to defeat all enemies on the screen. Use it to defeat the handful of enemies here, then move on. Take out the Pink Shy Guy on the ledge

and climb up onto the log bridge. Defeat the Shy Guy and Tweeter here as well, then go across the bridge.

A waterfall stands in front of you, so ride the logs moving downward to quickly get across to the hill ahead. Jump to the mountain to the right and pluck the grass to find a 1-Up Mushroom. Use the POW Block to defeat the Shy Guys here, then collect the Cherry as you drop down to the ground below. Walk right across the log and enter the doorway.

You'll enter a large cave. You'll encounter a Black Ninji here; all he does is jump up and down. Pick it up, then chuck it off of the waterfall on the left. Climb up the vine to the upper level.

NOTE: There is a shortcut up here in the cave, which can be used to easily reach the level exit. For more info, go to Section 5.1.

Drop off to the right and go through the doorway to exit the cave. You will now be on the top of the hill from where you entered the cave. Walk to the right and pluck the grass for another Magic Potion. Drop it past the two patches of grass, then enter Subspace to find another Mushroom. Pick up the Red Shy Guy nearby and throw him on the Hoopster climbing up the vine to defeat them both. Climb the vine to the next area.

Jump onto the ledge of the mountain and get rid of the Ninji in your way. Continue up the mountain, using the clouds as stepping stones. Take out all the Ninjis and Pink Shy Guys, then climb the next vine to another set of clouds. Jump from the cloud to reach a trio of vines. The one in the middle doesn't go anywhere, so take one of the other two (watch out for Hoopsters!) to reach the top. From there, take the center vine to Birdo's lair. Run across the cloud to the right and jump across the gap to reach Birdo.

BOSS: Pink Birdo

-----  
Birdo is a very easy boss and you'll face off with her at the end of most levels. Birdo's one (and only) attack is where she will spit an egg in your direction. The only way to damage Birdo is by using her eggs back at her. When she spits an egg out at you, jump on top of it and grab it (press B while on top of it). With the egg in hand, throw it at Birdo to damage her. Do this a total of three times to defeat Birdo.  
-----

See, that wasn't that bad, right? With Birdo defeated, pick up the Crystal Ball she leaves behind. Walk over to the Hawkmoth for it to open up, then go through to end the level. If you managed to collect some Coins during the level, then you will enter the Bonus Round. All it is is a simple slot machine game. Each spin of the wheel uses up one Coin. If you match up any three pictures, then you will get an extra life.

+-----+  
| World 1-2 |  
+-----+-----+

From the level entrance, jump onto the hill to the right. A Pidgit will be flying above with his trusty magic carpet. Perform a Super Jump (hold Down, then press A) to jump onto Pidgit. Chuck him off of his magic carpet and take it for your own.

Fly to the right, avoiding the set of Red Beezos that divebomb towards you,

until you reach a patch of land. Drop down on the ground and pick up the first patch of grass to find a Magic Potion. Drop it inbetween the two jars and enter Subspace to find a Mushroom right where you enter. Get it and return, then go through the first jar. Pick up the lone patch of grass at the bottom for a 1-Up Mushroom and go back up.

NOTE: There is a shortcut nearby, which can be used to skip the process of getting the Key. For more info, go to Section 5.1.

Enter the second jar to find a Key surrounded by several Phantos. When you grab the Key, one of the Phantos will come to life and chase after you. Quickly exit the hole and run to the right with the Phanto hot on your tail. Use the Key to open the locked door (press Up in front of the door), then head through.

Collect the Cherries in the cave and take out the Red Shy Guy. Defeat the Pink Snifit across the gap and jump to the other side. A rock wall blocks your path, but the grass to the left of the wall and on the island where the Snifit is holds Bombs. Pick up a Bomb, then drop it next to the rock wall. Step back as it blows the wall apart; you may need to use two Bombs to do the trick.

Walk past the rock wall and climb the ladder. The grass patch to the right of you holds a Magic Potion, so ignore it for now. The two past it have Bombs, along with the grass patch to the left. Use these Bombs to destroy the rock wall all the way to the right, which will create a hole leading downward. Destroy it, then pick up the Magic Potion and throw it next to the hole. Enter Subspace, drop down the hole, then collect the Mushroom.

Once back in the real world, drop down the hole and jump to the ledge on the right. Defeat the two Ninjis and use a Super Jump to reach the doorway. Exit the cave. Jump up on the hill above you and go left. Take out the Gray Snifit and Ninji here, then pick up the lone patch of grass for another Magic Potion. There are no more Mushrooms here, but if you throw the potion next to the path of grass next to the cave entrance, then you can get a lot of Coins.

Once you're done with that, drop down off of the cliffside and proceed towards the doorway. Go through to enter Birdo's lair...again.

BOSS: Pink Birdo

-----  
Birdo is a very easy boss and you'll face off with her at the end of most levels. Birdo's one (and only) attack is where she will spit an egg in your direction. The only way to damage Birdo is by using her eggs back at her. When she spits an egg out at you, jump on top of it and grab it (press B while on top of it). With the egg in hand, throw it at Birdo to damage her. Do this a total of three times to defeat Birdo.  
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After Birdo bites the dust, grab the Crystal Ball and exit via the Hawkhead to finish the level.

+-----+  
| World 1-3 |

+-----+-----+  
Jump across the green ledges to the right and Super Jump to reach the ledges above you. Avoid the Pink Snifits and collect the handful of Cherries. Jump

to the right to find a patch of grass next to a log bridge. Pick up the one on the right to find a Magic Potion. Throw it in the middle of the bridge and enter Subspace. The Mushroom should be in the center of the bridge as well; grab it and exit Subspace. Grab the Cherries and cross the logs while avoiding the Trouters that jump from below.

Once at the end, cross the logs rolling down the waterfall while nabbing the Cherries along the way. Jump onto the hill and pluck the grass here. The patch to the right holds a Stop Watch, which freezes all enemies in their path. Cross the next waterfall and jump to solid ground. Defeat the Pink Shy Guy here and ignore the patches of grass here for now.

NOTE: There is a Warp Jar nearby which requires the use of a Magic Potion. When used, you'll be transported immediately to World 4. For more info, go to Section 5.2.

If you want to play the fair way and ignore the Warp Jar, then you can find a Mushroom here in Subspace. The Magic Potion is under the log, so pluck it and run to the left. Cross the waterfall with the potion in hand and walk under the hill. Remember, the hill where the Stop Watch was? If you're Luigi, a simple Super Jump will get you up there. If not, you'll have to leap from the log on the left, then up to the hill. Drop the Magic Potion up here, then enter Subspace and claim your prize.

Okay, now it's time to return to where you found the potion. From here, jump over the gap and avoid the Ninjis and Tweeters. Proceed to the right to find a doorway; go through to enter the building.

From the entrance, perform a running jump to grab onto the chain. Climb up the chain to the top, where you can find a Pink Shy Guy patrolling the ledge. Chuck him off of the ledge and walk over to the set of Mushroom Blocks in the corner. These have several uses; the most important use are stepping stones (but they can also be used to defeat enemies). Pick each one up and throw it to the ledge above.

Once all of the blocks are on the ledge, stack them up so you can reach the platform above. Beware of the Spark here and take either route up (either climb the chains on the right or traverse up the platforms on the left). When you reach the top, jump from platform to platform while dodging the Sparks. Jump to the red doorway and go through.

You will find a Key surrounded by another handful of Phantos. Yep, this again. When you grab the Key, one of the Phantos will come to life and pursue you. Quickly pick up the Key and exit the room. Jump to the right and fall past all of the platforms, then past the chains. Drop down to where the Mushroom Blocks were and fall off of the ledge to appear at the entrance of the building. Ignore the door and continue falling down the shaft.

Run across each platform here and drop down to a ledge. Avoid the Gray Snifit and drop down the chasm. As you fall, aim for the right side of the building to land on a ledge with the locked door. If you fail to do so, you will fall directly into a spike pit. Use the Key on the door and go through. Phew!

Collect the Cherry and drop to the platform below. Quickly jump from platform to platform (remember to avoid the Sparks) until you reach a trio of platforms stacked on top of each other. Each floor holds an enemy and a Cherry at the end. The platform in the middle contains a POW Block. Walk to the end of the topmost platform and drop on the small ledge below. From there, jump up to the second platform and use the POW Block to destroy all of the enemies. Now you can collect the Cherries in peace.

Continue across the Spark-ridden platforms to the right until you reach a hallway. Defeat the Ninjis here and pick up the Crystal Ball at the end. Go through the Hawkmoth to enter the boss's lair. Birdo? Think again.

BOSS: Mouser

-----  
Mouser is a lot tougher than Birdo could ever imagine to be. But that is because he uses Bombs instead of eggs. When you enter the room, you'll be greeted by a rock wall. You can use the Bombs here to destroy it, but Mouser will help you with Bombs of his own. Once the wall topples down, run to the right to encounter Mouser.

Mouser will constantly throw Bombs at you at an amazing pace. He will stand on a platform above the ground and chuck Bombs at you. Your goal is to use his Bombs against him. You have two ways of doing this. When Mouser throws a Bomb, pick it up from the ground and throw it up on his platform. Leave it there to detonate, and it will most likely hit him.

Mouser moves a lot on his platform, so he may dodge some Bomb blasts. You can also catch the Bombs he throws in midair, giving you much more control. Things can get pretty hectic in the battle, but all you need to do is hit Mouser with three Bombs to end the battle. Once Mouser is defeated, the level exit will appear.

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Go through the door that appears to exit the level. Well, that's the end of World 1!

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WORLD 2	[0402]
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+-----+  
| World 2-1 |  
+-----+

We are in a desert realm here, which is my favorite type of level. Run to the right to encounter a Cobrat. These sneaky snakes hide in the sand and pop out when you get too close. Pick it up and throw it to defeat the snake. Jump across the bone pile to reach a jar with a Cobrat inside (hehe, these guys are like Piranha Plants, I guess). Pluck it out of the jar and give it a good throw, then continue to the right.

Proceed across the bone piles and collect the Cherry, then head to the next jar. Kill the Cobrat inside and jump to the rock platform nearby. Pick up the leftmost patch of grass to obtain a Magic Potion. Drop it in front of you and enter Subspace to find a Mushroom.

Exit and move along to find a quicksand pit. It is possible for you to succumb to the quicksand, so constantly jump to pull yourself out of it. Run across and leap over the cacti to another bone pile. Defeat the Pink Shy Guy (it's fun to throw him into the quicksand) and run to the right.

Two Red Shy Guys will roam around the rock structure and a White Panser is stationed on top. The plant enemy will spit fireballs in the air, so avoid them and throw a Red Shy Guy at it. Jump to the top of the rocks and collect the Cherries up here, then move to the next quicksand pit. Defeat the Cobrat

here, then jump over the cactus to find an entrance to the pyramid. Go inside.

We are going to do some digging here in the pyramid. You will appear on a platform in the center of a large pit of sand. You will have to dig your way out of the pyramid. Simply press B while on top of a patch of sand to dig through. Beware of the Red Shy Guys that walk around here, since they can be annoying.

Dig your way down the pyramid and get the Cherries along the way. Toad is the best choice when digging (as well as plucking), so he will get the job done quickly. Continue digging through the layers of sand and avoid the enemies (especially the Gray Snifit). When you reach the ladder in the left-hand corner, slide down to find a door.

