

Super Mario World FAQ/Walkthrough

by Crazyreyn

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S U P E R M A R I O W O R L D

Super Nintendo Entertainment System

FAQ/Walkthrough, Version 1.2

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Thank You.

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INTRODUCTION

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Hello and welcome to the Super Mario World FAQ/Walkthrough. Within this document I will tell you just about all there is to this game, including how to complete the game, get all 96 levels and use all of Mario's moves to their full extent. I hope that this will help you in one way or another.

This is perhaps my all time favourite platform game, and by far the best Mario. After the awesome NES Mario games, Mario returned as a launch game for the SNES, and wowed everyone with its great graphics and even better gameplay. This game is very big, with 96 levels and 2 secret worlds to discover, and with a new character, Yoshi, this game set new standards for platformers and remains a firm favourite for many.

NOTE: If you are planning on printing this FAQ out, then head over to the enemy listing if you want to print out images of the enemies to help you recognising the enemies there. Thanks to Trace (Meowthnum1) on advising me to do this.

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Searching -

Simply copy and paste the section you want to go to into the Find box (to open it, press CTRL+F). Now press enter twice and you will be taken to your selected section.

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1. VERSION HISTORY

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+-----+
| Version 1.2 - 12/06/2004 |
+-----+

Semi-big update; additions here and there (notably the Tricks and Secrets section), another spell check, some changes in format and the legal notice. Thanks for your emails people, and keep them coming! :)

+-----+
| Version 1.1 - 19/09/2003 |
+-----+

Corrected typo's throughout the FAQ. Thanks to NOBODY for emailing me about these.

+-----+
| Version 1.0 - 19/08/2003 |
+-----+

The first version of the FAQ, with everything completed.

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2. GAME OVERVIEW

=====

This section is just a look over all things in the game, including the Story and Characters, and how to play the game with all the moves and details fully explained.

=====

2.01. Story

=====

This is the story of Super Mario World. Note that this is copied directly from the manual and so are not my own words. Also thanks to www.world-of-nintendo.com for having the manual online, as my manual is in the loft somewhere and so I couldn't get the story directly from my own source.

-

After saving the Mushroom Kingdom from Bowser and the rest of the Koopa's in Super Mario 3, Mario and Luigi needed to recuperate from their adventures. Together they agreed that the best place to vacation was a magical place called Dinosaur Land.

But while Mario and Luigi reclined on the beach for a relaxing nap, Princess Toadstool disappeared, apparently seized by evil forces. After searching for hours for their missing friend, Mario and Luigi came upon an enormous egg in the forest.

Suddenly the egg hatched, and out popped a young dinosaur named YOSHI, who

proceeded to tell Mario and Luigi a sad tale of how his dinosaur pals who were sealed in similar eggs by a group of monstrous turtles.

"Monstrous turtles!," exclaimed Luigi. "Bowser and his bunch have returned!" Mario slowly nodded his head in agreement and, along with Luigi and Yoshi, set off across Dinosaur Land to find the Princess and to free Yoshi's friends. As they began their journey, Yoshi handed Mario a beautiful cape. "This may help you," Yoshi said. "Some say it has magical powers."

With a little luck (and help from a magic cape), our hearty crew can defeat the seven worlds of Bowser's Krazy Koopa Kritters. Many locations are well-hidden so explore everywhere and try everything. Not all locations have to be explored to rescue the dinosaurs and save Princess Toadstool, but there are many "starry" treasures to be found in far-reaching places. You'll need to search all areas to find out what kinds of treasure are there... in Super Mario World.

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2.02. Characters
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These are the characters that are in the game, some playable, some not.

Mario

The main man, he returns for another great adventure! With his brother, Luigi, he sets out to get Princess Toadstool from the clutches of Bowser and to rescue the dinosaurs (who are Yoshi's friends) from the Koopa Kids in the seven castles in Dinosaur Land. Can he hack it?

Luigi

Mario's green wearing brother, he tags along on Mario's adventure to be of aid. You play as him if you are the second player in a two player game. Sort of the rejected hero of the game. Poor guy.

Princess Toadstool

She gets kidnapped while on her holiday in Dinosaur Land by Bowser (again). Mario and the Princess are probably in love or something. THAT's why Mario is rescuing her. Or it's for a ransom.

Yoshi

The long-tongued dinosaur's debut, he helps Mario on his quest, as his seven friends are captured along with Princess Toadstool. Mario can ride him and with his moves, he will be of great use during the game. More green than Luigi. Has more games than Luigi. More popular than Luigi.

Koopa Kids

The Koopa Kids each have one of Yoshi's friends captured in an egg within the seven castles across Dinosaur Land. Defeat them to rescue the dinos!

Bowser

The main baddie of the Mario games, he returns and kidnaps Princess Toadstool again. But where in Dinosaur Land is he...?

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2.03. Basics

=====

If you have ever played a 2D Mario game, then you should know the score here, but there are some new features. You start on a map, where you can move around to different levels (only the ones either side of Yoshi's House at first). Pressing B or Y on a level makes you enter the level. The aim of every level is to reach the end goal within the time limit, where once you have completed the level you will open up a new path on the map to more level/s. You can re-enter the levels you have completed if you wish. Some levels (as seen on the map) are red, which means that they have a normal and secret exit (more about that later though). Also on the map, pressing Start means that you can view the entire map. Use the D-Pad to look around it, and when you are done press Start again to return to where you were. Note that you cannot do that in the first world, Yoshi's Island.

Midway Gate

Half way through most (if not all) levels is a Midway Gate. This is a checkpoint, and breaking the tape here means that if you die after this point you start here, as opposed to starting the entire level again. Also if you are small Mario, going through the gate means that you become Super Mario. Sweet.

Goal and Bonus Game

At the end of each level is a giant gate with a moving tape. If you enter the gate, you complete the level. If you complete the level while riding Yoshi, you get to start the next level with him. Also, breaking the tape means that you can earn stars. The higher the tape is, the more stars you get. Stars are carried on across levels, and when you reach 100 stars you play a Bonus Game. The Bonus Game is played similar to Tic-Tac-Toe. The boxes are changing pictures. When hit from underneath, the picture stays the same. Getting a row of the same picture earns you a 1-Up Green Mushroom.

Goal Item Bonus

When you travel through the Goal at the level's exit, you can receive a bonus according to what status Mario is in, and what powerup he has reserved in the Item Stock. Here is a chart of what you can get -

ITEM STOCK POWERUP

+-----+						
Empty Mushr FireF Feath						
----- ----- ----- -----						
MARIO'S	Mini	M	1	M	M	M = Mushroom
FORM	Super	M	1	M	M	F = Fire Flower
	Fire	F	F	1	F	C = Cape Feather
	Cape	C	C	C	1	1 = 1-Up Green Mushroom
+-----+						

Also, if you take a baby Yoshi or a Key through the exit with you, you will get a 1-Up Green Mushroom. A big thanks to <http://www.classicgaming.com/tmk/> for all the information on the Goal Item Bonus's.

----- Switch Palaces -----

During that game, you will bound to come across blocks that are nothing but coloured dotted lines. There are four different colours of these; Yellow, Red, Blue and Green. At four different switch palaces, you can activate these dotted blocks into ! blocks permanently. At a yellow switch palace, you change the yellow dotted blocks into yellow ! blocks, at the red switch palace you change the red dotted blocks into red ! blocks etc. The switch palaces, apart from Yellow, are well hidden and require searching for. They are of use during the game, as the red and blue blocks fill up certain gaps to make them shorter and the yellow and green blocks give you powerups at times when you will most probably need them.

----- Defeating enemies -----

You will encounter a large range of enemies during the adventure, and so Mario has to defeat them in some way. Some enemies, such as the Koopa, can be defeated when jumped on. Mario, when he has collected the fire flower, can throw fireballs at them, or you can throw items (like a koopa shell). Some cannot be defeated however. Yoshi can also eat some enemies too. During the walkthrough it will say how to defeat certain enemies as you meet them, and also at the enemy listing towards in the end of the guide.

----- Coins -----

Golden Coins are littered around in the levels in the game. These are either hovering in the air or in certain blocks (an enemy defeated by a fireball also leaves a coin). When you collect 100 of these coins, you get an extra life.

----- Dragon Coins -----

Within most levels, there are 5 Dragon Coins. Collecting all these earns you an extra life. Some level's even have 6, and collecting the 6th will get you another life on top of the one you got for getting five. Collecting a Dragon Coin also adds one to your normal coin total also.

Lives

Like most platform games, you have lives. Losing all of your lives means its Game Over. You can earn more lives however, by collecting the 1-Up Green Mushroom's, or getting 100 coins or 5 Dragon Coins. You can lose lives by when touching an enemy (Small Mario only), falling in a hole or the time runs out.

Blocks

The good old block. There are different types of blocks throughout the game that do different things. To use it, hit it from underneath.

/-----\
| ? | - This block contains Items, such as coins and powerups.
| |
\-----/

/-----\
| | | | - This block when hit usually rotates and so can be passed through.
| | | | They can also be holding an item. Also, spin jumping on these as
\-----/ Super Mario from above destroys them.

/-----\
| \ / | - This block is brown in colour, and means that it has been used
| | | and has no use apart from being stepped on.
\-----/

+-----+
| | - These are empty blocks. You can make them full by activating their
| | colour at the corresponding Switch Palace.
+-----+

/-----\
| ! | - These are blocks that have been activated by going to a Switch
| | Palace. These are the same as the ? blocks.
\-----/

/-----\
| * | - This is a block that's green, and has a big white star in. If you
| | hit it and you have 30 or above coins, you get a 1-Up green
\-----/ mushroom. If you haven't got that many coins, you don't.

+-----+
|. /-\ .| - These when hit give you information.
| |+++| |
|. \-/ .|
+-----+

|-----| - These blocks are transparent with power-ups inside them, which
| / | alternate every second. Hitting the block releases it, and it
|/ /| keeps alternating until you collect it. It changes from the
|-----| Mushroom, Fire Flower, Feather Cape, to Starman, then repeats.

/-----\
| | | - This block, of which is white and has a black musical note on, is
| | | invincible. You can hit it underneath to make it jump up (to hit
| 0| | things above) as many times as you like, and they are quite bouncy

\-----/ too. They sometimes hold items.

Item Stock

At the top of the screen is a blue box outline. This is the item stock. When you get a powerup that is the same or less powerful than the one you have currently, it gets stored in the item stock automatically. When you lose your power, the item drops from the box where Mario can collect it. Also pressing Select drops the item from the Item Stock. For more information about the power ups and their effects, go to section 2.05 Power-ups.

Items

These are items that Mario can collect or use. To collect, touch the item.

1-Up Green Mushroom

Gives Mario an extra life. These are usually found in mini-games, hidden or hard to get blocks or from certain requirements.

3-Up Moon

Gives Mario three extra lives. These are very well hidden and are hard to get.

Starman

Makes Mario invincible for a short period of time. You can plough through enemies and defeat them by just touching them (and get a chain of eight to get a 1-Up). However falling into gaps and lava will still kill Mario though.

Yoshi Egg

Yoshi hatches out of these. If you already have Yoshi with you, then a 1-Up Green Mushroom will appear from it instead.

Berry

These are on hedges, and are for feeding Yoshi. After Yoshi has had 10 reds, he will produce a Red Mushroom. Eating two pink berries means he will poop out a cloud that throws coins and goods down onto the area. If you then collect eight of these goodies you will get a 1-Up Green Mushroom thrown at you. Nice!

Power Balloon

A balloon with P on it - makes Mario inflate and float for a short period of time. Often needed to get to hidden or hard to reach areas and goodies.

Wings

When riding Yoshi, go into this item to give Yoshi Wings, which will warp to a secret area. Completing this area takes you back to the map, but the level will not be complete.

Key

Hold this key, and find a keyhole. Put the two together and you will unlock the level's secret exit. More details of this can be found at 'Key and Keyhole' at the end of the section.

Switches

There are three types of switches; A Blue P-Switch, a Silver P-Switch and

a Switch Palace switch. They are all activated by being jumped on. A Blue P-Switch turns coins into brown used blocks for a short period of time, a Silver P-Switch turns ANY nearby enemies into Silver coins, and a Switch Palace Switch turns all the transparent blocks into ! blocks (of that colour) through out Dinosaur Land.

Saving your game

You can only save your game when you have completed a castle, fortress, haunted house or switch palace, where you will be given the chance to. Note that it will only save your progress in the game, and not how many lives you have got or what status Mario is in. Note that if you replay a ghost house you are still prompted to save after you complete it, so this is good if you want to save after doing a level or two and you haven't or cannot get to a save position.

2-Player Game

When you have selected what game save you want to play on the main menu, you get the choice if you want to play a 1 or 2 player game. If you play a 2 player game, Player 1 gets to play a Mario, whereas Player 2 gets to play as Luigi. If you can either play with one controller and switch every turn, or have a controller each to play with. It is played as each player takes it in turns to play through the levels. Note that if one player has gone through a midway gate, the other player will start there also.

Pressing L and R on the map screen enables you to give lives to one another. If you are playing with just one controller, pressing A gives a life from Mario to Luigi, and pressing B gives a life from Luigi to Mario. With two controllers its the same apart from instead of pressing A you press Y on the second controller. When you are done, press Start.

Yoshi

Yoshi is found in eggs in the levels (which are often found in blocks). When Yoshi has hatched, Mario can ride him by jumping on top of him. Using Yoshi's tongue, he can eat enemies and spit them out into something different, of which depends on the enemy that has been eaten. He can also eat berries. To eat things, press X or Y, and to spit it out (when his mouth is full) pressing X or Y again. For example, eating a green shell means that he spits out a green shell, eating a red shell means he spits out fireballs, eating a yellow shell will create sand cloud when hitting the floor, and eating a blue shell means he can fly.

When Yoshi is injured, Mario jumps off and Yoshi's runs away. You can catch up and jump back on it and carry on, however when Yoshi falls down a hole he disappears until you find another egg. Also note that when you find a Yoshi egg and Yoshi is already present, a 1-Up Green Mushroom will appear from the egg. If you end a level with Yoshi present, then he carries onto the next stage. Yoshi cannot enter fortresses, castles or ghost houses.

There are also different coloured Yoshi's to be found, which are little until they are fed enemies, which makes them grow into normal Yoshi size. These have different abilities according to their colour, and are the same when you eat

the coloured shell as normal Yoshi. They do these abilities regardless of what shell is in their mouth; Red Yoshi spits fireballs, Yellow Yoshi makes sand clouds and Blue Yoshi can fly for a short amount of time.

Key and Keyhole

These are, well, the key to unlocking the secret levels within the game. On the map if a level is red in colour, then it has a normal and secret exit. The secret exit unlocks another path, and the Key and Keyhole within the level does this. Pick up the key and simply walk into the keyhole to access the secret exit.

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2.04. Controls and Moves

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Mario Controls

- Directional Pad - Move Mario
- A button - Spin Jump, Jump off Yoshi
- B button - Jump, Swim
- Y button - Run, Hold Item, Throw Fireball
- X button - Same as Y Button
- L Button - Move Screen slightly to the left
- R Button - Move Screen slightly to the right
- SELECT button - Drops reserve item
- START button - Pause the game

Mario and Yoshi Controls

- Directional Pad - Move Mario and Yoshi
- A button - Jump off Yoshi
- B button - Jump, Swim, Fly (with wings)
- Y button - Run, Eat, Spit
- X button - Same as Y Button
- L Button - Move Screen slightly to the left
- R Button - Move Screen slightly to the right
- SELECT button - Drops reserve item

START button - Pause the game

Moves

Jump [B]

Pressing B makes Mario jump. Holding B after jumping on an enemy makes Mario jump up higher.

Running [D-PAD + Y]

Pressing on the D-Pad makes Mario move, and holding Y when moving makes Mario run.

Spin Jump [A]

Pressing A makes Mario spin jump. This is good for defeating tougher enemies that you come across, and for smashing rotating blocks from above. The downside is that you don't jump as high as you do with a normal jump.

Run Jump [D-PAD + Y, B]

Make Mario run in a direction, and when his arms are out to the side jump to make Mario jump higher than he normally would. With a cape on, this makes him soar into the sky.

Yoshi High Jump [RIDING YOSHI, B, A]

When riding Yoshi, jump normally (B) then press A to dismount to jump quite high into the air. This is useful for when you need to make very high jumps, or if you are falling to your doom you can jump up to safety (Yoshi will bite the bullet though).

Holding an item [HOLD Y]

Stand next to an item and press and hold Y. As long as you hold Y you hold the item, meaning you can run around and also swim. Let go of Y to drop the item. Pressing a direction on the D-Pad when letting go throws the item.

Swimming [D-PAD + B]

In water, using the D-Pad and B (or A) you can swim. To get out of the water, at the surface press Up on the D-Pad and B (or A).

Crouch [DOWN]

Pressing Down on the D-Pad makes Mario crouch, which is good for dodging enemy fire or the enemy themselves. Crouching on a pipe sometimes makes Mario travel down it.

Climbing onto a Fence / Rope [UP]

At a fence or rope, jump to it then press Up to hang onto it. You can punch the fence by pressing the Y button, where you can knock enemies off on the other side.

Opening doors [Y]

Pressing Y at a door opens it, and Mario travels through it. This also applies to the doors when you are climbing fences.

Flying and using the Cape [CAPE FEATHER REQUIRED]

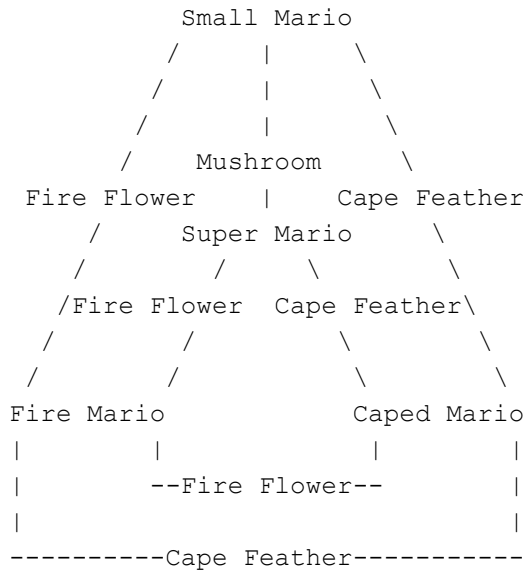
Run and jump to be propelled into the air; see section 2.05 Power-ups for the details on the flying itself.

Throwing fireballs [FIRE FLOWER REQUIRED]

Press Y to throw a fireball ahead of you. See section 2.05 Power-ups for more details on this.

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2.05. Power-ups
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Mario can collect certain items during his adventure to power-up his status and give him new abilities. Below is a chart of what Mario needs and what he becomes when collecting a certain powerup, and after is the power-ups and different status' explained.



Power-Ups

Mushroom
This turns Small Mario into Super Mario.

Fire Flower
This turns Mario (Small or Super) into Fire Mario.

Cape Feather
This turns Mario (Small or Super) into Caped Mario.

Small Mario

This is the default Mario status. You start as Small Mario, and you will probably die as Small Mario (seeing as one touch of an enemy or something harmful means you lose a life). In this state, it is advised you collected a powerup to gain better abilities. You cannot use the spin jump to destroy the rotating blocks also.

Super Mario

This is the mostly preferred status. When you collect a Mushroom you turn into Super Mario (if you are Small Mario, otherwise you might get the mushroom stored in the Item Stock). Super Mario can jump and hit better, and can also use the spin jump to destroy the rotating blocks. He is also better visually than Small Mario, which looks like a crushed can.

Fire Mario

Same as Super Mario, apart from a more redish appearance and the ability to shoot fireballs at will. To become Fire Mario, collect the Fire Flower. Pressing Y fires a fireball, which can defeat certain enemies.

Caped Mario

My favourite, Caped Mario, is Super Mario but with a cape, thus having the power to fly. To become Caped Mario, collect the Cape Feather. Flying is quite tricky at first and takes some practice, so be sure to do so. To get into the air, make sure you have some run way ahead of you, and run. When Mario's arms at out to the sides, press Jump to soar high into the air. To stay in the air, just press the opposite to the direction you are going when you are dropping downward. For example, when flying to right, press left when you are falling to go up again. Doing this means you can stay in the air for some time. To descend, hold Y to descend slowly. Or, to do it quicker and to smash into the ground, press Y and Down. Smashing into the ground means that nearby enemies will be defeated or hurt, but is somewhat risky if you are doing it from far up as you could drop into a hole.

If you get injured (eg. touched by an enemy) you revert back to Small Mario, and if you are injured again you loose a life. If you have an item in the item stock, then that automatically falls when you are injured too.

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3. WALKTHROUGH

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This is the walkthrough and is the main feature of this FAQ.

- Most level's are split into paragraphs. They are split mostly when you reach the midway checkpoint, or when the paragraph is too big (cos nobody likes reading from big paragraphs, right?)
- If a level has a secret exit, then that is explained after the level's normal walkthrough.
- All levels feature the ways to get all five (or more) Dragon Coins that are in it, or otherwise stated (say if they are hard to get and are not worth bothering with).
- If you want to save before tackling a hard level or if you are on few lives and you have done several levels without saving, then go back and replay a ghost house so you can save your game at the end of it.
- The levels order in the area sections are normal level's first (the ones you come across if you are only doing the main walkthrough) followed by secret levels in the area.

=====
3.01. Yoshi's Island
=====

After the initial text intro, you are welcomed to the map of the first area of the game, Yoshi's Island. This area contains no secret levels, and also has your first Switch Palace.

Map

```
      YSP
      |
      |
Yoshi's Island
```

```
Main Overworld      DP      ---
      |              |      Key
      |              |      ---
      |              C#1--\   1,2,3 etc. = Levels
      |              |      YH          = Yoshi's House
      |              4      YSP         = Yellow Switch Palace
      |              |      DP          = Donut Plains
      /              3--/   C#1         = Castle #1: Iggy's
      /              |      Castle
      /              |
      |      ---YH---   |
      1---/          \---2
```

Yoshi's House

The cute, if a little bare house of Yoshi. Jump into the information box from underneath to discover that Yoshi is not in. Apart from that there is nothing of interest here (later with Yoshi you can eat the berries) so exit back to the map by walking to one of the sides. Now on the map, goto the level to the left, Yoshi's Island 1.

Yoshi's Island 1

When the koopa slides down the bank and stops on the ground, jump on him. Go right, on the diagonal platform, and jump into the first Dragon Coin, then duck as you land to avoid the giant bullet bill. Proceed right, ignore the dinosaur, and hit the flying block to get a mushroom. Ignore the dinos, over the pipe, jump onto and go across the diagonal platforms, into the second Dragon Coin. Run right, so at the hedge to make a mushroom appear from out of it. Jump onto the pipe (make sure the piranha plant is not present mind) and onto the yellow blocks covering a pipe. If you are Super Mario, spin jump to clear these blocks and go down the pipe, otherwise move on. In the pipe, collect the coins, clear the blocks with the spin jump again and collect the third Dragon Coin, then enter the pipe. You will now be thrown out next to the checkpoint, so go through the tape.

Right, ignore the dotted box (you will deal with these in a second) and read the information block if you wish. Ignore the dino, and jump up to the first platform to dodge the three oncoming dinos, then go up the other two and grab the forth Dragon Coin at the top. Travel down the slide, into the ditch and duck to avoid the giant bullet bill. You now notice a red shell on the floor, so pick it up (X or Y) and throw it up at the yellow block above you (UP and let go of X or Y). A 1-up green mushroom comes out of the yellow block, to get it quickly run right, over the gap, duck in the ditch and jump over the next gap as it falls. Jump over the dino, and jump onto the middle block, then

into the ? block to receive a powerup (fire flower if you are Super Mario, mushroom if you are small mario). Head right. Ignore (or fireball :P) the next two dinos, and jump onto the platform to dodge yet another giant bullet bill (if you wanna get cocky, jump on him as he goes to the left of you). Watch the pipe for a piranha plant, and kill the dino after it, then collect the last Dragon Coin to get yourself a 1-Up. Now is the end of the level, and a charging chuck. Get used to these guys, as they are at the end of quite a few levels. Bounce off him to gain height for the exit.

Yellow Switch Palace

Welcome to your first Switch Palace!

There are blocks in the game that are nothing but coloured dotted lines. There are four different colours of these; Yellow, Red, Blue and Green. At four different switch palaces, you can activate these dotted blocks into ! blocks permanently. At a yellow switch palace, you change the yellow dotted blocks into yellow ! blocks, at the red switch palace you change the red dotted blocks into red ! blocks etc. The switch palaces, apart from Yellow, are hidden and require searching for. They are of use during the game, as they create blocks that make gaps shorter and give you powerups at times when you will most probably need them.

So as you can see, they are of great use. Anyways, in the palace is a blue P-Switch. Jump on it, to make the room filled with coins for a short period. So quickly go crazy and collect as many as you can (you can get 2 1-Up's easily). When you are done, travel through the pipe at the bottom right of the area. Next screen, run right and jump on the giant yellow switch. Your work here is now done, and you get the opportunity to save. Save and continue. Travel back and now goto the level that was to the right of Yoshi's House, Yoshi's Island 2.

