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**Mario's Basic Moves**

Super Mario Bros. 3 gives Mario more moves to use than all of his past adventures put together! Some you may know already, some are brand new, but all will help Mario conquer Bowser and his Koopalings and save the Mushroom Worlds.

**Walk**
You might walk when you first enter a world and are unfamiliar with the terrain, but once you gain knowledge of your surroundings, it's easier to run.

**Accelerate**
By holding down the B Button and running, Mario can build up a lot of steam. Not only can he jump farther, but when his P-Meter is charged, he can take-off as Raccoon Mario!

**Jump**
The A Button controls Mario's famed leaping abilities. If you tap A, Mario will make a short jump, if you press and hold, he'll make a higher jump.

**Super Jump**
Jump on an enemy and hold down the A Button after you stamp him. Your momentum will carry you extra high. This is useful for reaching out-of-the-way places.

**Jump Out of the Water**
When you're at the water's surface, jump and press Up on the Control Pad and you'll leap out of the water. This move is useful to get on top of floating blocks.

**Fly or Float**
Whether you're falling from the clouds or coming down from a jump off an enemy, by wagging your tail as Raccoon or Tanooki Mario, you can slow your descent to the ground.

**Squat**
Press Down on the Control Pad to duck. You can get through tight gaps using this technique, or retrieve items from low Blocks.

**Sliding**
Press Down on the Control Pad when you're on a slope, and you'll slide down and wipe out enemies in the way.

**Stomp**
This offensive technique is Mario's trademark. Jumping and landing squarely on top of an enemy will usually defeat it, but be careful; some enemies can't be stomped.

**Pick Up and Kick**
Approach a stomped Koopa from the side while holding down the B Button to pick him up and carry him wherever you like. Release B to kick him away.

**Tail Attack**
Mario's Raccoon Tail is stylish and functional. To attack an enemy or hit a Block with your tail, face your target and press the B Button.

**Swim**
Rapidly press the A Button to swim, using the Control Pad to change direction. Frog Mario can swim using the Control Pad alone; pressing the A Button gives him extra speed.

**Smash It Up**
If you hit a block that an enemy is standing on, it will result in defeat for him. Hitting blocks from below will also reveal items they contain, or smash them.

**Pipes**
You probably already know how to get into normal pipes—just press Down on the Control Pad. To get into upside down pipes, jump directly under them and press Up.

**Climbing**
Some Blocks contain magic vines that Mario can climb to reach bonus stages or secret rooms in the clouds. In difficult stages, these vines will also be important safe spots.

**Doors**
Press Up on the Control Pad when you're in the doorway to open the various doors you'll encounter. Some doors are always visible, others are revealed by Switch Blocks.
**MARIO'S POWER-UPS!**

What would a Mario adventure be without Power-Up items? Doubly difficult and half as fun! Not only do the Power-Up items in SMB3 make some super game play moves possible, they also make Mario look cool! Items in action scenes must be used right away, but those obtained in Toad's House can be saved for later use.

**MARIO**

Also known as Small or Regular Mario, this is how you start.

**Super Mushroom**

Collect a Super Mushroom to become Super Mario!

**RACOON MARIO**

The Tail Attack and the ability to fly are new powers you can gain by collecting a Super Leaf and becoming Raccoon Mario!

**Super Leaf**

**Frog Suit**

**TANOOKI MARIO**

This fuzzy brown suit gives Mario all the powers of Raccoon Mario plus the ability to turn into Statue Mario!

**Hammer Suit**

**FIERY MARIO**

There's nothing like good old firepower to get the enemies sizzlin'. This attack will affect almost every foe.

**Fire Flower**

**HAMMER MARIO**

The Hammer Bros. Suit is a crafty outfit; the Hammers he throws are powerful, and the shell is fireproof!

**Hammer**

**FROG MARIO**

Get ready for aquatic action with the Frog Suit. It lets Mario swim like a frog and leap like one, too.

**STAR MAN**

He grants temporary invincibility, and is usually found in Blocks.

**P-WING**

A high-powered Raccoon Suit, it lets Mario fly at will for an entire stage, or until he gets hit.

**JUGEM'S CLOUD**

Allows Mario to skip one stage of a world, it's useful for passing problem levels.

**HAMMER**

Use this to break boulders on the Map Screen in order to travel to remote stages of a world.

**MUSIC BOX**

The beautiful music of this magic tune box puts wandering Hammer Bros. to sleep. Not a particularly useful item.

**MAGIC WHISTLE**

The three Magic Whistles take Mario to World 9, the Warp Zone. They are well hidden but read on to find out where.

**ANCHOR**

Using the Anchor, Mario can keep the Koopaling Airships from escaping. Another rather weak item but tough to find.

**1-UP MUSHROOM**

The key to success in SMB3 is collecting these valuable mushrooms. They are everywhere!
ARIO'S ADVANCED MOVES

Learn these advanced moves and you'll be able to explore new areas of the Mushroom Worlds. Plus, you'll be more likely to survive in dangerous situations.

**DIAGONAL JUMPING**
Some blocks are in difficult-to-reach places. Invisible Blocks that are diagonal to a visible block can only be made to appear if you stand on the corner of the visible block and jump up.

**SLIDE UNDER**
While running, press diagonally Down and Left on the Control Pad to slide through small gaps. In the Ice World, you need only press Down.

**JUMP AROUND CORNERS**
To get on top of a block from one that is directly below, stand on the corner of the lower block, jump up and bend your jump around (using the directional arrow on the Control Pad) so you come out on top.

**JET COASTER JUMP**
On slopes which have small ramps at the bottom, you can slide down and make a last-second leap at the bottom for an extra high jump.

**JUMP AND SQUAT**
To get into narrow passages, get a running start and at the last second before you jump, press Down. You'll squat and jump into the passage. You can also fly while squatting if you time it right.

**DASH OVER SMALL GAPS**
If you accelerate (run while holding the B Button) over small pits and holes, you can make it over them without jumping. This can sometimes be faster and safer than jumping.

**FREE FALL JUMP**
When you're on an overhang and you need to get under, jump up and then use the Control Pad to change your trajectory mid-fall.

**KOOPAS CAN CLEAR BLOCKS**
When you have a lot of blocks that need to be cleared quickly, sometimes a well-placed Koopa will do the trick. In any event, kicked Koopas make excellent block removers.
**THE OSCILLATING KOOPA TECHNIQUE**

Have a Koopa do the dirty work of collecting points and 1-Ups for you. When an endless number of enemies, such as Spinys or Bullet Bills, are coming at you, kick a Koopa so it goes back and forth between two obstacles. Quickly find a safe spot to stand in. As the enemies attack, they'll be knocked out by the Koopa and you'll get points and eventually 1-Ups.

**THE GOOMBA STOMP TECHNIQUE**

If you stomp several enemies in a row without touching the ground, you'll gain more points for each one. After the ninth enemy, you'll start getting 1-Ups. To accomplish this maneuver, you need to be Raccoon or Tanooki Mario and you must be in a place where there is an endless supply of enemies, such as a Goomba generating pipe.

**THE VINE METHOD**

In a variation of the Goomba Stomp Technique, stomp an enemy and jump onto a vine or rotary lift. When the enemy returns or recovers, stomp him again and leap back onto the vine. Touching the vine doesn't count as touching the ground, so you'll keep racking up points and eventually, 1-Ups. It's difficult but it works!

**MULTIPLE 1-UP/200+COIN STAGES**

Some stages have multiple 1-Ups or hundreds of coins. In these worlds, you can collect all the 1-Ups or all the coins and then lose your life intentionally so you can go back and do it again (You'll still have gained at least one extra life.).
**MARIO'S FOES**

Some are new and some are old, but all the bad guys in SMB3 spell trouble for Mario. Fortunately, there are usually multiple ways to defeat each enemy, but some enemies are totally invulnerable or susceptible to only a few attacks. Enemies are worth various numbers of points—the tougher the enemy, the more points you get.