BOSS: Pink Birdo

-----  
Birdo is a very easy boss and you'll face off with her at the end of most levels. Birdo's one (and only) attack is where she will spit an egg in your direction. The only way to damage Birdo is by using her eggs back at her. When she spits an egg out at you, jump on top of it and grab it (press B while on top of it). With the egg in hand, throw it at Birdo to damage her. Do this a total of three times to defeat Birdo.  
-----

The battle is virtually the same, except you're facing off in a cavern instead of an open area. Once the battle ends, pick up the Crystal Ball left behind. Jump across the ledges to the right and go through the Hawkmoth.

+-----+  
| World 2-2 |

+-----+-----+  
When the level starts, jump up to the right and exit the cave. Run to the right to find another Cobrat hiding in a quicksand pit. Defeat it and move on. Avoid the Red Beezo and jump over the cacti. Collect the Cherries and continue to the right to find a jar with a Cobrat inside. Defeat the snake, then walk towards the patches of grass. Pick up the first one to find a Magic Potion, then throw it to the right next to the two jars. Enter Subspace and collect the Mushroom.

Jump to the topmost jar and head across the quicksand pit. Defeat the Cobrat lying inside the nearby jar, then look to the right. There is another quicksand pit with a bone structure rolling down the side. This quicksand is much more deadly than the other ones, so use the bone pile to cross the pit. If not, you must jump a lot faster to escape the pit.

Drop down to the ground below and enter the cave to the left. Drop down to the right and pick up the grass to find a 1-Up Mushroom. The other patches of grass hold Bombs, which can be used to destroy the rock wall to the left of the entrance. To do so, grab a Bomb and Super Jump to the doorway, then throw it at the wall.

Once destroyed, drop down to the left to find a rock structure with several Pink Shy Guys. Defeat the enemies, then pluck the patch of grass in the center to find a Magic Potion. Drop it next to you and enter Subspace. Collect the Mushroom here, as well as the Coins. With the Mushroom and Coins in your possession, exit the cave.

You will find a series of jars to the right, each home to a Cobrat. Avoid their projectiles and pluck each out of their jars to get rid of them. You'll also encounter a Pokey along the way. This cactus enemy is composed of several segments, so you'll have to defeat each segment to get rid of the Pokey. Also, he can travel right through jars and cacti. Once past the jars, leap over the cactus and run right past the two White Pansers. Jump onto the rock ledge and climb down the vine to reach another sand-filled shaft.

Use your awesome digging skills to go through the sand while avoiding the Red Shy Guys that run about. Collect the Cherries along the way and continue digging until you reach a fork. Take the right path, for the left path leads to a dead end. However, you must dodge Gray Snifit bullets and a Red Shy Guy, so be very careful and dig fast. Once at the bottom, go through the door to reach Birdo's lair.

BOSS: Red Birdo

-----  
Red Birdo is a bit tougher than her pink cousin. She will spit three objects in a row, and they are a mix between eggs and fireballs. Needless to say, the fireballs hurt. You will start off below Birdo, who is chillin' on a big platform high above you. Three Mushroom Blocks are found next to you.

Grab one and jump across the gap, then Super Jump up to the Hawkmouth. From here, jump to the green platform and walk to the left to reach Red Birdo. You can use either Mushroom Blocks or Birdo's eggs to attack her, but it's recommended that you use the blocks, since you don't want to accidentally jump into a fireball. Lastly, you can repeat the process of bringing the other two Mushroom Blocks up to Birdo, which is a much safer approach to the battle. Either way, three hits and she's done for.

-----  
After Red Birdo is defeated, collect the Crystal Ball she leaves behind and enter Hawkmouth to end the level. Easy as pie.

+-----+

| World 2-3 |

+-----+

Climb up the ladder to get out in the open area. Pick up the first patch of grass to the right to find a Magic Potion, then bring it to the left and drop it next to the Pink Shy Guy. Enter Subspace and collect the Mushroom and Cherries. Return to the right side of the ladder.

You will have to take part in a very hard trick in order to get the next Mushroom. See the doorway high up on the hill to the right of where the Magic Potion was? We'll have to get up there. It's not difficult at all if you picked Luigi, since he can Super Jump up to the doorway. If not, then you will have to use the Red Beezos as a stepping stone to get up there.

Once you do, enter the cave. The first patch of grass on the right is a Magic Potion, so drop it and enter Subspace to find a Mushroom. Make sure to get all the Coins here too. Afterwards, exit the cave and drop off to the ground. Jump over the series of cacti until you reach a Cobrat and a Pokey. Defeat both enemies and head to the right to find another pyramid. Head on inside and get ready to dig!

There are two pits to the left and right of you. Drop down on the right side, since you can collect some Cherries along the way. When you fall onto the

platform, use the POW Block to defeat the Red Shy Guys here. Drop off of the platform past a set of Phantos to find a locked door and a pit of sand. We clearly don't have the Key yet, so ignore the door and start digging.

Collect the Cherries and avoid the Red Shy Guys as you dig down through the sand. This shouldn't be new to you. You'll come to a fork, but take either path since it leads to the same place: a door at the bottom of the sand pit. Once you reach the door, go through to enter a small room with a Key on top of a platform. Super Jump onto the platform and pick up the Key while avoiding the Spark. Doing so will resurrect a Phanto. Oh joy.

Exit the room and quickly jump up through the sand pit. Avoid the enemies (and the Phanto!) and try to get up to the locked door as quickly as possible. Go through the door once you reach it.

There is a small sand pit here accompanied by Red Shy Guys and Cherries. Collect all of the Cherries and move to the right to find a large pile of sand. A White Panser stands at the top, so avoid him and the Pink Shy Guys below.

Run to the right and jump over the cacti to find a jar with a Cobrat inside. Defeat the Cobrat and enter the jar. Pick up the POW Block at the bottom of the jar and carry it outside. You can use the POW Block to defeat a Cobrat couple past the jar. Defeat them both and pick up the Crystal Ball in between the two jars. Proceed to the right to find Hawkmoth and go inside.

BOSS: Triclyde

-----  
This large three-headed snake stands on top of a ledge to the right and spits a chain of fireballs at you. The attack is hard to dodge since he uses it constantly (he does have three heads). Hopefully you have all four health points before entering the battle. Anyways, there are six Mushroom Blocks to the left of Triclyde. You must use these to attack the snake, but doing so can be rather difficult.

The best strategy is to stack four Mushroom Blocks on top of each other to create a barrier against Triclyde's fireballs. From there, use the remaining two against Triclyde: jump onto the ledge to the left, then to the center ledge. From there, toss the block onto Triclyde. Retreat to your wall and use the last block. After that, take the top block off of the wall and hit him with it. You can also use the Tweeter that randomly appears in the arena to attack Triclyde. You have many ways to defeat the snake, but three hits is all it takes to put him out of his misery.

-----  
Triclyde is now defeated and the level exit appears. Go through the door to exit the level. On to World 3!

=====

WORLD 3

[0403]

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+-----+  
| World 3-1 |

+-----+

NOTE: There is a Warp Jar nearby which requires the use of a Magic Potion. When used, you'll be transported immediately to World 5. For more info,

go to Section 5.2.

Walk to the right to find a cave entrance, so head on inside. You will start at the base of a gigantic waterfall. Make your way up using the clouds as stepping stones. Avoid the Pink Shy Guy on the occasional cloud until you reach the top. You will find a Pidgit at the top of the waterfall; wait for it to swoop down and kick it off of its magic carpet.

Now use the carpet to fly upwards, dodging the Red Beezos along the way, until you reach a vine. Jump onto the vine and climb to the top to enter a cloud-filled realm.

NOTE: There is a shortcut up here in the clouds, which can be used to skip, well... most of the level actually. For more info, go to Section 5.1.

Defeat the Pink Shy Guy up here and use one of the Mushroom Blocks to take out the Red Panzer as well. The red versions are much more tame, since their fireballs only go directly above the Panzer, then straight down. Jump to the grassy hill and pluck the grass to the left to reveal a Magic Potion. Drop it next to you and enter Subspace to find a Mushroom nearby.

Jump across the clouds to the right and use the Mushroom Block here to kill the White Panzer. Jump to the platform on the right and pick up the Pink Shy Guy. Chuck it at the Blue Panzer that walks (yes, it walks) around here. After, slide down the ladder and pick up the first patch of grass for a Magic Potion. Drop it on the left side of the hole here and enter Subspace. A Mushroom will drop to the right, so you'll have to climb the ladder and get it before time runs out. Tricky, but not too challenging.

After, climb back up the ladder and leap over the gap to the right to find a doorway. Time to do battle with another Red Birdo.

BOSS: Red Birdo

-----  
Red Birdo is a bit tougher than her pink cousin. She will spit three objects in a row, and they are a mix between eggs and fireballs. Needless to say, the fireballs hurt. This time, Red Birdo will be right in front of you. No fluff added.

She will be guarding two Mushroom Blocks that lie in the back of the cave. Simply jump over her and stand on the stack. When she stops spitting fireballs and eggs at you, pick up one of them and throw it at her. Use the second block immediately after as well. Hit her once more (a total of three times) to end the battle.

-----  
Pick up the Crystal Ball after the Red Birdo's demise. Super Jump up to the Hawkmouth and go through to exit the level.

+-----+  
| World 3-2 |  
+-----+

Defeat the Red Shy Guy and Ostro once you enter the level. Jump over the poles while being chased down by Red Beezos. You'll soon reach two POW Blocks encased in the ground, but ignore them for now. Continue to the right and defeat the Gray Snifits. Ignore the rocks on the ground as well and jump onto the green ledge. Pluck the left-most grass for a Magic Potion, drop it, enter Subspace, and collect the Mushroom found here.

Drop down and pick the grass to the left of the rocks for a Bomb. Drop it on the rocks to destroy them, giving you access to the underground section of the level. Okay, this part is annoying. Drop down to the lower level and climb up the ladder here to the top floor, where there are three patches of grass. Each contain a Bomb, but don't use them to destroy the rock wall to the left. Instead, use them to destroy the rock wall on the lower floor. Grab a Bomb, drop off the ledge to the bottom, and destroy the wall.

Now use the remaining Bombs to destroy the next three walls. Use the Bombs on the top floor on the first two walls. There are two patches of grass that hold Bombs, so use them on the final wall. After, defeat the three Tweeters before jumping on the ledge and climbing the ladder. Once back up here, avoid the fireballs emitting from the Red Panzer and climb down the next ladder.

Leap across the small platforms and ascend the next ladder you come to. Run to the right to avoid the Red Beezos, then go down the ladder here. Geez, a lotta ladders. Climb down onto the top ledge, where there are three patches of grass. There is a rock wall in the center of the wall on the left, so you have to time your Bomb-dropping so they don't land on the ground and do virtually nothing.

If you performed the shortcut in World 1-1, you should have no problem with this. Pick up a Bomb and wait for it to stop flashing, then drop it off the edge. If timed properly, it should hit the wall before crashing down to the ground. You have three chances to get it right. If you still mess up, then leave and reenter the area to make another trio of Bombs appear.

Run to the left and climb up the ladder, but drop off on the upper ledge before exiting the cave. There are several pits with Porcupos inside, but they're holed up by rocks. Now why would we want to destroy those holes? Simple: a Mushroom. Pick up the grass on the left for a Bomb and destroy the rocks on the right. Pick up the grass on the right for a Magic Potion. Drop it and enter Subspace, then jump into the pit for a Mushroom. Yay!

Now return to the ladder and exit the cave. Avoid the Red Beezos that dive bomb to your position and quickly enter the red door to reach Birdo's lair.

BOSS: Red Birdo

-----  
Red Birdo is a bit tougher than her pink cousin. She will spit three objects in a row, and they are a mix between eggs and fireballs. Needless to say, the fireballs hurt. Walk to the left to find Red Birdo on a platform. The left side of the platform is composed of Mushroom Blocks. If you pick one up, then you'll fall to the bottom level. The only way to get back up is if you Super Jump to the platform where Birdo is, which leaves the Mushroom Block down there at the bottom level.