Yoshi's Island 2

Go right and pick up the red shell that is on the ground, then jump onto the higher ledge. There is a line of koopa's ahead, so throw the shell at them to clear the lot and to get a 1-Up for clearing eight enemies in a row (run along with the shell to be sure it gets them all). Run off the ledge and collect the mushroom out of the newly created ! block, and go on to another two blocks. Hit the second one to unleash Yoshi for the first time. After his little talk, jump on him. Go right, eat the red koopa and collect the first Dragon Coin that is above. Onwards is another koopa, kill him and collect the second Dragon Coin that's above. Go up the steps, watch out for the charging chuck at the top and jump off the ledge to collect the another Yoshi Coin. Bowl through the checkpoint.

Over the yellow pipes, and hit the three blocks. In one of these is another Yoshi egg; if you have Yoshi though, a 1-Up green mushroom pops out instead. The next ledges area, you will meet some moles. You will tell if they appear and you can see the dirt in the ledges moving about, so simply stand above so when they jump out they hit underneath you for a quick kill. To the right of the ledges area are two blocks; hit the second one to make a vine appear from it. Dismount off Yoshi and climb this vine to reach a set of clouds and Dragon Coin No. 4. Go back down and ride Yoshi again, then go right and grab the fifth Dragon Coin that is above. Pop the block to grab a mushroom, then onwards to a blue pipe, which you can travel down. In this cave area there

are flying blocks far up; to hit them, either grab the blue blocks in the middle of the area and throw them up or if you still have Yoshi, jump then dismount to get enough height to hit them that way. They contain mostly coins, and one contains a 1-Up green mushroom. When you are done, exit through the pipe right. When you appear from the grey pipe, go right to the yellow blocks that surround the P-Switch. Hit the block underneath to make it drop down, and jump on it to make the coins turn into blocks. Jump onto these blocks and exit.

Yoshi's Island 3

Jump up the ledges, then right to the wooden platform. This moves in a circle movement, so let it go round once to get the coins and jump off at the right ledge. The next part the yellow blocks expand from 1 block to 5 blocks, then back again, so watch out. As long as you activated the ! blocks in the yellow switch palace, you shouldn't worry about falling as the ! will stop you. Collect the first Dragon Coin, onto the ledge, to the wooden platform and jump off at the next ledge. Hit the second block to get Yoshi, then make your way across the moving platforms to the next green ledge. Eat the koopa, and drop off the platform to land on a yellow pipe below, and enter it. In the cave activate the P-Switch and across the newly formed blocks, getting the second Dragon Coin at the end. Exit through the green pipe, and then head right to the checkpoint.

Jump/eat the approaching koopa and collect the third Dragon Coin, and right to the set of yellow blocks where you jump on, then to the ledge. Jump onto the moving platform, then to the next ledge, then onto the moving wooden platform. Jump off at the expanding yellow blocks (aim to land in the middle to be safe) and go across the other ones to get the fourth Dragon Coin. Onto the ledge, then across more platforms to the ledge with a star block above. If you have 30 coins and above, you get an extra life from this block. Head across the two wooden platforms, and collect the fifth and final Dragon Coin by the sign. Now simply head right to the exit.

Yoshi's Island 4

Go right and drop the ledge to the floating bit of land and the level's first Dragon Coin. Jump onto the block to the right, and run and jump to the second Dragon Coin that's in the air. Go across the two floating platforms and down the blue pipe. Go right, and you will encounter a Pokey. If you still have Yoshi from another level, you can eat it one segment at a time. If you are on your toad then he will be smaller and can be jumped over. Keep going right where you will encounter a few more of these, and at the end a pipe to exit. When you exit, go left and avoid the shell for now, and collect the third Dragon Coin that is above a floating platform. Now grab the koopa shell and throw it up at the block high up on the left to drop the P-Switch. Activate the switch, then hit the block to the right to get a starman (makes you invisible for a bit) and go onto the blocks that have formed. Collect the fourth Dragon Coin as you go and bowl into the koopa's to kill them in your state. Keep going right over the floating platforms (watch out for the spikey things, but if you are still invincible you should be alright) until you reach the fifth Dragon Coin. Go right, across the last two platforms and into the green pipe to the exit area.

#1 Iggy's Castle

Read the information block if you want, and jump and press Up to climb onto the fence. Go right, dodging the koopa's that are on your side as you go and punch (X) the ones that are on the other side. Go right unto you reach a P-Switch with blocks above them. The P-Switch does nothing so ignore it; and the middle block has a mushroom. Carry on going right on the fence. Watch out when going over the lava for a fireball, and later the squares are doors when hit allows you to go on the other side of the fence, however doing so has little point. At the end, hit the information block if you want and touch the tape in the checkpoint. Enter the door.

The screen now moves automatically, and there are giant crushers that come from the ceiling. For the all of them, stay on the far left to avoid. You will come across a flying block (contains a mushroom) and an expanding / contracting yellow block along the way. Enter the red door at the end to fight the boss and owner of the castle, Iggy.

BOSS: IGGY

This battle takes place on a platform that tilts left and right, and you have to hit Iggy into the lava either side of the area. He will attack by throwing fireballs, of which are easy to avoid. Jumping on Iggy will make him move down the side its tilting. So, when it is tilting one side, jump on him once or twice to make him go to one end, leave him when it tilts to the other side, and then hit him off when it reverts back to the first side again. Well done! You have done the games first castle. After the sequence, you will go back to the map. Head onwards to the next area, Donut Plains.

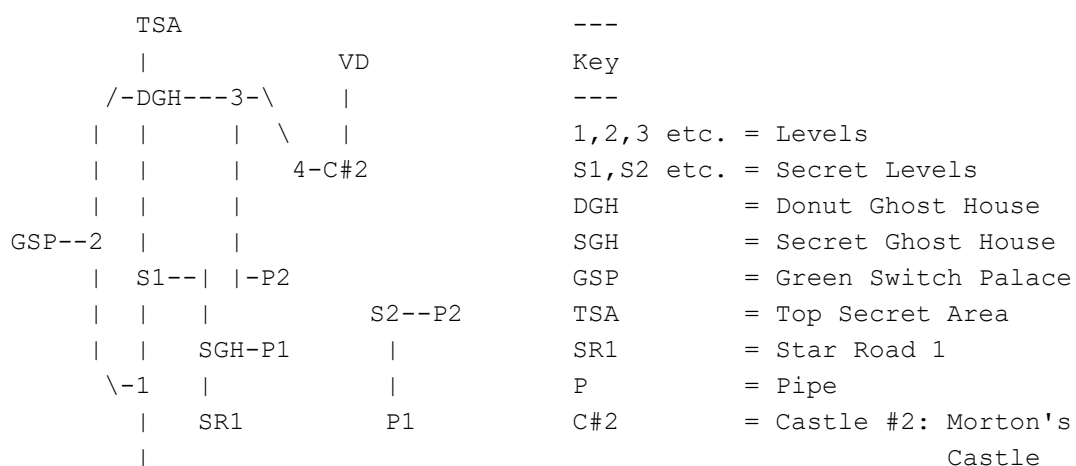
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3.02. Donut Plains

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Now you are introduced to the secret levels. If it has a secret exit, it will be revealed at the end of the level's walkthrough. The walkthroughs to these secret levels are found at the end of this areas normal level walkthroughs.

Map



NOTE: Donut Secret 2 (S2 on the map) is in the Valley of Bowser.

Donut Plains 1

Head right, and jump on the super koopa that approaches. Collect the cape feather powerup that he drops to become Caped Mario (allowing you to fly). Head up the ledges while avoiding the super koopa's and grab the first Dragon

Coin that is at the top. Drop off the ledge, and run right to make a mushroom come from the hedge. Go to the charging chuck just ahead, spin on the spot (X) next to him to kill him. Spinning your cape in this manner is useful for killing alot of enemies that you will come across. Go right, past the ledge, jump up to the higher ground and spin at the flower. Jump onto the ledge to the right, avoid the super koopa and jump off to collect the second Dragon Coin. Go right and travel up the blue upside down pipe. Here you can gain lives by hitting the three blocks in the correct order, then you move onto the next set and keep going till you reach the pipe at the top, where you exit. Note that these are random, and so I cannot tell you which ones to pick. When you exit, enter the pipe to the left of you. Here is a place to try out flying with the cape. Collect the cape feather and read what the information box has to say, then run up the side of the pipe and fly away (notes on flying in the 2.05. Power-ups section). There are LOADS of coins in air, and on the ground also, so mess about here for it a bit (the levels timer still counts down though). When you are done, exit through the pipe to the far right of the area.

Go right, over the gap and up the two step like ledges. The block here holds a Yoshi egg. Right is a pit with two charging chucks throwing balls across it; hitting the block fourth from the left makes a vine grow, which leads to the clouds and the third Dragon Coin. However doing this is a bit of a risk, as avoid the football things that the chucks throw is hard work, so its upto you if you wanna go and do it. Anyways, use the blocks to go across the pit and onward. Collect the third Yoshi Coin, and drop down the ledge and hit the block under the charging chuck to dispose of him. The set of ledges to the right all have a super koopa on each ledge coming your way, so watch out for them (duck on the ground; or eat one with Yoshi to give you some room). Go right and collect the forth Yoshi Coin by the pipe, and then use the ledges to go up and over the pipe. Head right, ignore the dotted green blocks for now, and head to the exit (mind the charging chuck though). Note that the other Dragon Coin is on clouds in the middle of the level

SECRET EXIT - Unlocks 'Donut Secret 1'

There are two ways of doing this; the normal way is to go to the green switch palace to make the dotted lined blocks into full blocks, and return to this level and run up them at the end, where you will reach a key and hole. Pick up the key and put it into the hole. The other way is to fly to this point. Find a nice runway in the level, and with the cape equipped fly to the end and over the pipe that blocks the way and drop in, and put the key in the hole. Although the flying way means that you can unlock the level on your first run here, its tricky to pull off.

----- Donut Plains 2 -----

This levels camera moves automatically and so Mario has to navigate around it. At the start, go to the blocks and get as many coins as you can (why not?) and the mushroom for the ! block (if you have activated it). Avoid the baddies, and when you reach the place with the yellow rock, stand there and don't wait otherwise you will get crushed. Collect the first Dragon Coin. When it goes down, hit the ? block and go to the right of the yellow rock here. For a while now you keep getting yellow rock columns pushing up; just keep going and avoid the bats. Be sure to collect the second Dragon Coin on the way and the third one when the path gets sorter vertically. When the yellow rock dips from the ceiling here don't panic. Collect the fourth Dragon Coin before the last yellow rock, and get on it when it comes down. Then when it goes up again, jump right to collect the fifth and final Dragon Coin. Go over the pipe, and into the green pipe to reach the outside and the exit.

SECRET EXIT - Unlocks 'Green Switch Palace'

Play the level until you get to the part where there are just columns of the yellow rock rising vertically. You may notice the pipes coming from the ceiling. When you reach the second green one, you can travel into it, so do so. In this new area where the screen doesn't move (woohoo) hit the block, and go right. Avoid or kill the charging chuck (watch for his footballs) and move onwards to the yellow blocks. Go right, and you use the spin jump to smash the blocks that enclose the blue koopa shell. Pick it up, and throw it up at the further most block to the right of the blocks to the left. This will make a vine appear from it. Climb the blocks, up the vine, and pickup the key and run into the keyhole.

Donut Ghost House

Go right, but keep on the move and don't jump too high otherwise the ghosts from above will swoop down and hit you. At the end is a door, enter it. The ghost's here, when you have your back turned to them, will chase you, but if you face them they will stay still, so keep this in mind. Go up the stairs, and into the door. You will appear below, go left and hit the yellow block to make a P-Switch appear. Jump from under the stairs and go and pick up the switch, and go through the door again. Hit the block again, this time to make a vine appear. Climb it, and enter the door. You will reach the exit.

SECRET EXIT - Unlocks 'Top Secret Area'

Before going into this level, be sure that Mario is Caped, and also have a cape feather in the item stock in case. Start the level, and go right and stop at the gap. Now run left and fly up to the top left corner of the level, where there is a gap in the ceiling. Run right, and drop down to four blocks and a door. The blocks all have 1-Up Green Mushrooms and then enter the door and exit here.

Donut Plains 3

Go right, onto the one of the move platforms and jump off to the ledge. Go onto the wooden platform and another grey one (with a Dragon Coin above) and onto the next ledge. If you have Yoshi, you can eat this blue koopa and fly about for a short length of time. Go right, dodging the onslaught of koopa's, and destroy the first few yellow blocks with a spin jump and hit the fourth one on the right from underneath to make a vine appear. Take the right ledge up and climb the vine to reach an area with coins and the second Dragon Coin. Now drop the edge, back to the main level (if you left Yoshi behind and still want to ride him, then go back down the vine and across some moving platforms to this point). Jump onto the platform that's right, and hit the block to change the route. Change it again at the next block, and jump to get the third Dragon Coin. The platform will fall by the checkpoint, so run through the tape.

Jump onto the platform right, but at a time so the black enemy doesn't run into you, then jump off to the moving platforms. At the height of this, jump off to the higher platform on the right which follows another route, until you reach the forth Dragon Coin and a pipe, of which you can access. This is another bonus game to get lives, and when you are done exit at the top to appear further in the level. Go back a little to a moving platform and travel on it to get the fifth Dragon Coin that is at the bottom, then carry on going right again. Jump on another moving platform, be wary of the black enemy, and off onto the platform, which follows a route to the exit.

Donut Plains 4

Head right, and try and prevent the koopa from getting into the yellow shell. If he gets in, he goes invincible, so then quickly climb onto the pipe to avoid him. Run and jump to the higher ledge to get the first Dragon Coin. Drop off heading right, over the yellow pipe, and onto the cool extending green pipe. Jump onto the next pipe, at a time to avoid the piranha plant that comes from it. Enter the pipe. This area consists of more extending pipes, so just make your way across them to the far end while avoiding the flying koopas. Enter the pipe at the end to return to the main level. Go right and hit the bottom of the floating platform to knock the hammer throwing baddy off, and either use the platform or running up the side to get up the next ledge. To get a 1-Up here, jump on the first koopa and throw the shell right to make it bounce around and go into the enemies. Down the slopes and hit the blocks to get coins and a powerup, and hit the right set to make them rotate, where you can get through and carry on. Enter the next pipe to reach an underground area. Avoid the koopas and at the gap, jump onto them so you make it across the gap and to collect the third Dragon Coin. Exit, to be thrown out into the checkpoint.

Right, over the gap and hit the block to get Yoshi. The next hole has the level's forth Dragon coin, and go right to you reach a new block. Hit it at the right time to get the power-up you want. Hit the enemy here on the platform from underneath again, and use the platform to continue. Head right over some jagged landscape while avoiding or killing the gombas that are parachuting in or are on the ground. At the next gap, hit the platform bound enemy from beneath and use the platform to get across the gap and into the exit.

#2 Morton's Castle

As per usual, go right. Avoid the jumping blocks, and travel up the stairs while avoiding the ball and chains that are swinging. Enter the door at the top. Go left (for a change), to meet a falling block. It will only fall when you approach it, and move by it when it goes back up. Carry on going to the top and another door. Go up the platforms when they appear into view, and at the top on the left one. Jump right, and when the rock goes left hit the blocks to get some coins and a powerup. Stand on the blocks until a rock in the right wall appears. Jump onto this and then head left and up the gap in the stone blocks quickly. Jump to the right, and wait until you can head up to the koopa skeleton and springboard. Jump on the skeleton to put it out of action briefly, and position the springboard so its under the left gap. At the right time jump on the board while holding jump down to go up and land on the right. Wait until stair like platforms appear from the left, travel up them and hit the rotating blocks to get up and out. Jump on the skeleton, and when its clear use the grey blocks to make your way up quickly before you get crushed. Head left and up, and jump on the middle block. Wait, then go onto the above block, up and right quickly to reach an area with a lot of grey blocks with yellow spikes on them. Head across the stone columns left to the slightly taller ones, and onto a left platform when it appears, then up to the boss door.

BOSS: MORTON

To hurt Morton, simply jump on his head. He will walk left, up the wall and drop from the ceiling where ever you are standing. When he lands you are immobilised for a second. So the tactic is when he is about to come over you

and fall, jump out of the way and then jump on him. He will speed up when he gets hit, and after three bops to the noggin he's done for. Easy, no? You can also use fireballs to hurt Morton if you are Fire Mario also. Anyways, now you have now unlocked the path to the Vanilla Dome. But first, the walkthroughs to the secret levels within the Donut Plains.

Green Switch Palace

When you begin, pick up the koopa shell and hit the P-Switch nearby. Now drop down when the koopa is on the left, and throw it at him. The shell will go left and bounce off the wall, then right into the other koopas to get a 1-Up. However make sure that you run along with the shell at the top so that it doesn't disappear off the screen and break the chain. When you are done, enter the pipe at the top right of the area. Now simply run right and jump onto the giant green switch. Now throughout dinosaur land all the dotted green blocks have become full ! green blocks. Yay for the green blocks! ;)

Top Secret Area

This area is a place to restock on power-ups or Yoshi. It simply consists of five ? blocks; the left two are Mushrooms or Fire Flowers, the centre block is Yoshi, and the right two blocks are mushrooms or Cape Feathers. To exit, just go out of either side of the area. You can enter this area as many times as you need, and I would recommend checking this place out before tackling harder levels or for things that require these powerups. Also, to get as many lives as you want, get Yoshi, then exit and re-enter. Hit the Yoshi block again and you get a 1-Up Green Mushroom (seeming as you have Yoshi on you) and this can be repeated as many times as you like. A great area that I'm sure you will be using a lot.

Donut Secret 1

An underwater level... cool, no? The controls here are pretty much the same as on land, pressing jump will make you swim. Touching the fish here will hurt you, so don't get too close. To kill a fish, either throw a fireball, throw a block or spin your cape near them. Anyways, the walkthrough. Go right, and avoid the sleeping fish at the bottom, otherwise you will wake it up. Swim right, and go around the rock until you reach some blocks. Go under them and hit them to kill the fish above, and also collect the fire flower that is from one of these blocks. Don't forget the first Dragon Coin here too. Go round the bottom of the blocks and right, then up the pipe. You will come out to some dry land. Head right and hit the ? block to make a P-Balloon be released, and grab it to inflate and start rising. Go left, and you will come across a platform when you are about to deflate. Hit the block here for another P-Balloon, so carry on going up. At the very top, grab the Dragon Coin while still rising and land onto one of the blocks. Jump to next block, and then jump off to the right to collect another Dragon Coin. You will now fall down to the bottom again, so exit via the pipe on the right.

When you appear underwater again, go down into the gap and get the Dragon Coin (the level's forth) and proceed right. The block below has a power-up, and if timed correctly you can kill the sleeping fish when you hit it. Go right, under the two fish. To get the Dragon Coin here, either kill the fish or go round the other side to avoid it, then move the block and grab it. Now simply keep

going right. At the P-Switch, you can unlock the secret exit (see the secret exit at the end for more details). From now on is just dodging fish and making your way through the rock formations to the exit (be sure to collect the sixth Dragon Coin on the way there). This will unlock a path to the Donut Ghost House.

SECRET EXIT - Unlocks 'Donut Secret House'

When you reach the P-Switch in this level, pick it up and carry on in the level until you get to a row of brown blocks and a ? block. Activate the switch here, then hit the ? block to release a key. Pick up the key and slam it into the nearby keyhole. Score!

Donut Secret House

Go right, up the stairs, and drop down to the next level when there is a gap in the circle of ghosts. Drop down again and go right when the gap is present. Duck in the ghost that is coming towards you, and head right to the P-Switch and the Big Boo. These are the same as the normal Boo's, apart from that they are, in fact, bigger. Activate the P-Switch and grab the springboard that just dropped down, place it by the Big Boo and propel yourself over him. Head right and enter the door when you reach it.

Heading left now, hit the block to get a powerup, and onward. Jump or go under the boo, and go through the circle of ghosts when the gap is there. Hitting the block here gives you coins, then carry on left when you are done. Collect the coins in a door frame shape here, and go over the yellow blocks to the left. Hit the information box to learn about the Star World. Go past the two Boo's to the end. Don't enter the door, as it will take you back to the previous area. Grab the P-Switch from above, and go back right to the yellow blocks. Activate it, and enter the blue door that appears on the ledge next to the yellow blocks. Here is the normal exit, and can save the game and move onto Donut Secret 2. (and take a sneak peak at the final area of the game..)

□SECRET EXIT: Unlocks 'Star Road 1'

Play the level until you get to the P-Switch and the yellow blocks. Grab the P-Switch and head back right, then activate it by the yellow blocks. Now stand where the normal door is (on the ? blocks that have just formed) and hit the middle block above to make a vine appear. Scale up it and go right through the secret door (get there before the P-Switch has worn out or it will not be there). You will be taken to a mini-boss; Big Boo. To harm him, grab a block from below you and throw it at him (its easier to be underneath him and throw it upwards). Once you have hit him, he will turn transparent. Keep looking towards the Boo's so they don't attack you, and get yourself underneath Big Boo so when he reappears you can attack again. After a total of three hits, you win, and you unlock the warp to the Star Road.

Donut Secret 2

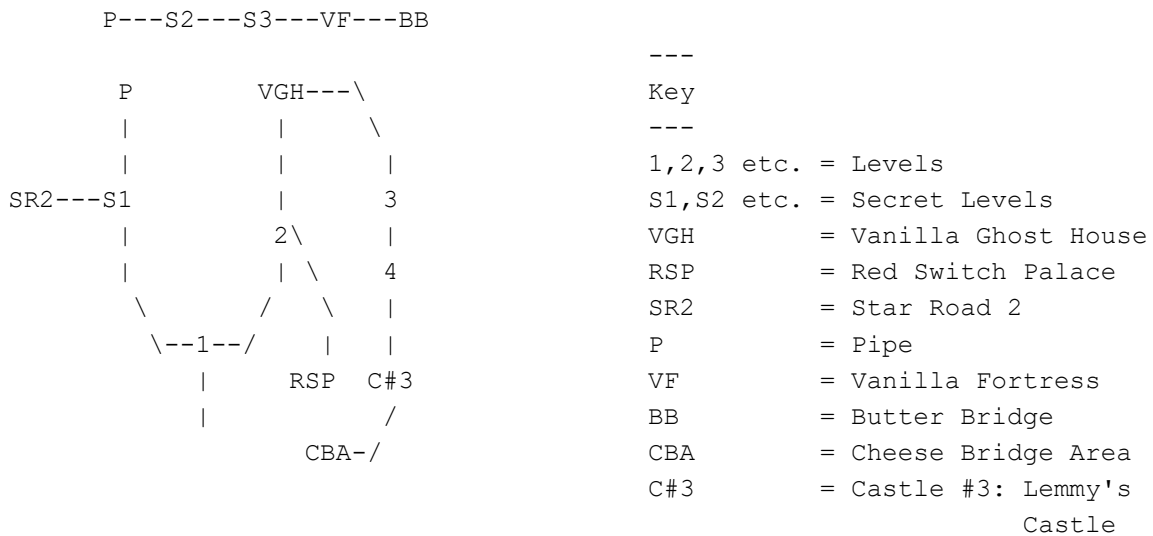
This cave level is icy, thus it will be slippery so have this in mind when playing. It might be best if you have a cape and also a feather in reserve, as many jumps in this level are tricky and its easier if you float down after jumping for safety (also you can fly most of the level to the green pipe). When you start, go to the right of the block and jump on the Koopa. Throw his shell against the block to make a line of coins appear, of which is controllable with the D-Pad. Head up the ledges and grab the Dragon Coin at the top, and move onward. Jump on the springboard so you hit the block above to make the vine appear. Move the springboard to the left or right so you

can jump onto the block and up the vine. The block here contains a starman; so grab it as it comes out to the right, collecting the Dragon Coin as you go and then drop to the right, as straight down is a hole. Right, up the ledges collecting the third Dragon Coin as you go, onto the next ledge and drop down to get the fourth Dragon Coin. Over the gap, over several more ledges up to the diagonal slide. Travel down, and onto the first pipe (even the pipes are slippery!). Go across the next two, minding that piranha plants emerge from them and that you will slide quite bad when you land. It helps to be caped here (if possible). When you reach the ledge after the pipes, go up the green pipe to the outside. Hit the ? block for a P-Balloon and simply use it to float over to the pipe at the end. If you miss it, just make your way across the platforms and pipes. Enter the pipe to return to the cave.

Go left and get the Yoshi Coin, and head right as normal. Hit the block for a coin, and jump on the Koopa and hit his shell to the right to kill a group of enemies that were tailing behind him. Go up the slope, and jump onto the top of the line of Koopas to get an easy 1-Up, and hold right (or even better float with the cape) so you land below the pipe, then go right to the exit. If you think that killing the Koopa's and then landing on the ledge might be difficult you can simply go above the pipe. When you complete the level, you unlock a path back to the Donut Plains, to Donut Plains 3.

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 3.03. Vanilla Dome
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 Map



NOTE: Vanilla Secret 2 and 3, and Vanilla Fortress are on the Main Overworld, to the left of 'The Twin Bridges' area.