<table>
<thead>
<tr>
<th>Red Koopa Troopas</th>
<th>Green Koopa Troopas</th>
<th>Red Koopa Paratroopas</th>
</tr>
</thead>
<tbody>
<tr>
<td>These brainless sentries pace back and forth in a given patrol sector.</td>
<td>Ferocious attacking Koopas that charge at Mario in a straight line.</td>
<td>Like Red Troopas, these winged Koopas go back and forth in a given area.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Green Koopa Paratroopas</th>
</tr>
</thead>
<tbody>
<tr>
<td>Similar to their wingless cousins, these Paratroopas charge directly at Mario.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Colossal Koopa Paratroopas</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creatures this big shouldn't be able to fly, but in the Mushroom Worlds, anything goes.</td>
</tr>
</tbody>
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<thead>
<tr>
<th>Dry Bones</th>
</tr>
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<tbody>
<tr>
<td>A mummified zombie Koopa which comes back to life after you stomp it.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Buzzy Beetle</th>
</tr>
</thead>
<tbody>
<tr>
<td>This fireproof beetle from the original SMB returns with some new tricks.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Para-Beetles</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flying members of the Beetle family, these aviators can be used as stepping stones.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Buster Beetle</th>
</tr>
</thead>
<tbody>
<tr>
<td>He's not fireproof—he likes the cold and attacks by tossing ice Blocks.</td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>Blooper Nanny</th>
</tr>
</thead>
<tbody>
<tr>
<td>Talk about adventures in babysitting! Watch out for this Blooper's stinging kids!</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>Spiny</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lakitu's pet is a familiar sight to Mario veterans. Don't try to stomp him!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Piranha Plant</th>
</tr>
</thead>
<tbody>
<tr>
<td>Those dangerous carnivorous plants are really making a comeback! They're everywhere!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Venus Fire Trap</th>
</tr>
</thead>
<tbody>
<tr>
<td>A hot tempered variety of the usually laid-back Piranha Plants.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Hanging Piranha Plant</th>
</tr>
</thead>
<tbody>
<tr>
<td>Piranha Plants have truly overgrown some areas in SMB3, including upside down pipes!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Ptoolie</th>
</tr>
</thead>
<tbody>
<tr>
<td>A mobile species of Piranha, it juggles a deadly spiked ball with its over-sized lips.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Nipper Plant</th>
</tr>
</thead>
<tbody>
<tr>
<td>This walking Piranha is hungry for Mario, and will even jump to get at him!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Piranhacus Giganticus</th>
</tr>
</thead>
<tbody>
<tr>
<td>In the Land Of The Giants, giant Piranhas grow to their own beat, and ignore Mario.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Munchers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Indestructible Piranhas that are often found in huge clusters. Starman, help!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Little Goomba</th>
</tr>
</thead>
<tbody>
<tr>
<td>The traitorous mushroom tribe from Mario's original adventure comes back for more!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Para-Goomba</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bowser's magic has given these rascals wings. Watch the skies!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Para-Goomba With Micro-Goombas</th>
</tr>
</thead>
<tbody>
<tr>
<td>Look out for this flying pest. Avoid him and his kid brothers entirely.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mugger Micro-Goomba</th>
</tr>
</thead>
<tbody>
<tr>
<td>If one of these gets near you, you won't be able to jump high or run fast. Jump repeatedly to get away.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Pile Driver Micro-Goomba</th>
</tr>
</thead>
<tbody>
<tr>
<td>These tiny terrors will try to trounce you with a block. Get the jump on them!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Grand Goombas</th>
</tr>
</thead>
<tbody>
<tr>
<td>Larger than life and twice as ugly, Grand Goombas are otherwise like Little Goombas.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Kuribo's Goomba</th>
</tr>
</thead>
<tbody>
<tr>
<td>Found only in stage 5-3, he wears Kuribo's Shoe, a high-stepping item Mario can use too!</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Cheep-Cheeps</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flying fish that make the aquatic adventures more than a day at the beach.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Boss Bass</th>
</tr>
</thead>
<tbody>
<tr>
<td>Even if Mario is Super, Boss Bass, the terror of the high seas, can swallow him whole.</td>
</tr>
<tr>
<td>Character</td>
</tr>
<tr>
<td>---------------------------</td>
</tr>
<tr>
<td>Spiny Cheep-Cheep</td>
</tr>
<tr>
<td>Big Bertha</td>
</tr>
<tr>
<td>Baby Cheep</td>
</tr>
<tr>
<td>Hammer Bros.</td>
</tr>
<tr>
<td>Boomerang Bros.</td>
</tr>
<tr>
<td>Fire Bros.</td>
</tr>
<tr>
<td>Sledge Bros.</td>
</tr>
<tr>
<td>Spiny Eggs</td>
</tr>
<tr>
<td>Lakitu</td>
</tr>
<tr>
<td>Thwomp Trap</td>
</tr>
<tr>
<td>Podoboo</td>
</tr>
<tr>
<td>Jelectro</td>
</tr>
<tr>
<td>Fire Snake</td>
</tr>
<tr>
<td>Fire Chomp</td>
</tr>
<tr>
<td>Chain Chomp</td>
</tr>
<tr>
<td>Bob-omb</td>
</tr>
<tr>
<td>Spike</td>
</tr>
<tr>
<td>Roto-Disc</td>
</tr>
<tr>
<td>Rocky Wrench</td>
</tr>
<tr>
<td>Lava Lotus</td>
</tr>
<tr>
<td>The Angry Sun</td>
</tr>
<tr>
<td>Boo Diddly</td>
</tr>
<tr>
<td>Hot Foot</td>
</tr>
<tr>
<td>Stretch</td>
</tr>
<tr>
<td>Bullet Bill</td>
</tr>
<tr>
<td>Missile Bill</td>
</tr>
<tr>
<td>Rocket Engines</td>
</tr>
<tr>
<td>BOOM-BOOM</td>
</tr>
<tr>
<td>Larry Koopa</td>
</tr>
<tr>
<td>Wendy O. Koopa</td>
</tr>
<tr>
<td>Iggy Koopa</td>
</tr>
<tr>
<td>Roy Koopa</td>
</tr>
<tr>
<td>Lemmy Koopa</td>
</tr>
<tr>
<td>Ludwig von Koopa</td>
</tr>
<tr>
<td>Bowser The Koopa King</td>
</tr>
</tbody>
</table>
ARIO'S MATCHING GAME

The Matching Game Panel will appear on the Map Screen every time you score 80,000 points. If you clear the board, you'll get lots of items and coins! Turn over two cards, if they match you get the item. If not, they turn back over. Miss again, and you're out!

WORLD DATA BOX

Use these symbols to decode the info on each world's title page and on the maps. You can tell what will be in each Toad's House, what the Wandering Hammer Bros. will give you, and in which stages you can make a White Mushroom House appear. (Note that symbols used in the World Data Box and on the World Maps may be slightly different.)

Wandering Hammer Bros.
Beat the wandering Hammer Bros. for an item. The World Data box will tell you what you'll get.

Toad's House
Inside the Mushroom Houses, Toad will offer you a choice of three chests. Look in the World Data Box to find out what's inside each one. Choose the most useful one for the point you're at in the game, or for use later. (Exact order of items may vary.)

White Mushroom House
In some stages, if you collect over a certain number of coins, a White Mushroom House will appear on the Map Screen. The World Data Box tells which stage and how many coins you need. If you're in an odd-numbered world, there will be a P-Wing inside the House, in even-numbered worlds, an Anchor will be your reward.

WORLD DATA BOX SYMBOL KEY

- Super Mushroom
- Fire Flower
- Super Leaf
- Starman
- Frog Suit
- Tanooki Suit
- Hammer Suit
- P-Wing
- Music Box
- Jugem's Cloud
- Mallet
- Hammer
- Magic Whistle

WORLD MAP SYMBOL KEY

- Super Leaf
- 10 Coins Block
- Fire Flower
- Switch Block
- Starman
- Magic Note Block
- 1-Up Mushroom
World Data Box

White Mushroom House: 1-4:44 coins

Map of the level:
- Start at A
- Navigate through B and C
- Finish at D

Character details:
- Mario is flying
- Koopa Troopa is on the ground
- Goombas are scattered around
Mario's Mushroom World Adventure Starts Here!

Tricks and techniques learned in the first world will come in handy later. Master them all!

Up, Up And Away!

After you defeat the three Goombas, get a running start as Raccoon Mario so you can fly, then follow the coins into the sky.

This Sky Pipe Leads To A Secret Coin Room!

Use the Switch Block to turn the blocks into coins. Collect all the coins and you'll have runway room to fly to the sky pipe.

Score Points And 1-Ups If You Stomp Without Landing!

If you can squash nine Goombas without touching the ground between stomp, you'll earn more and more points for each one until the ninth, when you'll get a 1-Up. Then, for each Goomba after the ninth, you'll get another 1-Up. Use the endless spilt of Goombas here to score unlimited 1-Ups!

The Physics Of Falling Mushrooms...

If you hit a Block from below, a mushroom may appear. If you hit it on the bottom left side, the mushroom will fall to the right, and vice versa. You can make it go any way you want!

1-Up Mushroom Above this Sky Pipe and to the right is a 1-Up Mushroom! Score it!

Going Down Pipes Resets Blocks!

If you collect a Power-Up item from a Block and then go down a pipe into a secret room, when you come back out the item will be back in the Block. Get it again!

This World Hides The First Magic Whistle!

Each of the well-hidden Whistles will take Mario to World 9, the Warp Zone. The first is located in World 1-3, and it's difficult to find by chance. You'll have to take advantage of the background scenery...

This Magic Note Block Launches Mario Into Coin Heaven!

Kick the Koopa left so he clears away some of the blocks, then jump into this space to make a Magic Note Block appear. Jump on it and press Up to get to Coin Heaven. Once there, run back and forth to get the speed you need to fly. In the sky, at the middle of the stage, is a 1-Up!

How To Find The First Whistle!

If you get on top of the block and squat for 5 seconds, you fall "behind" the background scenery. Once there, go to the end of the stage and you'll go to a secret Toad House where the first Whistle is kept!
Automatic Scrolling Makes For A Frantic Situation!

In this world, you have no choice but to move fast, but be sure to look before you leap! It takes skill!

A Well-Hidden Room Holds The Whistle

There's enough room here to fly after you get rid of Dry Bones. Fly left and up, off the screen, then fly right. The screen will scroll right. When you can't go further, stop flying and press up!

The Ceiling Is Falling!

Make for the safe spots and move right when the ceiling rises.

Perilous Platforms And A Short Runway

Rail Lifts with motors are safe to stay on, but those without will fall off the screen upon reaching the end of the line.
Bowser's seven bratty kids, also known as Koopalings, have each taken the magic wand from a King of a Mushroom World. Larry, the youngest Koopaling, turned the King of Grasslands into a dog. It's Mario to the rescue!

### Cannon Ball Capers!
If you stand on top of a cannon, the cannon balls will harmlessly hit your feet and give you 100 points a pop!

### Point-Blank Range Is Safe!
As long as you're right next to Bullet Bill, he won't fire at you. But step away, and watch out!

### INTO LARRY KOOPA'S CABIN!
"Yo Mario—you made it dis far! Well, I'm gonna make sure you don't get past me! (Mario'll never think dat he has to stomp me on da head three times to knock me out! With my quick jumping skills, he won't have any room to leap himself! And da easiest way to avoid me, running underneath when I jump—he'll never figure that out!)."