In short, the only way to use the Mushroom Blocks in this battle is if you are Luigi, since he has mad jumping skillz. Just stick to throwing the Red Birdo's eggs back at her, but remember to avoid the fireballs. Hit her a grand total of three times to end the battle. You know the drill.

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Grab the Crystal Ball after Red Birdo bites the dust, then drop to the lower floor by picking up the Mushroom Blocks. Proceed to the right to find Hawkmoth and go through. Level over.

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| World 3-3 |

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Jump up the steps to find the cave exit and go through. Run to the right to find a POW Block. Avoid the Bob-Ombs that rain down from above courtesy of the Albatosses. Pick up the rightmost patch of grass for a Magic Potion. Throw it down nearby and enter Subspace to find a Mushroom. Run to the right to find a doorway, so proceed on through.

There are two Ninjis inside here, so pick up the grass on the far right for a POW Block. I think you should know what to do next. Once the room is cleared out, pick up the grass in the center for another Magic Potion. Run to the left and throw it next to the ladder. Enter Subspace and climb the ladder to reach the second Mushroom.

Climb the ladder once back in the real world and traverse across the platforms on the right. Make sure to jump over the Spark and the Ninjis along the way, and you should come to a door at the end. Go on through. This room is filled with vases that dispense an unlimited amount of Red Shy Guys. Do yourself a favor and climb to the top of the floor immediately. Once you reach the door, head through. Grab the Key on the ledge to wake up the Phanto, then exit the room.

This room is much easier to navigate from the top to the bottom. Just run to the left side of the platform to end up on the right side of the floor, except on the lower level. Keep running to the left until you reach the bottom, then go through the door. Drop down and speed to the left, then use the Key on the locked door. Now with the door unlocked, proceed through.

Super Jump up to the first cross-shaped platform, then jump onto the blue ledge. Wait for the Spark to pass on the second cross and jump onto that to. From there, leap to the left. Quickly jump onto the blue platform, then onto the ladder. Climb to the top to reach a dead end. You'll have to drop down on the large cross in the center of the room. The Spark here is very fast, so be quick to move onto the cross above. From there, hop up to the third cross.

There is a square ledge above you, which is also patrolled by a Spark. Jump to the ladder on the left and quickly drop down on top of the square after the Spark passes. Immediately Super Jump up to the blue platform above you. Yeah, this room sucks eggs. Well, lets just go through the red door to the right of your location.

Jump up the two ledges and avoid the Tweeter that rains down on your parade. Simply let him pass by and continue up to find another Tweeter. There are two White Pansers on the platform above, so avoid the fireballs that come from above. Climb up the chain to the left to the Pansers themselves.

From here, you will have to go from chain to chain while avoiding the Pansers' fire. To do this, climb up to the top of the chain you're on. From there, press Right to fall onto the bottom of the next chain, then quickly climb to the top to avoid getting scorched. Do this until you're on the right side of the room. Climb to the top of the chain and drop on the platform next to you. From here, jump to the left and pick up the Gray Snifit. Throw him down below to get rid of him, then head through the door. Dang!

Just looking at this place gets me angry. First off, run across the blue platform to the left while avoding the Spark that rolls across here. You'll have to Super Jump to the block above, where another Spark lies. Now you can leap to the other two platforms (grab the Cherries here). Once there, hop to

the blue ledge.

There is a blue ledge to the left with two Cherries and a patch of grass. Avoid the Spark and pick up the grass for a much-needed POW Block. Grab the Cherries and jump to the platform above. Now chuck that mofo and watch the Sparks kiss their electric asses goodbye! Hopefully you collected enough Cherries for a Starman to appear. If so, then grab it and quickly jump up the platforms to reach a ladder. Climb it, then enter the red door at the top.

Outside at last! Run across to the right while avoiding the Ninjis. Jump across the gap and continue to the Crystal Ball. Pick it up and enter Hawkmoth to reach the boss room. Uh oh!

BOSS: Mouser

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Mouser is back and ready to party hardy, or so it seems. The battle seems more or less the same, but there are several small notes which can make the fight more difficult than you'd imagine. First off, there is a Spark that crawls across the perimeter of the chamber. That's annoying enough, but give it some time and Mouser will most likely destroy it with one of his Bombs.

Second, the platform that Mouser stands on is higher than normal, which means that a normal character can not throw it onto the platform from the ground. If you're Luigi, then go right ahead. If not, then you have to jump to the left. From there, jump in the air and throw it onto the platform. Lastly, Mouser needs five Bomb blasts to be disposed of. Other than those small notes, the fight is exactly the same.

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The exit will appear after Mouser is smoked, so go through to finish World 3.

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WORLD 4

[0404]  
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| World 4-1 |

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Start off by running across the patch of ice. Slippery, eh? Well the whole world is like this more or less, so get used to it. Avoid the Flurry that tries to slam into you and jump past him. Dodge the Trout and drop down to the next icy platform. Avoid the Flurries here and jump up to the next ledge. There is a lone patch of grass under the platform ahead, but Flurries are guarding it. Lure them into the hole to the right of the grass, then pick it when the coast is clear.

Yay, a Magic Potion! Drop it on the left side of the ledge and enter Subspace, then grab the Mushroom. Continue to the right past the patch of grass and jump onto the upper ledge.

Keep moving to the right and the ice will slant downwards; jump over it to solid ground. Jump to the top part of the platform and pick up the leftmost patch of grass for another Magic Potion. Drop it next to you and enter Subspace. The Mushroom is located on the far edge of the platform, on a small patch of ice.

Now it seems that you have arrived at a dead end, but do not fear! As you can

see, there is a small alcove below you, that seems impossible to reach. Well it's possible: walk to the right side of the platform onto the patch of ice. Slide OFF of the edge, then press Left on the D-Pad to land right in the alcove before falling into the water. Pick up the patch of grass for a Rocket.

You'll be shot up to another section of the level. Walk to the right and drop down to find a Red Shy Guy riding an Autobomb. Pick up the Shy Guy and throw it at its vehicle to destroy both. Continue to the right, jumping up to the rock ledge via the frozen tree.

Drop down and hop over a series of frozen trees. Drop down on the other end to fight some Flurries and another Autobomb/Shy Guy combo. Defeat them all, then proceed to the right to find another Flurry. Jump over the next set of frozen trees and drop down below. Pick up the Flurry and walk to the right. An Autobomb/Shy Guy combo will come rolling down from the steps above. Throw the Flurry to take them all out.

Go up the steps and head to the right. Drop down to the icy platform where another Flurry lies. Repeat the previous strategy: pick it up and use it to take out the Autobomb and Red Shy Guy. Climb up the next set of steps to reach the Crystal Ball. Pick it up and enter Hawkmoth. Yep, no boss!

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| World 4-2 |  
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From the start, walk to the right and climb the vine at the end of the road. This next area is very tough, since a swarm of Pink Beezos will make their appearance up here. They will fly very fast and in a straight line, leaving you little time to dodge them. You have to run to the right across an icy patch of land while avoiding them. Not too far in, you'll have to deal with two Flurries as well. Don't take the time to defeat any enemies here and simply run away from them.

Drop down to the next platform and continue avoding the Pink Beezos. Jump to the ledge above and continue running away from them. I found it easiest to avoiding jumping unless absolutely necessary. Duck from the Pink Beezos unless there is one right in front of you; in that case: just hop over it.

Avoid the next Flurry and the swarm of enemies will stop. Go down the icy steps and jump over the gap to a small platform. Leap onto the cloud and go through the door to the next area. Phew!

This next area is filled with massive whales. They can be used as platforms (as well as their tails), but avoid the geysers of water that shoot out of their blowholes. From the start, drop onto the whale and jump to the whale on the left. Pick the patch of grass on the far left for a Magic Potion and enter Subspace. The Mushroom is on the whale's tail, so jump to it and grab the Mushroom.

Return to the previous whale and continue to the right. The geysers hurt if you walk into them, but you can hitch a ride on them if you stand on the top. They can be used as valuable platforms. Continue to the right and try to get on the upper platforms so you can reach the Cherries. Once you reach the rock platforms, jump to the top one and pick the lone patch of grass for a Magic Potion.

NOTE: There is a Warp Jar nearby which requires the use of a Magic Potion. When used, you'll be transported immediately to World 6. For more info,

go to Section 5.2.

If you want to use the Magic Potion in order to reach a Warp Jar, then visit the later section. But if not, you can use the Magic Potion to get some Coins. If you didn't pluck the patches of grass on the other rocks, you can enter Subspace and grab them for Coins.

Keep moving across each whales; some of the later ones are inhabited by Pink Snifits and Pink Shy Guys. Simply kick them off of your whale friend and cross each one. The final whale is directly under an icy platform, so use the geyser he shoots out as a stepping stone to get up there. Go to the right and avoid the Flurry, then step onto the small ice platform. From there, jump to the right and pluck the grass for a Rocket.

Run to the right and collect the Cherry stuck inbetween the frozen tree. Make sure to pick the Red Shy Guy off of the Autobomb and run to the edge towards the spike pit. Pluck the patch of grass for a Magic Potion. Now hop onto the Autobomb and use it to cross the spike pit (with the Magic Potion in hand).

Once you reach the other end, jump off and hop over the two Porcupos. Drop the potion down here and enter Subspace to find the Mushroom. Go through the door to the right to enter the boss's lair.

BOSS: Red Birdo

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Red Birdo is a bit tougher than her pink cousin. She will spit three objects in a row, and they are a mix between eggs and fireballs. Needless to say, the fireballs hurt. There are no Mushroom Blocks found here, so you have to use Birdo's eggs against her. On top of that, the platform you fight on is icy, so it is easy to slip and slide around. Throw three eggs at her to end the incredibly easy fight.  
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Ah, you know the drill. Crystal Ball, Hawkmouth, etc. ;)

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| World 4-3 |

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Go up the ladder next to you and exit the cave. You'll find a Pink Birdo here, but don't kill it. Instead, jump on the hill above you and pick the grass for a Magic Potion. Run it to the left to find a trio of frozen trees. Drop it next to the trees and enter Subspace. The Mushroom is found on the tip of the center tree.

Alright, head back to the Pink Birdo. Remember, you cannot kill her. Jump over Birdo so that she's facing to the right. When she shoots an egg at you, jump it and ride it over the ocean. Neat, huh? When you land on a rock formation, leap up to the top and jump onto the platform to the right. Enter the door to the castle.

NOTE: There is a shortcut here before entering the castle that allows you to skip much of the inside area. For more info, go to Section 5.1.

Jump up the series of icy platforms and avoid the kamikaze Flurries that come crashing from above. I cannot say it's really challenging, so keep climbing the icy platforms until you reach a door at the very top. Exit to leave the castle for a moment.

As you can see, there are two clouds lingering to the left. Ignore them right now and walk to the right for two patches of grass. Pick the one to the left for a Magic Potion. Carry it back to the clouds and Super Jump to the upper cloud. From there, jump onto the castle roof and jump across; don't fall in the crack between. Jump to the right onto the second castle roof and head to the far right side. Drop the potion here and enter Subspace. The Mushroom should be right next to you.

Okay, now drop down and enter the rightmost door. You'll be greeted by a Pink Shy Guy and a Red Shy Guy. Ignore the pink one and jump on top of the red guy. You know how he can walk right off cliffs? Well we're going to use him to get through the spiky floors here. As he walks off the edge, stay on top of him as he descends the tower.