 Vanilla Dome 1

Go down the steps and jump over the red enemy that is climbing up. Go right, avoiding the bats, and hit the flying block up the ledge to get a power-up. Further on is a large amount of blocks. As many of the values and items within them are hidden, here is an ASCII diagram of what they contain -



```

      X   X       X   X   X
    S X   X   D X   X   X
XXXXXXXXXXXX?XXXXXCXXXXXX1XXXXXXXXXXXXXXXXX
      X   X       X           X
      X   X CCCCC X           X
-----X   X       X-----X
|                                     |
|                                     |

```

S = Shell
 D = Dragon Coin
 ? = ? Block (Power-Up)
 F = Feather
 1 = 1-Up Green Mushroom

Note that there are several enemies in places, but putting them down on the diagram would be useless as they move about and they are easily spotted. Also, if you run across the bottom, more on the right half, a mushroom will appear. Once you are done here, move onward. The block on the ground contains either a mushroom or fire flower, is obtained by either hitting it side on with a cape or by hitting it will the shell of a nearby enemy. Ignore the red dotted blocks above you for now. Keep going right, over a few gaps and into a pipe to go to a new area. Be sure the hit the block ahead and grab the starman that comes from it, and run across the yellow platform right as fast as you can before it sinks. You will go through the enemies unharmed due to you being invincible, and at the end jump to get the levels second Dragon Coin, then travel through the pipe.

Run right and jump onto the platform ahead, where the checkpoint is located. Drop down, and go right into a maze like area. Hit the blocks and go up and right. If you are small Mario then head through the passage ahead and get the Dragon Coin, otherwise you have to go via the bottom. Hit the ? block after for a mushroom or fire flower, and use the blocks as a means of getting over the gap. At the pipes, get onto the second one along and jump on the flying koopa to get to the third pipe, and also the Dragon Coin that is above. Jump to the steep slope, and get up it by running and jumping while climbing it. Onward, fall to the bottom passage, move the shell and block out of the way and collect the Dragon Coin at the end, then go back and use the rotating blocks to get up and out. Pick up the blue shell, jump right over the gap and throw it at the Chuck ahead. Exit the level.

SECRET EXIT: Unlocks 'Vanilla Secret 1'

Play the level until you reach the red dotted blocks. If you have activated the Red Switch Palace then climb up the blocks here and hit the block, then climb the vine that appears out of it to get to the key and keyhole. If you haven't, and the blocks are dotted, then you can use Yoshi to help you get up by jumping then dismounting to gain a lot of height (enough to hit the block and to get above it when done again).

 Vanilla Dome 2

After dropping into the drink, head right to dry land and jump on the fish that's washed up. Head right into the water, and hit the ? blocks just above the surface (these contain coins and a mushroom/fire flower power-up). Swim down and right, ignore the fish, and hit the block at the other end then climb up the vine that comes from it. Jump off to the right, and keep going until you drop down where an arrow is (with the levels first Dragon Coin). Back into more water, go right between the fish, and hit the blocks (the left and middle blocks hold coins, whereas the right on has a mushroom/feather). Carry on right into the small passage. The block here has a mushroom/fire flower powerup; collect it if you want. Now you have two choices based on what status Mario is in...

If you are any Mario...

Jump onto the block and jump up the right ledge, then the left edge while getting the Dragon Coin. Now run and jump right so you get up the steep slope. A charging chuck will run through the yellow blocks, jump over him when he approaches you and carry on right. Enter the midway checkpoint and jump over the charging chuck that comes through the yellow blocks. Go right, but watch out as he will give chase. Hit the block here and collect the powerup you want by touching it at the right moment. Slide down this slope (press down) to get the third Dragon Coin and hit the P-Switch to get through the wall of blocks. Avoid the charging chuck, and hit the block here, of which contains either a mushroom or fire flower. Go right to the green pipe, where the path the main walkthrough continues below the other choice.

If you are Small Mario or Caped Mario only...

Carry on swimming right until you get to land again and yellow blocks. As soon as you get near the yellow blocks, a charging chuck will bomb towards you, so quickly jump left to avoid him, where he will go into the water. Swim right to the blocks again now it is safe; if you are Small Mario jump and go above the blocks, if you are Caped Mario use your cape to rotate the blocks to let you through. Head right over some jagged landscape, and grab one of the shells of these enemies here and throw it up when you are under the Charging Chuck to get rid of him, then go to the above ledge. This block contains either a mushroom or fire flower. Go right to the green pipe, where the path the main walkthrough continues below.

At the green pipe, jump to the ledge that's right and collect the Dragon Coin, then go back and access the pipe, to an icy cave. Remember that here you slide about a lot, so watch your speed otherwise you will not stop in time. Go right and over the two pools of water, then stop at the block (otherwise you will slide into some enemies) and hit the ? block several times to get some coins. Jump onto the midair rock when the red enemy is at the bottom, then proceed up the pipe after. As soon as you appear back in the cave, go left or right to avoid the bats that swoop down. Proceed right; hit the block several times for several coins, and run under the ledge with the charging chuck on (and marvel at the way he duplicates himself; the Mario World's Agent Smith perhaps?) and either jump or go under the next rock and into the exit.

SECRET EXIT: Unlocks 'Red Switch Palace'

Go to where you where the choice is in the walkthrough, and take the 'any Mario' route (where you jump on the block from the water, up the right ledge then left to the P-Switch). Go onto the left ledge, and keep going until you get to a P-Switch that is resting on a mass of brown used blocks. Pick up the P-Switch and go through the left line of coins and activate it (make sure you are not standing on the mass of brown blocks). Go left, across the first gap and down second one (so you go down the first gap on the left). Collect the Dragon Coin, and go out of the water and right, and pick up the Key. Take either the left or right route in the water down below to the keyhole.

Vanilla Ghost House

Jump over or duck under the bottom of the two ghosts that are coming your way, then go right. At the circle of ghosts, go underneath the ledge to get a Dragon Coin and go above the ledge and hit the block to get a power-up. Go right and make your way across the short ledges, and keep an eye on the Boo's so that they don't creep up behind you. One of the higher ledges has the second Dragon Coin; and keep going until you reach some lines of yellow blocks and a Big Boo. None of the blocks here contain anything; so go either above or below the Big Boo and move on. At the next block, collect the powerup inside and lore the Big Boo on the right towards you by turning away, then as it

is close to the block, face him and use the block to jump over him. Go up these ledges and wait at the top until there is a break in the circle of ghosts ahead, then slide down the stairs. Face right to keep the Boo there at bay; hit the block several times for coins, and just the block above to help you get the Dragon Coin. When you are done, go right and enter the door.

Go right and avoid the green bubble. As you can probably imagine, touching these bubbles hurts, so avoid contact with them. Its best to avoid them by jumping over them (Small Mario might have trouble doing this) or ducking or going underneath them. Anyway, keep on moving right avoiding them until you reach three yellow blocks; hit the middle one and grab the P-Switch that comes from it. Carry on going right, past the door and collect the forth Dragon Coin and the coins that are in a door shape. Now activate the P-Switch then enter the blue door on the right. Exit.

Vanilla Dome 3

Go down and board the raft made of skulls, which will sail right. When you see eyes appear in the lava, get ready to jump as a dinosaur will appear underneath you in a second or two. Hit the blocks (containing coins) and another lava bound dino, jump off the raft when it falls down the gap. Jump on the yellow pipe and hit the block above to get a powerup, then go up the other pipes, minding the piranha plants that jump from them. Slide down the steep bank, collect the Dragon Coin, board the raft and hit the flying block for a coin. Avoid the three dinos that jump at you from the lava and jump off then the raft falls down that gap at the end of the lava. Go right to the pipes and jump on the side of the left pipe to make a block appear, which you use to get up. The block in the middle contains a powerup, and continue right to another raft. Jump off at the blocks and collect the Dragon Coin in front of you, then go past the pipes ahead while watching out for the plants that come from them. Jump on the raft then onto the rock above, follow it along (ignore the block) and drop onto it at the other side, and then jump onto the yellow pipe. Up and right and run up the side of the pipe, and time your jump down so you land on the shell (stopping it) then tag the tape in the checkpoint.

Use the shell and hit it upward and the block above to get Yoshi. Get out of between the pipes and board yet another raft to the right. Keep jumping to avoid the dinos in the lava as per usual. At the drop, jump onto the rock ahead, and jump to collect the Dragon Coin when the raft is at a position so you can land on it. Jump off the raft when it disappears. Go right, over the pipes while avoiding the red enemies, then over more gaps (collect the Dragon Coin on the way) and collect the powerup from the lone block ahead. Board another raft, jumping on the rock and keep up with the raft as it goes under you. Watch out for the plants coming from the pipes here, and jump back onto the raft on the other side. When the raft reaches the end of the lava, jump into the exit to end the level.

Vanilla Dome 4

This level has Bullet Bills that come from the sides throughout, so keep on your toes. Jump down to the next ledge, then left and down again, and go right and grab the Dragon Coin as you jump over the gap. Jump onto the end of the springy green thing that's above and hold jump to get propelled high; so go over the tall white column. Head right onto the ledge, and get this koopas shell and throw it at the flying koopas that you will meet next. Go down the

bottom here if you want the mushroom; then go back up to the top and move onward. Drop down below, up the two columns leading up. Keep going right over the ledges, get the level's second Dragon Coin over the springy beams and use the one by the next column to continue. Jump on the used block and hit the block above to get a powerup, and move onward right, past the Koopa, over the next column, under the two flying koopas and use the springy beams at the column when they are over to the left. Go right, and bounce off the flying Koopa to go through the checkpoints tape that is located high up.

When you fall, dispose of the Koopa, and go right past the first pipe (mind the piranha plant that jumps from it) and down the second pipe to a cave area. Board the raft, and either jump or duck the blocks that meet your path, and grab the third Dragon Coin when you jump off at the end. Enter the pipe to return to the level above. Go right, down the bottom of the two columns to get the Dragon Coin, and carry on to the exit, collecting the final Dragon Coin as you go.

#3 Lemmy's Castle

Run to the right straight away to avoid the magicians magic. When he fires from underneath the blocks and hits one of them, it creates a gap and a yellow Koopa. Use the gap to reach the below. If you are a big Mario and you use the spinning jump to destroy blocks, then you will go through the blocks below afterwards and will die, so I would advise for the magician here to create the gap for you. Grab the Koopa's shell and when he appears, throw it at him, or simply jump on this head to kill him for a short while. Go right and hit the block to get a power up. At the next part, use either the yellow blocks or panels on the water to get across. When you reach the P-Switch that is resting on a block above, get on the blocks underneath it and hit the block below the P-Switch, activate, and using the higher blocks right, enter the door that is on the used blocks quickly. This is surprisingly difficult; as the Magician seems to destroy several blocks here when he arrives again, and its difficult to make the jumps as it is (as Small Mario it's near impossible). Otherwise, before activating the P-Switch, take some of the side coins away to get to the door easier. If you do make it, then you will go to the midway checkpoint and an extra life as an extra reward; and continue the walkthrough at the next paragraph. Not making it through the door, carry on, over several pools of lava and up to the door.

Go right and drop down when the rock has risen out of the lava, then go right as it sinks. Jump on the skeleton to stop it for a short amount of time, and go right when it has risen enough and onto the next ledge. Essentially, just keep moving onward, using your judgement on when to carry on when they blocks have rose or sank far enough, and jump on the skeletons on the way. At the end is a green ! block (if it was activated at the green switch palace that is) containing a feather, and the red boss door. Enter here to face Lemmy.

BOSS: LEMMY

Here, you are in an area with pipes. Every few seconds, three things pop out of the pipes at the same time; the boss, and two fakes. Hitting the boss means you hurt him, and hitting a fake means they pop back in and do it again at different points. Hitting the boss three times means he will fall through the bottom into the lava below, and you win. The only thing that you should look out for is a fireball that bounces around the area; just keep an eye on it as you look out for the boss. This shouldn't be too difficult.

Red Switch Palace

Hit the P-Switch in front of you and quickly jump onto the blocks that just formed ahead of you, keep jumping across them going right. The invisible Koopa will now follow you underneath and go through several other Koopa's, and give you an extra life (eight baddies in a row). Stay on the last set of blocks until the time runs out, where you will drop down but the Koopa will be trapped, meaning your safe. Head through the pipe now, and is usual, run right and jump on the giant red switch. Now all the dotted red blocks in Dinosaur Land will become red ! blocks. Yay! (...)

Vanilla Secret 1

In this level, you have to head upward instead of the usual heading right all the time. It's OK, you can calm down now. Anyways, take the ledges to the right upwards, then go left onto a rock in the air, and jump left again to a set of ledges with two ? blocks at the top (the left containing a coin, and the right containing a cape feather). Now jump on the flying Koopa on the right and bounce off to get to the springy beams, and bounce yourself to the top. Jump up the ledges the above you and hit the block several times to get coins. Drop down the right to collect the Dragon Coin, then jump onto the pipe and get rid of the Koopa. Hit the middle block and climb the vine that appears from it. Avoid the flying Koopa on the way up, and jump off to get the Dragon Coin that's to the right, then climb back up onto the left ledge. Get rid of the flying Koopa, hit the block and go up the vine, and jump off to the left. Carry on left, jump over the gap and jump down left to collect the level's third Dragon Coin. Get back up via the springy beams, then go right over the gap and up the ledges in the centre to top. Ignore the springboard for now and jump to the blocks on the right, where you can get two coins and a cape feather. Go back to the springboard, and jump up when gap appears in the Koopas. If you having trouble with this, then try moving the springboard to one of the sides and when the Koopas have gone to either side they leave a gap there for a few seconds, making it easy to jump. When you get up, grab the springboard to the right and carry up the ledges that are left; go right at the pipe and on the midair rock, use the springboard to get the Dragon Coin in the air, and take it to further right (on a lower ledge) for another one above and the fifth and final Dragon Coin. Go back and on the pipe, using the springy beams upward and right into the pipe. Simply run right quickly (to avoid the Charging Chuck) and into the exit.

SECRET EXIT: Unlocks 'Star Road 2'

Follow the walkthrough as above until you get to the springboard. There are now two ways to unlock the secret exit. The first and proper way is to unlock the blue ! blocks (at the Forest of Illusion), which changes the empty blocks somewhere to the left of the springboard to blue ! blocks. You take the springboard on top of these and use it up to the pipe above. The other way, which can be done before getting to the blue switch palace, is to be caped, and run across under the set of ledges where the springboard is and fly up to the top right corner. When you enter the pipe, head up and right, dodge the Chuck and his football fire and head into the goal.

Vanilla Secret 2

As per usual, go right. Just walk under the two jumping Koopa's that are coming your way, then over the gap and get Yoshi from the block. Eat the Koopas as you go, and save a shell to spit at the green ! block on the ground

that is a little further on (earning you a cape feather). Carry onward, getting a Dragon Coin. Keep going over the jagged landscape, eating and jumping on the jumping Koopas as you go. Eventually you get to a gap and two pink pipes. Get the Dragon Coin that is in the middle of these, then go right to the checkpoint.

Use the slanted ledge upward, and you will be welcomed with an onslaught of parachuting Bob-ombs that will stay with you the rest of the level. Down the hill, and jump / eat the enemy that's hiding in the pipe. Hit the third musical note block from the left to get a cape feather. Carry on right over the green pipe, eat or jump over the spiked baddies that are coming your way and jump onto the used block over the gap and hit the block above several times to get a limited supply of coins (and also to get a Dragon Coin). Next, jump onto the yellow blocks, then run and jump over the pit of spiked enemies. Run and jump over the gap, up the green pipe, hit the baddie in the pipe after and travel down it to a cave area. Simply activate the P-Switch and run left across the bridge of used blocks, collect the coins as you go by jumping, and get the fourth Dragon Coin at the end, and head up the pipe. You will be thrown out that slanted pipe that you travelled up not long ago, landing on a higher ledge. Run and jump into the exit that's right.

1-UP TRICK

Here is a great trick for getting loads of 1-Ups. Play the level to the half way checkpoint, then continue onward until you reach the pit full of Spiny's. Hit the second rotating block (from the left) for a silver P-Switch. Grab it and head back to before the halfway marker, and inbetween the two purple pipes. Use the P-Switch, then collect the coins from the pipes then run back left and collect the horde of silver coins from the transformed koopa's, earning you a stack of lives. You can then exit the level and redo this as many times as you like! Thanks to Alex Penismen and Rolf Karlsson for contributing this!

Vanilla Secret 3

Jump onto one of the dolphins right, and make your way across the other three and jump off onto the higher ledge. Hit the block to get a power-up (mushroom or a cape feather) then jump off and grab the Dragon Coin. Right, and jump across the oncoming of dolphins to the next platform, and get the second Dragon Coin. Note that from now on a pukka fish will be in the water following Mario, so watch out and don't enter the water if you can help it. Now jump onto a dolphin that's right, onto the one that jumping vertically. A dolphin will take you off this one, and hit the block to get a powerup, then go right to the next ledge. Go right across more dolphins, and be sure to go through the checkpoint on the way.

Keep going to the next ledge that is high up (use the vertical jumping dolphin that is next to it). Jump to the next ledge via the two dolphins; be sure to grab the Dragon Coin on the way. Wait here until some dolphins come from the left, and jump on one when they do. Now just stay on while you are going right, and through the coins shaped into arrows (jump out of the water when the dolphin dips in the drink). At the end, get the Dragon Coin and into the pipe. You will exit at the exit in sight, and the fifth and final Dragon Coin above you.

Vanilla Fortress

You enter via a pipe to an underwater section. Looks like someone left the taps on, eh? Swim right, and go past the ball and chain, and the next on at the top. Now the route splits, according to the Mario that you are...

Small Mario only...

You can walk along the bottom under the set of spikes, and into the pipe. Here, head right and over then under the two fish. When you come to the open area, make the block drop, then as it rises swim onward. Hit the block here to get a powerup. Now you can either swim upward; where you will face ball and chains with fish, or you can go right, where you face those falling blocks and the odd ball and chain, and some enemies. The top route is easier I think, but none of the routes are long or that challenging and they come together again anyways. When they do, go right and in the middle of the two ball and chains, then carry on down the passage to a yellow ! block and the red boss door.

Any Mario...

Go right on the higher passage and past the ball and chain. At the spikes, stay below the ceiling to avoid the fish, then grab the power up from the block afterwards. Carry on, where you will come to a ceiling laden with spikes. The brown ones will fall off, and shake briefly before doing so. I would provoke the spike by swimming under it for a brief moment then moving out its path while it falls. As you go right also stay from the floor due to the enemies there, so stay somewhere in the middle. After this, enter the pipe. Go right, over the baddies and past the falling rock (make sure it falls first, then go over it as it rises). Head right and in the middle of the two ball and chains, then carry on down the passage to a yellow ! block and the red boss door.

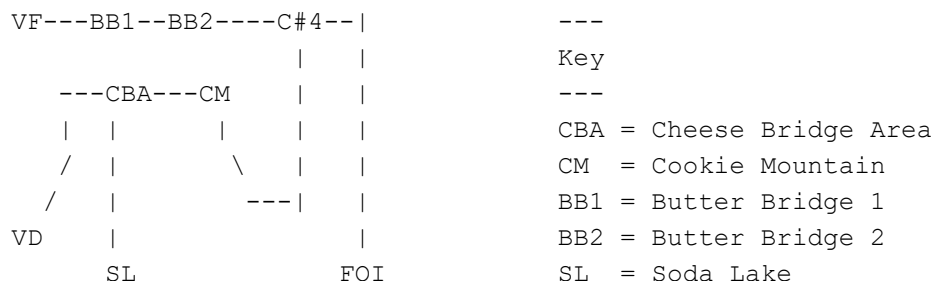
BOSS: REZNOR

You are faced against four dinosaurs on rotating platforms, of which spit fireballs your way. To kill them, hit the platform from underneath. When you have hit all four off the platforms, the boss is over. But (a big but) is the ground is slowly disappearing, so you must be hasty in doing this. Hit one off as you start, and when the ground is no long under where you can hit the dino's from below, you may have to jump onto one of the rotating platforms. The fireballs are easy enough to dodge, and if you do this fast enough it isn't that tough. A good idea is to knock one off, jump on his platform and take out the others as it rotates round.

Save your game now, and a bridge formed to the right, and you can play 'Butter Bridge 1'. This is the end of the Vanilla Dome secret levels, and the walkthrough for this level is in the next section.

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3.04. The Twin Bridges
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Map



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SR3

SR3 = Star Road 3
VF = Vanilla Fortress
VD = Vanilla Dome
FOI = Forest of Illusion
C#3 = Castle #3: Lugwig's
Castle

Cheese Bridge Area

Run to the right, get the powerup from the block and jump onto the platform. Jump over the chainsaw, onto the next platform above, jump over another chainsaw and onto the platform above that one. Ride on it for a while, collect the coins when you come to them, and watch out for a chainsaw when it comes. Hit the block for a powerup, and shortly after grab the Dragon Coin. Keep riding and jumping over the chainsaws, and eventually you reach a straight line, and when the line ends, jump onto the checkpoint to the right.

Hit the block to release a set of wings. These are only used if you have Yoshi; if you do collect them and you will be transported to a bonus area (see after this paragraph for more information about this), otherwise ignore them. Jump on to the rope (jump to it and press Up), and jump off at the platform. Jump right to the next platform, hit the block to get a powerup, then get the Yoshi Coin to the right and then head down the pipe. In this area, bullet bills will come from each corner of the screen towards Mario every so often; when this happens, jump straight upward and then down again (you can still jump on them to dispose of them mind). Anyways, just make your way across the platforms and head up the pipe at the other end. Back above, go right and climb onto the big rope. Now you have to climb the rope to avoid the chainsaws. First of all, head up to the top, then the middle, then to the top again and get the Dragon Coin. The rope will then come to an end and just simply jump into the exit.

YOSHI BONUS AREA

To get here, collect the wings from the block after the midway checkpoint while riding on Yoshi. You will fly upward into a bonus area. Pressing the jump button makes Yoshi fly. When you start, head up to the top right and collect the Dragon Coin (mind the black enemy mind) and wait until the screen goes right, and collect another Dragon Coin. Head through the group of blocks and enemies as the screen moves up and right, and through another group as it goes down and left. When it goes up again, there are two Dragon Coins that are surrounded by blocks; eat the enemy that's here, then enter from the left and grab the coins, and exit out the top. Follow the screen as it does down, and when you see the arrow made of blocks pointing down, drop down there to finish.

SECRET EXIT: Unlocks 'Soda Lake'

This is one of the hardest and annoying secret exits in the game. If you have played the level as normal, you may have noticed that there wasn't any sign of a secret exit. That's because it's BEHIND the normal exit! You cannot go over it by flying; as it's on a ledge, you have to go under it. There are two ways of going under, via flying across the level then dipping under the exit and up (of which is amazing hard) and the other way, is using Yoshi. Fly across the level on Yoshi, then get to where the platforms just by the normal exit are. I would advise to fly from the strip before the yellow pipe, and then fly from there to the exit - you may dip into the chainsaws, if that happens then land on top of them to bump onward a little. When you get there, then jump right under the normal exit and float until you are past it, then dismount from Yoshi so you jump up onto the ledge above (Yoshi has to bite the bullet sadly). Now head right, collect the 3-Up Moon from the higher ledge

and go into the secret exit.

Cookie Mountain

Jump on the Koopa and the mole as they come your way, then head up the ledge and jump over the gap and onto the blocks. Dispose of the enemy here (NOT by jumping, but by fireball, cape spin, object or Yoshi) that is on the blocks. Hit the highest and lone block to get a mushroom / cape feather, then head below and hit all the blocks, which contain coins. Head right over the gap, and to the sloped ledges area. Hit the Koopas as they come, and go on the left most slope and grab the Dragon Coin. Head off down to the ground again, and then collect the red shell that's to the right, and keep holding it. Head up the slopes again and onto the right ledge, then throw it right at the mole. Follow the shell down the ledges, and if the shell hits all the moles here you earn an extra life. Go right under the pipe and jump over the gap, then dodge the onslaught of moles as they appear from the ground and the mound. Now go right over the blue pipe and the gap, where you will see a line of musical note blocks above, with two enemies above. He fires down lightning bolts, which creates large amounts of fire on the ground. Jump from the higher ground to below the left one (while getting the Dragon Coin) to get rid of that one, then dodge the other one and go ahead. Jump on the green pipe and go through the checkpoint above.

Run right, and watch out for the moles that come from the ground and the wall; and stand on the yellow blocks after till they have cleared away more. Dispose of the remaining moles, then hit the third block from the left then climb the vine. Get the Dragon Coin at the top, and jump off to the left onto the ledge and hit the block to get a 1-Up green mushroom. Go back to the vine and the blocks, then go down the dark blue pipe that's right. You will drop down into some water; go left, and when you come to the Pukka fish, go underneath (jumping over the first is OK, but both is not possible). Try not to go too low to die, but more than enough to miss them. At the end is a ledge and pipe. Up this pipe and you will appear in the sky. Jump onto the clouds that are right, and run across it to make a 1-Up green mushroom to pop out. Jump off at the end and you will appear in the level (near the checkpoint), so carry on to where the blue pipe was and carry on.