### A Lone Power-Up Item!
This is your only chance to Power-Up on the airship, so be sure to grab it!

---

### Peace Returns To The Grassland...
Distinguished by his royal turban, the King of the Grass Land is relieved to be normal again. A dog's life is, well, for the dogs! And it looks like the king's Mushroom Retainer has a note for Mario from the Princess, along with a free Powered Raccoon Suit.

---

### If At First You Don't Succeed, Try Again!
If you don't beat Larry the first time, you can try again. However, the airship will flee to another spot on the Map Screen. It will try to take a position beyond unfinished sections of the world. But the Anchor will prevent the airship from getting away.
Ruins Of The Mushroom Pharaohs

In these ancient ruins, Mario plays archaeologist and leaves no stone unturned in search of coins and Power-Ups!

A Sky Pipe Surrounded By Blocks!

As Raccoon Mario, fly up to the Sky Pipe. Hit the Switch Block inside to reveal coins.

Tail Attack Tactics!

Although the tail won't defeat every enemy, it will work on Fire Snakes. Be sure to get the 1-Up this one guards.

Another Secret Bonus Stage

The last pipe in the world leads to a room with a Switch Block. Hit it, leave quickly and collect the coins here.

A Challenging Oasis!

Collect 30 or more coins in this level, and the White Mushroom House will appear on the Map Screen. It's a tough feat and takes practice!

How To Collect 30 Coins

Collect the visible coins and make the Switch Block appear. Jump off the platform and swim left. The platform will be there; get on, hit the Switch Block and get all the coins that were blocks. Make a running Koopa assisted leap off the platform to get the last four!

Your reward is the Anchor! Use it to keep the Airship from moving.

Use Dry Bones To Get Unlimited 1-Ups!

As Raccoon Mario, you can use a similar technique to the one you used with Goombas in World 1-2 here with Dry Bones.

Dry Bones Comes Back After Being Stomped!

If you get three Dry Bones together, as Raccoon Mario you can stamp them repeatedly without touching the ground, gaining more and more points and eventually, 1-Ups.

Trick The Thwomp Traps!

Trigger the Thwomp and run through as it's going back up.

Mario Knows Diddy!

If you turn your back on Boo Diddy, he'll chase you, but if you face him he'll stay put.

Sticky Ceiling Spikes

Take the high road or the low one, it's up to you; just watch out for Boo Diddy.

Best Another BOOM-BOOM

Another BOOM-BOOM waits for you here. It's pretty similar to the last one—so stamp him quick and you won't have any problems.

SECRETS OF THE WARP WHISTLES

The Whistles let you travel to any world you want to visit. Once you have found a Whistle, use it when you're on the Map Screen, and you'll be transported to World 9, the Warp Zone. Use this chart to plan your trip.
Riches Of The Pyramids

The pyramids of the Mushroom Pharaoths loom ahead. Although filled with coins, they are daunting obstacles.

Get These Power-Ups!

Once again, use a Koopa to get the items in these blocks if you’re not Super.

Capture The Koopa Troopa!

Don’t kick this character after you stamp him, but pick him up and take him with you. You’ll need him later, trust us...!

Ride The Whirlwind To Danger!

Run towards the right with your captured Koopa, and when you get to the tornado, jump directly into its center. If you time your jump correctly, it will carry you a long way. When you land, the sun will try to set on your head. Let him have it with the Koopa!

Evil Elements!

Natural forces will work to halt Mario’s progress through this world—a sinister sun and terrible tornado.

WORLD2-3

Neat Stuff In The Sky!

Don’t pass up the Switch Block in the sky. Drop straight down after you hit it for a big load of coins and a 1-up!

An Imposing Obstacle

To clear the blocks away from the exit pipe, stamp one of the Koopas twice and get out of the way!

Mario Has Limited Carrying Capabilities

You can collect up to 28 items from the Hammer Bros. and Toad’s House. If you get a 29th, it will erase the last one in the box. So make timely use of your items!

WORLD2-4

Take The High Road For a Big Load!

You have your choice of ways to go here, but we definitely recommend the upper path, because it’s guarded by fewer enemies and offers chances at many more coins!

Get The Power-Up In The Floating Block!

Grab a Koopa, get on the ground to the left of the floating block and throw it to get the item!

Take Mario To A Higher Ground!

As a Raccoon, fly up to the upper left corner, breaking bricks as you go.

Coin Heaven—Without Clouds!

Not only are many coins to be had here, but two Switch Blocks can turn all the blocks into extra coins!

Quick Collection!

Get a running start and fly. Underneath this platform, a veritable shower of wealth will fill Mario’s pockets!

Clean Up The Place With a Switch Block!

Don’t break these blocks, but find the Switch Block and turn them into coins.

Boomerang Brother Ambush!

Wait until the Boomerang Brother throws two boomerangs, then rush him.

Start
Climb A Vine To A Secret Room
Just like in the original Super Mario Bros., some blocks have vines inside of them. The vine in this world leads to a path of clouds that will take Mario to a sky pipe and to a bonus coin room.

The Case Of The Helpful Koopa
Yet again, a Koopa Troopa can unwittingly help Mario retrieve a Power-Up item by clearing away the blocks from around the Wood Block it's hidden in.

Poor Chain Chomps...
Talk about getting no respect! Because of their chain, these Chain Chomps can't get at Mario—or can they? If you stand there and watch one for 160 timer seconds, his chain will break and he'll have one chance to get you.

Raid The Lost Pyramid Of Mushroomkhamen
Walls seal off portions of the pyramid. You must either use Buzzy Beetle to break these down, or your Racoon Tail. Since you can reset the 7 Blocks near the entrance door, you should be able to fully Power-Up.

Use A Hidden Block To Enter The Secret Room
Make the invisible block appear and use it to enter the pipe inside. There's a chance to get a lot of coins, and a 1-Up that's hidden off the top of the screen, fifth block from the right.

Buzzy's On The Ceiling!
That tricky booby, Buzzy, has a new tactic to ambush Mario. He'll fall off the ceiling when you get close. Be ready to jump over him as he spins toward you.

Beyond The Sand Dunes
In a later world, a letter from the Princess will tell you that bandits have taken a Whistle beyond the Sand Dunes. Well, to get beyond the dunes and bring those bandits to justice, you'll need to get the Hammer from the wandering Hammer Bros. Break the rock in the upper right hand corner of the Map to reveal the path.

Special Turtle Techniques
- Release a Koopa as you hold it over a pipe or block, and it won't return if you fall back.
- Release a turtle one block away from a pipe or wall, and it won't hit you as it bounces back.
- Holding a turtle in front of you as you run will protect you from a frontal attack.

Increase Your Chances Of Collecting 5-Up!
You get 5-Up for three Star Cards. To collect a Star Card at the end of every world, run towards the goal while holding down the B Button, and jump at the card at a 45 degree angle.
Mean old Morton has turned the King of the Koopahari Desert into a spider. Being one of the older Koopalings, Morton's ship is more advanced than Larry's, and more dangerous! There are a couple of places to use extra caution.

"Grrr... Mario, I ain't feelin' too good today. My hair looks terrible and I can't be bothered with you. So come over here where I can blast you with dis here wand. (We'll just see if you can stomp me on the head three times. I may be slower than little Larry, but I'm faster on the draw.)"

Morton Koopa Jr. is a Real Grouch!

Morton's Show Is Cancelled!
Mario has done it again and the King of the Koopahari is back to his handsome self. The Princess has also left Jugem's Cloud behind for Mario to use, a magical item that lets him skip an action scene.

Taking Off On A Short Runway
By running back and forth while holding down the B Button, you can get up the speed to lift off in a smaller area than you normally need. Start flying as soon as you hear the whistle.
World Data Box

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White Mushroom House: 3-8:44 coins
Ocean Side Is One Tough World!
The critters in the sea are mean, lean, and hungry! Since water is the primary element in this world, we recommend the Frog Suit or Firepower as the choice of gear.

**A Power-Up In The Deep**
Go straight down at the beginning of the world to find a Power-Up. You should always collect Power-Ups, because they’re worth 1,000 points.

**Dropping Donut Lifts**
Donut Lifts flicker and fall if you stand on them for a few seconds. Look out below!

**Get Three Starmen In A Row**
If you get the first Starman and then hit the two indicated ??? Blocks while you’re invincibility, there will be Starman instead of coins inside! It’s a tricky maneuver, but worth the effort for triple invincibility!

**A Switch Block Makes A 1-Up Accessible**
Hit the Switch Block and while its magic is in effect, it’s easy to get the 1-Up in this invisible block.

**Peako The Koopa To Hit The Switch Block**
Once you hit the Switch Block, you can collect some extra coins, and try for the Power-Up in the Koopa Block. But keep an eye on Peako The Koopa!

**Another Helpful Switch Block**
Use an Ice Block to make the Switch Block appear; activate it, and the coins will turn into a bridge to the goal. Boogie across the bridge (heading the B button as you run) and Peako The Koopa won’t be able to catch you.

**Ride The Current**
A current boost will carry you past this Block without high speeds. Go for the goal!

**Get The Top For A Power-Up**
By jumping at the water’s surface, you can get on top of this island. Once there, you’ll find a Power-Up.

**A Tricky 1-Up To Collect**
The 1-Up in this block will drop into the pit below if you’re not careful.

**Charging Cheep-Cheeps!**
Those pesky flying fish, the Cheep-Cheeps, are back and more bothersome than ever! It’s best to use Firepower to try them, but you can also stomp them.