When you reach a pit, you'll fall down along with the lil' guy. Try to grab the Cherries along the way and aim for the center of the screen to land on a platform. Go through the door here to find a Key, a Phanto, and two Flurries. Guide the Flurries off of the platform above and defeat them, then Super Jump up to the Key. Pick it up to awaken the Phanto and get your plumber butt outta the room!

Drop down to the left for a Cherry and continue your descent down the tower. Not only are you being chased by a Phanto, but there are several Flurries down here that make things that much more annoying. Continue down the series of icy floors until you reach the bottom. Dodge the Flurry and open the locked door. I found it easiest to use the Key as a weapon in taking out the Flurries. That way the Phanto goes away when the Key is out of your hands, and it take out all the enemies present.

After going through the door, run to the right and jump over the Pink Beezo, then enter the red door. Run to the right and grab the Crystal Ball, then jump to the Hawkmouth. The Flurry on the ledge above doesn't really do anything aside from killing itself. Hehehe.

BOSS: Fryguy

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Fryguy is a very challenging boss; I'd say he is the toughest one yet for his sheer speed. You will be thrown into a room with a main platform in the center (the middle is composed by two Mushroom Blocks). There is a platform on each side of the center, giving you a nice step down to the ground. The ground has a couple more Mushroom Blocks as well.

Fryguy will fly in a figure eight pattern, spitting fireballs out of his mouth. Of course, he is virtually harmless when standing above him, but he will eventually swoop above you and start raining fiery death onto you. The walls are gone on the upper and lower sides of the arena, so you can walk through to end up on the other side; a neat way to escape Fryguy's attack.

The first stage of the battle is tricky. You have to hit Fryguy three times with a Mushroom Block. The easiest way to do this is by using the central platform. Pick up one of the Mushroom Blocks to fall down to the ground. Quickly get up onto the central platform again and wait for Fryguy to move under your position. Now drop the block through the hole so that it lands right on top of him. Alternatively, you can go bat crazy and chuck the Mushroom Blocks down below at him, though that isn't exactly safe.

Once you hit Fryguy three times, he will split into four tiny fireballs. Now you'll have to destroy each one with a hit of a Mushroom Block. These guys

are feisty and like to hop around a lot. If you still have Mushroom Blocks on the central platform, then use the same strategy to take out one or two fireballs. The more you take out, though, the remaining will move a lot faster. In short, the battle is tougher when you take out more fireballs. After taking out all four fireballs, the battle will end!

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After Fryguy has been put out, a door will appear. Head through to finish World 4. Small note: I found it funny that a fire-based enemy was the boss of an ice-filled world. Oh well; move on to World 5.

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WORLD 5

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[0405]

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| World 5-1 |

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From the start, run to the left to find a Red Shy Guy riding an Ostro. Break them apart and use one of them to take out the White Panser farther ahead. Once at the end, drop down to the rock below and hop across the platforms to the left. You'll find a doorway, so go on through.

In the cave, ignore the first grass patch (it's a Bob-omb) and pick up the second one for a Magic Potion. Carry it with you to the platform ahead, then cross the large waterfall using the logs as stepping stones.

You will realize that there are no more logs here, but Trouters in their place. As they hop out of the water, use them as temporarily platforms to reach the next rock structure. Jump from the single log to the next structure, then cross the final gap using the Trouters to the small platform floating in midair.

You should still have the Magic Potion in your hand; drop it right next to you and enter Subspace. The Mushroom is on one of the lower platforms, so jump down and grab it. When back, pluck the first patch of grass for a 1-Up. Next, pluck the second patch of grass for another Magic Potion. More carrying!

Drop down to the ledge right below you and jump to the right. The next platform is VERRRY high up, so you'll have to use a Troutor to reach it. Jump onto the Troutor as you see him shoot up from the bottom of the screen, then drop off. Two logs are the final obstacle to get past, but you need some good jumping skills to get the last Mushroom.

With the Magic Potion still above your head, jump onto the first log, then quickly to the second log. From there, jump on top of the rock ledge (you will be offscreen). There are two shafts holed up by Mushroom Blocks. Jump over the first one and drop the potion down into the second hole. This is tricky to do since you're off of the screen. Jump down into the hole and enter Subspace, then grab the Mushroom right on top of you.

Now pick up the Mushroom Block from under you to fall to the ground. Pick up the patch of grass on the left for ANOTHER Magic Potion. Drop it down here and enter Subspace, then collect the Coins. Finally, proceed through the doorway. It's time to do battle with another type of Birdo.

BOSS: Green Birdo



three Hoopsters on your tail, but get past them and climb to the top. Drop down to the right and enter the doorway.

You'll enter a large cavern. Just to let you know, there is a GIANT hole next to you... and you have to fall down it. Pick up the POW Block embedded in the ground to start your descent. Some of the sides have spikes, so you will have to avoid them as well. I found it easiest to stick to the left side of the cave as you fall down.

After falling through the narrow section and the cave starts to open up, aim for the right side to land next to the door. Throw the POW Block and enter the door.

BOSS: Red Birdo

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Red Birdo is a bit tougher than her pink cousin. She will spit three objects in a row, and they are a mix between eggs and fireballs. Needless to say, the fireballs hurt. There are no Mushroom Blocks found here, so you have to use Birdo's eggs against her. There is a Troutier that will jump in the middle of the arena, so you can even use him to damage Birdo once. After that, hit her two more times to defeat the dinosaur.  
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Collect the Crystal Ball and jump up to the platform, then run into the Hawkmoth. Level over.

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| World 5-3 |  
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Jump up to the ledge and exit the cave with the use of the ladder.

NOTE: There is a Warp Jar nearby which requires the use of a Magic Potion. When used, you'll be transported immediately to World 7. For more info, go to Section 5.2.

See the jar above the ladder you just came out of? That's the Warp Jar, but more info on that in Section 5.2. Anyways, grab the first patch of grass you come to for a Magic Potion. Continue to the right, collecting the Cherries along the way. Albatosses will be dropping Bob-ombs at you, so run away from them when they start to flicker. Jump over the rocks and throw the potion on the patches of grass, then enter Subspace. Collect the Coins and grab the Mushroom found here.

After, pluck the leftmost patch of grass for another Magic Potion. Hold onto it and run to the right. Continue past the giant tree and hop over the gap to the hill. Proceed to the right to find three Bob-ombs next to a rock wall. Jump onto the rock wall and they should walk over to you, blowing up the wall in the process. If you manage to do this, then drop the potion to the right of the wall. Enter Subspace and collect the Mushroom that was sealed behind the wall.

Pick up the Bomb found here and use it to destroy the wall to your right, then descend the ladder. Once in the cave, walk to the left and avoid the two walking Bob-ombs. Drop onto the blue platform and leap to the log bridge on the left. Pick up the vegetable and use it to kill the White Panzer past the gap. Jump over the gap and continue to the left. Go through the door.

This room is a pain as well... more Sparks. As the Spark passes, drop down and pick up the Mushroom Block from the floor. Fall below and place it on the vase to prevent any Red Shy Guys from appearing. Pick up the Mushroom Block on the right and fall through, then throw it to the side. Pick up the next one and put it on the second vase. Keep picking and throwing Mushroom Blocks until you reach the bottom of the room.

Jump to the platform on the left, then hop to the trio of Mushroom Blocks. Super Jump to the platform above and avoid the Spark. From here, keep jumping up the tiny platforms until you reach a ledge to the right. Avoid the Bob-ombs here and jump onto the ledge with two Mushroom Blocks. Stack one on top of the other, then Super Jump to the platform above. The screen scrolls to the right and left, enabling you to access both sides.

Continue up the platforms, while using the little trick of walking left and right off of the screen to avoid the Blue Pansers that walk down. Avoid a second Blue Panzer before reaching a door go on through.

You'll be in the treetops for this section. Run to the right and defeat the Pink Snifit, then continue along to find a Pidgit. Steal his magic carpet and ride it across the chasm. You'll find another Pidgit, but ignore him and drop down on the tree limb.

Hop across the clouds while avoiding the Red Beezos that fly down at you. Jump from cloud to cloud while making sure to avoid the Pink Shy Guys that stroll back and forth. Jump onto the logs and proceed right to the Red Birdo.

BOSS: Red Birdo

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Red Birdo is a bit tougher than her pink cousin. She will spit three objects in a row, and they are a mix between eggs and fireballs. Needless to say, the fireballs hurt. There are no Mushroom Blocks found here, so you have to use Birdo's eggs against her. This is the same fight as like, the past nine of them. You should know what to do.  
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After Red Birdo is defeated, pick up the Crystal Ball she leaves behind. Jump to the rocks on the right and enter Hawkmoth. What? You really though the level was over after that pitiful battle? Think again!!

BOSS: Clawgrip

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Run to the right to meet up with the angry crab himself. Clawgrip will spend his time standing on the platform to the right with his pile of trusty rocks. Stand on the L-shaped platform to the left of his position. Clawgrip will launch rocks at you one by one. They come towards you in two ways: he will throw it directly towards you. It will bounce against the wall and roll in the pit to your right. Clawgrip will also throw them way above your head and they will fall behind you; ignore those ones.

Clawgrip is much easier than Fryguy, so don't get worried by this crustacean baddie. When he hurls a rock towards you, jump over it and pick the rock up as it slams into the wall behind you. Hold it for a second, for he will chuck another rock at your way.

After the second rock is thrown, Clawgrip will waddle back and forth before throwing another rock. This is your time to strike; jump up to his platform and throw the rock back at him. Keep an eye on the direction the rocks go and

jump over the ones hurled straight at you. Smash Clawgrip with five of his rocks to send him packing.

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Well, that's it! Once Clawgrip is defeated, the exit will appear. Proceed through to finish off World 5.

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WORLD 6

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[0406]

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| World 6-1 |

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Start off by running to the right to find a Cobrat hidden in the quicksand. Defeat it, then jump across the bone piles. Take out the Pink Shy Guy and Cobrat, then walk towards the jar to find another snaky foe. Take it out and enter the jar.

Pick the patch of grass down here for a Magic Potion and exit the jar. Throw the potion on the bone pile next to you and enter Subspace. The Mushroom will fall from the sky into the quicksand. You must be quick to grab it before it sinks under.

Jump to dry land on the right. Defeat the Pokey that wiggles onscreen and move to the right. Hop over the cacti and defeat the next Cobrat that hides in the quicksand. FYI, the quicksand here is much...quicker than normally; you'll have a harder time getting out of it.

Defeat the Pink Shy Guy and Cobrat near the bone piles and jump to the right. You will reach two jars, each with a Cobrat inside. Defeat them both and pass by to find another Cobrat duo hiding underground. Kill them and hop up to the ledge.

Pluck the first patch of grass for a vegetable and chuck it at the Pokey. The second patch holds a Magic Potion, so pick it and bring it to the right. Avoid the next Pokey and time your jumps to avoid the Blue Panzer and his deadly fireballs. Jump from cactus to cactus to reach a rock structure. Throw the potion at the structure and enter Subspace; there you will find a Mushroom. Exit and go through the door.

You will appear in a large cave filled with a crapload of jars. Some are inhabited by Cobrats, but you can tell by their head peeking out. Walk towards the first jar that's covered with a Mushroom Block. A Cobrat is hiding inside, so take another Cobrat and throw it at this jar to defeat the one inside. After, move the block and go down the jar.

Once in here, dig through the sand to reach the bottom. Pick the leftmost patch of grass for a 1-Up, then get outta there. Walk over to the jar blocked by the Mushroom Block, the one in the center. From here, enter the fourth jar to the right to reach another sand pit. Dig your way to the bottom, past the Phanto (you know what's coming next), to find a Key. Pick it up and return to the top, then exit the jar. With the Phanto on hot pursuit, jump to the right and run down the hallway to the locked door. Open it to reach the boss room.