Go right and if you have activated the red switch palace, walk over the gap and hit the ? block to get Yoshi. Jump on the ledges right and get the Dragon Coin from the top, and go right. Eat the pink berry off the hedge, over the gap, then eat another pink berry to make Yoshi poo out a cloud. Eat a powerup of your choice from the block on the ground, and head over the grey pipes after. You will come to two gaps; if you have activated the correct switch palaces you can walk over them, otherwise you have to jump. After is a set of ? blocks with those enemies who fire lightning; hit them from underneath then raid the blocks to get coins (the third from the left at the bottom has a mushroom / cape feather). Head right; watch out for the jumping chuck, and jump onto the block (contains a coin if you hit it), over the pipe and into the exit to complete the level.

#4 Ludwig's Castle

Go right, then drop down and either jump on or cape spin the enemy here. Avoid the ball and chain that's to the right, and use the stone blocks upward. Right, and make your way through the mass of balls and chains, and then collect the mushroom at the end and enter the door. Here, the ceiling will fall so leg it

left, over several lava pits (don't jump too high otherwise you will hit the ceiling or a fireball) and hit the switch block to make the ceiling rise. Now ignore the baddies and go right, over another two pits of lava and run left while the ceiling comes down again, and if you make it in time you get to the end in one piece. Take a breather and enter the door.

Jump up and climb the fence upward and to the right. Head down the passage and hit the block there for a powerup (mushroom / cape feather). Once collected, head back to the fence and upward. You will have to jump from fence to fence on the way up, and avoid the Koopa's as you go. Keep to the left, and at the top is the red boss door, where you will face Lugwig.

BOSS: LUGWIG

This boss is not a problem to take down. He will start firing fireballs at you; these are easy to avoid, so dodge them then jump on him. He will now go into his shell and chase you, jump over him as he comes your way and keep doing that until he stops, where he will do this weird summersault, then land, and repeat the process (he will start firing fireballs again). Jump on him three times to finish him off. You can also use fireballs to hurt Lugwig if you are Fire Mario. Save your game, then head into the next section, the Forest of Illusion.

Soda Lake

An underwater level, this. Swim right, and above the black box to avoid the bullets that is releases. Go right, avoid the fish and hit the block to get a powerup. When the coast is clear, head down and right. When you get to the Dragon Coin that is in-between the black boxes, collect it then move out of the way before you are hit, then quickly go by. Go above the school of fish that approach, then quickly go past the next two boxes, get the Dragon Coin, and carry on right. Avoid the fish, and go up. Down the gap is a Dragon Coin, but collect it while no bullets are approaching from the right. Go back up, and carry on right; when you reach the two black boxes that are parallel to each other, it's easier to go underneath the bottom one as you can go under the bullet more. Right, then over the rock, collect the Dragon Coin, and right. Go under the next box, and get the Dragon Coin (the fifth and final) above the next box. When the line of four fish comes towards you, swim above them, and carry on. After some more fish dodging and box avoiding, you will finally reach a green pipe; enter it to go the land above and the exit. This then unlocks a path to Star Road 3.

Butter Bridge 1

The camera in this level moves automatically, so keep up or be crushed. :P Head right, and jump onto the small platform. This then goes down and the next one moves up, somewhat like a pulley system, so keep jumping on the spot or jump between the two to keep at a reasonably equal level. Another one is after, which a flying Koopa in the middle, so jump on the Koopa to dispose of him. Jump onto the platform, get the Dragon Coin then jump quickly before the platform falls, onto another pulley system. Use the platform to the other side of the pulley, and jump onto the Koopa to collect the Dragon Coin and to get onto the next log platform. Jump onto the left pulley and stay there so that you can reach the Dragon Coin's height, then jump to the right side. If you have activated the red switch palace then just jump onto the blocks here; otherwise you are in for a hard time of jumping from Koopa to Koopa to reach the log platform. Jump across several pulley systems, and on the end on

stay on the right as the screen pulls down. Get the Dragon Coin on the left before moving on, then go right a set of yellow blocks. Go onto the log platform underneath and hit the ? block to get a powerup, then hit the yellow blocks to make them rotate, and use it to get up. Head right onto the left pulley, and jump on the Koopa to the right pulley. Jump onto the platform below grab the final Dragon Coin that's to the left quick and onto the wooden log platform and kill some of the flying Koopas that come your way, and get down to the bottom right when you can. Jump over the pipe and hit the block here if you have 30 coins or above to get an extra life. Now travel into the pipe, and jump into the exit.

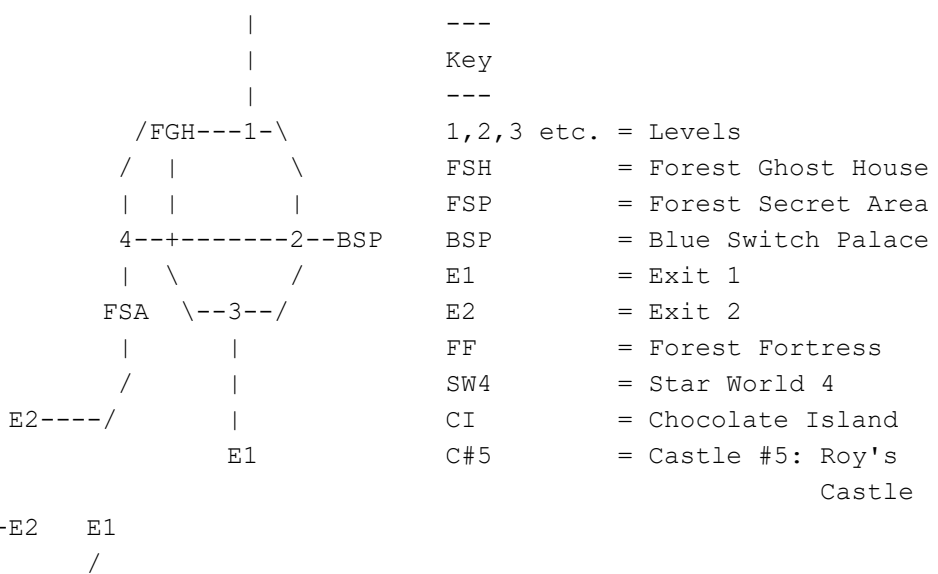
 Butter Bridge 2

Go right and jump on the Koopa that is swooping down towards you, then do that same with the next one, and collect the cape feather that it leaves behind. Go right over the two gaps, and get the shell and throw it up at the block above to get a powerup. Head right, over the small gaps and jump onto one of the flying Koopas to get to the Dragon Coin in the air. Onward, and run to avoid the Koopas kicking the shells towards you and watch out for the flying Koopas also. After three or so of the Koopas above, there are two at the end by the gap; jump onto a flying Koopa to get up there so you can grab the level's second Dragon Coin. Head right over the gap and go through the checkpoint.

Go right over several ledges and kill/avoid some of the Koopas on the way. Hit the green ! block when you get to it to get a cape feather (if you have activated it). Ignore the first pipe below, and head right a little then access the second pipe. Either take the platform or the rope to get to get coins and to get to the pipe on the other side (climbing onto the rope will mean that you will get a Dragon Coin). Enter the pipe and go through the waves of flying Koopa and keep going across the log platforms; when you get to the Dragon Coin near the bottom of the screen, get it by jumping on a Koopa when it flies underneath it (although this is risky; so ignore it if I was you). Now go right over a platform or two and enter the level's exit.

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 3.05. Forest of Illusion
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 Map



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Forest Of Illusion 1

Go right, and jump over and ignore the Wiggler. Jumping on Wrigger only makes it more mad and dangerous. Jump over the gap, get rid of the red Koopa, and hit the ? block at the top for a powerup. Go right over several gaps, and kill the Koopas while you are there. Jump up to the higher ledge and hit the block for a Yoshi egg. Eat the enemies in this area and go right to the springboard; jump on it here and eat the pink berry at the top. Jump down and over the gap, and hit the yellow block to release a 1-Up mushroom. Hit a block around it while the mushroom is over it to knock it out, and jump over the gap while the mushroom is dropping to collect it. Jump or eat the three Wigglers, and go ahead and jump into the midway checkpoint.

Dispose of the Koopa and get the powerup of your choice from the block. Onward and watch out as enemies pop out of the blocks above. At the section of wooden beams, use the Koopa's shells as a means of getting rid of the Wrigger's here. When you drop off the end, this block contains a P-Balloon, which is needed to get the secret exit (see below). Over the gap, and the two Wigglers, jump onto the green pipe and hit the enemy off the moving platform. Jump onto this platform and off onto the higher ledge, then jump into the exit.

SECRET EXIT: Unlocks 'Forest Ghost House'

Play the level until you get off the wooden beam section (see above) and hit the ? block at the end to get a P-Balloon. Grab this and inflate, then go left under the beam section that you just covered. Go over the flying Koopa, and hover over the keyhole until you return to normal. Now simply hit the ? block, grab the Key and enter the Keyhole.

1-UP TRICK

Get to the halfway checkpoint then go ahead to the item's block, and collect the starman that comes from it. Now quickly go right and touch all the enemies that burst from the blocks and those on the ground, as continue right and touch as many enemies as you can until the starman wears off. You can get 16 lives easily. Exit the level and redo this method to get loads of lives easily. Thanks to Entor for contributing this tip!

Forest of Illusion 2

Another underwater level (¬_¬). Swim right and hit the green ! block to get a cape feather (if you have activated it) then go to down the right passage. Wait until the fish have cleared, then go over or under the first spiked enemy, and when the next one is at the top, go under it and around the passage. Retreat the dodge the triangular school of fish, and head up with the spiked enemy is to the right. At the top, grab the block to the right and throw it at the spiked enemy that's left so you can get the Dragon Coin that it is guarding. Go right and up when the spiked enemy is at the bottom, then drift down, minding out for the spiked enemies that are circling the pieces of square rock. At the bottom, head right then up (minding the fish) and hit the ? block at the top to get a powerup. At the spilt (either down or right) go down to the very bottom, and go right, where there is a Dragon Coin at the end

of the passage. Go back up to the split and now go right, and make sure that the two spiked enemies are at the bottom. Collect the Dragon Coin that's right, and by the time you have done this the two spiked enemies would be at the top, so you can go underneath them and right (thus avoiding the fish that follows).

Right, go over the two spiked baddies and go up and right past several square rocks until you reach a passage. Get the Dragon Coin from the bottom alcove when the spiked enemy is at the top, and carry on past the next one. Follow the passage avoiding the spiked baddies, and go down to the very bottom, and hit the yellow block for a mushroom. Note that to the left here is the key and keyhole (you can head through the wall) that unlocks the secret exit. Go right, and keep to the bottom to avoid the sleeping fish that are falling from the top. When the ledge rises, go to the middle and swim to the exit at the end. You can get the fifth Dragon Coin from one of the alcoves at the top, but you would awaken the fish, which means its very much suicide.

SECRET EXIT: Unlocks 'Blue Switch Palace'

See the walkthrough to see where it is from the start. Otherwise, from the exit, head back left and follow along the bottom. At the other end is a yellow ! block; head left through the wall where the key and keyhole is located.

Forest of Illusion 3

Head right, and ignore the bob-omb that is in the bubble, and go over the pipe and collect the levels first Dragon Coin. Jump on the Goomba and throw it into the gap that's right, then jump over that same gap. Run past the two bubbles and use the springboard to get over the pipe. Drop down, and jump on then throw the Bob-omb to the right, and hit the ? block to get Yoshi. Ride, then head down the pipe here to play the block minigame. When you exit, go right and eat the baddies here, and collect the mushroom that comes down the blocks. Jump onto these blocks and eat the pink berry at the top, and hit the blocks to get some coins. Onward, jump over the gap and hit the bottom block to make the shell hit the block above so that the springboard falls. Take the springboard and put it next to the tall pipe that's right, and use it to get over it. Collect the Dragon Coin in the air and jump over the gap, and run past the yellow blocks to the midway checkpoint.

Use the block just next to the checkpoint to get the mushroom in the bubble when it arrives, then jump over the gap. Onto the yellow pipe, then jump to the other and collect the Dragon Coin in the air, and keep going right over several gaps and such. At the green pipe and the blocks, hit the block next to the pipe for some coins, and right to a mass of ? blocks (which also contain coins), where you have to climb some of them to get a Yoshi Coin at the top. Right, over the gap, to more revolving blocks. Hit a Goomba then throw it into the charging chuck, and head onto the green pipe via the blocks. Here, the exits split...

To - 'Forest Ghost House'

Drop down off the pipe and get the fifth Yoshi Coin, then go right over the yellow pipe to finish. This then exits you to the 'Forest Ghost House'.

To - '#5 Roy's Castle'

Enter the green pipe to reach a small cave area. Smash the yellow blocks with the spin jump (this can be done with any Mario sans Small Mario) and grab the Key and poop it into the Keyhole. This will then unlock a path to '#5 Roy's Castle', and the proper way to go to continue the game.

#5 Roy's Castle

Go right down the passage and drop down onto the blocks below that are above the lava. They will then start moving on a path, and you have to stay on the blocks while it does so. Be sure to grab the Yoshi Coin as it begins, and dodge the fireballs that come your way too. After a while, the blocks then move from a lava area to an area with spikes on the floor and ceiling. Collect the Dragon Coins as you go, but watch out for the spikes that fall from the ceiling at their positions. After this, the blocks will drop down into a gap, and at this point you have to jump off to the ledge on the right. Go down and activate the P-Switch (make sure that the spike above it drops first) then head right. Wait until the fireballs come up then down first, then jump over the statue, get the 1-Up Green Mushroom, and right to extending and contracting yellow blocks. Hit the green ! block to get a cape feather, and make your way across the rest, and to the red boss door.

BOSS: ROY

This is the same as the boss battle with Morton, except that the walls slowly are closing in on the area. To hurt Roy, simply jump on his head. He will walk left, up the wall and drop from the ceiling wherever you are standing. When he lands you are immobilised for a second. So the tactic is when he is about to come over you and fall, jump out of the way and then jump on him. He will speed up when he gets hit, and after three bops to the noggin hes done for. You can also use fireballs to hurt Roy if you are Fire Mario. After the somewhat comical cut scene, you get the chance to save your game and you move onto Chocolate Island.

Blue Switch Palace

This is the forth and final switch palace in the game. Avoid the P-Switch's and collect all the coins that are in this area. Once you have done that, activate the Silver P-Switch, and then the Blue P-Switch. Now collect all the silver coins in the area (run back and forth as the enemies will regenerate). Once the P-Switch's effects have gone, go to the far right and enter the pipe. Run right as normal and jump onto the giant blue switch. Now all the blue dotted blocks in Dinosaur Land will turn into blue ! blocks! ^_^

Forest Ghost House

Run to the right and go into the ditch and duck to avoid the ghost that's approaching (also face left to keep the Boo's at bay). After that, go right and face away until the Big Boo is close enough, then jump back up to the ledge and jump over the Big Boo and go onward. In the next open away, lure the two Boo's on the right over to you then jump over them. Follow the linear, where you will reach an open area. Dodge the flying ghosts, and jump onto the higher ledge and hit the ? blocks to get a coin, and a power up. Get the Dragon Coin here also. Go right and through the door to a new area.

Keep on the move and jump low here to avoid the Boo's above. Go right and hit the flying block for a powerup. Onward, over the short block walls and hit the ? block to get a powerup and grab the Dragon Coin. Go over the gap and you will see a Dragon Coin in the air by the ghosts; getting this might mean you have to injured and lose your current status, so keep this in mind (as Small Mario, its suicidal really). Keep going, and if you are Small Mario go through the passage at the bottom and hit the yellow block for a 1-Up green

mushroom, then go back out and up via the top. Get the Dragon Coin, and go and grab the P-Switch. Ignore the first ditch with the door, and instead go after and break the line of coins. Hit the P-Switch and then go through the hidden blue door that has now appeared in the far right corner.

You now appear in the first area; apart from that you are now above the passage ways you traversed through before. Head up and left and keep going until you reach a door; ignore that for now and go left for a little longer to get the fifth and final Dragon Coin. Now go back to the right and enter the door that leads to the Ghost House's exit.

SECRET EXIT: Unlocks 'Forest of Illusion 1'

Play the level until you get to above the first area. Go left like as you would going to the first exit, but go past the first door and the Dragon Coin, where you will reach another door. Enter here and get the 3-Up Moon, and the secret exit.

Forest of Illusion 4

When you start, you will notice that a Lakitu is above, with a 1-Up green mushroom on a fishing rod. You can collect this by simply jumping up to the life; however when you do he throws spiked enemies at you in return, but there is a way round this (sorta). Hit the Koopa ahead you and throw its shell at the Lakitu to dispose of him for a short while. Also you can use his cloud and fly around for a bit.

Anyways, go right and dispose of the jumping Koopa, then use the blocks to get over the gap. Hit the Koopa and grab his shell, then throw it underneath the block with the mushroom resting upon it. This will make it fly over to the right where you can collect it in more safety. Jump right and collect the Dragon Coin while you do so, and now get the mushroom. Hit the enemy in the pipe, and carry on to the block with the changing powerups and get a powerup of your choice. Go right over the gap and hit the block here for some coins, and then go over the pipe. Get the Dragon Coin under the blocks, then raid them for coins and a powerup. Go right over several pipes and use the extending green pipe as a way of getting the Dragon Coin that is high up. Carry on and when you get the midway checkpoint, use the pipe to the right of the ledge to get up and activate it.

Head right, and go down the steps and go past the pipe in mid air (note that the secret exit is there; see below for more details). Jump over the gap and past the jumping Koopa. Over the three green pipes, and raid the blocks here for coins and powerups. Seeming as the Lakitu is back (he usually is at this point) use the blue shell here, or carry on where there is a large amount of blocks to throw his way. Now simply carry on, collect the Dragon Coin as you go and watch out for the Chuck on the way to the exit. Note that this exit only sends you back to the 'Forest of Illusion 2'; the secret exit reveals another route to the south (and eventually gets you to the Forest Fortress).

SECRET EXIT: Unlocks 'Forest Secret Area'

Play the level as normal until you get to the midway checkpoint. From here, head right and go down the steps and go past the pipe in mid air. Jump over the gap and wait until the jumping Koopa goes to where the mid air pipe is, and jump on him to gain height so you can land onto the pipe. Enter the pipe and put the key and keyhole together.

1-UP TRICK

Start the level, grab the 1-Up Green Mushroom from the cloud Lakitu (so he

starts throwing Spiny's) and get the shell from the Koopa here and go onward until you reach the ditch with the purple pipe on the right (after the gap). Now throw the shell into the ditch (so it keeps bouncing from edge to edge) and the Lakitu from the cloud and the one in the pipe on the right will throw Spiny's at you; stay to the left of the ditch (on higher ground) and dodge the Spiny's and you will knock up a high amount of points and lives. You can do this until you have 99 lives (if you have the patience). Thanks to Alex Penisman for contributing this tip!

Forest Secret Area

This level is basically about you on a platform, and flying to the right. Well there are two platforms to choose from, and they cross paths every so often, and the paths then take you to different things, such as a block or a Dragon Coin. It's a short and very easy level too, so there is nothing to sweat about here. When you begin, run to the right and jump onto one of the platforms. Along the way you can collect coins and also you have to avoid flying Koopas (which is easy enough). Here is a list of things that you can get according to the platform; when it says the cross over, if it UP then the platform going up will get the following items after that crossover.

Start -	UP	= Nothing
	DOWN	= Coins
1st Crossover -	UP	= 1 Coin
	DOWN	= Dragon Coin, Coins
2nd Crossover -	UP	= Dragon Coin, Coins
	DOWN	= ? Block, Coins
3rd Crossover -	UP	= Coins
	DOWN	= ? Block
4th Crossover -	UP	= Dragon Coin
	DOWN	= Coins
5th Crossover -	UP	= Dragon Coin
	DOWN	= Coins, Blue ! blocks and a yellow block (1-Up mushroom)
6th Crossover -	UP	= Dragon Coin
	DOWN	= Coins
7th Crossover -	UP	= Level's exit; higher
	DOWN	= Level's exit; lower

So use the list above to get the items you want during the level. Also, at the end be sure that the green mushrooms beyond the exit are in sight if you want to get bonus points and coins. Now a path unlocks to the next level, the Forest Fortress.

Forest Fortress

The screen for the first area will move to the right automatically, and if you don't keep up you will probably get crushed. This is very much the same like the first Castle, where the giant crushers come from the ceiling; however there are now spinning saws that are on set paths throughout. When you come across them, quickly watch their pattern and direction then go past them. When you begin, keep the left to avoid the first crusher, duck in the far right of the next pit, and same again with the next pit, go right of the next crusher, go either side of the next one, and to the right of the final one. Enter the door to reach a new area.

Jump over the saw that came from the above ceiling, then go right over the

pit (after the two fireballs have jumped) and up the steps of ledges. Here, with the pit of two saws in the ground, jump down to the right when they are at the left so you run up the side before they get you. Hit the yellow ! block for a mushroom, and over the pit afterwards (the order of the fireballs is the right one then the left). At the next part, use either the stone blocks in the air or the ground (mind the saws; although they are somewhat easy to avoid) and watch out for the fireballs as you go. You can wait for the fireballs to jump then carry on if you wish to play safe. At the pit, jump across and land on the ground, then go under the platform to avoid the above saw, then left and up onto the platform to avoid the one coming along the ground. Go the far right of the platform and wait until the saw falls and then jump right. Do the same to make the next one fall down. You can if you want go up and hit the ? block above for a powerup, but if its a mushroom then don't run after it otherwise there is a high chance you will get caught by a saw. Afterwards, there are two routes; run up the wall and below the line of stone blocks to get to the boss door now, or jump onto the stone blocks and right. If you take the boss door route, go to the boss strategy below.

If you take the route above the stone blocks, then make sure Mario is caped. If not, get the powerup from the ? block at the top of the screen not long back (Any Mario bar Small Mario, where you will get a mushroom). If you cannot get a cape, turn back and go under the stone blocks and enter the boss door. If you are, go onward. Go down off the ledge. From the left, run to the right and fly over the giant lava pit to the right, and stay AT THE TOP all the way across until you reach some yellow blocks, where it is safe to land. If you don't stay at the top, fireballs will get your ass. This is kinda tough to pull off, and you should be experienced in the art of flying. So what's the reward? Well these yellow blocks each contain a 1-Up Green Mushroom. Nine blocks, nine 1-Ups. Not bad, no? The boss door is here also. Enter.

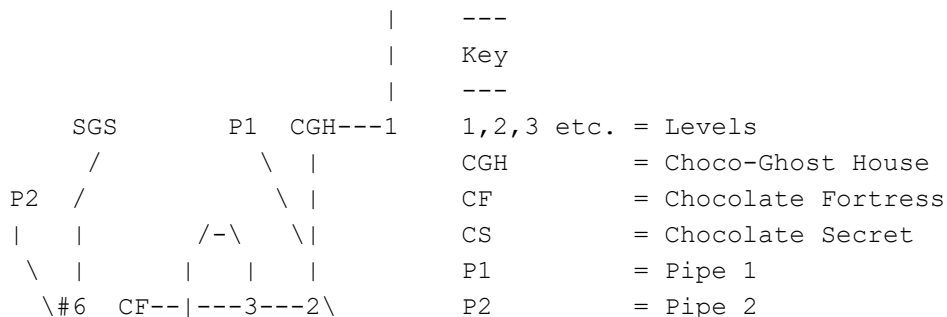
BOSS: REZNOR

You are faced against four dinosaurs on rotating platforms, of which spit fireballs your way. To kill them, hit the platform from underneath. When you have hit all four off the platforms, the boss is over. But (a big but) is the ground is slowly disappearing, so you must be hasty in doing this. Hit one off as you start, and when the ground is no long under where you can hit the dinos from below, you may have to jump onto one of the rotating platforms. The fireballs are easy enough to dodge, and if you do this fast enough it isn't that tough. A good idea is to knock one off, jump on his platform and take out the others as it rotates round.

Once you have done the Forest Fortress, you unlock a path to the Star Road and Star World 4. Now bowl onward to Chocolate Island. Ghahahaha. (?)

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 3.06. Chocolate Island
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 Map



				\	SGS	= Sunken Ghost Ship
5---	4	\-/	\-/	C#6	= Castle #2: Wendy's	Castle

P2---CS-----P1

Chocolate Island 1

Go right and jump on the dinosaur twice to defeat him, and go right and kill the small dinosaur that comes from the slopes. Use the slopes to get to the ledge to the right, and run past the hedge to make a mushroom jump out. Slide down the hill to kill the large dinosaur that's approaching. At the bottom, kill the four or so dinosaurs and be sure the hit the flying block to get a powerup (either a mushroom or a fire flower). Now keep going right, avoiding or disposing of the dinosaurs as you, until you reach a yellow pipe. Collect the Dragon Coin next to the pipe and then enter it to be fired out of the pipe to the right. When you land, use the springboard into the checkpoint and over the gap.