**Boss Bass—He’s Big, He’s Bad And He’s Hungry!**
We think you’ll dislike Boss Bass. He can swallow you whole even if you’re fully powered-up! Plus, the land in this world rises and sinks, putting you right within his reach!
**World 3-4**

**Automatic Unlimited Lives Equals A 1-Up Factory!**

Most methods for getting unlimited 1-Ups involve skill and practice. In this world, the technique works automatically.

---

**World 3-5**

**Four 1-Ups For Frog Mario!**

By now, you know that the Frog Suit makes it much easier to swim in the water worlds. Also, certain underwater pipes can be entered only if you're wearing the Frog Suit. The secret rooms you reach usually have valuable things inside, like 1-Ups.
**WORLD8-5**

**Donut Lift Danger!**
- Don't Just Stand There, Jump!
  - Wait until the last second to jump onto these Donut Lifts, and move along quickly.
- Use A Koopa To Collect Coins
  - Kick the first Koopa you meet so it goes right and lift score 15 coins for you.

**WORLD8-6**

**Collect A 1-Up And Some Coins**
- Make the Switch Block appear with an Ice Block on top, then cause the 1-Up to appear and fall right.
  - Be ready to catch it when it falls through the coins after you activate the Switch Block.

**WORLD8-7**

**Spike's Place**
A spacious stage with big, grassy blocks, this area is the home of a new enemy, Spike. It also features a Cloud World and a way to finish off the stage in Coin Heaven.

**A Switch Block In The Sky**
- If you already have the 1-Up, don't bother going towards the left, but head right to the smaller cloud island and get the Magic Note Block.

**Go To Coin Heaven Again!**
- Make the Magic Note Block appear and launch yourself to Coin Heaven. You'll get bonus coins, a free Jugem's Cloud and finish off the stage there! Next!

**Bouncing Wood Blocks**
You can use the bouncing Wood Block here to attack the enemies when they're next to the block. One contains a Power-Up item, also.

**WORLD9**

**Flooded Fortress**
This water-filled fortress is the home of another new enemy, Stretch, a ghost who hides under the floor, ready to ooze out and scare you. He can't be defeated, so you have to sneak by him with care.

**Your Only Power-Up Item**
- Grab it, especially if you're only Super. Firepower will help you take out the Cheep-Cheep here.

**Heeeeeeereeeeee's Stretch!**
We recommend the indicated path if you're Super, but if you're Small, you can take any way you want.

**BOOM-BOOM Is Frighty**
A flying BOOM-BOOM controls this Fortress and there are floating blocks that will get in your way if you try normal tactics. Fight him in the center of the room.
**Tidal Terror!**

This is one of the toughest stages in the game. Boss Bass is back, the tides go deeper and leave you nothing to stand on, and the islands are smaller. You have to get to the safety vines fast!

---

**Tricks And Strange Phenomenon**

There are a couple of neat tricks you can try in this world, but be warned; they are somewhat difficult to pull off!

---

**How To Make Mario Invisible (That's Right, Invisible!)**

Clear the way to the first pipe leading to the aquatic portion of this stage. Kneel on the white block until you drop into the background; then make a run for the pipe. If you're still in the background when you go down, when you come out, you'll be invisible!

---

**How To Turn A Wandering Hammer Brother Into A Treasure Ship**

Collect a number of coins that is a multiple of 11. Make the tens digit in your score (the second number from the right) match the multiple of 11. Stop the timer at the end of the stage on an even number. One possible combination would be: 11 coins, score 9,310, timer 104. This works only in Worlds 1, 3, 5 and 6.
You can jump over some of the walls in this warship, even though the gap you go through is off the top of the screen. This can save you a lot of time and effort.

Another 1-Up Opportunity
Jump on the three Rockys and Bullet Bill without touching the Airship’s deck 10 times and you can score two 1-Ups.

Use Your Momentum
If you jump on top of an enemy or cannon ball and hold down the A Button, your momentum will give you an extra boost of height to your leap.

A Kooky Mode Of Transportation
Jump repeatedly on the Bolt Lift and it will take you across the gap. In this case though, it might be easier to take the low road and just avoid the flame jets.

“Hey Mario! Try some of my candy rings, I think you’ll be surprised how they taste! (I hope Mario falls for this trick... He doesn’t know that these sweets are deadly—yet!)”

Onward To The Land Of The Giants
The Island World was tough, but Mario made it through and returned the king to normal. Off on the horizon, Mario can see the Giant World coming up—it looks pretty overwhelming!

To completely explore the large Island World, Mario must get a Hammer from a wandering Hammer Brother and use it to open the path to the Canoe. He can then sail to islands with Mushroom Houses and Bonus Games on them.
World Data Box

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White Mushroom House: 4-2:22 coins
**WORLD4-1**

It's The Land Of The Giants!!!

Everything in this world is larger than life! Giant Koopas and Goombas are common. Although these characters look fearsome, they can be kicked and carried like their smaller relatives.

A Double 1-Up Bonus Stage!

Big Bertha is back, guarding two 1-Ups in this secret area. Make the 1-Ups appear one at a time, because two can't be on the screen simultaneously.

Even Giant Koopas Duck When Mario's Around

Yes, they're big, but they're still the same brainless Koopas we know and love. Even when he's Small, Mario can take them on easily!

Different Timing Is Necessary

Even if you stand right next to the pipe, Giant Piranha Plants will still go in and out. So, make a dash over this pipe when the Piranha Plant is going down.

Clear Away A Runway

Grab the Koopa Paratroopa and ditch him in the pipe, as described earlier. Next, clear away all the blocks and fly into the upper waterfall. Then you can make it to the Bonus Stage.

Unexpected 1-Ups For Raccoon Mario

Use the repeated stamping method on these Koopas to get 1-Ups. It's very tricky to do!

**WORLD4-2**

Oh No! A Giant Size Water World!

The land rises and sinks here, but fortunately, Boss Boos isn't around. There are lots of Cheep-Cheeps to give you a headache though, mainly towards the end of the stage.

Use an Ice Block To Knock It Out!

Hit the big Ice Block with an Ice Block to get the Power-Up.

Get 22 Coins And The White House Will Appear!

Act fast to collect coins after you hit the Switch Block. If you get Starman, it will be easier to collect all 22.

**WORLD4-3**

Say Hi To The Sledge Brothers!

These tubby turtles are relatives of the Hammer Bros. They attack by throwing sledge hammers, and are so heavy that when they jump and land, a small earthquake occurs.

Fly Up And Get Some Coins

Wait until Spiny has dropped off the ceiling, stamp Buzzy, and your runaway will be clear. Fly to the ceiling for some bonus coins.

Get 22 Coins And The White House Will Appear!

Act fast to collect coins after you hit the Switch Block. If you get Starman, it will be easier to collect all 22.

**WORLD4-4**

Stay Close And They Won't Hurt You, Right?

Usually, if you're right next to Bullet Bill or a pipe with a Piranha Plant inside, you can't be hurt by them. But in the Giant World, it doesn't always work that way. Giant Piranha Plants won't notice you and still go in and out.

Hit The 1-Up

Once the 1-Up appears, it will go right. You should follow and collect it, but don't be too eager—Spiny's on the ceiling waiting to get the drop on you!

Bouncing Blocks To Buffet You!

There isn't anything in these bouncing Wood Blocks, so just jump over and past them.

**WORLD4-5**

Getting Past The Big Guys

If you have Starman in your inventory, you might want to use it now. Sometimes, you can run underneath the brothers as they jump.
**Another Tricky Fortress**

The Fortresses in SMB3 contain some of the trickiest areas in the game. They often give you a choice of paths to take, each with its own dangers. It's up to you to choose which way you like best, since both are dangerous.

- **Hot Foot**
  Turn your back on Hot Foot, the living candle flame, and it will chase you, just like Boo Diddy.

- **Horizontal Thwomp Traps**
  This Fortress seems to have Thwomp Traps placed whenever there is space for them. If you don't like those traps, take the alternate route.

- **Dry Bones Galore**
  A trio of mumified turtles and a ghost make this way dangerous. Take the center pipe to get here.

- **Invisible Blocks Are The Only Way Out!**
  Be sure to face the ghost as you make these blocks appear. And remember, those Dry Bones will come back to life.

- **BOOM-BOOM's Back To Normal**
  Well, at least he isn't flying. But there is a rather awkward ledge in the room that restricts your freedom to jump.

**Lakitu's Anti-Submarine Campaign**

Lakitu has always had a grudge against Mario. He can't even let Mario take a swim without dropping those blasted Spinys on him.

**Beat The Current To A Secret Room Full Of Coins!**

If you start on the ledge where the Power-Up is and drift down and left from there, you can make it to this pipe without a Frog Suit.

**Lakitu's Waiting For You**

When you exit the bonus stage, Lakitu will be waiting for you. Don't let the current thrust you into a Spiny!

**To The Goal**

**Think Small!**

Statue Mario can fit through small gaps.

**World 4-5**

You have to like the Tanooki Suit. Not only is it cool looking, it gives Mario the power to turn into a Statue.

**Employ A Koopa**

It's a tricky move, but you can grab the giant Koopa and use it to get this Power-Up item.

**Guided Missile Bill**

Flash a Bullet Bill to hit the Koopa and to boost yourself onto the vine.

**Climb A Vine To A Nifty Bonus Stage**

Jump on top of the Bullet Bill to hit the vine and to boost yourself onto the vine.

**A Tanooki Suit For You!**

When you enter the secret room, get the Tanooki Suit first. Then hit the Switch Block and quickly exit the room the same way you entered. Follow the trail of coins on your way down.
Cut The Giants Down To Size

Here's a stage where you can change the size of the giant enemies. Two magic doors accomplish this feat, and also make different items come out of the Blocks. In effect, this stage contains a giant side and a regular side.