BOSS: Green Birdo

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The most perilous of the Birdo trio; the Green Birdo ONLY shoots fireballs from her mouth. Of course, that means that there will always be some sort of object in the battlefield that can be used against her. It's best to keep your distance, since she will constantly shoot out three fireballs in a row at you. After she shoots out three, there will be a small pause, giving you time to attack with Mushroom Blocks or some other object.

You'll start off on the left side of a wall, with Green Birdo on the other side. Luckily, there are three Mushroom Blocks on your side. You can walk through the sandy bottom of the wall (and so can her fireballs). Put two blocks on top of each other to create a wall, then take the third. Jump to the top of the wall, then drop down and throw the Mushroom Block when Birdo stops shooting. Use the remaining two blocks to defeat Green Birdo.

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Green Birdo will drop a Crystal Ball after her demise, so collect it and enter the Hawkmouth.

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| World 6-2 |

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This level is a short one, but you will be hitching a ride on Albatosses for nearly the whole time. Jump up the ledges to the right and exit the cave. You'll be in a large open area filled with Albatosses that fly across the screen. You have to hitch a ride on one that flies from the left side of the screen to the right (since you have to go to the right).

Pick up the vegetable as soon as you enter the area and drop onto the Albatoss that flies under you. Hop over any Albatosses that are flying in your path. When you come to a platform with a Red Panzer on it, use the vegetable to destroy it. Jump on the platform, then back onto your bird buddy.

When you see a tall platform appear from the right, charge a Super Jump and leap on. Pick the left patch of grass for a Magic Potion and drop it down next to you. Enter Subspace and collect the Mushroom that appear on the platform next to you.

Alright, now you have to wait for a new Albatoss to give you a ride. In order to do this, you will have to find an Albatoss that flies to the left. Hop on and return to the beginning of the level (watch out for the Red Panzer again!) to find another one that flies in the right direction. Hop on and continue to the right.

You'll have to avoid Pink Beezos if the Albatoss you're riding is high up in the air. After avoiding many Pink Beezos and Albatosses, you'll reach another platform and a ledge. Ignore the patch of grass and Super Jump up to the ledge. Walk to the doorway and go through.

BOSS: Green Birdo

-----  
The most perilous of the Birdo trio; the Green Birdo ONLY shoots fireballs from her mouth. Of course, that means that there will always be some sort of object in the battlefield that can be used against her. It's best to keep your distance, since she will constantly shoot out three fireballs in a row at you. After she shoots out three, there will be a small pause, giving you time to attack with Mushroom Blocks or some other object.

This Green Birdo is in a bad spot. First off, jump to the platform on the right to find a Mushroom Block. Wait for her to stand under you, then drop the block on her head. There are so many platforms and ditches here that it is incredibly easy to avoid her fireballs. There may be only two Mushroom Blocks here, but the fight is a cinch. Three hits is all it takes.

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Grab the Crystal Ball and climb to the upper platforms. Cross them and go to the right, then enter the Hawkmoth. Golly, what a short level.

+-----+

| World 6-3 |

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At the beginning of the level, climb up the ladder to head outside again.

NOTE: There is a shortcut after climbing the ladder that allows you to skip basically the entire level. For more info, go to Section 5.1.

Pick the patch of grass to the right for a Magic Potion. Carry it to the right, past two bone piles. Jump onto the two cacti and land on the third bone pile. Drop it here and enter Subspace. The Mushroom is lying on top of the first cactus, so grab it.

Defeat the Pokey and the Cobrat hiding in the quicksand to the right, as well as the Pink Shy Guy here. Jump to the final bone pile and onto dry land, then enter the large cave. Avoid the vases that dispense Bob-ombs and collect the Cherries before running to the right. Make sure to also get the Cherries under the sand as well.

Run towards the sand and jump to the upper floor. Pick up the grass for a Bomb and use it to destroy the rock wall to the right. Take the next Bomb here and quickly run to the right to find another rock wall; chuck the Bomb at it to have it go kaboom. Pluck the leftern patch of grass for another Bomb and jump over the hole, then throw it at the wall to destroy it.

Take the patch of grass next to the destroyed wall for another bomb and use it to destroy the second hole. Go back to the left and pick up the remaining patch of grass for a Magic Potion. Bring it over to the hole you just destroyed and drop the potion next to the hole. Enter Subspace and drop down the hole to get the Mushroom.

After collecting the Mushroom, run to the right to find a ladder. Slide down the ladder, then drop off to the ledge on the right. Climb up the vine to the next area. Now we're up in the clouds!

Walk towards the first vine and jump on the Hoopster. Kick it off the vine, then climb to the top. Drop off onto the vine to the left and continue upwards.

Avoid the Hoopster and climb to the top, then switch onto the leftmost vine and continue up. Drop down to reach a fork. The path on the right is past three Hoopsters... we don't want to deal with that. Instead, take the left path. Climb to the top and constantly cross over a series of vines, then climb up the one on the right to the next section.

Avoid the Red Shy Guy and jump up to the vine. Climb up while avoiding the bullets of the Gray Snifit nearby. Once at the top, change over to the vine

on your right, then continue up past the second Gray Snifit. When you reach a cloud platform in the center of the screen, cross it to the rightmost vine and climb to the top. From here, drop onto the small cloud where a Mushroom Block lies. I'm not sure what it's for, but jump onto the first vine.

Quickly make your way across the vines to the leftmost one, then climb up to the next cloud. There's another set of paths to take. Like before, the right side is riddled with Hoopsters, so be on the safe side and take the left path. Continue up the vines until you ultimately have to cross over to the right side. However, there are no Hoopsters at the top, so it should be easy to do so. Drop onto the vine to your right and continue up. Once at the top, run to the right and enter the pyramid.

BOSS: Red Birdo

-----  
Red Birdo is a bit tougher than her pink cousin. She will spit three objects in a row, and they are a mix between eggs and fireballs. Needless to say, the fireballs hurt. Use the Mushroom as a stepping stone to reach the upper platform where Red Birdo lies. From there, use three of her eggs back at her to win the battle. Easy stuff.  
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Collect the Crystal Ball afterwards and drop down, then enter Hawkmouth to start the real battle.

BOSS: Triclyde

-----  
This large three-headed snake stands on top of a ledge to the right and spits a chain of fireballs at you. The attack is hard to dodge since he uses it constantly (he does have three heads). Hopefully you have all four health points before entering the battle. Anyways, there are seven Mushroom Blocks to the left of Triclyde. You must use these to attack the snake, but doing so can be rather difficult.

The seven blocks are neatly layed out on the bottom of the arena. Drop down into the fighting area and run to the rightmost block. Triclyde's attacks should not reach you here. Pick it up and start to form a barrier on the platform above. To do this, pick up a block and drop it on the platform while in midair. This way, Triclyde's fireballs cannot rain down on top of you. All you need are two blocks stacked on top of each other on the far right side of the platform; creating a nice wall of sorts.

Now it's totally easy, since you virtually cannot get hit when standing underneath your barricade platform. There should five blocks left, so pick one up and jump onto the left side of the platform. When Triclyde stops momentarily, jump up and throw the Mushroom Block over the wall, hitting the dastardly snake. Do this twice more to defeat Triclyde once and for all.  
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With Triclyde out of the way, the level exit will appear. Go through to finish off World 6. Only one world left! We're coming for you, Wart!



BOSS: Green Birdo

-----  
The most perilous of the Birdo trio; the Green Birdo ONLY shoots fireballs from her mouth. Of course, that means that there will always be some sort of object in the battlefield that can be used against her. It's best to keep your distance, since she will constantly shoot out three fireballs in a row at you. After she shoots out three, there will be a small pause, giving you time to attack with Mushroom Blocks or some other object. You know the drill. There may be only one Mushroom Block, but you've taken care of plenty of these enemies.  
-----

Pick up the Crystal Ball the Green Birdo leaves behind and enter the Hawkmoth for one last Bonus Round. Hopefully you gained enough Coins for some free lives, since there is only one level left!

+-----+

| World 7-2 |

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There are two paths you can take in this level, and I will describe both of them to you. From the start, take out the three Gray Snifits on top of the pillars. Go right to reach the entrance of Wart's castle. Ignore the random Ninji hopping above the entrance and go inside the castle.

You'll drop down on a conveyor belt, so follow it to the right. Avoid the Red Shy Guys that appear out of the vase; just jump over them. Jump to the second conveyor belt and dodge the Ninjis jumping about. Leap to the third belt. There will be a vase that spits out Bob-ombs, so make sure to quickly get across this belt and onto the next one.

The two paths start here. As you pass, you should spot a chain leading downwards - that's the first path. Go across the belt and look to the right to find a chain going upwards. Yep, you guessed it: that's the second path. Both paths rejoin later in the level, but I will provide a walkthrough for both pathways. I don't really recommend a path to take, so pick for yourself.

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First Path

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Drop down to the lower belt and go to the left. Avoid the Red Panzer's nasty fireballs and quickly make way to the chain. Climb down the chain to the next area. Pluck one of the Mushroom Blocks from underneath you to fall below. Use it to take out the Spark, then walk to the left side of the room. Do the same with one of the other blocks, then fall down to get a Cherry.

Take another block to reach a second Spark-filled area. Take them both out, then grab a Mushroom Block from the right side of the room for a Cherry. The path to get Cherries is left, right, right, left, and right. Continue doing this until you reach a door at the bottom, one which you should go through.

There are a bunch of Sparks here being separated by chains, so quickly dash to the right to avoid them. Run to the first door you spot and go through. Drop down to the left and pick up the patch of grass to the left for a Magic Potion. Enter Subspace here and collect the Mushroom on top of the pillar. Exit the room and go right to find another red door; proceed through.

This room is a royal pain in the behind. Climb up the chain to the first section, where you'll find two Sparks and two Cherries. Collect the Cherries and avoid the Sparks. Quickly jump onto the chain and climb up to the next section. The Sparks here go faster, so hurry up in collecting the Cherries. Luckily you don't get hurt by the Sparks when on the chain.

The third section only has one Spark, so grab the Cherries and continue up. The fourth section has none, so grab the Cherries and go. Climb up the long chain to the top of the room and go through the door. Run to the left while avoiding the Sparks in this large room. The next Spark that patrols the hallway is nearly impossible to avoid. I just took it like a man and climbed up the chain past it.

Pick up the Red Shy Guy here and take out the Pink Snifit and the Spark. Climb up the conveyor belts while avoiding the Sparks. Things can get pretty hectic here, so be quick with your movements. I found it easiest to run through this room in a mad dash. Avoid the Pink Snifit and Pink Shy Guy at the top, then climb the chain to reach Red Birdo.

BOSS: Red Birdo

-----  
Red Birdo is a bit tougher than her pink cousin. She will spit three objects in a row, and they are a mix between eggs and fireballs. Needless to say, the fireballs hurt. You have to fight her on a moving conveyor belt, so I guess that's a little challenging. Still, hit Red Birdo three times with her eggs to finish her off.  
-----

Run past her carcass and climb up the chain to rejoin the path. That's it for the first route!

Second Path

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Ride the conveyor belt to the right and avoid the Red Panzer's projectiles. When you reach the chain, grab it and climb to the top. Run to the left to find another Spark in a tight space. Quickly run under it, then climb up the chain to the next room. Climb up the next chain to find a set of Sparks that quickly move up and down in one path. Run from one chain to another, dodging the Sparks by speeding under them. Once on the other side, climb up the chain.