Go right and activate the P-Switch. Go over the pit via the used blocks that have just formed, then up the slopes and collect the Dragon Coin at the top of the ledge. Slide down the hill to kill several dinosaurs and get the powerup from the flying block. Head right, jump over the gap and collect the third Dragon Coin on the way, then hit the block to get Yoshi. Over the two yellow pipes, and use the ! block to get to the Dragon Coin that's above it (if you have activated the blue switch palace then get a powerup from hitting the ! block from under too). Go on and enter the second blue pipe that's right. Hit the block to get a 1-Up mushroom, and use the dolphins as a means of getting to the far right pipe back up to the normal level (don't touch the puffed fish in the water on your way). When you exit, be sure to hold right and the jump button to bounce off the flying Koopa, otherwise you will fall to your doom. Use the springboard here to get more stars at the exit.

Choco-Ghost House

Go right, and jump over the moving gap and the two ghosts after it. Go right, up the platform, then down again where you will be greeted by a pack of ghosts and a moving platform. Go left back to the platform to dodge the ghosts, then go forward again over the moving gap. Go past some more ghosts and another moving gap, and up a higher level. At this point a ghost on a cloud will be above you; don't jump too high or you might touch the flame on his fishing rod of which leads to injury. Head to the right over and up sets of stairs until you get to a high and low platform with a ? block. Take the lower route to dodge the ghosts above, and hit the ? block for a powerup. Keep heading right now over more moving gaps and flying ghosts, until you come to the door to the next area. (enter it!)

Now you will encounter a new sort of Boo. When you look at them, they are blocks, which you can jump upon with safety. When you turn away, then are Boo's and so will chase you until you run away far enough or face them again.

Go right and there will be three of these Block-Boo's ahead of you; You can use them to get to the ? block above (contains a powerup) or you can jump onto the block and then past them. Under the wall, and dodge the moving line of Boo's and go right. Now here at the top of the screen in the door that you have to enter. There are two ways of doing this; if you are caped, then make sure that no lines of ghosts are around and run and jump / fly up to the ledge.

If you aren't caped (which you most probably are) then keep going right to the very end, where you will come across three Block-Boo's (and a block with a 1-Up Green Mushroom). Lure these Block-Boo's back to where the door is, and use them as a platform up to the ledge above and into the door, where you will be at the exit.

Chocolate Island 2

Based on your time and coin amounts when you exit the areas, you will be taken to different areas. I will explain how to get the normal and secret exits; as usual, the normal is first.

The objective in this first area is to get the clear it as fast as you can. So go right and up the ledges, and at the top, keep running right, dodging the dinosaurs and collecting the Dragon Coins as you go. When you reach the far wall, drop down and enter the pipe at the bottom. As long as you got there in some speed, you should enter an area with slopes.

In this area, just make your way right across the slopes while watching out for the flying Koopas that wonder around them. You could bounce off from Koopa to Koopa, and is possible to get yourself a 1-Up or two, although this is somewhat tricky to pull off. Take your time here too; seeming as to enter the normal exit route you have to exit this area at a time of 240 or under, where you reach either an area with dinosaurs or mushrooms in bubbles. The dinosaur area just has dinosaurs that you have encountered in other Chocolate Island levels, so make your way to the far right to the next area. In the mushrooms in bubbles level, grab a few mushrooms for yourself and your Item Stock and make your way to the pipe at the end. Both levels lead to the same area.

In the final area, jump onto the springboard and over the gap to the right. Now quickly, jump up to the very top of the ledges and over the dinos to the right, where the levels normal exit is located. This goes to 'Chocolate Island 3', the normal route; there is a secret exit, which can be found below.

SECRET EXIT: Unlocks 'Chocolate Secret'

Clear the first area as fast as you can, same with the sloped area afterwards (see the normal exit walkthrough above if you want more details on this). If you are fast enough, then you will enter an area with lots of Chucks. Avoid their fire, and if you activated the Switch Palaces, use the blocks to get past them and to the key and keyhole at the end to unlock the Chocolate Secret. If you haven't unlocked all the switch palaces, then use the blocks that are there, and well, you are in for a hard time.

Chocolate Island 3

Go right and jump onto the moving platform, then jump off at the ledge afterwards. Jump on the next moving platform, and get off at the higher ledge to get the Dragon Coin. Drop down, and go across three more moving platforms. At the ledge at the end, get off at the bottom (otherwise the top ledge, then drop down right and left) and hit the ? block to get a powerup. Go right onto a another few moving platforms. Stay on the second one for a while so that you get the Dragon Coin at the bottom, then dispose of the Koopa in the middle here and stay on the block until you can board the next platform. At the top of this, jump up and enter the pipe above.

Jump off the pipe to the platform to the right, then board the moving platform

that's next to it. The platform will rotate round, and you can collect coins that are in its path. Do it over and over again and stand in different places (middle, far left, far right etc) to get a nice coin stash. When you are done, jump off to the right and get the third Dragon Coin. Enter the pipe at the far right.

When you appear back to the normal level, you can if you want retreat back and collect what you missed (only a powerup block and the midway point; in my opinion its not worth the hassle) otherwise carry on going right. Go across the moving platforms, and at the third one along, duck when you are going underneath to avoid the enemy, and hit the block above to get a powerup (either a mushroom or a cape feather). Jump to the next one, and collect the Dragon Coin as you go. Go across some more, and hit the green ! block if you want for a cape feather. When you get the final moving platform with the final Dragon Coin, simply duck when you are going underneath to collect it. Jump off to the right after wards, and hit the star block here (30 or more coins and you nab your self a 1-Up Green Mushroom). Now there are two exits here; one that goes onward, and another that goes back to this level on the map (see the map). See below on how to unlock them both.

To - 'Chocolate Fortress'

At the star block and the yellow block (containing the vine to the bad exit), be sure that Mario is caped. Now run from the left of the ledge then to the right, and jump after (or about under) the exit above and fly to the right (watch out for the blue Koopa there too). Now carry on flying lowish to the right, and you will come across a ledge with three blocks and another exit. Raid the blocks for three 1-Up mushrooms, then enter the exit to go onward in the game.

To - 'Chocolate Island 3'

To unlock this path back to this level (goes in circle on the map back to here) then hit the yellow block that's next to the star block to make a vine appear. Climb the vine, across the moving platform and into the exit. Now if you haven't already, replay the level and unlock the better and proper route onward that's above.

Chocolate Fortress

Go right (as usual) and jump between the two stakes when they are apart, and through the next set when they have stopped moving. Jump (or walk over if you have unlocked the red switch palace) the pit of brown lava (yes, brown) and up the ledge when the stake is up and out of the way. Now jump across the pit (when the stake is up), dispose of the skeleton Koopa, and hit the ? block for a powerup (mushroom or cape feather). You may notice at this point that fireballs start appearing; of which you have to dodge as you go. Go right when the stake is up, and past the next two stakes when they are out of the way. Jump down across the pit, and over the next gap to the alternating stakes. Jump over these when the left one is lowering (as the right one at this point is slow at rising o_0). Be sure that no fire balls are coming when you do this though. Now go through three more stakes, and run right to the midway checkpoint and the door to the next area.

Head right, and drop down here quickly and hold right to avoid the block that's above to fall on you from above. Make the next one fall by standing next to it and go past as its rising. Do the same with the next block, but move to the left to avoid a small one jumping your way. Jump across when the small one is on the right and the big block is rising, then carry on. Up the higher ledge, and let the block fall and drop down the gap when its rising. Raid the blocks

for coins and a powerup, then go right over the gap after letting the next block drop. Drop and go past the next block (while avoiding the little jumping one), then the same with the next one (of which is easier if you have activated the red switch palace). At the pit of spikes, make the block drop down first, then jump over it when it is at the bottom. The two sets of two small jumping blocks will jump somewhat together, so they are easy enough to avoid. At the next block, jump over the gap and under the block quickly. Do the same with the next three blocks; jump underneath them then quickly out of there before they fall. However the last two big blocks are stopped by ! blocks (if you activated the correct switch palace) and the last one also has a small block present, just make sure it jumps to the left first, then go to the middle as it goes back, and right onward when it goes left again. Now hit the green ! block for a cape feather, and through the boss door to face Reznor (as with every other fortress in the game).

BOSS: REZNOR

You are faced against four dinosaurs on rotating platforms, of which spit fireballs your way. To kill them, hit the platform from underneath. When you have hit all four off the platforms, the boss is over. But (a big but) is the ground is slowly disappearing, so you must be hasty in doing this. Hit one off as you start, and when the ground is no long under where you can hit the dinos from below, you may have to jump onto one of the rotating platforms. The fireballs are easy enough to dodge, and if you do this fast enough it isn't that tough. A good idea is to knock one off, jump on his platform and take out the others as it rotates round.

Chocolate Island 4

Slide down the hill, and at the bottom, take the platform upward. Go over the small hill, and drop down when there is a platform there. Take the platform so that you go underneath the rock at the top right so you get the Dragon Coin. Go right to another large area. At the bottom of this area is that brown lava stuff, so don't fall. Wait at the ledge's edge until a platform is underneath you, then drop down onto it, and go from platform to platform to the top right, and jump off at the ledge. Now board another platform that goes down, and wait when it stops for one to appear beneath you, and drop onto that. Go across some more to platforms to the right to get onto a grey flat one; jump off this quick before it falls then go up the hill to the right. Near the top, jump to the left and collect the Dragon Coin that's located there. Carry on right, over some jagged landscape, and jump over the gap at the end. Now if you have activated the blue ! blocks, then you can drop the ledge to the left and walk across the blue ! blocks over the pit to the left to get three 1-Up Green Mushrooms and a powerup from the yellow ! block. To get out of the pit, go back left and use a platform up.

Go right, and ignore the used blocks below and jump onto the diagonal blocks to the right and get the Dragon Coin. Now go back underneath the yellow blocks, and hit the block third from the left to release a P-Switch. Activate the P-Switch, and then go below where the used blocks where and enter the top passage for a Dragon Coin, and the bottom one and enter the grey pipe. Here, jump to the other side of the arrow and activate the P-Switch. Fall down, and you will fall through lines of coins, with items in passages to the right. According to when the P-Switch wears out, you will land on a line of blocks (that were coins) and collect the powerup on the right. To change the line, either use a cape to slow your descent or after activating the P-Switch, wait at the arrow and fall so you don't land at the very bottom. Here is a list of items that are in the passages:

1st passage: Coins
2nd passage: Cape Feather
3rd passage: Dragon Coin
4th passage: 1-Up Mushroom
5th passage: Starman
6th passage: Mushroom
7th passage: Five 1-Up mushrooms
8th passage: Cape feather
9th passage: Fire Flower
10th passage: Coins
11th passage: Three 1-Up mushrooms
Ground: Springboard

When you are done here, enter the pipe at the far right of the passage to exit back to the normal level.

When you reappear, you can if you want retreat back to where the yellow blocks and the pipe was, and redo the bonus area that you just tried. Otherwise carry on. Jump to the rock that's right and hit the ? block for a powerup (mushroom/fire flower). Drop down the right and jump over the pit of lava right. Carry on right and past the Chuck on the pipe to the levels exit.

Chocolate Island 5

Go right, past all the used blocks containing the spiky shells to some yellow blocks. Hit the lower middle block, and jump up to the higher ? block to get a Yoshi egg. Move the P-Switch off the used blocks to the right (next to the pipe) and activate it. Now enter the pipe, where you will play the 1-Up minigame. Exit when you are done to appear back in the level, and head up the ledges to the midway checkpoint.

Jump across the extending green pipes to the right (get the Dragon Coin above the second pipe) until you get to some yellow extending and contracting blocks. Jump across these (aim for the middle each time) until you come across the chuck on the pipe. Collect the Dragon Coin here if you want, but you might not have got the others, so there isn't much point. Carry onwards, past three more Charging Chucks to the exit. Easy (for a change ^_^).

#6 Wendy's Castle

Go right, past the skeleton, and wait until the giant stake drops down. When it rises up, jump onto the second springboard up to the right ledge. Drop down, and run right and duck in the ditch to avoid the oncoming saw. Carry on, and jump over the next saw at the more open part of the passage, then run right and jump onto the blocks over the lava pit, and to the other side after the fireball has cleared. Run to the ditch and wait until the giant stakes drop, and keep making your way right while avoiding the saws and keep stopping between the giant stakes to prevent getting crushed.

After this, you will come across some more saws in an open area. Jump onto the first stone block, and go across the other stone blocks to the top right passage when the saws are out of the way. Drop down at the end of the short passage and hit the yellow ! block for a mushroom. Run past the first stake when it is up, jump over the second and under the third quickly and carry on right to the midway checkpoint and a door to the next area.

Go right and jump onto the platform when the Sparky is at the bottom, and hit the yellow ! block for a mushroom. This is now very much like the third castle, where the blocks move up and down at the same time and you have to use your judgement on when to jump. It's not a tough area; just watch out for the Sparky and big Sparky's that circle some of the platforms. When you get to the end, hit the green ! block for a cape feather, and enter the red boss door to face Wendy.

BOSS: WENDY

Remember the third castle's boss, Lemmy? With the pipes? Well its the same here, expect that the pipes are all of the same size and that there are two fireballs instead of one. Every few seconds, three things pop out of the pipes at the same time; the boss, and two fakes. Hitting the boss means you hurt her, and hitting a fake means they pop back in and do it again at different points. Hitting the boss three times means she will fall through the bottom into the lava below, and you win. Just keep an eye out for those two fireballs, and you should be fine. Now a path unlocks to the next area; the 'Sunken Ghost Ship'.

Chocolate Secret

Jump onto the springboard in the middle of the pit of lava to get to the other side. Go right up the passage, and hit the enemies as you go. When you exit to an open area, jump out and go under the ledge the Chuck is on. Get on of the shelled enemies and throw it upward at the Chuck, and do the same with the other shelled enemy at the other Chuck on the higher ledge to the right. Go up to the higher ledge, and slide down the hill and jump to the ledge that's right. Hit the ? block to get a powerup, then go past the Chuck and up the pipe to the right of him.

Out of the cave, go right and across the floating platforms. Don't stay on them long, as they fall. Also there enemy on the platform on the way, so either hit or ignore him then go down the pipe at the end back to the cave area. Run and jump to the rock above the Chuck right, then go into the midway checkpoint and the pipe below.

This small area is very fun. Slide down this hill (press Down) and you will keep sliding downwards into enemies. You will gain a few 1-Up's on the way too, and watch out for the occasional pit with piranha enemies inside. At the end, enter the pipe. Go right up the step like ledges while watching out you don't touch the enemies. Go across the yellow rock and to the other side, and keep going right past more of those red enemies. After a while you will come across another large pit of lava with yellow rocks in. Jump across all these rocks very quickly to avoid getting sunk with them. At the other side, slide down the hill and you will be greeted with a Charging Chuck. Hit the ? block for a powerup, and onward past more Chucks, then to another pit of lava. Go across the slanted yellow rocks before they sink, and get the Dragon Coin at the end. Enter the pipe, which leads to the level's exit. On the Map, the path will lead from out of the Valley of Bowser and to Castle #6.

3.07. Sunken Ghost Ship

Although this level doesn't really deserve its own area, it fits no where else so, well, why not. Did you know that this ship is the same ship from Super Mario Bros. 3 on the NES? Except more sunk? Well you do now.

Map

```

      VOB      ---
      |        Key
      |        ---
      SGS      CI = Chocolate Island
      /        SGS = Sunken Ghost Ship
      /        VOB = Valley of Bowser
      |
      |
      CI

```

Walkthrough

Swim to the right, and hit the ? block that's above the Bullet Bill machine to get a powerup. Go up and right, then down after passing the crates, and enter the yellow pipe to the right to go down inside the ship. Inside, swim up and right while avoiding two passing ghosts. When you reach the crates, then ghosts will appear from nowhere. You will see them just before they appear and can hurt you, so then go into a position so that you don't touch them, and go onward right. After a while some ghosts will come from the right, so watch out for them, and carry on. When you see a normal Boo, then the ghosts that appear from nowhere will stop. Keep an eye on the two Boo's here, and enter the circle of Boo's when you can, and exit at the top. Enter the one to the right, then exit below so you can enter the pipe.

Now you will drop automatically and collect a Starman to make you invincible. Keep falling and collect some items on the way. Stay to the middle and you will land on a platform; renew your invincibility status here by hitting the block and collecting the starman. Keep falling onward to the bottom, where there is water and a island in the middle. Walk into the green circle with the ? on to complete the level, and to unlock the opening to the Valley of Bowser.

=====

3.08. Valley of Bowser

=====

Map

```

SW5----FD  BD      ---
|        |  |      Key
|        |  |      ---
|        |  |      1,2,3 etc. = Levels
4----C#7  VF      VGH      = Valley Ghost House
|        |  |      VF      = Valley Fortress
|        |  |      SW5     = Star World 5
|        |  |      C#7     = Castle #7: Larry's Castle
3----VGH--2---1---\  FD      = Front Door
                   \  BD      = Back Door

```

Valley of Bowser 1

Go right, and as long as you have activated the red switch palace, the giant mole here will cause you no problems. Go up the ledge and watch out for the Charging Chuck. Go right and drop down, and onward to the mass of blocks that are blocking the passage. Take away two, and grab the third as the Charging Chuck smashes through them at you, then throw it at him. Carry on and hit a block when the giant mole is on it to dispose of him. Collect the Dragon Coin and retreat back, up and right. When you come to the hole, stand at the edge and wait until the giant mole walks down it before continuing. At the bottom of the step like hill onward, wait until the mole passes by and head up. At the fork, go straight ahead, past the mole and get the Dragon Coin and the end of the passage. Go back and now take the lower route, and then take the higher of the two routes you are now presented with. Get past the giant mole and jump to the passage opposite. When you reach the giant mole, retreat back to the more open part of the passage and jump over him. Carry onward and take the lower path of the next fork to get to the midway checkpoint, then go take the upper path.

Get past the mole, and use the mole in the pit of piranha plants as a means of crossing. Now head over gap (use the blue ! block below if you activated it) to get a 3-Up Moon afterwards. Drop down the gap you just crossed, and go right; drop down and take the higher or the two forks to get the third Dragon Coin. You cannot exit via the gap above, but be sure to hit the invisible blocks here as you will need to cross them later. Now go back and then up (use the giant mole that drops down). You will come across three paths; take the middle for a Dragon Coin, then go to the lower path. Follow the passage and avoid the Charging Chucks that smashes through the yellow blocks. Jump across the gap and go to the end to get the fifth and final Dragon Coin. Retreat back to the gap you just crossed and drop down. You can, if you want, hit the yellow block here and climb the vine that comes out of it to a pipe, of which leads to a 1-Up minigame. However when you finish the game you come out at a pipe under the midway gate. Otherwise, go right, past the giant mole and mind the Charging Chuck that approaches through the blue blocks. Now enter the pipe to the level's exit.

Valley of Bowser 2

Head right across the yellow rocks (mind the bats from above) until you get to a ? block. If you can, grab the shell of the Koopa here and hold it, so that the invincible shell from the top right will run into you and run into you shell. If not, then just jump onto the ? block and carry on (its not worth risking your life for a powerup from the block). Keep on going across more of the yellow rocks, and you will reach a ! block with a mushroom inside. Above the yellow block that's just to the left is a Dragon Coin, and to the right on a higher ledge is the midway checkpoint.

deep breath

From the checkpoint, enter the pipe. The block ahead contains a pair of Yoshi wings, which will take you to a Yoshi bonus area. Don't go right just yet; go left up the ledges and at the far left of the top ledge, jump and you will hit a block that's hidden (contains either a mushroom or a cape feather). Now go right to the yellow rock. Enter the passage at the bottom, and as it rises, go as right as you can until you stop at the top. When it falls, stay where you are so you can get the coins in the part below, and as it rises go right through the above passage to the little opening at the top. When it falls, go right and down, so you can get the Dragon Coin. When it rises again, go as

right as you can in this area (DON'T go down the passage yet) and when it falls go down the passage to the pit half way across. As it rises, go right, up then left to the Dragon Coin. Go right a little so when it drops you so straight down to the ground and stay there when it rises. Go right at the top and as it drops again, go down the passage to the pit halfway. When it rises go right to the alcove at the top, and get the coins at the bottom at the drop. On the rise, go as fast as you can to the second alcove that's right. When it drops, go right so you are on the ground, and go right QUICKLY until the pipe is in sight. Go up the vertical passage next to it, then right, and enter the pipe as it goes downward. Phew.

As soon as you start, go right as quick as you can up the ledges to avoid the rising yellow rock. Note that when you exit the passage, the yellow rock sticks out. This is used for the secret exit (you jump on that, then up above the screen and left). Use the moles for the next two pits to get across them, and race across another yellow rock after. If you have activated the blue switch palace then you are safe in the pit here, otherwise jump across to the passage opposite or wait until the giant mole drops down. Now go right to the exit.

SECRET EXIT: Unlocks 'Valley Fortress'

When you reach the level's third area (see the walkthrough's third paragraph) head right when you appear to avoid the rising yellow rock. Now that when you exit the passage, some the yellow rock sticks out. This is used for the secret exit; you jump on that, then up above the screen and go left to a secret area, where you will find the key and keyhole.

Valley Ghost House

Head right and get the powerup from the ? block, then jump over the gap and get the Dragon Coin as you go. Keep going right over the gaps while staying away from the green bubbles floating below until you get to the door at the end, which will take you to a new area. A confusing area at that.

Well, the exit I can tell you off the bat, but I shall tell you the locations of the other five Dragon Coins first. If you just wanna go to the exit, then go to the next paragraph. Hit the block above you and activate the P-Switch, and grab the Starman that falls. Run to the right, and collect a Dragon Coin near the top on the way; keep going to a door at the end. Go left to the end to get another Dragon Coin, then return to the door you just passed to return to the previous area. Back at the P-Switch, activate then use a cape to fly up to the one above; this is the hardest to get, and probably isn't worth your time. The other one is; activate the P-Switch and go right this time. Ignore the starman now, and go right as quick as you can to a passage with coins and doors. If you can, get to the end of the passage so you can reach the fifth and final door (and also a 1-Up Green Mushroom). Enter this fifth door, activate the P-Switch and get the Dragon Coin on the right. Wait until the P-Switch effect wears out and carry on right to the door and to return to the previous area.

Now for the exit. Hit the block above to make the P-Switch fall, and activate. Ignore the starman that falls and run right over the gaps till you reach a passage with coins and doors. If you can, run to the very end; or at least the forth door along. If you get to the end, a 1-Up Green Mushroom is awaiting you. Enter the forth door from the left to reach the level's exit. The other doors take to other areas that are pointless to visit.

SECRET EXIT: Unlocks '#7 Larry's Castle'

Play through the first area. At the second area (where you have the P-Switch

on the block above you) then hit the block and activate the P-Switch. Ignore the starman that falls and run right over the gaps till you reach a passage with coins and doors. Run to the very end; where a 1-Up Green Mushroom and a door is awaiting you. Enter this door (which is the last one at the end). Grab the P-Switch in front of you, and travel over the used blocks to the other side, then go right and through the floor. Drop the P-Switch here. Drop down the right and hit the ? block to make a trail of coins. Here's the low down - the Key and Keyhole is at the top right corner, and you have to make a trail of coins up there, and activate the P-Switch so you can travel up the trail. Use the D-Pad to control the coin trail. Make it go up one or two blocks then left, up, and then right while letting it go up every so often. Watch out for the Boo's to the right as you do this. When its done, before you activate the P-Switch, be sure that you are small Mario so you can fit in a hole up there (hit a Boo or something to reduce your size). Hit the P-Switch and go up the trail of coins, into the hole and put the Key and Keyhole together.

Valley of Bowser 3

Run underneath the pack of Koopas that are coming towards you (or jump onto the first of the three and bounce over them) and hit the block on the higher ledge to the right to get a powerup. Jump on the platform with the number 1 in; after 1 second, it falls. Keep this in mind when using other platforms of this type throughout the level. Go across two of these platforms, and jump off onto the lower white column after. Onto the next one, and get the Dragon Coin on the way, and keep going across more of these platforms. When you reach two flying Koopas that are flying vertically up and down, bounce off the left one, onto the right one, then onto the lower platform after. Get the Dragon Coin and jump onto the platform above, and onto the white column before you slide off. Jump onto the first platform here and get the Dragon Coin as you drop, then land on the 4 second platform below. Get onto the yellow pipe and play the 1-Up minigame. Exit at the top when you are done to return to the level.

Use the springboard to the right upward into the midway checkpoint that's above, and then move it to the right so you can hit the ? block. Use the springboard to the right to land on one of the three platforms, and go across the valley while avoiding the jumping Koopa's. At the other side, go down on the platform and onto the 4 second platform. Take it and keep going to where you can go onto either a higher and lower platform; take the lower to get the Dragon Coin, and bounce off the giant Bullet Bill that approaches onto the higher platforms that's left (eg. the 4 second one). Now keep taking the platforms right (you may have to jump over some giant bullet bills on the way) until you reach the level's exit.