Giant Side 1-Up
On the giant side of the stage, there will be a 1-Up in this block.

Regular Side Sky 1-Up
Fly on the regular side, and you'll find a 1-Up in the sky.

Magic Doors!
These doors not only change the size of enemies, but they also reset the items once they've been collected, making repeated collection possible. Powerful magic is at work here!

Regular Side 1-Up
On the regular side, there will be a 1-Up here in an invisible block. Be careful not to let this Koopa corner you!

Fortress Of The Hidden Quarter
A Switch Block will open the way to a Hidden Quarter of the Fortress, which gives you a chance to gain some extra coins and, of course, 1-Ups; plus some extra practice with pipe maze tactics!

Defeat Dry Bones First!
You'll have to act fast on these Donut Lifts. Stomp Dry Bones, collect the item and hit the road! Try not to panic!

Use The B Button Dash Here
Hasten on the upper donut lifts for just a moment and Dry Bones will fall into the lava. Be careful not to hesitate too long! When the coast is clear, hold down the B Button and run and jump to the upper platform.

Reveal A Hidden Door!
When you hit the Switch Block the door to the Hidden Quarter will be framed by silver coins. Stand in the door and press Up to enter. The Hidden Quarter is the long way to BOOM-BOOM, but it gives you a chance for four 1-Ups and some coins.

BOOM-BOOM's Back!
Get in position just to the right of the center floating block to take on BOOM-BOOM. Act fast, as usual.

Use Hidden Blocks To Make Your Way To The 1-Up
You'll catch a glimpse of the 1-Up Block as you fall. Make invisible blocks appear to form a stairway up to it. You'll have to jump up off the screen to reach this 1-Up.

Go Up Through The Maze Of Pipes
Carefully observe the way these pipes function. You'll encounter similar pipe mazes and Directional Lifts in later stages, especially in World 7.

Directional Lifts!
Every time you jump while riding on this lift, it will change direction. You need to plan which way you go carefully: if you hit your head on a wall while you're standing on it, the lift will disappear. You can jump off the lift, hit something, and get back on, and it won't fade away.

More Bonus Coins For Raccoon Mario!
Fly up to the upper left corner of this room and you'll end up in another area where you can get 30 extra coins!

Arrow Lifts
These lifts will move in one direction, whichever way the arrow is pointing. They also disappear if you hit your head on something while standing on them. All Directional Lifts will also fade after a short time.
Iggy's Airship Is A Real Hot Rod!
Unlike the other Koopaling's Airships, Iggy's ship has no cannons or Bullet Bills, only thrusters, but it can be tricky!

Take The Bolt Lift Across
If you're confident in your jumping skills, you might want to take the Bolt Lift across. The upper path is safer than the lower.

Work Fast To Get The Power-Up!
It's kind of tough to get this Power-Up if you take the lower path through the Airship. Make sure it falls to the right or you won't be able to collect it.

Don't Get Burned!
It's easy to avoid the flames here by kneeling on the step. The two upper rocket tiles are hard to get through, but there's a second Power-Up item in case you get hit.

Patience Pays
Wait until these thrusters fire before you jump over them. If you don't watch your timing, you might get scorched!

Iggy Koopa Is A Push-Over
"So what if I'm not as tough as my brothers and sister! I can still get you! C'mon, Mario (I think I'll try to get him with my speed and a double blast from my wand... yeah, that's the ticket!)."

Iggy Is Generous
This is the only Airship with two Power-Ups. Two Power-Ups, no cannons... what was the Koopa engineer thinking when he designed this Airship?

Get A Different Thank You From The King!
Try finishing the Airship wearing one of the special Suits. It's difficult to do, but you'll get a new message from the King.

Aloha To Big Island
Another grateful King bids Mario goodbye. Mario's next challenge will take him into the clouds in Sky World. The Princess, thoughtful friend that she is, left a P-Wing behind for Mario to use. And he'll need it in the Sky!

Tanooki Mario

Frog Mario

Hammer Mario
World 5 - 1

Chain Chomp Arch and Four-Up Island!

Once again, Raccoon or Tanooki Mario are the preferred Suits. If you can fly to the Sky Pipe, you'll go to the island in the center of the arch and get four 1-Ups!

World 5 - 2

Choices, Choices...

This world gives you a choice of paths to take, but you'll have to move quickly to take the easier one. If you're Raccoon Mario, use your tail slow your descent and take the upper path. If you're not, you can still make it up there but it's more difficult!

Let's Go Up!

As soon as you start falling, flip your tail to slow your fall. Try to land on one of these blocks so you can make your way upwards. Be careful when you jump, one false move and you'll be taking the long way out of here!

World 5 Sky World

Get A Star And Wipe Out The Chain Chomp

Make your way up to the very top of the arch. Get the Starman and you'll find there and head left. If you're still invincible, another Starman will be in the B Block you passed on your way up.

Fly To The Sky Pipe!

Once Chainy is out of the way, you can make it up here. Inside the secret room, you'll be faced with a choice of two ways to go. Fly kneeling and jumping, you can make it into the narrow upper passage, which leads to a Music Box and the end of the stage. The lower path leads to Four-Up Island, a much preferable itinerary.

Four-Up Island

You must get the four 1-Ups in the blocks here one at a time since you can't have two on the screen at once. You've got time, so be patient.

Hit The Switch Block And Escape

Fly up as Raccoon Mario, hit the Switch Block and two giant '3s' made of 38 silver coins each will appear under the arch. Awesome! Collect these and then fly up and break the blocks with your head to escape the arch.

Buster Beetle

Buzzy's cousin Buster likes to play catch! He'll toss ice Blocks at you! Throw some back at him. Boy, he can dish it out, but he can't take it.

Don't Wait Until The Spring Thaw...

Pick up an Ice Block and use it to water the festering Piranha Plants!

A 1-Up Reward!

For those of you who make it to the upper route, you can enter this pipe for three 1-Ups in a bonus stage!
Kuribo’s Shoe?! Just Do It!

Another of the coolest items in SMB3 is Kuribo’s Shoe, which is, unfortunately, found only in this stage. Try it on for incredible stomping power!

One Size Fits All!
Mario can wear Kuribo’s Shoe no matter what size he is. He can even use it on top of pipes!

Another Bonus For Raccoon Mario!
To get to this pipe, first clear away all the bricks. Get on the left side of Thwomp and get a running start at the edge (duck when the Roto Disc comes by). Fly straight up to the pipe!

Double Trouble!
A Roto Disc and Pododoo make perfect timing of your jump a must here. You can do it!

This Tower connects the Ground With The Sky
This Tower to the clouds leads Mario to the second half of the Sky World. Now’s the time to be Raccoon Mario!

Tail Attack—Ten Coin Blocks
These three blocks each contain ten coins. Hit them with your ball to collect! The fourth block has coins too, but it’s more difficult to get to!

Break The Micro-Gooma
Once this leaping menace is out of your hair, collect the 1-Up here!

P-Wing Secret Thing
If you want to use a P-Wing on this stage, you can find a 1-Up by flying up and over this portion of the Tower.

Claiming Kuribo’s Shoe
Hit the Goomba that is wearing Kuribo’s Shoe from underneath, and he’ll knock his socks off (literally)! Then go around and put on the shoe! Have you ever wanted to stomp Sprites? Well now you can!

An Arrow Of Coins Shows The Way
The three 1-Ups in this room are located in invisible blocks above where the coin arrow is pointing. You need to fly to get them.

Thwomp Strategy
You need to jump quickly to make it through before this Thwomp squashes you!
**World 5 - 4**

Clear Skies Ahead For Raccoon Mario!
Try to be Raccoon Mario in this world, because the path through the sky is safer, easier and has bonus coins!

**World 5 - 5**

Dreadful Donut Lifts
If you can collect 28 or more coins here, you can get the White Mushroom House to appear.

**World 5 - 6**

Para-Beetles Love To Fly - And It Shows!
These flying Para-Beetle pests will give you a lift if you jump on their backs.

**World 5 - 7**

Endless Invincibility!
You can become invincible for an extended period of time in this world. If that's not enough for you thrill seekers, there are some other surprises.
The Podoboo's you've encountered in the past have all bubbled out of lava lakes. In this world, they also drop off the ceiling!

**Give Starman Direction**
You'll want to make Starman go right here, so hit the bottom left side of the block.

**Take A Break And Power-Up**
Leave Boo Diddy in the dust and you'll be able to rest here and collect a Power-Up.

**A Tight Squeeze For Mario**
You can wedge yourself between the exit pipe and the end of the stage. We don't recommend it though, because it can be fatal for you if you're small.

---

**Look Out! It's Lakitu!**
Even if you're Raccoon Mario, you won't have enough room to fly in this world. The key to getting through here alive is holding down the B Button and dashing past Lakitu!

**Bring It On, Lakitu...**
If you focus on running to the right, you should only get hit once in this world.

---

**Imperative Power-Up**
You must collect this item, because you're almost certain to take a hit in this world. Unlike other worlds, you can't afford to pass it up.

**Get Bonus Points And A 1-Up At The Goal In Worlds Starring Lakitu**
When Lakitu follows you to the end of a world, wait until he has thrown four Spiny's. Then, quickly tag the card at the goal and you'll score points and a 1-Up.

---

**Diagonally Scrolling Danger!**
This is another of the most challenging worlds in SMB 3. You must be in complete control of Mario to master the moving lifts here!

**The Jump From Eight To Nine Is Tricky**
To a certain extent, you can "tweak" Mario's jumping trajectory. This is a case where you will need to curve your jump around the edge of the upper platform in mid-air. Try to follow these tips.