Jump up to the two platforms, then leap onto the block to the left. Quickly hop onto the chain to the left and climb up to the door. Go through. Ah, out in the open again. Well, not for long. Climb down the first ladder, then jump off the right side to fall all the way to the ground. Avoid the Tweeter (and the fireballs from the White Panzer) and climb down the ladder, then head through the door.

Pick up the patch of grass on the right to receive a Magic Potion. Drop it anywhere in the room and enter Subspace. Collect the Mushroom on the right side of the room and leave. Once back here, climb up the ladders and go back to the previous room.

From here, Super Jump through the blue platform and jump to the one above. Avoid the first Spark and jump onto the pillar, then leap onto the second one to the left. From there, proceed up to the platform. Hop from pillar to pillar while avoiding the Sparks. Once you reach the top, climb the chain and exit the room. Use the POW Block to destroy all of the Sparks here, then climb up

the chain. That's it for the second path!

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Alright, now the paths have crossed and we are back on track. Run across the conveyor belt (while ducking under the Spark) and climb down the chain at the far end of the room. Yep, another Birdo fight.

BOSS: Red Birdo

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Red Birdo is a bit tougher than her pink cousin. She will spit three objects in a row, and they are a mix between eggs and fireballs. Needless to say, the fireballs hurt. You have to fight her on a moving conveyor belt, so I guess that's a little challenging. Still, hit Red Birdo three times with her eggs to finish her off.  
-----

Birdo will drop a Key instead of a Crystal Ball this time. Pick it up and go through the door nearby. Use it to defeat the two Sparks to the left of you and go through the locked door.

BOSS: Hawkmouth

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This peaceful door we have used throughout the entire game has seemingly gotten sick of you riding around in its mouth, so it's going to do something about that. Pick up the Crystal Ball to initiate the fight. The Hawkmouth will detach from the wall and start to fly towards you.

Run back to the left to find two Mushroom Blocks on top of two pillars. Use these to damage Hawkmouth as it flies towards you. Hit it three times to have the Hawkmouth open its mouth. When it does, quickly jump in. If you fail to do so, you'll have to hit it three more times.  
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After entering the angry Hawkmouth, you will appear in Wart's lair! It is time for the final showdown!

BOSS: Wart

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Run to the right to find Wart and his crazy vegetable-spitting contraption. Wart will shoot around four or five bubbles that arc towards you. The set of bubbles will go all the way to the end of the machine, then slow down and fall to the bottom of the screen.

The thing that sucks about this battle is that the bubbles Wart spits can destroy the vegetables: even one that you're throwing. The only way to damage Wart is to throw a vegetable in his open mouth. You have to do this right before he spits out the bubbles, so time your shots carefully.

When the machine below spits out a vegetable, drop down and grab it before it falls offscreen. Jump back up to the platform and wait for Wart to open his mouth. Chuck the vegetable in his mouth to damage him. If you're too late, then the bubbles will destroy the vegetable in midair. The battle is incredibly tough and time-consuming, so don't worry if you lose a life or two. You need to hit Wart seven times to defeat him and end the fight.

The strategy I actually found to be the easiest is to stand below the large

vegetable machine and catch a vegetable. Avoid the bubbles and run to the right; stand next to the ledge that Wart is standing on. If you manage to get the pattern down, you can figure out when Wart will open his mouth. Hop up right before he opens his mouth and throw the vegetable in. You can also toss it in as Wart is spitting the bubbles out, since the bubbles should arc above his mouth.

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Walk through the door to officially end the game. Well, that's it! What else can I say other than "good job"? You have beaten the game, and Mario has rescued all of the Subcons; enjoy the ending to Super Mario Bros. 2. The ending is neat, since it shows how many times you used each character. Well, I hope this guide has helped you, even in the slightest!

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[5] SHORTCUTS

[0500]

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There are many different shortcuts found in Super Mario Bros. 2. Some only pass by minor parts of the level, while others let you skip over Worlds. Here is a list of all the shortcuts found in the game; listed by the levels they are found in.

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SHORTCUTS

[0501]

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| World 1-1 |

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Once you are in the cave near the middle of the first level, climb up the vine to the upper floor. The exit is to the right, but jump over the waterfall to the left side. Super Jump to the top ledge where a Pink Shy Guy lies. Take him out first off. The patches of grass here hold Bombs, and there is a rock wall to the left of here; down below the ladder. Your goal is to time the drop of the Bombs so they explode before hitting the ground.

Do this to destroy the rock wall. Once you have done so, climb down the ladder and drop off on the ledge. Go through the door for a one-way ticked to the boss's lair! The thing is that you're on the other side of the Hawkmoth. Super Jump to the ledge below, then jump to the top. Run to the left (you'll be offscreen), then jump down below to reach Birdo. Neat, eh?

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| World 1-2 |

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First off, this shortcut must be done with Luigi, and Luigi only. To be honest, this shortcut is pretty stupid, and the time wasted in actually trying to complete it can be used to go through the level normally (in my eyes). After crossing the chasm via the Pidgit's magic carpet, stand next to the first jar. Jump on top of the jar and stand on the very edge (so that when you press Down, you won't enter the jar).

Once you have it perfected, Super Jump in the air to trigger the arrival of a Red Beezo. You must successfully land on the Red Beezo and continue on it as the bug flies to the right. Once it reaches the hill high above, jump off onto the hill. The shortcut skips the process of getting the Key and going through the cave, but I'm not a real fan of it.

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| World 3-1 |

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I'll admit, this shortcut is pretty sweet, but it can only be done with Princess Toadstool. After climbing the vine up in the clouds, immediately walk to the left. Jump in the air with Toadstool and use your floaty technique to cross a rather lengthy gap, reaching a door at the end. Go through the door and jump over the wall to reach Red Birdo.

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| World 4-3 |

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This shortcut requires the use of Princess Toadstool. When you reach the entrance to the castle, walk past the door. Step to the edge of the platform and use a floaty jump. Float across the chasm and you should reach another platform. Ignore the first door you come to and continue to the right to find another door. Jump over the Pink Beezo and enter the door. Voila! You just skipped much of the inner portion of the castle.

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| World 6-3 |

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After climbing the ladder to reach the desert, walk to the left. You will find a pit of quicksand next to a wall. This shortcut is very sneaky, yet easy to perform. Walk into the quicksand and hug the wall. Keep pressing Left as you sink into the ground.

When you're able to move under the wall, go under the wall and repeatedly press A to stay under the wall - yet not so deep that you'll die. Keep pressing A repeatedly while moving to the left to reach a door. Enter the door and hop across the clouds to reach the pyramid. The pyramid then leads to the end of the level. Yes, the very end of the level. It's an AWESOME shortcut.

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| World 7-1 |

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After climbing the ladder, quickly jump onto the pillar on the right, then Super Jump onto the passing Albatoss. He will bring you to the Rocket, free of charge. This allows you to skip out on collecting two Mushrooms, though. This trick is best used with Luigi.

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Warp Jars are a real neat addition to the game. I found them quite useful, especially in the later worlds. I always kept getting game overs in World 7, so instead of playing through the ENTIRE game, I could just Warp to World 6, then complete that world instead of five others.

Some jars found in levels have no use; you cannot enter them and nothing comes out of them. However, if you enter Subspace near one of these jars and go inside the jar, you will be teleported to a different world! Here is a list of all the Warp Jars found in the game.

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| World 1-3 |

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After crossing the second waterfall via the rolling logs, jump to the right to find two green platforms with a log on top. There are several patches of grass on top of the log, but don't worry about them. Instead, grab the leftmost patch of grass UNDER the log to find a Magic Potion. Normally, you can use this potion to get a Mushroom, but that won't be possible if you wish to use the Warp Jar.

With the Magic Potion in hand, jump over the gap to the right and avoid the slew of enemies. Pass by the warehouse door to reach a jar. You can't enter the jar when in the real world, so drop the Magic Potion next to it. Enter Subspace, then enter the jar to warp to World 4! Sweet!

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| World 3-1 |

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After going through the door at the very beginning of the level, you will be at the base of a waterfall. Instead of climbing the clouds to the top, we're going to go to the bottom. Yep, that's right. Drop off of the ledge and fall down the waterfall. Stay in the center of the screen as you fall and you'll land on a small island with a door. Enter the door to reach a cave.

There is a line of grass here, so keep plucking patches of grass from the left; you will eventually grab a Magic Potion. Carry it to the left to find a seemingly useless jar. Well, it isn't so useless after all. Drop the Magic Potion to create a door leading into Subspace. Enter Subspace and go down into the jar to warp to World 5.

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| World 4-2 |

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After dealing with the swarm of Pink Beezos, enter the next area to reach an ocean filled with whales. Once you reach the trio of rock platforms, pick up the patch of grass on the third rock for a Magic Potion. Carry it across the next handful of whales until you reach the final one, which is directly under an ice platform.

Use the geyser to reach the platform and walk to the right. See the small island with a jar on it? That's our destination. Continue across the platform and dodge the Flurry, then step onto the small platform right next to it. From here, look to the left to spot a whale. Jump onto the whale, then leap

to the island with the jar on it. Drop the Magic Potion here and enter Subspace. Slide down in the jar to reach World 6!

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| World 5-3 |

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This shortcut can be done with anyone, but it's easiest if you use Luigi. At the start of the level, climb the ladder to exit the cave. You will appear underneath a large overhang with a jar on top. If Luigi, simply Super Jump onto the overhang for an easy task accomplished.

If not, then you can use the Bob-ombs as a stepping stone (but it's much harder to do so). Wait for the Albatosses to drop Bob-ombs near you and guide them towards the overhang. Jump on one, then quickly Super Jump up to the ledge before they explode. Once on top, pluck the grass here for a Magic Potion. Drop it and enter Subspace, then go through the Warp Jar to teleport to World 7.

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[6] MUSHROOMS

[0600]

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NOTE: All levels have two Mushrooms except for World 2-1, World 5-2, and World 6-2.

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| World 1-1 |

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Mushroom #1 - After exiting the dark area, walk to the right to find a vine and a hill. Climb the vine and grab the rightmost patch of grass to find the Magic Potion. Drop the potion next to you, then enter Subspace. The Mushroom is found up on the hill.

Mushroom #2 - After exiting the cave, pick the patches of grass to the right to find a Magic Potion. Drop it down next to where you found it and enter Subspace to find the Mushroom close by.

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| World 1-2 |

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Mushroom #1 - After crossing the hole via the magic carpet, grab the first patch of grass for a Magic Potion. Drop it between the two jars and enter Subspace; the Mushroom is found inbetween the jars.

Mushroom #2 - The second Mushroom is found in the cave after unlocking the door. After bombing the first wall, climb the ladder to the top floor. Use the bombs to destroy the rock wall to the right, revealing a hole leading to the floor below. There is a Magic Potion in one of the patches of grass. Pick it up and drop it next to the newly-created hole. Enter Subspace and drop down

the hole to find the Mushroom on the bottom floor.

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| World 1-3 |

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Mushroom #1 - Pick up the rightmost patch of grass next to the first log bridge for a Magic Potion. Throw the potion in the middle of the bridge and enter Subspace. The Mushroom is also found on the center of the bridge.

Mushroom #2 - The Magic Potion is found past the second waterfall, under a log held up by two green platforms. Pick it up and go back to the left towards a large hill (it is right past the first waterfall). Jump onto a log rolling down the waterfall, then quickly leap up to the hill. Drop the potion down here in the middle of the grass, then head into Subspace; the Mushroom is found up here on the hill.

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| World 2-1 |

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Mushroom #1 - After passing the second jar, you will soon come to a big rock structure. Pluck the first grass patch on the left for the Magic Potion, then drop it on top of the structure. Enter Subspace and collect the Mushroom, which is found right on top of the rock structure.

