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ASCII Art courtesy of Atom Edge.

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| Super Mario's Early Years: Preschool Fun! |  
| For the Super Nintendo Entertainment System |  
| FAQ/Walkthrough                           |  
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| Last Updated: 3-26-03                       |  
| Version 1.2                                 |  
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I. Introduction

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| 1.01: Table of Contents |
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Look up there. =D.

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| 1.02: Introduction |
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Hello, and welcome to this guide for Super Mario Early Years - Preschool Fun! This is a guide intended to help you beat all of the islands, thus guiding you through your quest for learning. I'm unsure WHY you would need this guide if you can read it, but just in case, it's here. And please, don't send any emails asking WHY I have this game in the first place :P.

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| 1.03: Dedication |
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This guide is dedicated to Andrew Testa, TestaALT, or ATesta. He's a very cool guy, although I have no clue as to how he'll feel about having a guide for this game dedicated to him, here it is. He's fun, shares several good stories, and actually LISTENS to mine. That in and of itself deserves a commendation. Thanks, Andrew.

II. Basics

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| 2.01: Story |
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Mario, Toadstool, and Yoshi were on a peaceful voyage, when suddenly, a huge storm came out from nowhere! It blew the three to a strange little group of islands. If they want to escape, they must solve all of the challenges!

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| 2.02: Controls |
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Button	Function
A	None
B	Select something
Y	None
X	None
L	None
R	None
Start	None
Select	None
Up	Moves the cursor up
Down	Moves the cursor down
Left	Moves the cursor left

| Right | Moves the cursor right |

III. Walkthrough

When you first start, you are greeted with Mario, Toadstool, and Yoshi all on a raft. Put the cursor over one of them to select which character you want. Notice that the cursor goes all striped when it hovers over something that you can select.

Also realize that when you go to a world, and you see Luigi sleeping, you can poke him and get a quiz! Keep this in mind to challenge your skills!

Some worlds have more than one room. If you want to leave the world, click on the blue pipe.

Also, you can guide your character in the room! Some times, if you walk certain places, a Monty Mole will pop up.

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| 3.01: Counting World |
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Counting World is located on the island in the bottom-left corner of the world. It has a chalkboard with numbers on it. Let's go there!

1st room

This room has Toadstool and her friends in it. Luigi is not here, so click on whatever you want. Here is a list of the objects and the number:

- 1 Paintbox, on the table below the chalkboard.
- 2 Drawings on the board in the top-right corner of the room.
- 3 Teddy bears below the kids.
- 4 Flowers in the top-left corner of the room on the windowsill.
- 5 Paintbrushes. These are next to the paintbox.
- 6 Cars on the left side of the room, on the shelf.
- 7 Books on the shelf above Princess Toadstool.
- 8 Pieces of chalk on the tray on the chalkboard.
- 9 Blocks in the bottom-left corner of the room.
- 10 Fingers. Click on the kids to see this.

When you're done here, click on the pipe to exit.

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| 3.02: Shape World |
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Shape World is in the bottom-right corner. It has a circle, a triangle, and a square on it.

1st room

This room has various shapes in it. If you want, click on Luigi. He'll ask

you to locate a shape for him. Find it, and move on. When you're done here, click on the pipe in the bottom-right corner to move to...

2nd room

This room is the exact same as the other, with two differences: the background, and the shapes are of different sizes. Some of them are HUGE, and some of them are small. Luigi does the same thing here. Use the green pipe again.

3rd room

This room still has shapes of different sizes. The difference is that there are harder shapes in here, such as a rectangle and a star. Click Luigi for the test for this room. Once you're done, click the blue pipe below you to leave this world.

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| 3.03: Listening World |

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Listening World is on the middle-right side. It has a cow on it that is saying, "Moo."

1st room

If you click on an animal, it gives you the name of the animal and the sound that the animal makes. Listen closely, and then click on Luigi. Luigi will give you a sound, and you have to match the animal with that sound. Once you've played around with this, click on the green pipe to leave.

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| 3.04: Body World |

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Body World is right next to Listening World. It is on the middle-right, and has a colored body on it. Click it, and let's go!

1st room

Here you see a giant Mario. If you click on different parts of his body, he'll do different things. Play along with him!

If you click on his hat, his hat will come off, and he'll touch his hair.

If you click on one of his eyes, he'll wink his eye.

If you click on his nose, he'll wiggle his nose.

If you click on his right cheek, he'll pinch his cheek.

If you click on his right hand, he'll clap his hands.

If you click on his shoes, he'll stomp his feet.

Also, if you click on the sun, he'll wiggle his eyebrows. If you click on the monkeys at the table, they'll wave to you. Fun! Once you've done that, click on the green pipe to go to our next adventure!

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| 3.05: Opposite World |

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This is in the top-left corner of the map. It has a happy face mask and sad face mask on it. Let's go!

1st room

In this room, you'll see several foods and drinks. Click on each one to find out about them. Click on Luigi now. He'll tell you something about an object. You must find the TWO objects that are the opposite of what he told you about. The things he'll ask you for are:

Dry (if he asks this, find something wet)
Hot (if he asks this, find something cold)
Soft (if he asks this, find something hard)
Wet (if he asks this, find something dry)
Cold (if he asks this, find something hot)
Hard (if he asks this, find something soft)

Done? Did you do well? If so, click on the green pipe to go to the next room!

2nd room

Now we're at the circus! Click on the Merry-Go-Round ponies to find out about them and their riders. Now use Luigi. This is really the same thing, except that now he asks for...

Off (if he asks this, find the riders who are on the ponies)
Top (if he asks this, find the ponies who are at the top of their poles)
Over (if he asks this, find the riders who are under their ponies)
On (if he asks this, find the riders who are off their ponies)
Bottom (if he asks this, find the ponies who are at the bottom of their poles)
Under (if he asks this, find the riders who are over their ponies.)

Done with this? Let's move on to the final room of this world.

3rd room

Now you see three animals on the table. Click Luigi, and he'll ask you which of the group is the opposite of what he asks you. For example, if he asks you what the opposite of the big pig is, find the small pig. Big, small, fat, thin, brown, and white will all come up here.

Did you do a good job? Excellent! Choose the blue pipe to get out of here!

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| 3.06: Color World |  
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This is the last world! Choose the island in the top-right corner. It has balloons on it.

1st room

Here you see different colors of balls. Click on each to learn about its color. Now click on Luigi. He will tell you a color, and you have to find it. Find all five to decorate the clown's suit! The main colors you'll see here

are:

- Red
- Blue
- Yellow
- Pink
- Green
- Orange

Once you're done, click the green pipe to go to the second room.

2nd room

Here you have different colors of foods. Click on Luigi, and he'll ask you to find one. Keep doing this until you get the hang of it! New colors and old such as:

- Brown
- White
- Purple
- Red
- Yellow
- Pink
- Orange

Will come up. Once you're confident, click the green pipe to go to the final room of the game...

3rd room

This room combines the colors of the first room with the foods of the second. Click on Luigi to have one final test. Once you're done here, click the blue pipe. Congratulations! You've now beaten the game!

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IV. Last Words

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| 4.01: Copyright Information |
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