**Self-Destructing Fire Chomp**
Stand on the platform as shown and this Fire Chomp will run into your feet. Don't just stand there and watch it fall though. Jump to the next platform, you're home free!

**Deflate The First Fire Chomp**
Deflate the flying Fire Chomp as soon as you can by stomping on him. Use the momentum of your stomp to take you to the next higher platform.

---

A 1-Up On The Way Down
It's possible to go back to the Earth side of the Sky World, and on the way, you can collect a 1-Up. You'll have to go through the Tower again to get back into the clouds.
Run "The Gauntlet"—
Roy Koopa's Airship

Roy's Airship more than meets the standards for Koopaling design with lots of cannons and Bullet Bills!

Watch Out For The Rocket Engine!
Wait until this infernal contraption has fired, then jump over it. Be sure to get the Power-Up.

Use A Cannon Ball For A Boost
Try to get on top of "The Gauntlet" by jumping on cannon balls and Bullet Bills.

The Lead Is Flying Fast And Furious
With all these projectiles in the air, you'll be hard pressed to find a safe spot. At this point, don't advance too far, but stay on the left side of the screen.

The Gauntlet
If you didn't get on top, you'll have to run through here. Cannon balls will fire at you from all directions, and it's difficult to avoid them. In this case the right side of the screen is a better place to be.

Roy's A Big Boy!
"When I hit the deck, my entire Airship shakes. Little twerps like you, Mario, won't even be able to move. (Heh! Heh! I don't think Mario will be able to time his jumps so he's in the air when I land. So it's time to squash him!!)"

A Chilly Challenge Lies Ahead
No more troubled skies, Mario is on to the arctic Ice World. Entire armies of Koopas and Munchers have been frozen by the sub-zero temperatures there, and every surface is coated with ice.

Greetings,
Be careful! In the Investigators' Trap! Help the Koopas and Munchers to protect themselves.

Mario's Grey In The Face
If you time it right, you can turn Tanooki Mario grey but not into a Statue. Press B as you go down a pipe.

Press Toadstool.
World Data Box

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White Mushroom House: 6–7 coins
This Winter Wonderland is Slippery!

All surfaces in this place are extremely slick and there's no way you can come to a complete stop quickly. Be careful you don't slide right into the enemy!

Become Fiery If Possible

The enemies in the Ice World are especially vulnerable to firepower.

Ptoole Plants

When Ptoole spills the spiked ball in the air, jump over him. You can also easily defeat it with firepower or a tail attack.

How To Collect The Loot

Slide through the gaps in the upper passage, activate the Switch Block and quickly get down to the coins. It takes lots of practice!

No Gain, But No Pain

Use a Starman when you begin this stage and you can whiz to this block, which will contain a Starman if you hit it while you're invisible.

Walking On Air!

The path you climb to the goal in this world is made up of clouds and floating blocks of ice.

Don't Get Smashed!

At this point, the screen will scroll upwards, and you'll be forced to jump from cloud to cloud to make it over this wall.

Another Tough 1-Up

Make the 1-Up appear and then get onto the smaller lower platform to catch it.

Take A Vine To A Secret Room!

The Secret Room in this world not only gives you a free Tanooki Suit, but 30 coins and a free ride to the goal.

Dash Across Small Gaps

Hold down B and run over these holes, but beware of the Koopas.

Use A Koopa Again To Make The Vine Grow!

In the secret room, fly up to the upper left corner to reveal a coin cache. Build up your P-Meter in the room, then leave and fly to the goal.

Your Friend, The Koopa?

Stand one block away from the 6 Block and release the Koopa to get the Power-Up.

Get Off This Loony Lift

Stand here until the Roto Disc goes down and right. Jump into the pit and veer right as you fall.

And It's Another 1-Up!

You can safely wait next to the Roto Disc column until the coast is clear, then get the running start you need to obtain the 1-Up.

Invincibility Has Its Privileges

Although it's extremely difficult, it's possible to grab this Starman and make it to BOOM BOOM while you're invisible. He's no match for you then!

A Reset Door

Going in and out of this door will reset the Power-Up item in the nearby 6 Block. Fully Power-Up to Racoon Mario and get the 1-Up.

Ice Fortress

This Fortress contains a door that will let you reset Blocks for repeated item collection.
WORLD 6-4

Find The Note Block To A Secret Room

This world is only moderately tricky to get through compared to the preceding ones. But it does have some extra secrets you can reveal that will tax your skill.

It Takes A Steady Hand
Make a small jump onto the block underneath the Block. Hit the block so the 1-Up Mushroom goes left and make another small jump left to collect it.

Reveal A Magic Note Block
Jump on the lift to start it moving, then get onto the big block of ice. When the lift comes out from under the block, leap onto it and make the Magic Note Block appear. Ride up to Coin Heaven!

Use The Switch Block To Clear A Runway
Hit the Switch Block and then run right. Press Down for a second to duck through the gap. You can gain enough speed to fly here, but watch for Fire Chomp.

WORLD 6-5

A Hidden Exit
The passage to the goal in this stage is located in an unexpected place. You can only clear this level if you are Raccoon Mario, and even then, it's a tough task.

Buster's Back
Buster Beetle is back, throwing Ice Blocks around again. He's particularly aggravating in this stage.

Fly For A 1-Up
You may want to take the time to get this 1-Up. The way to the exit is tricky, and you may run out of time before you make it.

Go For The Goal!
The White Piranhas can only be disposed of with a Koopa, so you must capture one and fly up with it. Clear away all the blocks below the entrance for a runway. Defeat all the nearby Beetles before you try to capture the Koopa.

Plenty Of Power-Up Chances
You can go in and out of the room as many times as you want, and each time the Power-Up item will be there to collect again!

WORLD 6-6

Subterranean Lake
Firepower will serve you well in this world, since there are plenty of Cheep-Cheeps and Piranha Plants about.

Get Starman—Quick!
Cheep-Cheeps will jump out of these small pools of water. Get Starman to protect you and B Button run through here!

Dead-End 1-Up
A 1-Up is hidden in an invisible block in this watery dead-end!

School Of Cheep-Cheep
These guys aren't here to learn—they're waiting for Mario! You should have firepower to deal with them, or not, swim with care!

Get The Jump On Spike
Wait until Spike is next to the wall before you drop on top of him.
High Altitude Anxiety On Donut Lifts
You're in for some frantic jumping in this high pressure world. Most of the time, your only perch is a temporary one—because most solid surfaces here are Donut Lifts. Collect 78 coins in this world to make the White Mushroom house appear.

Thwomp #1
It's pretty easy to get past him if you take your time. As you already know, though, time is a luxury in SM64. Ask Boo Diddy!

Thwomp #3
Be sure to spring this one before you go through here. Otherwise, it will smash you on the way down.

Thwomp #4
Trigger the Thwomp, and while it is resetting, make a run for it. To get under the low gap, press Down as you run.

Thwomp #5
Here's a tough one. Set off the trap, then jump up, but don't go too far; Duo-Roto-Discs are waiting if you're too eager. Plus Boo Diddy is here!

Final Thwomp
B Button run and jump over this one. It's easy if you know he's there; that's the beauty of video maps!

BOOM-BOOM's Cold
It must be because of the cold, but the BOOM-BOOM here doesn't jump much. He stays on the floor and moves back and forth, so you can almost get him by just jumping straight up and down on him. Don't get trapped under the ice ledge in the right corner.

Rough And Tumble Tundra
Use a P-Wing here to collect 88 coins and perform a neat trick!

Wipe Out The Walking Piranhas!
Capture the Koopa here and kick him so he goes right. Run after him, holding the B Button, and he'll wipe out the White Piranhas!

Use The Ice Blocks
Use an Ice Block here to knock out all the Walking Piranhas on this little hill.

Oh Boy! 88 Coins!
Activate the Switch Block and fly up quickly, because these blocks will be turned into coins. You can get all of them if you have a P-Wing.

Mole Mario?
There is a tunnel under the entire world that you can fly through with the P-Wing. The entrance is right here. It's not especially useful, but it's a fun trick!
**WORLD 6.9**

**P-Wing Or Frog Suit Bounty!**

Either the P-Wing or the Frog Suit will give you a bonus in this world.

**Way To Go Frog Mario!**

You can only enter this pipe if you're wearing the Frog Suit. Inside, you'll find 36 coins and three 1-Ups.

**WORLD 6.10**

**Bowser's Frozen Followers**

It looks like some of Bowser's Munchers and the treasure they were guarding were frozen in a sudden cold snap— isn't that too bad . . .

**WORLD 6.10**

**Find The Vine Block**

Get rid of Buzzy Beetle to the right, then hit the Vine Block with an Ice Block. Climb up, hit the Switch Block, and collect the loot!

**WORLD 6.10**

**Fiery Mario Can Get A Hammer Bros. Suit!**

Hit the Switch Block and head right. At this pipe, melt the Ice and the Munchers will turn into coins. Collect and go down the pipe inside a Hammer Bros. Suit.

**WORLD 6.9**

**World Six-Third Fortress!**

The Ice World is well fortified indeed! There are three Fortresses, and this one is the worst! All the enemies here, Roto Discs, Stretch and Thwomp are invincible!
Lemmy’s Ship has a couple of places where it appears that Bolt Lifts are the only way to go, but in both instances you can make it by holding down the B Button when you jump. It can be tricky.

**A Daring B Button Dash!**
Although it looks like you might not be able to make it without using the Bolt Lifts, this is actually an easy jump to make without using them.

**Be Patient**
It’s safe to stand between the fire jets here. You need to take your time though, if you just run through, you’ll get burned.