Valley of Bowser 4

Head right and down under the rock with the Chuck on, and jump onto the floating platform in the lava ahead, and run and jump off at the other end quickly. Head up the hill and avoid the rocks on the way. Jump past the Chuck at the top, hit the yellow ! block for a mushroom, and go across the three platforms in the lava (mind the Koopa's; you may find it easier to jump on them, however at the third Koopa you have to go underneath him). You can enter the pipe here which will take you to an icy cave area, but it takes you back to before the lava pit and all you can get is a cape feather out of it. Hit the yellow block and climb the vine, then hit the ? block at the top to get a Yoshi egg. Mount, then drop down the hole and hold right to avoid dropping into the lava below (the other way from the top; where you spin jump down the

yellow blocks only gets you a 1-Up green mushroom, of which is hard to obtain). Go over the three platforms in the lava, and onto the ledge after (mind the rocks coming from the Chuck above though). Now go right onto the platform in the lava, and jump through the midway checkpoint.

When the coast is clear, go under the stone column and past the Chuck onto a platform in the lava; then onto a yellow ! block. Hit the ? block above for a powerup, then to the ledge. Go along the ground (so you are under the other ledges) and head up the passage. Drop down onto the platform in the lava when no rocks are falling, up the hill, and down the other side. Jump onto the platform, and over the Chuck. Use the flying Koopa as a bouncing boost to the platform after it, and jump to the next platform when no rocks are falling. Carry on to the springboard on the block (if you have activated the blue switch place, go onto the far right one to avoid the rocks). Jump onto the springboard and past the Chuck onto a platform below it. Now go onward to the exit.

SECRET EXIT: Unlock 'Star World 5' and 'Front Door'

Play the level to the end and have Yoshi with you. Just before the exit is the key and keyhole, except that the key is trapped in the hole. Make Yoshi eat the key and just walk into the keyhole.

#7 Larry's Castle

Go right and board the blocks, of which start moving on a path. Keep up with it. On the path are balls and chains that will cross your path; these are easy enough to avoid. At one point, where you reach two used blocks, when the blocks go straight up use these two blocks to keep up with 'em. When it turns in at the top, jump on it again (also get the Dragon Coin on the right quickly). Shortly after the path of blocks will go under another line of blocks - just keep up with them and reboard at the other side, where it will go along the top (pick up the Dragon Coin and mushroom from the ! block here). Towards the end before the spiked passage, don't be worried that the blocks go down just before it; they will come up again soon. Collect the third Dragon Coin, and when the blocks go down, DON'T jump off to the door, but stay on at the end. Why? Cos at the bottom is the midway checkpoint, two Dragon Coins and a mushroom. :D Enter the door.

Go right and dispose of the two skeletons. Head towards the two stakes, and you will be greeted with your good friend, the Magi-Koopa. Dispose of him for now to stop him bothering you for a while, and go under the two stakes. Get rid of the skeleton here, and wait until the Magi-Koopa reappears. Dodge his attacks so that they hit the blocks so they create gaps you can go through. Hit the block to get a powerup, then past some more stakes. You will come across another wall of blocks, wait until the Magi-Koopa does his magic to create a path, and go past the sets of stakes. Jump over the pit of lava, and head over the yellow blocks and watch the stakes and fireballs on the way. Keep going until you reach a green ! block (cape feather) and the red boss door.

BOSS: LARRY

This is the same as the very first boss, but you have three fireballs that appear from the lava below to add to the fun. This battle takes place on a platform that tilts left and right, and you have to hit Larry into the lava either side of the area. He will attack by throwing fireballs, of which are easy to avoid. Jumping on Larry will make him move down the side its tilting. So, when it is tilting one side, jump on him once or twice to make him go to one end, leave him when it tilts to the other side, and then hit him off when it reverts back to the first side again. You have now completed all the

castles! Just the final level now...

Front Door

This is it; the final level in the game (or the Back Door), where you will face up to Bowser at last and get the Princess back. Let's book.

You start in a hallway, and you have four doors to choose from. Look at the walkthroughs for all four below and decide what's best for you to take, otherwise take one at random. I would advise that you take door number 2.

DOOR 1

This area consists of the screen moving automatically, with the giant crushers too. As always, keep up or be crushed. If you have activated all the switch palaces in the game, then this area will become a whole lot easier. Stay to the left of the first crusher, left or FAR right with the second (use the block if you activated it), and the left at the last one (or you if you are to the right, enter the door before the crusher falls down).

DOOR 2

This area consists of fences that you have to climb. Jump up and hang onto the fence, and head to the right to the far door. All you have to look out for are Koopas on your side and fireballs. Quite easy.

DOOR 3

This area is different to what you have been used to throughout the adventure, but anyway.. you will meet Mecha-Koopa's here too. Just jump on them to stop them temporally. When you start, go ahead a little and jump up through the second panel at the top (it has a larger diamond pattern). Jump up another here just to the left, and go right and up another one. Head to the right until you drop down, then down the next one that's right, and go right down again. Now just go right to the door.

DOOR 4

Go right and drop down onto grey block below, and jump off to the right ledge after it moves. Jump onto the top block and drop down to the one underneath, and simply go across the rest of the platforms to the door at the other side. Just be sure that you avoid the Spark's and Big Spark as you go.

After you have completed one of the four levels, you are presented with another hallway, with four more doors (numbered 5 to 8). Look at the walkthroughs for all four below and decide what's best for you to take, otherwise take one at random. I would advise that you take door number 5.

DOOR 5

Wait until the giant stakes drop down, and when they start rising and you can start running, do so straight to the end. With some luck, you will make it to the door without being crushed by the Thumps and the giant stakes.

DOOR 6

A happy happy underwater section. Swim right and then up before the spikes appear from the right. Avoid the skeleton here and when the wall moves to the right, swim up and hit the ? block for a powerup. Go up through the spiked passage at the right time, and head through the mass of balls and chains. Head through another spiked laden passage and enter the pipe.

DOOR 7

This area has statues of Bowser in your path. The grey ones simply spit fire-

balls, however the golden coloured ones will jump after you (touching these equals injury). Just make your way across to the end where the door is.

DOOR 8

Jumping Chucks litter this area. When they shake, they are about to jump, so stand next to them if you can. Go past the first two, and jump onto the block and get hit the green ! block for a cape feather. Carry on to the higher ledge just ahead and float across the other Chucks to the door.

After you have completed an area within doors 5 to 8, then you will come across the next area (dark and not too taxing) before facing Bowser. Go right, and hit the red ? block to activate the light above. Head up the steps, and jump on the black enemy at the top and then run and jump over the lava pit at the bottom after it. Jump on the black enemy here, and jump on the Mecha-Koopa on the higher ledge then use it to kill the next two enemies. After a few more enemies, keep going right until you get to the red boss door. Get ready... this is it. The boss solution is at the end of the section, after the Back Door.

Valley Fortress

Head right quickly and stop at the green ! block to get a cape feather, and wait until the giant stakes have fell then rose before progressing. At the drop, aim to jump down and press right to land at the ledge safely (or simply float down with the cape). Go right and watch out for the brown spikes that drop from the ceiling, and also the skeleton baddies. After this, jump past the giant stake after it has dropped and stay on the platform after until the next has dropped. This where you will be faced with THREE in a row; of which is very hard to get past. Start going when its rising and go like the wind (don't float down if you still have the cape) and with some luck, you will reach the other side. Jump to the platform over the lava and get the mushroom from the yellow ! block, and go onward over two more platforms (watch out for the fireballs in-between them). Now is another hard bit; the stakes here go down at a quick speed, so you will need haste in jumping between platforms. Run and jump when they are rising and be sure to monitor the fireballs patterns to insure that you stay alive until the end, where you reach the red boss door.

BOSS: REZNOR

You are faced against four dinosaurs on rotating platforms, of which spit fireballs your way. To kill them, hit the platform from underneath. When you have hit all four off the platforms, the boss is over. But (a big but) is the ground is slowly disappearing, so you must be hasty in doing this. Hit one off as you start, and when the ground is no long under where you can hit the dinos from below, you may have to jump onto one of the rotating platforms. The fireballs are easy enough to dodge, and if you do this fast enough it isn't that tough. A good idea is to knock one off, jump on his platform and take out the others as it rotates round.

Back Door

The Back Door is the Front Door but without all the doors at the beginning, and skips straight to the last area that's dark before fighting Bowser. Go right, and hit the red ? block to activate the light above. Head up the steps, and jump on the black enemy at the top and then run and jump over the lava pit at the bottom after it. Jump on the black enemy here, and jump on the Mecha-Koopa on the higher ledge then use it to kill the next two enemies.

After a few more enemies, keep going right until you get to the red boss door.
Get ready...

FINAL BOSS: BOWSER

This boss has different waves of attacks, which all revolve around throwing Mecha-Koopa's at Bowser to hurt him. He will throw down two Mecha-Koopa's in the wave, so jump on one to flatten it and then pick up and throw it upwards so it comes down onto Bowser himself. He will move around, so you may have to throw it several times before you hit him. Once you have done a wave, then he will disappear briefly and fire will rain down onto the area. Stand between one of the flames failing, or avoid them all together. They will disappear quickly, then the Princess will appear from the clown-mobile and throw down the mushroom (you can have one in your item stock) and the next wave will begin. Here are all the waves explained.

WAVE 1

He will simply swing from side to side in the area, and will throw down two Mecha-Koopa's at some point. Jump on one (preferably at the side, as he doesn't swoop down there) and throw it up so it lands on Bowser. Do the same to the other one to start the next wave.

WAVE 2

He will hover above where Mario is, and will turn upside down and drop a large ball onto the ground. It's best to stand still while Bowser is hovering and when he starts turning upside down, run out of the way to dodge the ball, then jump over it as it approaches you. After several balls have dropped he will then throw two Mecha-Koopa's; jump on one and throw it upward, then do the same to the other Mecha-Koopa.

WAVE 3

Bowser will bounce along the ground after Mario, and eventually throws out a couple of Mecha-Koopa's. The bouncing is easy enough to dodge; just run under Bowser when he starts going upward. It's harder when you are jumping then throwing the Mecha-Koopa's, as you have to be hasty. Try and jump and grab them at the other end or away from Bowser and throw it when he approaches. If you leave one crushed one on the ground and Bowser bounces on it, it will disappear (but he will throw another in soon, so not to worry).

When you have defeated his last wave, then you are done; Bowser has been defeated! Now watch the ending and give your self a pat on back. Nice work. But you are not done yet... you haven't got all 96 level's yet, right? Get cracking!

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3.09. Star World
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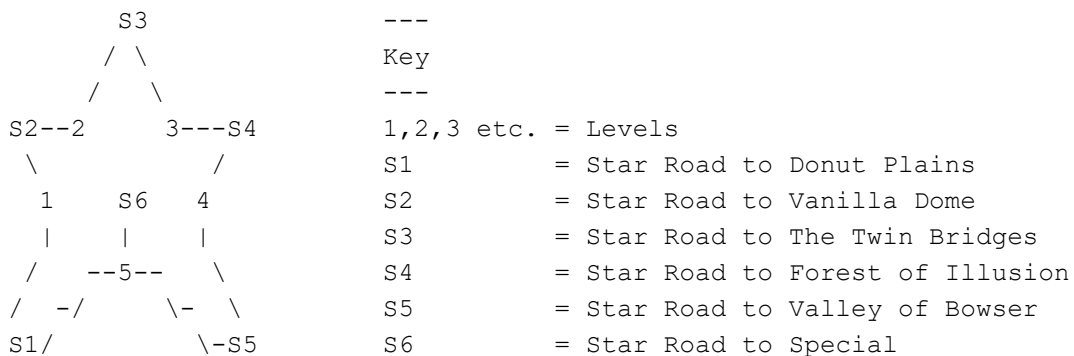
The Star World is a secret area in the game that has five extra levels. It also enables you to go from one area to another quickly due to the Star Road's, and it unlocks another secret area. Here is how to get to each of the Star World levels -

- Star World 1 - Donut Secret House (Secret Exit)
- Star World 2 - Vanilla Secret 1 (Secret Exit)
- Star World 3 - Soda Lake
- Star World 4 - Forest Fortress
- Star World 5 - Valley of Bowser 4 (Secret Exit)

To go to the next Star World level, you have to exit via the secret exit to unlock to the path to it. But to get all 96 levels, you have to complete the

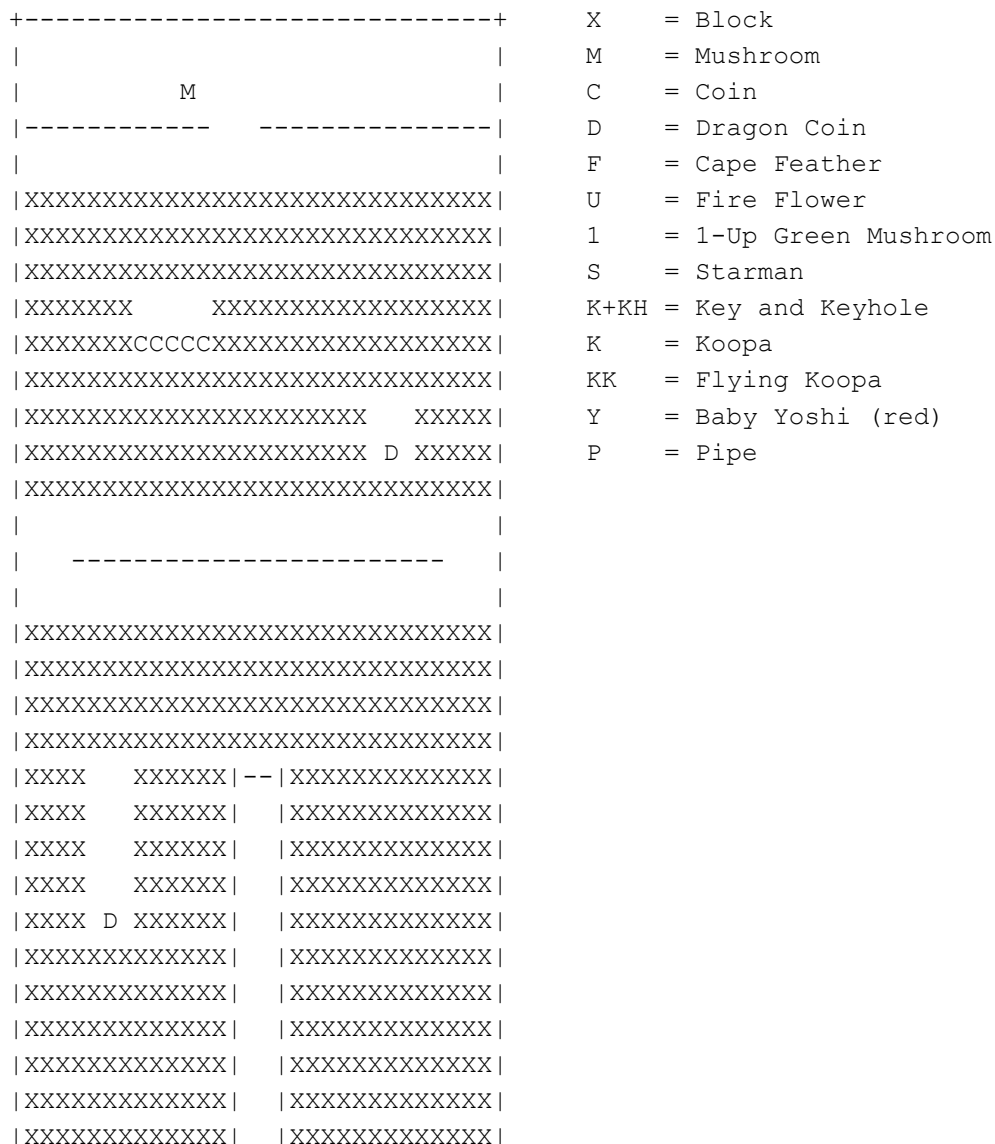
level by the normal and secret exits. Happy trails, Hans.

Map



Star World 1

Collect the mushroom and drop down onto the blocks below. Now seeming as the level is just lots of blocks that you have to smash through, I think an ASCII diagram is in order. One X = a block, and is accurate (apart from the spacing after the blocks to save room on the diagram, and the enemies might be out of place due to that they move about).




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Enter the pipe at the bottom right corner to reach the level's exit. This just completed the level... to actually carry onto the next path, then you have to unlock the secret exit (see where the Key and Keyhole are on the map above).

 Star World 2

An underwater level; the joy. Head up and right when you begin, and nab the Starman that is sinking. At the bottom is a Yoshi egg, and will hatch. Grab the baby Yoshi and swim into fish to make him eat them. After five fish, the baby will grow into a big Blue Yoshi which you can ride on. Head right and in and out of the sleeping fish (if you have invincible then you don't need to worry about waking them up). Go over the school of fish in are in an arrow shape, and go onward. The ? block has a coin, and wait here until the sleeping fish to the right have sunk for a bit, then go over them and onward. Some of them might carry on chasing you if you have woke some up, just go as quick as you can and go round them if they get too close (or eat them if you have Yoshi). Keep going, go under some more sleeping fish, and you will reach a pipe. Enter it, and you will appear next to the level's exit.

SECRET EXIT
 When you get the pipe at the end that leads to the normal exit, take the passage underneath instead. At the end of the passage is a Key and Keyhole.

 Star World 3

By far the easiest normal exit in the game. Run to the right, and its there.
No worries.

SECRET EXIT

Ignore the Yoshi and the silver P-Switch (they are not needed; although you can grow Yoshi up and use him for a later level, or when the area is littered with the spiky shells use the P-Switch for the silver coins) and head right to where the diagonal line of blocks are. Pick up a block from below and throw it up when the Lakitu is around the top of the diagonal line of blocks. Go up the blocks and jump into the cloud that remains and head upward to a new area. Hit the ? block on the left and carry it over to the Keyhole on the right.

Star World 4

Before starting, the walkthrough is done that you grow the Yoshi at the start and use him throughout, as it is easier if you play the level that way. Head onto the higher ledge ahead, grab the baby Yoshi and jump onto the moving platform and jump off onto the ledge afterwards. Eat the two Koopas here, go across the next moving platform and eat the two Koopas on this ledge after. Jump onto one of the lower ledges afterwards and eat a blue Koopa, and fly under the line of flying Koopas just ahead, and hit the ? block after for a snazzy powerup. Keep going onward over more ledges and moving platforms etc until you reach a stone block area with an upside down pipe. Eat the red shell here and throw fireballs at the shell and Koopa. Head past the two green pipes (jump across the middle to avoid the Koopa's) and go onwards. After more of the same you have come across, you will reach the level's exit.

SECRET EXIT

Play the level up to the point where you reach the stone block area with an upside down pipe. Dismount off Yoshi, and grab the red shell. Head back left and drop off the end onto the green ! blocks, and go right onto some red ! blocks (you need these both activated, by the way :P). Throw the shell at the ? block on the ground, then put the key in the keyhole.

Star World 5

Head right over the platforms, and jump between them with some haste due to their falling tendencies. Use the Koopas to bounce off if it goes pear shaped. When you get to the ledge with the P-Switch and ? block on, hit the ? block to make a trail of coins appear. Control it so that it goes right, then down to near the bottom of the screen and right until it stops. Hit the P-Switch now and go across the trail. Avoid the flying Koopas, and hit the middle block of the three yellow blocks to get a 1-Up mushroom. Carry on over some dropping platforms, where you will come across a baby Yoshi. Grab it and use it to eat up enemies that you come across. Go past the four pipes (you can get enough enemies here to make baby Yoshi grow) and head across more dropping platforms. Jump off the last one and hold right to land on the ledge, and eat the red Koopa and spit out the fireballs at the two enemies ahead. Go up and eat the enemies here, and head right to the level's normal exit.

SECRET EXIT

Play the level until you reach the P-Switch and ? block. Hit the block and straight away press right so the trail goes right only. After the effect has warn out, hit the P-Switch and head across the trail to the end, where there

are four yellow blocks. Hit the third across from the left and climb the vine that appears from it. At the top, jump off and run right across the ! blocks (if you have activated the correct coloured switch palaces) and you will eventually come across the key and keyhole. Now head onto the new Star Road on the hill to reach...

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3.10. Special
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These levels are very VERY hard (more so than others) and most have a bit that will drive you mad as you try to do it. It lucky lets you save every two levels. I would advise to bring along a lot of lives with you (from the Top Secret Area or something) before tackling them, cos you will waste through them like buggery. Also, a cape feather on you and in stock help a lot, along with Yoshi, so you can eat enemies as you go and drift down to make the jumps easier with the cape.

Map

S2----	F----	O----	M----	GR----	---
					Key

					GN = Groovy
					GR = Groovy
					T = Tubular
					M = Mondo
					W = Way Cool
					O = Outrageous
					A = Awesome
					F = Funky
					S1 = Star Road to Star World
					S2 = Star Road to Yoshi's Island
					with 'secret' unlocked

Gnarly

Hit the information block to receive an encouraging message (well, sorta). Bounce up the two bouncy bean things and hit the second block from the left. Climb up the vine and hit the block at the top, and jump up and grab the Dragon Coin. Drop down to the bottom and now hit the forth block from the left. When you stop, get the Dragon Coin that's right, and also go left and hit the block to get a P-Switch. Grab it and go right and up via the musical blocks. Hit the block above for a powerup, then jump up to the used block that's left, and head up and right over the wall. Activate the P-Switch here, and drop down and hug the right most wall where you will stop on a ? block next to a pipe. Enter the pipe, and go right to get three Dragon Coins, then run to the right of the pipe to get three more lives. Run and jump up the ledge above and activate a P-Switch, and grab the silver P-Switch. Go right past the pipe and head across the ? blocks. Hit the enemy off the flying blocks and jump onto them, then onto the ledge to the right. Now a Lakitu will appear above, and throw down those spiky baddies. Use the silver P-Switch here to turn the spinies into silver coins. When you are done, head into the exit that's right.

Tubular

Jump onto and past the Chuck ahead. Go past the next pipe (watch out for the piranha) and run and jump into the Dragon Coin and over the chuck. Go over the yellow pipes and activate the P-Switch. Now quickly drop down and left onto the springboard, and hit the ? block and collect the P-Balloon that comes

from it. Float and get the Dragon Coin that's under the block, and go up and collect the Dragon Coin above the Chuck on the block. Hit the ? block just to the right and renew your inflatingness with the P-Balloon. Head through the flying Koopas and collect the Dragon Coin that are between the volcano flowers when the coast is clear. Go onward, past the yellow pipe and under the Chuck so you can get another P-Balloon. Now watch out for footballs from the above Chuck when getting it, cos unless you are prepared, one WILL hit you. I recommend that you wait until one has been throw and gone, then hit the block and get the P-Balloon. Hit the block that the Chuck above is resting on (for safety sake, and for revenge) and go under the next to volcano flowers, and onto the exit. Save.

Way Cool

Go right onto the platform, and it will begin moving. Hit the OFF button to switch the path of the platform, and collect the Dragon Coin on the route. Jump over the oncoming saw and hit the next switch to make the path go up. Jump between the two enemies when they are opposite each other (one north one south) and hit the ? block for a powerup. Ignore the next two switches and carry on. Jump over the two enemies that are circling, get the Dragon Coin and jump over the saw. Hit the next switch, and at the end of the path jump up to get the Dragon Coin above. After landing on a ledge, go right until you reach a rope section (the ? block on the way contains wings for Yoshi).

On the first two ropes when the enemies are getting near, jump upward then go back onto the rope again. Jump onto a moving platform (again jump when the enemy is getting near) and onto the next rope. Go down after the first enemy path and get the Dragon Coin below the second, then go up again and onto the circling platform after. After avoiding the enemy, jump off onto the ledge after and then onto another rope. Avoid the first set stay high, then high, low, high, low, the middle (through the two), and low through the last three. Jump off and go through the exit.

Awesome

Head right over the invisible Koopa and onto the expanding yellow blocks to safety (aim for the middle as always). Go right into the half pipe like area, and dispose of the Rex. When you go to the right side a Koopa kicks a shell in; either jump on the shell or get out of the half pipe and onward. In the next half pipe, get rid of another two Rex's and get the Dragon Coin. Another Koopa will kick a shell into this one too. Go into the next half pipe, and get the powerup from the ? block in the middle, and get out to the right quick as an invincible Koopa comes along. Kill the Rex, slide down the slope and jump over the water and get the Dragon Coin on the way. Watch out for another shell, and dispose of the Koopa that kicked it. Pick up the P-Switch just jump over the water, then head right past plenty of Koopas and Rex's, where you will reach an area with purple archways.

Activate the P-Switch then use the blocks to get to the ? block above to get a Starman. If you get it then you can go plain sailing for a while. Watch out as fish fly out from below for a while. Go over the gap and get the fire flower and dispose of the Rex. Wait here until a giant Bullet Bill flies over your head, then go onto the four blue blocks (get the Dragon Coin) and onto the next purple archway platform. Go to the far edge and wait until the giant Bullet Bill comes and goes, and jump onto the lone block. Get the Dragon Coin above and jump right. Go across this ledge, and run and jump up to the tallish blue

pipe. If you are invincible this can be done easy, but if you are not, then you might have to watch out for the fish. Jump onto the next pipe, and then there are two blocks ahead. I found it VERY hard to go across both, so what I did was run and jump to the second one and then onto the purple archway platform after. At this point, the fish stop coming up (pew), and if you are invincible the wait here until it wears out. Jump onto the flying Koopa, into the fifth and final Dragon Coin and onto a blue block. Jump onto the ledge to the right, slide down the slope and into the exit to end the madness. Save (please).