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| World 2-2 |

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Mushroom #1 - There are patches of grass past the first jar, so pick up the first patch for a Magic Potion. Bring it to the right and chuck it between the two jars. From there, go into Subspace and get the nearby Mushroom.

Mushroom #2 - Not long after the first one, you'll come to a cave. After bombing the wall in the cave, head to the left to find another stone structure. The Magic Potion is in the center of the structure, so pluck it and drop the potion. Enter Subspace; the Mushroom should be lingering on the structure as well.

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| World 2-3 |

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Mushroom #1 - Upon climbing the ladder to the outside world, run to the right and pick the patch of grass to find a Magic Potion. Bring it to the left of the ladder, where a Pink Shy Guy is roaming around on a hill. Drop it next to the hill and enter Subspace. The Mushroom should be right on top of the hill.

Mushroom #2 - There is a doorway atop a large hill past the first Mushroom. You can either use Luigi's Super Jump to reach there, or have



Subspace to find the Mushroom. Yep, that easy.

Mushroom #2 - When you reach the rock formation at the far end of the area, pick the grass on the top to find another Magic Potion. Drop it on the left side of the rock structure. Enter Subspace and walk onto the ice patch next to you to collect the Mushroom.

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| World 4-2 |

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Mushroom #1 - When you enter the area with the whales, jump onto the whale on the left. Pick up the patch of grass on the left to receive a Magic Potion. Drop it down on the wall and go into Subspace. The Mushroom is conveniently located on the whale's tail.

Mushroom #2 - After finding the Rocket and blasting off to the next area, go up to the Autobomb/Shy Guy combo. Throw the Shy Guy off his ride and pick up the patch of grass for a Magic Potion. Then jump on the Autobomb to hitch a ride across the spike pit. When on the other side, jump off and throw the potion down on the ground. Enter Subspace to find the Mushroom here.

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| World 4-3 |

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Mushroom #1 - In the area with the Birdo, jump onto the hill right above the door. Pick the grass on the left for a Magic Potion and run to the left. Throw it down next to the patch of frozen trees and enter Subspace. Super Jump up to the center tree to find the Mushroom.

Mushroom #2 - After exiting the first portion of the castle, go to the right for two patches of grass. Pick the one on the left for a Magic Potion and run to the left. Super Jump up to the clouds, then leap onto the castle rooftops. Make your way to the right side of the castle (jump from one roof to the other) and place the potion on the far right side of the roof. Head into Subspace to find the Mushroom directly next to you.

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| World 5-1 |

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Mushroom #1 - When you enter the cave, pluck the second grass patch for a Magic Potion. Carry it across the waterfall while riding the logs and Trout. When you get to a platform, jump on it and drop the potion. Enter Subspace and drop down to the lower level to collect the Mushroom.

Mushroom #2 - Immediately after collecting the first Mushroom, grab the patch of grass on the right side of the platform for another Magic Potion. Carry it across the waterfall until you reach two logs. Jump to the second log, then leap from there onto the top of the screen (best done with Luigi). From there, throw the potion into the second hole and enter Subspace for the Mushroom.

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| World 5-2 |

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Mushroom #1 - When you enter the first jar of the level, pick up the Bomb and use it to destroy the floor. Next, pluck the patch of grass on the right for a Magic Potion. Exit the jar and place the potion on the ground next to it. Enter Subspace to find the Mushroom, which is on the lower ledge to the left.

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| World 5-3 |

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Mushroom #1 - After climbing the ladder, run to the right and pick up the Magic Potion from the first patch of grass. Run past the rock walls to the right and throw the potion in the middle of the grass patches. Enter Subspace to claim the Mushroom.

Mushroom #2 - After exiting Subspace, grab the leftmost patch of grass for a Magic Potion. Carry it to the right, where you'll eventually reach three Bob-ombs walking around next to a rock wall. Drop the potion next to the rock wall and use them to destroy it. Enter Subspace and walk through the remains of the rock wall to find the second Mushroom.

+-----+  
| World 6-1 |

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Mushroom #1 - When you reach the first jar in the level, slide down. Collect the Magic Potion down here and exit the jar. Drop it on the bone pile to the right. Enter Subspace to see the Mushroom drop into the quicksand; quickly grab it before it submerges!

Mushroom #2 - Once you reach the group of cacti, pick the second patch of grass for a Magic Potion. Bring it to the right and jump over the Blue Panser. Carry it to the rock structure and throw it down next to it. Enter Subspace to find the Mushroom, which is located on top of the structure.

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| World 6-2 |

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Mushroom #1 - As you are riding the Albatoss, you'll come to a set of rock platforms. Pick the leftern patch of grass for a Magic Potion. Drop it down next to you and enter Subspace. The Mushroom is located on the platform next to you.

+-----+  
| World 6-3 |

Mushroom #1 - Pick the Magic Potion at the start of the desert section and bring it to the right. Drop it on the bone pile right past the two cacti submerged in the quicksand. Enter Subspace to find the Mushroom lying on top of the first cactus.

Mushroom #2 - After entering the cave and destroying the two walls, grab a Bomb and blow up the SECOND hole. Then pluck the patch of grass to the left to find a Magic Potion. Throw it next to the hole we just destroyed and go into Subspace. Drop down in the hole and grab the Mushroom down here.

+-----+

| World 7-1 |

+-----+

Mushroom #1 - After passing the green hill, pick the grass on the pillar to find a Magic Potion. Bring it back to the hill and drop it down on the ground. Enter Subspace for the Mushroom.

Mushroom #2 - Enter the small room past the first Magic Potion and jump onto the ledge. Pick the third grass from the right for a Magic Potion. Throw it down and enter Subspace, then collect the Mushroom along with a slew of Coins.

+-----+

| World 7-2 |

+-----+

Mushroom #1 - On the first path, you'll reach a door in a room filled with Sparks and chains. Enter it and pick the grass patch on the left for a Magic Potion. Drop it and enter Subspace. You can find the Mushroom on top of the rightmost pillar.

Mushroom #2 - Upon entering the room with two chains, climb the one on the left. Enter the door at the top to exit the castle. Jump down the right side of the area to fall to the ground, then climb down the ladder and head through the door. In here, pick up the patch of grass to the right for a Magic Potion. Drop it next to you and enter Subspace for the Mushroom.

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[7] ITEMS

[0700]

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Here is a juicy list of all the items found in the game.

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| 1-Up |

+-----+

These incredibly useful items are found in the ground and resemble Mushrooms. Needless to say, they give you one extra life.

+-----+

| Bomb |

+-----+

Bombs are self explanatory: these bad boys can be plucked from the earth and are primarily used to destroy rock walls. At times, Bombs can be scarce, so make sure to not waste any.

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| Cherry |

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Cherries are found strewn through various levels. Collect five to trigger a Starman.

+-----+

| Coin |

+-----+

Coins are used solely for the Bonus Round and are only found in Subspace when you pick a patch of grass. Collect as many as you can for many tries at the Bonus Round.

+-----+

| Crystal Ball |

+-----+

Crystal Balls are the symbol of the level exit. They are usually found guarded by Birdos. Once defeated, take the ball to open the Hawkmouth. Sometimes they are found in the open, but usually only when there's an even bigger boss waiting for you.

+-----+

| Heart |

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These Hearts can restore one hit point and are found when you kill a handful of enemies (around 10-15). So if you're low on health, make sure to kill a lot of enemies to make these appear.

+-----+

| Key |

+-----+

Keys are used to open locked doors, however they are always guarded by Phantos. When you pick up the Key, expect to get chased relentlessly by one until you open the lock.

+-----+

| Magic Potion |

+-----+

If I'm not mistaken, Magic Potions are found in every level. These

interesting items grant you access to Subspace. Drop the potion to create a doorway leading to the parallel world. You can find Mushrooms and collect Coins in Subspace, however Mushrooms are only found in certain areas. Make sure to use Magic Potions wisely.

+-----+  
| Mushroom |

-----+  
Mushrooms are found in Subspace and when collected, refill your health and extend your health meter by one slot. This only lasts through the level, so you'll revert back to two hit points at the start of a new level. Refer to Section 6 for detailed locations of Mushrooms.

+-----+  
| Mushroom Block |

-----+  
Mushroom Blocks have several uses, but are usually found in boss rooms. They are indestructible and can be used as projectiles. They can also be used as stepping stones and barriers. In fact, Mushroom Blocks are incredibly versatile and very useful.

+-----+  
| POW Block |

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POW Blocks are fairly rare items and commonly found out in the open. When dropped, POW Blocks generate a massive shockwave, resulting in the death of all enemies onscreen. Needless to say, it's an awesome item.

+-----+  
| Ripened Vegetables |

-----+  
These large vegetables are much more uncommon than Unripened Vegetables. They can be used as a projectile and after collecting five of them, you will find a Stopwatch in the next patch of grass.

+-----+  
| Rocket |

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Found in only a few levels, pluck a patch of grass to reveal a Rocket. Rockets are used to transport you to another section of the level.

+-----+  
| Starman |

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After collecting five Cherries, a Starman will appear onscreen. Grab it to become invincible for a short amount of time. Easily one of the most useful items in the game.

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| Stopwatch |

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The Stopwatch will stop time for several seconds, freezing all enemies and objects in their place. These are found in the place of a vegetable after collecting five Ripened Vegetables.

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| Turtle Shell |

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Similar to Koopa Shells, a Turtle Shell can be tossed and will slide across the ground. The shell can be used to ram enemies until it hits a wall. Unlike Koopa Shells, however, Turtle Shells will be destroyed after hitting a wall or immovable object.

+-----+

| Unripened Vegetable |

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Out of the two types of vegetables, the Unripened Vegetable is more common. This is what you'll usually find when you pluck a patch of grass. These can be used to defeat enemies (that's really their only use).

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[8] BESTIARY

[0800]

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ENEMIES

[0801]

+-----+

| Albatoss |

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Albatosses are large red birds that usually fly high up in the air, dropping enemies such as Bob-ombs down on you. Other than that, Albatosses are rather defenseless. They only appear in a handful of levels, but can be used to your advantage. Albatosses cannot be killed, which makes it all the easier to hitch a ride on them to reach inaccessible areas.

+-----+

| Autobomb |

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Autobombs also only appear in a few levels, and they are always found being ridden by Shy Guys. These vehicles can shoot fireballs at you and can also be used as a form of transportation. Simply knock the Shy Guy driving it off, then jump on top. Autobombs can be used to cross areas that pose as a threat to you, such as spiked pits.

+-----+

| Beezo |

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Beezos are large flies that slightly resemble Shy Guys and wield a trident of sorts. They appear out of the sky and swoop down in an attempt to collide with you. There are two types of Beezos: Pink Beezos and Red Beezos. Red Beezos are more common and tend to slowly dive at you. Pink Beezos are much faster than their red counterparts and tend to move in a straight line.

+-----+

| Bob-omb |

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These guys are self explanatory: they are animated bombs. These lit bombs will walk around and stop before exploding a couple seconds after. When you see them flash, back away before they blow up. Bob-ombs are sometimes carried by Albatosses and can also be found in the ground; they're hidden as patches of grass. If you manage to accidentally pick one up, toss it away before it detonates in your hand.

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| Cobrat |

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Cobrats are large red snakes that tend to hide before ambushing you. Whether they hide underground or in a jar, you can always spot their eyes before they jump out at you. Cobrats slither back and forth across the ground, whereas the ones in jars are immobile. Cobrats can also shoot out small projectiles at you. Since Cobrats don't have feet, simply pick them up and give 'em a good toss to dispose of the enemy.