**Ignore The Bolt Lift**
You can easily make this jump without using the Bolt Lift.

**Score A Power-Up**
If you take the higher path through the ship, this is easy to collect. You’ll have to act more quickly to get it from the lower route.

**Hurry On Through**
Immediately after the flame fires, run and jump through here. It’s tough to make it without getting singed.

**Clown Around With Lemmy Koopa**
“Welcome to Lemmy’s Magical Circus, Mario!! Would you like to have some fun with these magical balls? See if you can balance yourself on top of them like I can. Ha Ha Ha!”

**It’s Onward To Warmer Climates!**
The troublesome Ice Country behind him, Mario can look forward to the more temperate Tube City ahead. Unfortunately, Piranha Plants like warmer temperatures too, and it looks like the Tube City is overgrown with these nasty plants!

**The Might Of Mario’s Hammer!**
When Mario kneels while wearing the Hammer Bros. Suit, he is invulnerable to Piranha Plant fire. Plus, his Hammers can defeat foes like Boo Diddly and Thwomp!
Welcome To Tube City!
A couple of the stages in Tube City scroll upwards and involve difficult climbs through a maze of pipes.

Get A Boost From A Koopa
Jump straight up off the back of this Piranooka and you'll reveal a 1-Up!

Now Departing To The Coin Room
Kick the Koopa on this pipe so he falls down the narrow gap. You can then use this area as a runway to fly up to the coin room as Racoon or Tanooki Mario.

Follow That 1-Up!
Once you make this 1-Up appear, it will probably fall right. Follow it and you should land on a pipe and not lose any height. Continue climbing!

Collect A Power-Up
Stomp the Koopa, pick him up and get on top of the left 8 Block. Kick him so he goes between the blocks and he'll hit the block you're standing on!

Nab A 1-Up
"Bend" your jump around the three 8 Blocks and you'll be able to get this 1-Up!

Eager Eaters!
You'll have to get into this pipe quick, because the Piranha will only stay in its pipe for a second. You might want to take them out with a tail attack or fireball first.

Pipes in this desert join upper and lower areas. Piranha Plants infest the upper; the lower is loaded with Power-Ups and coins! Only Frog Mario can collect more than 46 coins and get a White Mushroom House to appear.

Is This A Trap?
Don't panic when the Note Blocks send you in here with the Koopa. In order to make it over the gap between the pipes, you'll have to make all of the Note Blocks appear. Once you've done that, leave via the lower area and go across easily. Don't forget the 1-Up!

An Underground Power-Up
Firepower is probably the best weapon to have in this world. If you want to be Fiery, grab this out-of-the-way item.

Continuous Invincibility!
You can be invincible through this entire stage if you hurry! As we've seen before, some blocks will have Starman inside if you hit them while you're invincible; that's the case here.

Get The First Starman!
To start the process, get the first Starman and then use the B Button run to make it to the other 8 Blocks before your invincibility wears off. If you're not invincible when you hit them, they will contain only coins.

Skip The Switch Block
Don't stop for this Switch, but focus on staying invincible. If your invincibility wears off now, you'll have to face Lakitu!

Dash Over These Gaps!
By holding down the B Button as you run, you can make it over all of these pits, even the large one at the end.
**Wild Water World**

You’ve seen some troubled water stages on this adventure, but this is probably the most difficult one. It features an automatic scroll that will push you through a mine field of Jelecrtoos! Put on a Frog Suit—quick!

**Puzzling Pipe Maze**

To make it through this maze, you must make invisible blocks appear and create walkways over gaps that you can’t jump over. Some back-tracking is also required.

**Giant Piranha Plant**

The Piranha Plant on the Map Screen represents a mini-world which is infested by different types of Piranhas. Use a Starman from your inventory at the start of the stage.

**Jump Far, Jump Fast**

Cover as much ground as possible with each jump by holding B as you leap. If you leap towards a Muncher when it’s out of the pipe, when you land, it should be going back in.

**A Squid With Kids**

This Blooper will attack you with its babies just as you enter and exit the Jelecrtro mine field. Don’t panic, just swim precisely.

**Boogie On By Big Bertha**

It’s easiest to make it past Big Bertha when her back is turned.

**Lava Lotus**

Swim past the Lava Lotus as fast as you can, but be watchful for the Cheep-Cheeps in your path.

**Bring Along A Koopa**

Clear out the Bob-ombs in this stretch by using a Koopa from the room above.

**1-Up In Waiting!**

Make the 1-Up appear so it falls left. Go back down the pipe and up the next one to the left. The 1-Up will be waiting there for you.

**Bob-omb Dead End!**

If you go down to the right of this pipe, you’ll be trapped there by invisible blocks with a Bob-omb coming down the corridor. It’s tough to escape without being hit.

**Create A Bridge**

Make all the invisible blocks here appear, then use them as a bridge so you can proceed right.

**And Another!**

Although you can fly over the other gap as Raccoon Mario, the only way to get through here is to make the bridge appear and backtrack so you can go over it.

**Get Starman If You Can**

There’s a Starman in the first block here that will make this area less hazardous. If you miss him, don’t panic. You should know Note Blocks by now.

**A Big Reward**

Besides being able to advance to the Koopalings’ Airship, your only reward here is a Power-Up Mushroom.

**The Last Obstacle Before The King’s Castle!**

This Piranha Plant mini-world looks impressive, but it’s actually pretty easy. Try to make it past the first field of Munchers in one leap.
The only inhabitant of this Fortress is BOOM-BOOM. The Tube to his room is in the ceiling of the big deserted chamber with the checkerboard floor.

Switch Blocks Reveal Secret Doors
If you don't dive into the coins when the Switch Block is on, you'll see a door on the platform to the left. This door leads to a secret room!

Claim Your Tanooki Suit
Go down this pipe and you'll find another giant B Block which contains a Tanooki Suit!

Imagine an unbroken field of hundreds of indestructible Munchers, stretching farther than the eye can see. How would you cross such an obstacle? With Starman's help, of course!

Catch Starman At The Last Second
Hit a B Block with a Starman in it so Starman moves right. Follow Starman as he bounces along and just when you think your invincibility is about to wear off, gob him!

Power-Up To The Max!
You can get the Tanooki Suit as explained above, or you can repeatedly get the Power-Up in the room with the lava (reset it by entering and leaving the room). The map shows where the pipe to BOOM-BOOM is—once you can fly, get up there and take care of him!

It Will Fall Conveniently
Don't worry if you don't catch this Power-Up right away. It'll fall down where it can easily be collected.

Take A Shortcut
Before you hit your head on the pipe above you, jump up and around it. The Directional Lift you were on will continue upwards and you can remount and ride it to the halfway point of the world.

Charging Koopas!
Go left from the start to reach the stairs. When you're about halfway up, a pair of Koopas will charge! You know what to do! Jump over them or stomp and kick!

You'll Need Some Time Here
Hopefully you were able to get that last Starman close to this one, so you have time to get the Star here. You can waste precious seconds of invincibility negotiating the overhang here!
**Fire Flower Infestation!**
Since this world is overgrown by Piranha Plants and Fire Flowers, Fiery Mario is best equipped to handle it. His firepower can easily wilt these wicked weeds!

**Time Your Jump Carefully**
When both plants are fully extended here, make your jump!

**Toss These Blocks**
You can grab these ice blocks and toss them out of the way as you fall. Climb back up and jump off the edge again. This time enter the passage and collect bonus coins.

**An Invisible 1-Up**
Most players miss the 1-Up in the center of these coins. To collect it, duck and jump in the middle, under the space in between the coins.

**A Fork In The Path**
The bottom passage here leads to a 1-Up and some bonus coins, the upper leads to the end of the level. Don't go for the 1-Up unless you have plenty of time.

**Road To Nowhere**
Although it might be fun to run around outside the pipe maze, there isn't anything to be found and it just eats up precious seconds on the clock.

**Pardon Me, Ptoolie**
When the Ptoolie moves out of the way, go down the left hand pipe here to find a Hammer Brothers Suit!

**Fiery Walking Piranhas!**
These monstrous mutant fire-blowing Piranhas can't be defeated by hitting them from underneath. Use firepower or hammers to defeat them. Remember, Hammer Mario is impervious when he ducks!

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**A Different Type Of Pipe Maze**
Distinguished by its length, you'll really have to watch your timer on this one. Don't go after bonus items unless you have plenty of seconds. Among the items available here are 3 Fire Flowers and a 1-Up.

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**Nightmare Fortress**
This Fortress can be a real terror. There are lots of Piranha Plants, Thwomps, Boo Diddlys and Roto Disps. Precise jumping is essential. Wear a Hammer Brother Suit if possible.

**B Button Run And Jump**
From the starting position, begin running while holding the B Button when the Piranha Plant is fully extended. By the time you land on the pipe, it will have retracted.

**Get Your Friend, Starman**
It can be extremely helpful to collect Starman here. Just don't fall in the laws trying to do it, and watch out for Boo Diddy!

**Dupe Boo Diddy**
Draw Boo Diddy near by facing away from him, and when he gets close, jump over him.

**Piranha Plant Squeeze Play**
To get through this gap, jump when both Piranhas are fully extended. If you delay on the pipe, duck so the upper one won't get you!

**Just Run Through**
Use the B Button dash to run through here, but don't jump to the next pipe until Thwomp is resetting.

---

**Jump Up And Dive In**
To get to the end pipe, jump up and then curve around the overhang as you fall.
Baron Ludwig Von Koopa—The Second Meanest Koopa Around!

Ludwig von Koopa’s Airship is the Koopa fleet’s flagship. It doesn’t have any cannons, but it’s loaded with tricky jumps and Bolt Lifts, and manned by Ludwig’s scurvy crew of Rocky Wrenches.