Groovy

Get the shell from the Koopa and throw it at the ? block ahead on the ground to get Yoshi. Get the Dragon Coin, and go right under the slopes to avoid the Koopa sliding off. Eat the green Koopa and throw it ahead to get rid of the three others after it, then go onward and eat the Pokey. Avoid the piranha plant that comes from the hedge and jump over the gap onto the higher ledge when the volcano plant above has spat out its fireball things. Get a powerup from the block that you can and go onward. Head through a mass of Pokeys, and get the Dragon Coin under the Volcano plant. Go past another Pokey and either eat the bottom volcano plant or jump over it. Past a few more Pokeys and jump onto the pipe in the middle of the gap (when the plant is not present) and get the Dragon Coin when you jump to the other side. At the ledges, eat one of the Pokeys and travel upwards behind them, and onto the blue pipe. Go onto the sloped ledge, and run and jump right so you bounce off the Chuck and getting the Dragon Coin above him. Eat the Pokeys and volcano plant here and get the fifth and final Dragon Coin. Now just head past the yellow pipes with Chucks on and the exit is there. The Chucks are hard to pass, so if you have Yoshi, go left so they stop throwing baseballs, then run and jump to near the first one and dismount so you fly over the second Chuck and to the exit. Otherwise you will have to be very careful in passing them.

Mondo

Swim to the right, and go under or over the two fish. Hit the enemy off the flying platform then jump on it, and onto the ledge with the coins on. Jump to the yellow pipe when the plant is not there, and the water level will rise. Go right and hit the ? block for a powerup, and go onto the blue pipe to the right. Wait until the water level sinks to below ground level, and drop down and hit the enemy off the flying platform, and jump onto it yourself. Jump down and collect the Dragon Coin when the water level rises again, then go onto the green pipe. Swim right and hit the highest of the three diagonal blocks to get a Yoshi egg. Go right to the ledges, and get the Dragon Coin at the top. Go onward to the two blue pipes, and enter the lower of the two.

Go right down the cloudy slope and collect the coins on the way. Get the Dragon Coin at the bottom, and enter the pipe. Go right and keep going until you reach two long lines of ? blocks. When the water level sinks, eat or jump on the fish and get the Dragon Coin at the bottom. Raid the blocks to get coins and a fire flower on the top row, and coins on the bottom row. Head right, and take on the enemy on the flying platform (probably best when the water level is low so you move there faster). Get the Dragon Coin here too, and head to the higher ledge and enter the pipe to reach the level's exit. Save.

Outrageous

Note: This level is so much easier with Yoshi. So get him. The easiest way to get a fresh Yoshi is to go back to 'Groovy', get the shell from the first Koopa and throw it at the first block to get him. Then press Start then Select to exit the level, then go and play this one. It's very tough, and Yoshi has his uses here. Get a feather also. Or two.

Jump over the Wiggler and over the gap. Now you will come across jumping flames which is your touch, you get hurt (like everything else nasty looking). They will leave behind a small flame in their wake, so avoid these too. Its hard to see them due to the trees in the foreground, so only jump to where you are sure that there are no flames. Yoshi, thankfully, can eat the bigger jumping flames, but he can be still injured by the smaller ones. Take your time. After a Wiggler and a Dragon Coin, you will come across a ? block with a powerup in. Watch out for the Bullet Bill machine to the right. Take the springboard that's at the base, and use it to get onto the Bullet Bill machine that is after this one. Wait until it is safe to jump down, and go past the next machine. Carry on, get the Dragon Coin, a Wiggler and a group of the machines to a pipe. Watch out for the piranha plant from this and the machine that's right and get the Dragon Coin when the flames after is are not in the way. Use the springboard to get over the group of machines here. Drop down from the highest one so you are in-between two of them and eat the Springboard to the left. Go past the Wiggler and onto the machine after, and bounce off another Wiggler over the two machines on top of another. Go over the gap and spit the springboard out at the base of the orange pipe, then go on top of the pipe.

Drop down and eat / avoid the two Wigglers, then head right and knock the enemy of the moving platform. Board the moving platform and jump onto the pipe. Drop down, and the yellow blocks here start exploding and enemies come from it, as well as flames on the ground. If you have Yoshi eat the lot of them, otherwise tread carefully. There is a Dragon Coin here too. Go over the first orange pipe and watch out for the Wiggler here, and hit the ? block for a Yoshi egg. Go onto the green pipe, then onto the higher ledge and off the other side. There is another enemy on a moving platform here, so knock him off (mind the Bullet Bill machine to the right though) and get onto it and then the tall blue pipe. Drop down and watch out for the flame, hit the three ? blocks for coins and a powerup. Head over the pipe, past another flame and Wiggler and another pipe. Head right and over the bullet bill machine. Here is the fifth and final Dragon Coin, a Wiggler and an enemy on a flying platform. I would get the Dragon Coin and hit the enemy, and use the Wiggler to bounce upon to the platform. Now jump off the right to the levels exit. Congrats, you done what's in my opinion the hardest level in the game!

Funky

Go right straight away to avoid the flames from the enemy above. When the plant is not there, jump onto the pipe beyond the gap. Go past the flying Koopa and under the rock block ledge above when the coast is clear. Jump over the gap onto the Koopa, and use the shell that's left behind on the Koopa ahead. Go over the gaps (get the Dragon Coin on the way) and get the shell from the Koopa ahead to throw at the ? block above to get a Yoshi egg. Ignore him for now; we will come get him later. Go right, and hit a ? block that the enemy is resting on to dispose of him. Raid the blocks for coins, then jump up and go right. Hit the first block to release a P-Switch, and hit the ? block to the right for a powerup. Activate the P-Switch and go back to where Yoshi was, and as long as you got egg from the block, he will be on the ground waiting. Clear the Koopas here and run and jump right onto the ? blocks. Get rid of the enemy above, then spin jump on the rotating yellow blocks to below. Get the Dragon

Coin to the left, and go right. Over the gap, and you will come across some Chucks. Head past them, get the Dragon Coin on the way, and go over the two sets of blue blocks.

Hit the enemy off the musical blocks, and go past the yellow block and ? block (just has coins, and you are in a sort of rush). Go ahead and get the shell from the Koopa and throw it at the Chuck after it. Go onward, past more Koopas, hit another enemy off some blocks, and keep going. Get the forth Dragon Coin when going across the gaps, but watch out for the Chuck on the ledge after. Go right and drop down, past the Koopa and hit the ? block for a powerup. Past another Koopa, and throw a blue block up to the flying block above to get a 1-Up Green Mushroom. Go right and quickly up the ledges so you avoid the Chuck's baseball fire, and then over the top one and right. Run right, and you will go past coins that spell out 'YOU ARE A SUPER PLAYER !!', then you reach the level's exit. Save, then enter the final Star Road to reach a new world...

Alternate World

POSSIBLE SPOILERS

So, what is this Alternate World then? Well for one, it isn't a new area. No new levels or anything like that. Instead, the Dinosaur Land map has a different colour pallet. This includes all the sub areas too, like the Vanilla Dome and the Forest of Illusion. The levels themselves stay the same colours however.

The only other difference is that three enemies change their appearances. These are the Koopa, Jumping Piranha Plant, and the Bullet Bill; three regulars in the Mario series. Here are the changes, both name and an image -

Koopa = Mask Koopa
http://www.geocities.com/crazyreyn/smw_special3.png

Jumping Piranha Plant = Jumping Pumpkin Plant
http://www.geocities.com/crazyreyn/smw_special1.png

Bullet Bill = Pidgit Bill
http://www.geocities.com/crazyreyn/smw_special2.png

That's about it. A worthy reward for completing the Secret area? Probably. It's not bad; however you cannot change the colour scheme back to what it was, and the enemies will stay the same too. Well, its better than the reward you get for getting 120 shines in Super Mario Sunshine, right?

4. GETTING TO BOWSER'S CASTLE IN 11 LEVEL'S

There is a way to get to Bowser's Castle (well, the Front Door) in only 11 levels! (the 12th is the Front Door). This section will tell you how to get to the Front Door in 11 levels and what routes to take. I would advise doing this after completing a normal game, as some of the level's are hard to complete. I will not put the walkthroughs here, as they are in the main walkthrough already. This is a nice extra challenge for Mario masters to attempt.

Before we start, I would like to say a HUGE thanks to anomie, of whom discovered how to get to Bowser's Castle as quick as this and gave me the permission to report his findings in this section. Thank you!

These are the level's and exits you must complete -

- Yoshi's Island 2
- Yoshi's Island 3
- Yoshi's Island 4
- #1 Iggy's Castle
- Donut Plains 1 (Secret Exit)
- Donut Secret 1 (Secret Exit)
- Donut Secret House (Secret Exit)
- Star World 1 (Secret Exit)
- Star World 2 (Secret Exit)
- Star World 3 (Secret Exit)
- Star World 4 (Secret Exit)

Now take the Star Road after Star World 4 and before Star World 5 to reach the Front Door, aka, Bowsers Castle.

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5. 96 LEVEL CHECKLIST

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If you want to complete the game 100%, then you will have to complete all 96 levels. This means that you have to find and complete every exit there is, normal and secret. It's hard to tell what exits that you have done, and so I have created a checklist so you can see what level's exit's you have missed. The Bowser's Castle levels, Front Door and Back Door, don't count on the list as they don't save after you have completed them. The amount of level's that you have completed can be found when you start the game and load your file.

- [] 1. Yoshi's Island 1
- [] 2. Yellow Switch Palace
- [] 3. Yoshi's Island 2
- [] 4. Yoshi's Island 3
- [] 5. Yoshi's Island 4
- [] 6. #1 Iggy's Castle

- [] 7. Donut Plains 1
- [] 8. Donut Plains 1 Secret Exit
- [] 9. Donut Plains 2
- [] 10. Donut Plains 2 Secret Exit
- [] 11. Donut Ghost House
- [] 12. Donut Ghost House Secret Exit
- [] 13. Donut Plains 3
- [] 14. Donut Plains 4
- [] 15. #2 Morton's Castle
- [] 16. Green Switch Palace
- [] 17. Donut Secret 1
- [] 18. Donut Secret 1 Secret Exit
- [] 19. Donut Secret House
- [] 20. Donut Secret House Secret Exit
- [] 21. Donut Secret 2

- [] 22. Vanilla Dome 1
- [] 23. Vanilla Dome 1 Secret Exit

- [] 24. Vanilla Dome 2
- [] 25. Vanilla Dome 2 Secret Exit
- [] 26. Vanilla Ghost House
- [] 27. Vanilla Dome 3
- [] 28. Vanilla Dome 4
- [] 29. #3 Lemmy's Castle
- [] 30. Red Switch Palace
- [] 31. Vanilla Secret 1
- [] 32. Vanilla Secret 1 Secret Exit
- [] 33. Vanilla Secret 2
- [] 34. Vanilla Secret 3
- [] 35. Vanilla Fortress

- [] 36. Cheese Bridge Area
- [] 37. Cheese Bridge Area Secret Exit
- [] 38. Cookie Mountain
- [] 39. #4 Lugwig's Castle
- [] 40. Soda Lake
- [] 41. Butter Bridge 1
- [] 42. Butter Bridge 2

- [] 43. Forest Of Illusion 1
- [] 44. Forest Of Illusion 1 Secret Exit
- [] 45. Forest of Illusion 2
- [] 46. Forest of Illusion 2 Secret Exit
- [] 47. Forest of Illusion 3
- [] 48. Forest of Illusion 3 Secret Exit
- [] 49. #5 Roy's Castle
- [] 50. Blue Switch Palace
- [] 51. Forest Ghost House
- [] 52. Forest Ghost House Secret Exit
- [] 53. Forest of Illusion 4
- [] 54. Forest of Illusion 4 Secret Exit
- [] 55. Forest Secret Area
- [] 56. Forest Fortress

- [] 57. Chocolate Island 1
- [] 58. Choco-Ghost House
- [] 59. Chocolate Island 2
- [] 60. Chocolate Island 2 Secret Exit
- [] 61. Chocolate Island 3
- [] 62. Chocolate Island 3 Secret Exit
- [] 63. Chocolate Fortress
- [] 64. Chocolate Island 4
- [] 65. Chocolate Island 5
- [] 66. #6 Wendy's Castle
- [] 67. Chocolate Secret

- [] 68. Sunken Ghost Ship

- [] 69. Valley of Bowser 1
- [] 70. Valley of Bowser 2
- [] 71. Valley of Bowser 2 Secret Exit
- [] 72. Valley Ghost House
- [] 73. Valley Ghost House Secret Exit
- [] 74. Valley of Bowser 3
- [] 75. Valley of Bowser 4
- [] 76. Valley of Bowser 4 Secret Exit
- [] 77. #7 Larry's Castle
- [] 78. Valley Fortress

- 79. Star World 1
- 80. Star World 1 Secret Exit
- 81. Star World 2
- 82. Star World 2 Secret Exit
- 83. Star World 3
- 84. Star World 3 Secret Exit
- 85. Star World 4
- 86. Star World 4 Secret Exit
- 87. Star World 5
- 88. Star World 5 Secret Exit

- 89. Gnarly
- 90. Tubular
- 91. Way Cool
- 92. Awesome
- 93. Groovy
- 94. Mondo
- 95. Outrageous
- 96. Funky

For best results, try copying and pasting the list into Word or another text editing program so you can adjust the size, and so you can print it off easier. Oh, and I case you didn't know, the [] box is to tick or mark when you have completed the exit.

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6. ENEMY LISTING

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This is a listing of all the enemies in Super Mario World, with a description, an link to an image on the net, how to defeat them and possible variations. They are all put into different categories, but remember that they are not inclusive to that area, and may also pop up somewhere else.

Here are the links to the images. These link you to screenshots of the groups of enemies, and if you are planning on printing out the FAQ, then you may, if you wish, print off these pictures.

- http://www.geocities.com/crazyreyn/smw_boss.png
- http://www.geocities.com/crazyreyn/smw_castle1.png
- http://www.geocities.com/crazyreyn/smw_castle2.png
- http://www.geocities.com/crazyreyn/smw_castle3.png
- http://www.geocities.com/crazyreyn/smw_cave.png
- http://www.geocities.com/crazyreyn/smw_ghosthouse.png
- http://www.geocities.com/crazyreyn/smw_reznor.png
- http://www.geocities.com/crazyreyn/smw_special1.png
- http://www.geocities.com/crazyreyn/smw_special2.png
- http://www.geocities.com/crazyreyn/smw_special3.png
- http://www.geocities.com/crazyreyn/smw_staple1.png
- http://www.geocities.com/crazyreyn/smw_staple2.png
- http://www.geocities.com/crazyreyn/smw_staple3.png
- http://www.geocities.com/crazyreyn/smw_staple4.png
- http://www.geocities.com/crazyreyn/smw_staple5.png
- http://www.geocities.com/crazyreyn/smw_underwater.png

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6.01. Staple Enemies

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These are enemies that appear in most areas (eg. Koopa's) and other enemies that are normal and don't really fit into their own categories (such as Rex's, Wrigglers, and Lakitu's).

Koopa

Image: http://www.geocities.com/crazyreyn/smw_staple1.png
Description: A turtle-like enemy with big eyes, and walks on two feet. Just walks about, picking fights with old people and other Koopas. The bread and butter of Mario games.
How to defeat: Jump onto the Koopa once to pop him out of his shell, and jump onto the Koopa itself to defeat him. You can use the shell to throw and guard yourself with. You can defeat a Koopa in one hit of the Spin Jump, and can be eaten by Yoshi. A fireball and cape spin kill too.
Variations: There are four different colours; green, red, blue and yellow. A Blue Koopa tends to walk faster than the other colours. You can also get a Koopa without a shell which can become a normal Koopa when it finds a shell. If it finds a yellow shell, then it will become invincible. There are winged Koopas too, which can fly. Hitting one once will make them lose their wings, and become a normal Koopa. Also, when Yoshi eats the different colours of Koopa, different effects happen. Eating green will spit out a green shell, red spits out fireballs, yellow means when he jumps sand clouds appear, and blue means he can fly.

The Koopa also undergoes a change in the Alternate World; it becomes the 'Mask Koopa'. An image of the change is below -
http://www.geocities.com/crazyreyn/smw_special3.png

Super Koopa

Image: http://www.geocities.com/crazyreyn/smw_staple4.png
Description: Koopa with no shell, but with a cape instead, thus giving him the ability to fly. Tends to run and then fly off. So its like Superman, but without the outside briefs deal going on.
How to defeat: A simple jump to the noggin will make him lose his cape, making him a naked (ahem) Koopa. A spin jump will kill one straight out, and Yoshi can eat them.
Variations: Some have a flashing red cape, and when jumped on, release a cape feather. Nice.

Jumping Piranha Plant

Image: http://www.geocities.com/crazyreyn/smw_staple4.png
Description: Dwelling in the pipes, they jump out every so often and are harmful to touch.
How to defeat: Wait by the pipe until the plant has returned into the pipe, and proceed over it. If you stand on the pipe when the plant is inside, the plant will not come up and bite you in the ass, but will stay put in there. A fireball, cape spin will defeat it as well as Yoshi's eating powers.

Variations: You may find one in a hedge, and some also spit out a fireball to the left and right mid jump.

The Jumping Piranha Plant also undergoes a change in the Alternate World; it becomes the 'Jumping Pumpkin Plant'. An image of the change is below -
http://www.geocities.com/crazyreyn/smw_special1.png

Bullet Bill

Image: http://www.geocities.com/crazyreyn/smw_staple3.png
Description: A black bullet with an eye and arm, they fire from Bullet Bill machines (see image) and in certain levels appear from the sides of the screens. Harmful to touch at all sides bar the top.
How to defeat: Jump on top of it to defeat. Also can be cape spinned and eaten by Yoshi, otherwise avoid.
Variations: Comes from machines or the sides of the screen.

The Bullet Bill also undergoes a change in the Alternate World; it becomes the 'Pidgit Bill'. An image of the change is below -
http://www.geocities.com/crazyreyn/smw_special2.png

Banzai Bill

Image: http://www.geocities.com/crazyreyn/smw_staple2.png
Description: Bullet Bill, but MUCH bigger. Has a nice evil eyes and grin on him, hurts to touch on all sides but the top.
How to defeat: Jump onto the top. But due to its size, I would avoid by going onto a higher ledge or ducking in a ditch.

Rex

Image: http://www.geocities.com/crazyreyn/smw_staple2.png
Description: A purple dinosaur (and sorta looks like a dragon). Walks around, and is harmful to touch.
How to defeat: Jump upon the once the make him flattened and at half the size, and do it again to make him brown bread. Can be defeated with a swift spin jump and can be eaten by Yoshi.

Dino-Torch

Image: http://www.geocities.com/crazyreyn/smw_staple1.png
Description: A small green dinosaur that bowls around, and occasionally stops and spits fire either horizontally or vertically.
How to defeat: Jump on top of him to defeat. Also can be defeated by cape spin and can be eaten by Yoshi. When it opens its mouth, steer clear for now and attack or go past when it has stopped spitting fire.

Dino-Rhino

Image: http://www.geocities.com/crazyreyn/smw_staple1.png
Description: A larger version of the Dino-Torch, it is a green dinosaur about the size of Super Mario. Walks around, and is slower than the Dino-Torch.
How to defeat: Jump onto it once, and he turns into the Dino-Torch. Can be defeated straight away with a spin jump, and cape feather spin. A Dino-Rhino cannot be eaten by Yoshi; however jumping on him while you are on Yoshi will defeat him without reverting to his smaller form.

Volcano Lotus

Image: http://www.geocities.com/crazyreyn/smw_staple4.png
Description: A plant that rests on the ground. Fires four fireballs every so often; two to the left and two to the right which go up and drift downwards. Harmful to touch.
How to defeat: Cape spin will defeat it, and can also be eaten by Yoshi.

Chargin' Chuck

Image: http://www.geocities.com/crazyreyn/smw_staple4.png
Description: An American football player, usually hangs around near the level's exit. Charges towards Mario on sight, even though blocks. Has several variations.
How to defeat: Jumping on top makes him squashed for a brief moment, and another two bops to the head will take him down. Can be cape spun, but not eaten by Yoshi or fireballed. I would tend to avoid them whenever possible.
Variations: They can also throw objects, such as a football and baseballs (wrong sport, guys) which are frankly, annoying to avoid in many situations. Sometimes after you jump on or harm a Chuck that throws things, he will charge after you.

Amazing Flyin' Hammer Brother

Image: http://www.geocities.com/crazyreyn/smw_staple4.png
Description: Sits on flying platforms that swings from side to side, and throws hammers below him. Also has a long name.
How to defeat: Hit the flying platform from underneath to knock him off, and you can use the platform however you see fit. However the hammers injure if you touch them, so stay well away from them. You will be seeing a lot of these guys, so get used to defeating them.

Sumo Brother

Image: http://www.geocities.com/crazyreyn/smw_staple3.png
Description: Sits on blocks, and stamps onto the blocks to make a lightning blot rain down below and cause the ground to set alight for a short while.
How to defeat: Hit the block that it is resting on to defeat. You can touch the bolts as they come down, so as soon as he is about to stomp down

a bolt, go and knock him off. The flame range is sorta large, so try and avoid it.

Pokey

Image: http://www.geocities.com/crazyreyn/smw_staple3.png
Description: A yellow standing caterpillar, which slowly moves. Has small spikes on him, and is in segments. Harmful to touch. Collects stamps.
How to defeat: If you are Mario, then Pokeys will only have three segments, allowing you to jump over him. You can take the segments away via throwing blocks or shells, but you may as well just avoid it and jump over the Pokey. If you are riding Yoshi, then its five segments tall and cannot be jumped over, so you have to eat it a segment at a time.
Variations: If you are just Mario then you will encounter a Pokey with three segments, but with Yoshi its five segments.

Monty Mole

Image: http://www.geocities.com/crazyreyn/smw_staple3.png
Description: A small mole that comes from the ground and ledges, burrows up and chases Mario.
How to defeat: A good idea is that when you see it borrowing from the ground, stand above this point so when it pops up, it hits Mario from underneath and dies. Can be jumped on, cape spun, eaten and fireballed.

Para-Bomb

Image: http://www.geocities.com/crazyreyn/smw_staple5.png
Description: A Bob-omb that floats into the level via a parachute. When it lands, it loses the parachute and becomes a Bob-omb.
How to defeat: Avoiding it overall is the best option, as they tend to take their time floating down and also come in large numbers. It can still be eaten in the air. When it lands, it becomes a normal Bob-omb (see 'Bob-omb').

Para-Goomba

Image: http://www.geocities.com/crazyreyn/smw_staple5.png
Description: A Goomba that floats into the level via a parachute. When it lands, it loses the parachute and becomes a Goomba.
How to defeat: Avoiding it overall is the best option, as they tend to take their time floating down and also come in large numbers. It can still be eaten in the air. When it lands, it becomes a normal Goomba (see 'Goomba').

Lakitu

Image: http://www.geocities.com/crazyreyn/smw_staple5.png
Description: This is a guy in a flying cloud, and throws down Spinys onto the level.
How to defeat: You could just avoid these guys and the Spinys they throw down, or you can stop the Lakitu temporarily. Throwing a block, shell or jumping on him from above will defeat him and he will reappear later on. In the mean time, you can jump into his cloud and fly around for a bit.

Fishin' Lakitu

Image: http://www.geocities.com/crazyreyn/smw_staple5.png
Description: A Lakitu (guy in a flying cloud) with a fishing rod. The bait is an extra 1-Up green mushroom.
How to defeat: Its sorta up to you how to deal with this one. If you collect the 1-Up green mushroom, you get a life, but then he turns into a regular Lakitu. Otherwise, you can ignore the bait and carry on playing the level.

Goomba

Image: http://www.geocities.com/crazyreyn/smw_staple5.png
Description: A mushroom round enemy with yellow feet and an angry face. Woddles around.
How to defeat: Jumping on him once means he turns upside down and can be picked up and thrown about. Throwing him at another enemy will kill him. You can also eat him with Yoshi, jump spun and cape spun him for instant death.

Bob-omb

Image: http://www.geocities.com/crazyreyn/smw_staple5.png
Description: A round black ball with eyes and white feet. Bomb. Walk's around and flashes, then explodes. Nice.
How to defeat: This is very much like the Goomba, but with exploding tendencies. Jump on him and you can grab him and throw him around. When it starts flashing, its gonna blow, so go slow motion and dive out of the way when the Bob-omb explodes for awesome effect. Otherwise, avoid.

Wiggler

Image: http://www.geocities.com/crazyreyn/smw_staple5.png
Description: A yellow cheery caterpillar with a flower on top of its head. Just walks around.
How to defeat: The best way to deal with these guys is to either avoid them or get Yoshi to eat them. Jumping on them makes 'em mad, go red, and start running around chasing Mario, which is not a good thing.