+-----+

| Flurry |

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Flurries are small white snowballs with eyes and feet. They are only found in icy levels and always follow you; if you jump over one, it'll quickly turn around and continue chasing after you. Their main form of attacking is colliding with you. Flurries tend to slip and slide on the icy surfaces, so it's very possible to lead them off cliffs or into holes.

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| Hoopster |

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Hoopsters resemble small, brown ladybugs that are found patrolling vines. They tend to block your path when climbing a vine, but it's possible to move to various vines in later levels. You can pick up Hoopsters and dispose of them, but it's best to simply avoid them. They have no real form of attacking other than colliding with you.

+-----+

| Ninji |

Ninjis are small, star-shaped enemies that are always jumping up and about. They are very pesky creatures and also come in two types: Black Ninjis and Blue Ninjis. Black Ninjis are stationary; they stand in one spot while jumping up and down. However, Blue Ninjis have the ability to move, and they do it a lot. Blue Ninjis are usually found in pairs or small groups.

+-----+

| Ostro |

Ostros are large birds that resemble ostriches (well I guess that's where their name comes from) and are found being ridden by Shy Guys. Similar to the Autobomb, you can ride Ostros if you get rid of the rider. Ostros are rather harmless and their high speeds can be used as a nice form of transportation. Ostros have no form of attacking you other than collision.

+-----+

| Panzer |

Panzers are small plants that are capable of spitting streams of fireballs out of their large mouth. There are three types of Panzers: Red Panzers, White Panzers, and Blue Panzers. Red Panzers are the least dangerous, since the fireballs they shoot only go straight up in the air. White Panzers can shoot fireballs in an arc. Blue Panzers can not only shoot fireballs in an arc, but they can also walk. Sometimes it's best to simply run under a Panzer, but if not you can always throw an object or enemy at them.

+-----+

| Phanto |

Phantos are creepy faces that appear to be lifeless...until you pick up a Key. One will come to life as soon as you pick up a Key and will pursue you unless you drop the Key or use it on a locked door. Phantos cannot be killed (unless if you have a Starman), so your best option is to run away!

+-----+

| Pidgit |

Pidgits are small owls that are always found with their trusty magic carpet. They will fly in the air, then swoop down at you. The time to strike is when they dive down at you; jump on top of them to steal their magic carpet. Pidgits' magic carpets can be used to fly over large holes or to reach inaccessible areas.

+-----+

| Pokey |

Pokeys are large cacti enemies that are composed of several segments. They

are only found in desert levels and have the distinct ability to travel through objects such as jars.

To defeat a Pokey, you must destroy all of its segments. The only part of a Pokey you can touch without harm is its head (the top segment). Once you take its head, the segment below will turn into its head. So in short, whichever segment is at the top is the only part of the Pokey you can touch. They have no form of attacking other than to run into you.

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| Porcupo |

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These guys resemble porcupines and scurry back and forth. Porcupos are rather rare enemies and cannot be touched. The most common way to defeat Porcupos is if you throw something at them, since you can't pick these guys up. They are relatively harmless, though, and can easily be avoided at times.

+-----+

| Shy Guy |

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Shy Guys made their famous debut in Super Mario Bros. 2 and are the most common enemy in the game. They are the least dangerous enemy in the game; they're slow and most walk right off of cliffs. There are two types of Shy Guys: Red Shy Guys and Pink Shy Guys. Red Shy Guys walk right off of edges, whereas Pink Shy Guys turn around. Shy Guys have no real attack other than running into you.

+-----+

| Snifit |

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Snifits resemble Shy Guys except these guys wear faceplates that resemble gas masks. They can shoot bullets out of their nose, and usually do it frequently. There are three types of Snifits: Red Snifits, Gray Snifits, and Pink Snifits. Red Snifits are stationary while shooting their bullets. Gray Snifits can jump and shoot, and Pink Snifits can walk while shooting.

+-----+

| Spark |

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Quite possibly the most annoying enemy, Sparks patrol areas such as platforms, ledges, and sometimes entire rooms. They will never move off of their track and continuously move across the perimeter of the area. Sparks can move at various speeds as well. The only way to defeat Sparks is with a POW Block or a Starman, so it's best to dodge them when one stands in your way.

+-----+

| Troutor |

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Trouters are red fish that will jump from the bottom of your screen. Trouters are one of the most harmless enemies, since all they do is jump at you from



on a platform above the ground and chuck Bombs at you. Your goal is to use his Bombs against him. You have two ways of doing this. When Mouser throws a Bomb, pick it up from the ground and throw it up on his platform. Leave it there to detonate, and it will most likely hit him.

Mouser moves a lot on his platform, so he may dodge some Bomb blasts. You can also catch the Bombs he throws in midair, giving you much more control. Things can get pretty hectic in the battle, but all you need to do is hit Mouser with three Bombs to end the battle. Once Mouser is defeated, the level exit will appear.

BOSS: Triclyde

---

This large three-headed snake stands on top of a ledge to the right and spits a chain of fireballs at you. The attack is hard to dodge since he uses it constantly (he does have three heads). Hopefully you have all four health points before entering the battle. Anyways, there are six Mushroom Blocks to the left of Triclyde. You must use these to attack the snake, but doing so can be rather difficult.

The best strategy is to stack four Mushroom Blocks on top of each other to create a barrier against Triclyde's fireballs. From there, use the remaining two against Triclyde: jump onto the ledge to the left, then to the center ledge. From there, toss the block onto Triclyde. Retreat to your wall and use the last block. After that, take the top block off of the wall and hit him with it. You can also use the Tweeter that randomly appears in the arena to attack Triclyde. You have many ways to defeat the snake, but three hits is all it takes to put him out of his misery.

BOSS: Mouser

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Mouser is back and ready to party hardy, or so it seems. The battle seems more or less the same, but there are several small notes which can make the fight more difficult than you'd imagine. First off, there is a Spark that crawls across the perimeter of the chamber. That's annoying enough, but give it some time and Mouser will most likely destroy it with one of his Bombs.

Second, the platform that Mouser stands on is higher than normal, which means that a normal character can not throw it onto the platform from the ground. If you're Luigi, then go right ahead. If not, then you have to jump to the left. From there, jump in the air and throw it onto the platform. Lastly, Mouser needs five Bomb blasts to be disposed of. Other than those small notes, the fight is exactly the same.

BOSS: Fryguy

---

Fryguy is a very challenging boss; I'd say he is the toughest one yet for his sheer speed. You will be thrown into a room with a main platform in the center (the middle is composed by two Mushroom Blocks). There is a platform on each side of the center, giving you a nice step down to the ground. The ground has a couple more Mushroom Blocks as well.

Fryguy will fly in a figure eight pattern, spitting fireballs out of his mouth. Of course, he is virtually harmless when standing above him, but he will eventually swoop above you and start raining fiery death onto you. The walls are gone on the upper and lower sides of the arena, so you can walk through to end up on the other side; a neat way to escape Fryguy's attack.

The first stage of the battle is tricky. You have to hit Fryguy three times with a Mushroom Block. The easiest way to do this is by using the central platform. Pick up one of the Mushroom Blocks to fall down to the ground. Quickly get up onto the central platform again and wait for Fryguy to move under your position. Now drop the block through the hole so that it lands right on top of him. Alternatively, you can go bat crazy and chuck the Mushroom Blocks down below at him, though that isn't exactly safe.

Once you hit Fryguy three times, he will split into four tiny fireballs. Now you'll have to destroy each one with a hit of a Mushroom Block. These guys are feisty and like to hop around a lot. If you still have Mushroom Blocks on the central platform, then use the same strategy to take out one or two fireballs. The more you take out, though, the remaining will move a lot faster. In short, the battle is tougher when you take out more fireballs. After taking out all four fireballs, the battle will end!

BOSS: Clawgrip

-----

Run to the right to meet up with the angry crab himself. Clawgrip will spend his time standing on the platform to the right with his pile of trusty rocks. Stand on the L-shaped platform to the left of his position. Clawgrip will launch rocks at you one by one. They come towards you in two ways: he will throw it directly towards you. It will bounce against the wall and roll in the pit to your right. Clawgrip will also throw them way above your head and they will fall behind you; ignore those ones.

Clawgrip is much easier than Fryguy, so don't get worried by this crustacean baddie. When he hurls a rock towards you, jump over it and pick the rock up as it slams into the wall behind you. Hold it for a second, for he will chuck another rock at your way.

After the second rock is thrown, Clawgrip will waddle back and forth before throwing another rock. This is your time to strike; jump up to his platform and throw the rock back at him. Keep an eye on the direction the rocks go and jump over the ones hurled straight at you. Smash Clawgrip with five of his rocks to send him packing.

BOSS: Triclyde

-----

This large three-headed snake stands on top of a ledge to the right and spits a chain of fireballs at you. The attack is hard to dodge since he uses it constantly (he does have three heads). Hopefully you have all four health points before entering the battle. Anyways, there are seven Mushroom Blocks to the left of Triclyde. You must use these to attack the snake, but doing so can be rather difficult.

The seven blocks are neatly layed out on the bottom of the arena. Drop down into the fighting area and run to the rightmost block. Triclyde's attacks should not reach you here. Pick it up and start to form a barrier on the platform above. To do this, pick up a block and drop it on the platform while in midair. This way, Triclyde's fireballs cannot rain down on top of you. All you need are two blocks stacked on top of each other on the far right side of the platform; creating a nice wall of sorts.

Now it's totally easy, since you virtually cannot get hit when standing underneath your barricade platform. There should five blocks left, so pick one up and jump onto the left side of the platform. When Triclyde stops

momentarily, jump up and throw the Mushroom Block over the wall, hitting the dastardly snake. Do this twice more to defeat Triclyde once and for all.

BOSS: Hawkmouth

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This peaceful door we have used throughout the entire game has seemingly gotten sick of you riding around in its mouth, so it's going to do something about that. Pick up the Crystal Ball to initiate the fight. The Hawkmouth will detach from the wall and start to fly towards you.

Run back to the left to find two Mushroom Blocks on top of two pillars. Use these to damage Hawkmouth as it flies towards you. Hit it three times to have the Hawkmouth open its mouth. When it does, quickly jump in. If you fail to do so, you'll have to hit it three more times.

BOSS: Wart

-----  
Run to the right to find Wart and his crazy vegetable-spitting contraption. Wart will shoot around four or five bubbles that arc towards you. The set of bubbles will go all the way to the end of the machine, then slow down and fall to the bottom of the screen.

The thing that sucks about this battle is that the bubbles Wart spits can destroy the vegetables: even one that you're throwing. The only way to damage Wart is to throw a vegetable in his open mouth. You have to do this right before he spits out the bubbles, so time your shots carefully.

When the machine below spits out a vegetable, drop down and grab it before it falls offscreen. Jump back up to the platform and wait for Wart to open his mouth. Chuck the vegetable in his mouth to damage him. If you're too late, then the bubbles will destroy the vegetable in midair. The battle is incredibly tough and time-consuming, so don't worry if you lose a life or two. You need to hit Wart seven times to defeat him and end the fight.

The strategy I actually found to be the easiest is to stand below the large vegetable machine and catch a vegetable. Avoid the bubbles and run to the right; stand next to the ledge that Wart is standing on. If you manage to get the pattern down, you can figure out when Wart will open his mouth. Hop up right before he opens his mouth and throw the vegetable in. You can also toss it in as Wart is spitting the bubbles out, since the bubbles should arc above his mouth.

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[9] THANKS/CREDITS

[0900]

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Of course, this guide couldn't have been made without some extra help. Here is a shoutout to everyone who made this FAQ possible:

CJayC: For being an awesome host of an awesome site.

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You: For reading this FAQ.

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"They don't love you like I love you..."

- Yeah Yeah Yeahs

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