**The Lower Platforms Are Stable**
Go ahead and jump onto these platforms to get across here, but be wary of the rocket flames.

**Collect The Power-Up With Ease**
Hit this Bolt Lift from underneath to make it move left. Then use it to give yourself a boost up to where the Power-Up is.

**Skip These Nutty Bolt Lifts!**
You can make it from platform to platform here without using the Bolt Lifts, if you use the B Button jump.

**Think About It...**
You might want to use the Bolt Lifts here, because it takes perfect timing to get over the gap with a B Button Jump.

**Ludwig Von Koopa Is Bowser’s Second-In-Command!**
"Vee shall see if you can defeat me, Mario. I combine all the attacks ov my younger brothers and sister—I am the ultimate Koopaling! I see you trembling, Mario ... Vy don’t you just go home?"

**Bower’s Underworld Hideout Is Next!**
It appears that Ludwig was all talk, although he was a little tougher to beat than the average Koopaling. But what’s this?? This letter isn’t from the Princess, it’s from Bowser!!! The fiend has taken the Princess to his underworld domain!

**Cooperate In A Two-Player Game!**
A unique aspect of SMB3 is the ability to challenge the other player for his or her cards in a two-player game in a variation of the original Mario Bros. In this game, you can cooperate and trade your partner for the cards you need, and get rid of unwanted cards.
Bowser’s pulling out all the stops in this last world, and the challenge has never been greater! A parade of Koopa’s finest tanks will fill the air with flying lead. You’ll need to use fancy footwork to evade the hail of bullets!!

**Koopa’s Armored Corps**

- **Bob-omb Lobbers**
  - These stubby cannons fire Bob-ombs as projectiles. Wait until the Bob-omb explodes and then make a dash for it. Always be watchful of cannon fire; some of these are almost like machine guns!

- **Leap Quickly**
  - Jump when you see the end of the gun’s barrel. If you wait too long, Rocky Wrench will hurt his Mini-Throwing Wrench and make it hazardous to leap!

- **Propeller Peril**
  - You can’t destroy these propellers, but you can stand on top of them. You’ll have to work fast to get this Power-Up!

- **Bring Out The Big Guns!**
  - This giant cannon shoots two huge bullets in rapid succession. Either jump on its barrel or duck quickly!

- **A Wimpy Tank Commander**
  - You’ll be surprised to see a lone Boomingo Brother in the command tank. You’ve made it this far, don’t let him get you. He should be easy compared to the tanks.

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**Koopa’s Navy**

A finer trio of battleships has never graced the seas. Like everything else in Bowser’s underworld, these ships are armed to the teeth.

- **Dangerous 1-Up!**
  - To get this item, stay on the right of the screen and as soon as you can, run down to it and make it appear. Collect it as you duck in front of the gun barrel.

- **Swim Under The Ships!**
  - It takes practice, but Mario can actually swim under these battleships! The trick is to get just under the boat, but not too far.

---

**Giant Hands Drag You To Your Doom!**

This flame lined bridge leads further into Bowser’s underworld! It looks safe to cross, but no sooner do you step on it than a monstrous hand reaches out to grab you and take you to a mini-world. If you’re lucky, you can make it through without being snatched, but you may want to hesitate on the bridge and get captured on purpose; for each trap, you’ll get a Super Leaf if you finish!

- **HAMMER BROS. HAND TRAP**
  - You’ll have to defeat all the members of the Hammer Bros. family here to make it to the goal. These guys should be a piece of cake by now!

- **PODOBOOS HAND TRAP**
  - Make it over a broken bridge harassed by Podoboo, and you deserve a Super Leaf! Actually, it’s a pretty easy stage if you take your time.

- **STAGE OF FISH HAND TRAP**
  - A swarm of attacking Cheep-Cheeps will make this the most challenging of all the Hand Traps. It’s also the longest. Use the B Button run to get through, and don’t be distracted by the measly coins in the 7 Blocks.
**World 8: Castle of Koopa**

**Koopa’s Air Force**

These mini-airships are the fighter planes of the Koopa’s Air Force. They move faster than the Kooplings’ Airships, so the screen scrolls at top speed.

**World 8-1**

**Finally! A Normal World!**

After all that military hardware Bowser threw at you, you’ll be glad to see a normal world. But this stage is extremely tough to complete unless you’re Raccoon Mario!

**World 8-2**

**An Essential Shortcut**

Take a Swim in Quicksand?!?

Jump into this quicksand pit and go down. Trust us—you’ll be OK. Both the pipes you see will take you to a spot near the end of the stage.

**Don’t Say We Didn’t Warn You...**

This Switch Block may be helpful to thrill-seekers who went this way. It turns the coins over the pit here into temporary stepping stones.

**Double Jeopardy!**

When you come out of this pipe from the secret room, you’ll be surrounded by Piranha Plant fire. If you jump up as they fire, they’ll aim high and you can run by when they retreat.
Multifarious Monster Fortress

Wow! If you thought the other Fortresses were tough, wait 'til you get a load of this one. The pinnacle of Koopa's crafty engineering, this Fortress will boggle your mind with its two sides and multiple traps! Explore thoroughly...

Secret Room 1-Up

If you're desperate for a 1-Up, here's a crafty one to find. Hit the Switch Block here and hurry through the door under the "H". There will be a secret door on the platform to the right of the conveyor. Go in for a 1-Up!

Thumb Your Nose At Thwomp!

This Thwomp will trap you in this area by the door, blocking your access to the Block above. You can inch close enough to hit the Block, revealing a 1-Up, without getting hit by Thwomp. Wait there and the 1-Up will come to you!

Another Secret Switch Block Door

Hit the Switch Block, go left and enter the door. Then go down and left through the door. You'll see three blocks to the left; the one on the very left contains a 1-Up!

Secret Door To Multiple Power-Ups

Activate this Switch Block and a door will appear on the conveyor belt. It leads to a room with a Block that contains a Fire Flower. If you'd rather have a Super Leaf, go through the lower door and head left.

Get Back Up To The Power-Up

If you fall through this door as Small Mario, you may think there's no way you can get to that lone Block. But if you jump directly beneath the door you fell through, invisible blocks will appear and create a bridge. Now just get past Thwomp.

Repeated Item Collection

You can go in and out of this door and collect the Power-Up item many times. Just don't go for it unless the Thwomp is resetting.

Collect The 1-Up First!

The gap in this area will be sealed by invisible blocks if you try to jump through it. The rightmost invisible block contains a 1-Up. Be sure to get that one first, so it falls down and you can collect it.

So How Do You Get To BOOM-BOOM?

With all these secret doors, you might have guessed that the exit is also hidden. Hit this Switch Block and skip the door on the conveyor. The door on the small ledge to the extreme right leads to BOOM-BOOM. Once you enter, squat under the spikes and take him out!

The Final Guardian Before Bowser's Castle!

A rolling juggernaut of cannons and Bob-ombas manned by six of Bowser's crack Rocky Wrenches is the only thing preventing Mario from entering the Castle of Koopa. The Princess is waiting for you!!!

Don't Panic (Easier Said Than Done . . .)

Things will begin flying fast and furious right here, at the front of the super tank. Keep cool and hold down the B Button as you jump.

It's Raining Wrenches

Six Rockys wait for you here, throwing wrenches at various heights. Avoid jumping if possible; you might lose control.

Shade To The Right

Although it's not totally safe (no place on the tank is), your best bet is to stay on the right side of the screen. Don't go to the very edge, though.

You're Almost There!

Take it slow now. Don't do anything rash. Just let these cannons fire and then get on their bitts. Next stop—BOOM-BOOM and then Castle Of Koopa!!!
The Castle Of Koopa—Mario's Ultimate Challenge And Final Conflict With Bowser, King Of The Koopas! Let's Go Mario!

It's been a long and difficult fight, but you've made it to Bowser's creepy looking Castle Of Koopa. A long time has passed since Mario and Bowser first met. You've seen how Mario has changed since then—now find out how time has treated Bowser! Get moving!

Bowser is a vain creature, and the statues he set up in his own image shoot laser beams from their mouths! Run past them or jump over them.

Bowser's Fortress is like a maze—if you take the wrong path, you'll end up back at the beginning! One hint: always try to take the high road!

Stay on this Donut Lift until you see an opening to the right, then jump for it. If you miss the opening, you'll fall into a bottomless pit!

This stairway can be tricky. Crouch on the step near the hub of the Roto-Disc to avoid its whirling attack.
There are precious few Power-Ups in the Castle Of Koopa. Be sure to get the 1-Up that's in this block—you'll need it! Squat and jump on top of the block the 1-Up was in, and if you're not Small, you can go through this wall!

Try to make your way up as high as you can on these Donut Lifts, it will be to your advantage. In any event, be careful; these lifts are the only thing between you and a bath in molten lava!

Bowser's Castle is full of crafty traps. Spring this Thwomp, then jump over him onto the Donut Lift. Ride it down to the next level of the Castle.

Are your palms sweaty yet? Not to make you nervous, but those are flames from Bowser's bad breath coming at you... Don't panic though, you're almost there!!! Think fast and jump quickly to avoid them!

Congratulations—you've reached the door to Bowser's Chamber! Do you think you're ready? You better be, because from here you're on your own! Up and at 'em!!! The Mushroom Worlds are depending on you!
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Hey, I've been keeping an eye on you. The bad news is you're about to experience a major power shutdown because you haven't renewed your subscription to Nintendo Power!

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• All the World Maps you need and more!

Find the First Warp Whistle
Near the end of World 1-3, look for a white block. Hop on top and press down five seconds. Drop down. Run to the end of the stage to Toad’s House. It’s hidden there!

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