Spiny

Image: http://www.geocities.com/crazyreyn/smw_staple5.png
Description: A turtle enemy with a spiky shell. Is thrown by the Lakitu.
How to defeat: Avoid. Simple as that, really. Yoshi can eat it though. Also, a silver P-Switch makes them turn into silver coins, which when you have collected enough, earn you lives.

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6.02. Cave Enemies
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These are enemies that you will find in the cave areas of the game.

Mega Mole

Image: http://www.geocities.com/crazyreyn/smw_staple2.png
Description: A giant version of the Monty Mole, wears shades and walks around and drops off cliffs like a lemming. The foo.
How to defeat: You cannot kill this mean beast believe it or not, but it does have its uses. It hurts to touch all sides bar the top, where you can sit and ride on merrily. This is helpful in later levels in the adventure.

Spike Top

Image: http://www.geocities.com/crazyreyn/smw_cave.png
Description: A turtle like enemy with a single spike on its shell. Bright red in colour, and can walk on walls and ceilings.
How to defeat: Avoid this enemy, seeming as you can only defeat it when Yoshi eats it. They sometimes walk in groups, so watch out for that also.

Swoopers

Image: http://www.geocities.com/crazyreyn/smw_cave.png
Description: Red and green coloured bats that swoop down from the ceilings towards Mario (hence the name).
How to defeat: Either avoid (they don't chase you; one swoop and they are not used again) or just jump on top of him. Can be fireballed, eaten by Yoshi, and cape spun.

Buzzy Beetle

Image: http://www.geocities.com/crazyreyn/smw_cave.png
Description: A blueish grey shelled enemy that just walks around.
How to defeat: The Koopa of the caves, jump onto the beetle once to make it pop into its shell, where you can do what you will. However, it will pop out again after a while, so keep an eye out for that. Also a jump spin kills it straight off the bat.

Blargg

Image: http://www.geocities.com/crazyreyn/smw_cave.png

Description: A dinosaur like monster that dwells in lava. You first see its eyes peering out of the lava, and a few seconds later it jumps out a little.

How to defeat: Jump over it after its eyes appear. Once you get the timing, you can jump over more with ease. I don't think it can be defeated; but it will not bother you again anyway.

6.03. Ghost House Enemies

These are enemies that you will find in the Ghost Houses; all of which cannot be defeated.

Boo

Image: http://www.geocities.com/crazyreyn/smw_ghosthouse.png

Description: Your resident Mario ghost. Round, white, has a face. Look towards it and it remains still, and turn away and he chases you.

How to defeat: Cannot be defeated; just keep an eye on them and run past when you can. I think you can cape spin onto them and bounce off unharmed also.

Variations: In one ghost house, some Boo's when you face them turn into blocks which can be used to jump on.

Boo Buddies

Image: http://www.geocities.com/crazyreyn/smw_ghosthouse.png

Description: A circle of Boo's that spin round. There is a gap in the circle, and they don't chase you either.

How to defeat: Don't touch the circle, and enter it when the gap is present. When you have done whatever in the circle, go to the other side and exit when the gap comes around.

Big Boo

Image: http://www.geocities.com/crazyreyn/smw_ghosthouse.png

Description: Just like a normal Boo, but much bigger. One of my favourite baddies in the game, bless him.

How to defeat: Like the Boo, when you face him he remains still, turn away and he gives chase. It's harder to go past him due to his size, so lure him in towards you or to a position so you can get past him.

Variations: In one of the ghost houses, he is a boss.

Fishin' Boo

Image: http://www.geocities.com/crazyreyn/smw_ghosthouse.png
Description: A ghost version of the Lakitu, its a ghost in a flying cloud and holds a fishing rod. The bait is a blue flame.
How to defeat: Avoid both the Boo and the flame, due to the fact that they hurt. Stay low and watch your jumps.

Eeries

Image: http://www.geocities.com/crazyreyn/smw_ghosthouse.png
Description: Ghosts that wonder often in groups across the level. They either go straight or bob up and down.
How to defeat: Avoid them by either jumping, ducking, or going to a higher or lower platform.

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6.04. Underwater Enemies
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These are enemies that you will find in the underwater areas of the game. These are mostly hard to beat and avoid due to that they can swim fine underwater (makes sense) and Mario is a slow swimmer. Great.

Blurps

Image: http://www.geocities.com/crazyreyn/smw_underwater.png
Description: Your staple fish. Is green and white in colour, often swims along with schools of the same kind.
How to defeat: Avoiding is best, but you can eat it with Yoshi, cape spin them or fireball if you want.

Rip Van Fish

Image: http://www.geocities.com/crazyreyn/smw_underwater.png
Description: Blue and white sleeping fish. They sleep until Mario gets close enough, then they wake up and chase. Fast.
How to defeat: Due to that they chase at a speed, I would avoid them the best you can. If you are chased, then go like the wind (underwater, yes, like the wind) and try and hide somewhere so that he gives up and falls back to sleep. Can be cape spun and eaten by Yoshi.

Porcu-Puffer

Image: http://www.geocities.com/crazyreyn/smw_underwater.png
Description: A large puffer fish that's blue and white in colour, big eyes, large red lips and spikes on his back. Swims at Mario alarmingly quickly.
How to defeat: These are annoying, and are found in levels where the water is somewhat shallow. Avoid stepping into the water at all times. I think you can throw an item its way to defeat it.

Urchin

Image: http://www.geocities.com/crazyreyn/smw_underwater.png
Description: A round purple enemy with a layer of spikes all round. They drift around maze like areas and get in the way.
How to defeat: Avoid, if you will. They don't pose much harm (unless you touch them) and although they can be defeated (throwing a block their way) there isn't much point unless they are doing your nut in.

Torpedo Ted

Image: http://www.geocities.com/crazyreyn/smw_underwater.png
Description: The underwater Bullet Bill; these are long block torpedoes with evil grins on their faces. They get fired from machines, and move quickly.
How to defeat: Only cropping up in one level, they pose a big threat. Avoid them if you can, but the torpedo's can be dropped on from above to stop them for good, until the next one. Avoid the machines that they come from the best you can.

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6.05. Castle and Fortress Enemies
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These are enemies that you will find in the Castle and Fortress areas of the game.

Dry Bones

Image: http://www.geocities.com/crazyreyn/smw_castle1.png
Description: A skeleton of a Koopa, they wonder around and throw bones Mario's way.
How to defeat: Jumping on him will make him turn into dust, but will pop back up again after a short while. The best way is to spin jump them, killing them instantly.

Bony Beetle

Image: http://www.geocities.com/crazyreyn/smw_castle1.png
Description: A skeleton of a Buzzy Beetle, they walk around and occasionally stop to release spikes from their back.
How to defeat: Wait until the spikes on his back are not out, and jump on him to kill him.

Thwomp

Image: http://www.geocities.com/crazyreyn/smw_castle1.png
Description: A large stone block with a unhappy face on. Falls down when Mario gets near, then slowly rises back up again.
How to defeat: Go near the Thwomp so he drops down, then head past as it is slowly rising up. Cannot be defeated.

Thwimp

Image: http://www.geocities.com/crazyreyn/smw_castle1.png
Description: A smaller version of the Thwomp, these jump around from one spot to the other on the ground.
How to defeat: Watch where the Thwimp jumps to and from, and go past one point when its at the other. Cannot be defeated.

Lil Sparky

Image: http://www.geocities.com/crazyreyn/smw_castle1.png
Description: A small ball of flame that circles a platform at a quick speed.
How to defeat: Cannot be defeated in any way, so you have to dodge it and go onward.

Hothead

Image: http://www.geocities.com/crazyreyn/smw_castle1.png
Description: A giant version of the Lil Sparky, it circles a platform at a slow speed.
How to defeat: Cannot be defeated in any way, so you have to dodge it and go onward.

Fishbone

Image: http://www.geocities.com/crazyreyn/smw_castle2.png
Description: skeleton fish that swim together in schools in the underwater areas of castles and fortresses.
How to defeat: Just be out of the way when the school swims by. They can be cape spun, but when you spin one you could get hit by another, so that's something perhaps not worth doing. So, avoid.

Ball 'N' Chain

Image: http://www.geocities.com/crazyreyn/smw_castle2.png
Description: A grey, spiky ball on a chain that goes round in circles, and is harmful to touch in the ball area. (o_0)
How to defeat: When the ball is out of the way, that's your cue to go past. You can jump over the ball through the chain if you want however. Watch out for nearby Ball 'N' Chain's before jumping.

Grinder

Image: http://www.geocities.com/crazyreyn/smw_castle2.png
Description: These are circular saws that travel along the ground. Harmful to touch, as you probably could have guessed already.
How to defeat: Just avoid by jumping over when it approaches you.

MechaKoopa

Image: http://www.geocities.com/crazyreyn/smw_castle3.png
Description: Mechanical Koopa's that are green and red in colour. They wonder around aimlessly.
How to defeat: Jumping on its head will flatten it, and like the Bob-omb and the Goomba, you can use it to throw at other enemies. After a while it will turn back and become normal again, so watch out for this.

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6.06. Bosses
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These are the games bosses that you will come across during the course of the game.

Reznor

Image: http://www.geocities.com/crazyreyn/smw_reznor.png
Description: The boss of all the fortress' across Dinosaur Land.
How to defeat: You are faced against four dinosaurs on rotating platforms, of which spit fireballs your way. To kill them, hit the platform from underneath. When you have hit all four off the platforms, the boss is over. But (a big but) is the ground is slowly disappearing, so you must be hasty in doing this. Hit one off as you start, and when the ground is no long under where you can hit the dinos from below, you may have to jump onto one of the rotating platforms. The fireballs are easy enough to dodge, as if you do this fast enough it isn't that tough. A good idea is to knock one off, jump on his platform and take out the others as it rotates round.

Big Boo

Image: http://www.geocities.com/crazyreyn/smw_ghosthouse.png
Description: The boss of the Donut Secret House's Secret Exit.
How to defeat: To harm him, grab a block from below you and throw it at him (its easier to be underneath him and throw it upwards). Once you have hit him, he will turn transparent. Keep looking towards the Boo's so they don't attack you, and get yourself underneath Big Boo so when he reappears you can attack again. After a total of three hits, you win the battle.

Iggy

Image: http://www.geocities.com/crazyreyn/smw_boss.png
Description: The boss of the first castle.
How to defeat: This battle takes place on a platform that tilts left and right, and you have to hit Iggy into the lava either side of the area. He will attack by throwing fireballs, of which are easy to avoid. Jumping on Iggy will make him move down the side its

tilting. So, when it is tilting one side, jump on him once or twice to make him go to one end, leave him when it tilts to the other side, and then hit him off when it reverts back to the first side again.

Morton

Image: http://www.geocities.com/crazyreyn/smw_boss.png
Description: The boss of the second castle.
How to defeat: To hurt Morton, simply jump on his head. He will walk left, up the wall and drop from the ceiling where ever you are standing. When he lands you are immobilised for a second. So the tactic is when he is about to come over you and fall, jump out of the way and then jump on him. He will speed up when he gets hit, and after three bops to the noggin he's done for. Easy, no? You can also use fireballs to hurt Morton if you are Fire Mario also.

Lemmy

Image: http://www.geocities.com/crazyreyn/smw_boss.png
Description: The boss of the third castle.
How to defeat: Here, you are in an area with pipes. Every few seconds, three things pop out of the pipes at the same time; the boss, and two fakes. Hitting the boss means you hurt him, and hitting a fake means they pop back in and do it again at different points. Hitting the boss three times means he will fall through the bottom into the lava below, and you win. The only thing that you should look out for is a fireball that bounces around the area; just keep an eye on it as you look out for the boss. This shouldn't be too difficult.

Lugwig

Image: http://www.geocities.com/crazyreyn/smw_boss.png
Description: The boss of the fourth castle.
How to defeat: This boss is not a problem to take down. He will start firing fireballs at you; these are easy to avoid, so dodge them then jump on him. He will now go into his shell and chase you, jump over him as he comes your way and keep doing that until he stops, where he will do this weird summersault, then land, and repeat the process (he will start firing fireballs again). Jump on him three times to finish him off. You can also use fireballs to hurt Lugwig if you are Fire Mario.

Roy

Image: http://www.geocities.com/crazyreyn/smw_boss.png
Description: The boss of the fifth castle.
How to defeat: This is the same as the boss battle with Morton, except that the walls slowly are closing in on the area. To hurt Roy, simply jump on his head. He will walk left, up the wall and drop from the ceiling wherever you are standing. When he lands you are

immobilised for a second. So the tactic is when he is about to come over you and fall, jump out of the way and then jump on him. He will speed up when he gets hit, and after three bops to the noggin he's done for. You can also use fireballs to hurt Roy if you are Fire Mario.

Wendy

Image: http://www.geocities.com/crazyreyn/smw_boss.png
Description: The boss of the sixth castle.
How to defeat: Remember the third castle's boss, Lemmy? With the pipes? Well its the same here, expect that the pipes are all of the same size and that there are two fireballs instead of one. Every few seconds, three things pop out of the pipes at the same time; the boss, and two fakes. Hitting the boss means you hurt her, and hitting a fake means they pop back in and do it again at different points. Hitting the boss three times means she will fall through the bottom into the lava below, and you win. Just keep an eye out for those two fireballs, and you should be fine.

Larry

Image: http://www.geocities.com/crazyreyn/smw_boss.png
Description: The boss of the seventh castle.
How to defeat: This is the same as the very first boss, but you have three fireballs that appear from the lava below to add to the fun. This battle takes place on a platform that tilts left and right, and you have to hit Larry into the lava either side of the area. He will attack by throwing fireballs, of which are easy to avoid. Jumping on Larry will make him move down the side its tilting. So, when it is tilting one side, jump on him once or twice to make him go to one end, leave him when it tilts to the other side, and then hit him off when it reverts back to the first side again.

Bowser

Image: http://www.geocities.com/crazyreyn/smw_boss.png
Description: The final boss in either the Front or Back Door.
How to defeat: This boss has different waves of attacks, which all revolve around throwing Mecha-Koopa's at Bowser to hurt him. He will throw down two Mecha-Koopa's in the wave, so jump on one to flatten it and then pick up and throw it upwards so it comes down onto Bowser himself. He will move around, so you may have to throw it several times before you hit him. Once you have done a wave, then he will disappear briefly and fire will rain down onto the area. Stand between one of the flames falling, or avoid them all together. They will disappear quickly, then the Princess will appear from the clown-mobile and throw down the mushroom (you can have one in your item stock) and the next wave will begin. Here are all the waves explained.

WAVE 1

He will simply swing from side to side in the area, and will

throw down two Mecha-Koopa's at some point. Jump on one (preferably at the side, as he doesn't swoop down there) and throw it up so it lands on Bowser. Do the same to the other one to start the next wave.

WAVE 2

He will hover above where Mario is, and will turn upside down and drop a large ball onto the ground. It's best to stand still while Bowser is hovering and when he starts turning upside down, run out of the way to dodge the ball, then jump over it as it approaches you. After several balls have dropped he will then throw two Mecha-Koopa's; jump on one and throw it upward, then do the same to the other Mecha-Koopa.

WAVE 3

Bowser will bounce along the ground after Mario, and eventually throws out a couple of Mecha-Koopa's. The bouncing is easy enough to dodge; just run under Bowser when he starts going upward. It's harder when you are jumping then throwing the Mecha-Koopa's, as you have to be hasty. Try and jump and grab them at the other end or away from Bowser and throw it when he approaches. If you leave one crushed one on the ground and Bowser bounces on it, it will disappear (but he will throw another in soon, so not to worry).

When you have defeated his last wave, then you are done; Bowser has been defeated!

7. TRICKS AND SECRETS

This section of the FAQ will tell you of interesting tricks you can try out in the game, and secrets that might be of interest to you.

- When playing an already completed level, you can exit by pressing Start then Select. This is useful in many ways, one being if you are about to die, you can cheat death and exit.
- To enter a Castle or Fortress that you have already conquered, press L and R to re-enter them.
- Go onto the Special world map, and stay there for a while. Eventually, the classic Super Mario Bros. music cuts in! Awesome!
- After you defeat Bowser in the final battle, and before the Princess comes from the clown mobile, press and hold Up until the credits start. Now as the credits play, Mario will be looking up and down and flapping his arms. Thanks to <http://www.classicgaming.com/tmk/> for this information.
- There is a way to reuse a P-Switch after you have stomped on it. Having Yoshi with you, use the P-Switch and then quickly eat the base with Yoshi. Spit it out again, and the switch will be restored again. Thanks to <http://www.classicgaming.com/tmk/> for this information.
- Try getting stuck in a mass of rotating blocks, then let them stop rotating. You will just fall down and die. Somewhat a glitch. A good place to try this is at the Star World 1, and bring a cape with you, and rotate your way in

to a bunch of blocks and stay there until they stop rotating.

- For a way to get as many lives as you want easily (but somewhat time consuming) then go to your resident Top Secret Area (unlocked by doing the Donut Ghost House's secret exit). To do this, get Yoshi (hit the middle block from the group) then exit and re-enter. Hit the Yoshi block again and you get a 1-Up Green Mushroom (seeming as you have Yoshi on you) and this can be repeated as many times as you like.
- Another good way to get easy lives fast is at two of the Secret area level's, Groovy and Awesome. At some point during the levels you can find a Starman (see the walkthroughs for the level's for the locations), and due to the high amount of enemies in the level, you can dart about and run into them, and get about 10 lives a pop. Handy if you are needing lives when travelling through the Special world.
- 1-Up Trick - In Vanilla Secret 2, play the level to the half way checkpoint, then continue onward until you reach the pit full of Spiny's. Hit the second rotating block (from the left) for a silver P-Switch. Grab it and head back to before the halfway marker, and inbetween the two purple pipes. Use the P-Switch, then collect the coins from the pipes then run back left and collect the horde of silver coins from the transformed koopa's, earning you a stack of lives. You can then exit the level and redo this as many times as you like! Thanks to Alex Penismen and Rolf Karllson for contributing this!
- 1-Up Trick - In Forest of Illusion 1, get to the halfway checkpoint then go ahead to the item's block, and collect the starman that comes from it. Now quickly go right and touch all the enemies that burst from the blocks and those on the ground, as continue right and touch as many enemies as you can until the starman wears off. You can get 16 lives easily. Exit the level and redo this method to get loads of lives easily. Thanks to Entor for contributing this tip!
- 1-Up Trick - In Forest of Illusion 4, grab the 1-Up Green Mushroom from the cloud Lakitu (so he starts throwing Spiny's) and get the shell from the Koopa here and go onward until you reach the ditch with the purple pipe on the right (after the gap). Now throw the shell into the ditch (so it keeps bouncing from edge to edge) and the Lakitu from the cloud and the one in the pipe on the right will throw Spiny's at you; stay to the left of the ditch (on higher ground) and dodge the Spiny's and you will knock up a high amount of points and lives. You can do this until you have 99 lives (if you have the patience). Thanks to Alex Penisman for contributing this tip!
- There are a lot of very interesting glitches that you can try out also, so head over to http://www.classicgaming.com/tmk/smw_bugs.shtml to see what sort of weird stuff you can attempt.

Oddities

This little section is for strange oddities that occur during the game.

- Firstly get a Blue Yoshi (Star World 2 is a good place) and head to Donut Secret 2. Swallow the first green Koopa and straight away run right and fly onward so you are above the screen. Keep going until you reach the yellow pipe; now drop down the left of it and then land to the right of the gap below and spit out the Koopa into the gap. Swallow the Koopa to the right now and again fly northwest and keep going. At which point you will Yoshi will

slowly drop down as his wings have disappeared, and you should be behind the goal. Approach it and drop spit it (down and Y) and the shell will change into a strange fish thing, and the goal post will disappear! Very cool. Note that this doesn't work every time, and you may have to try it several times before it works.

Image - http://www.geocities.com/crazyreyn/smw_oddties1.gif

Thanks to razsagal for submitting this oddity and for supplying the images!

- Make sure you have a cape then enter Forest of Illusion 1 and head just past the midway point to the wooden platforms (image - http://www.geocities.com/crazyreyn/smw_oddties2.gif). Now the idea is to bounce off the enemies to get points / 1-Up's to create a chain, and not touch the ground. There are Koopa's that appear from blocks at either sides and three Wrigglers on these platforms, which you will bounce off. Note that you get no points when bouncing off a red angry Wiggler (however it still doesn't break the chain). To start with, simply bounce off the left Wiggler (from now keep holding down Y) and head right and bounce off the middle one, then the right Wiggler, then the Koopa there as well, now float to right (to ensure that the Wiggler's cool down again) and head back and bounce across the Wrigglers and Koopas to the left side, and again float off to the side to cool down the Wrigglers and repeat to get a MASS of points and lives! It takes a bit of skill doing but it's worth it. Of course the oddity are the points that appear; as you are getting loads of points the game runs out of numbers and replaces them with strange images. Very cool. Image - http://www.geocities.com/crazyreyn/smw_oddties3.gif. Thanks to razsagal for submitting this oddity and for supplying the images!

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8. FAQ'S

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Q. How many level's are there? How do I get 100%?

A. There are 96 level's in total; the number when you start your saved file is the amount of levels you have unlocked. Well technically, its 96 exits, not levels, but the game classes it was levels. Get 96 levels, that's 100%.

=====

Q. Help! I have 94 / 95 levels! What am I missing!?

A. The other few level's you are missing are probably some of these; The normal and secret exits of the ghost houses in the Forest of Illusion and the Valley of Bowser, or remember to go both exits in the Star World levels. Try these, or use the Checklist in section 6 to see what you are missing.

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Q. I suck at flying. Any pointers?

A. I think the only thing you need to know after soaring into the air, is when you start dipping down, just press the opposite direction that you are flying in to pull up again. Doing this means you can fly forever.

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Q. Where are all the Switch Palaces?

A. Here is a list of what levels you must complete to get to the palaces -
Yellow Switch Palace - Yoshi's Island 1
Green Switch Palace - Donut Plains 2 Secret Exit
Red Switch Palace - Vanilla Dome 2 Secret Exit
Blue Switch Palace - Forest of Illusion 2 Secret Exit
Check the walkthroughs to the levels to see how to reach the exits that lead to the switch palaces.

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I will put more questions in this section at later versions. Contact me if you need to ask something (see the beginning of the guide... and PLEASE don't be lazy, look for though the FAQ first for what you need before contacting me).
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9. CONCLUSION AND SPECIAL THANKS

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That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at crazyreyn_faqs@hotmail.com. Also could you rate this FAQ so I could some feedback. Thank you for reading.

+-----+
| Special Thanks to these who have contributed to the guide in some way... |
+-----+

- CJayC (Gamefaqs) - For accepting this guide and for creating the best site on the internet. Thanks! <http://www.gamefaqs.com>
- Nintendo - For creating this, the best platformer ever and for being an awesome games company. Thank you, big N!
- ASCII Generator - For producing the text ASCII for my Crazyreyn sig. Thanks, and is a great site if you need any ASCII text. <http://www.network-science.de/ascii/>
- World-of-nintendo.com - For having the manual online so I could get the story text from it, seeming as I couldn't get mine. <http://www.world-of-nintendo.com>
- anomie - Discovered how to get the Bowers Castle in 11 level's and gave me the permission to report his findings in FAQ. Thank you!
<http://www.gamefaqs.com/features/recognition/16281.html>
- Classicgaming.com/tmk/- For allowing me to put some of the codes and tricks and the Goalpost Item Bonus's into this FAQ. It's a great site if you need anything Mario related. <http://www.classicgaming.com/tmk/>
- masterzero99 - For trying out some ASCII art that I turned down, but thanks for trying anyways.
- Sasha S and Colin M - For critiquing this FAQ and giving me extra tips.

NOBODY - For notifying me of several typo's in the FAQ. Thanks!
 AIM - TheOnlyNOBODY

Meowthnum1 (Trace) - For advising me to say that there are images that this
 FAQ links to in the introduction, to adjust the maps
 a little, the name for section 3.04... lots of things
 that has made this guide better. Thank you!

Alex Penisman - For contributing two 1-Up tricks. Thanks!

Rolf Karllson - For contributing a 1-Up trick. Thanks!

Chris Derpak - For contributing a tip for beating the Reznor. Cheers!

Entor - For contributing a 1-Up trick. Thanks!

razsagal - For submitting the two oddities and for supplying the
 images for them. Thank you! :)

Pablo Acevedo Zepeda - For correcting various typo's in the guide. Thanks!

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+-----+
| Special Thanks to these who are my good GameFAQS friends... |
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Robert Lane	(Lanerobertlane)
Richard Arnett	(Guitarfreak86)
Ryan Harrison	(RHarrison0987)
Thomas Carter	(Carter12)
Duncan Hardy	(Super Nova)
Rebecca Skinner	(Karpah)
Martin Dale-Hench	(Fox)
Brian Sulpher	(BSulpher)
Trace Jackson	(Meowthnum1)
Richard B.	(Gbness)
Steve McFadden	(Psycho Penguin)
Chris Noonan	(Merca)
Colin Scully	(me frog)
Tom Hayes	(THayes)

If I have forgotten you, then please contact me and I'll fix your name up here!

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<http://www.gamefaqs.com/features/recognition/27600.html>

By Crazyreyn (crazyreyn_faqs@hotmail.com)
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