

1 - 1



The trick at the start is to collide the throwblock with the kicked shell so they both break. To line it up, try turning backwards briefly before facing forwards and throwing the block up.

After that, you beat the spiny to the ledge and spin off of it. You'll be greeted by two bubbles. Wait until they're nearly at the wall, then fall off holding jump.

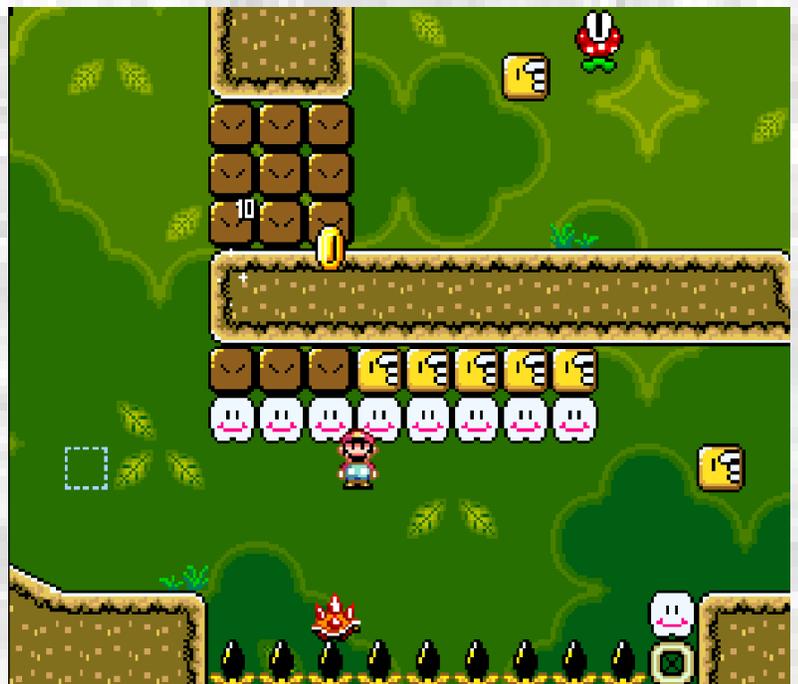
The bubbles will slow your fall, and you'll jump off the first bob-omb. Checkpoint!

1 - 2

This is a pokey ride, but you have to hit each ? block on the way over. You open the way back with a p-switch.

Once that's done, it's a race. If you find yourself losing time anywhere, let go of the jump button to fall faster.

There's a gap at the end. Be sure to swing back to the left wall to build momentum before crossing the gap.



1 - 3

At the start, run off the ledge and jump off the goomba. Grab the vine and wait for the next goomba to fall a bit. Fall and jump off that one too.

You need to hold jump for this next part. Slide down the slope and you'll get a big bounce off the first wiggler. Keep bouncing off wigglers and let go of jump a little more each time.

For the last wiggler, you'll need to let go completely before pressing the button again right away. Slide through the spiny to victory.

1 - 4

Run and spin jump off of the lakitu's thrown spiny ball. Keep running forward from there to fall onto the first goomba. Control your bounce to reach the next platform. If you maintain speed, the lakitu will line up with a coin so you can jump on him.

There's one trick lakitu near the end. You can run under him. Once you're past him, don't go in the pit. There's a coin showing you where to jump. Wait for the flying lakitu to come back, and jump on him to reach the far horizontal pipe. It will try to slam you into the munchers, but if you hold down in the middle you'll get sucked in.



2 - 1

This part's a balancing act. You can let go of the directional pad and bounce between the chucks. Only adjust a little as needed.

Once you've stalled a bit, the koopa will be in place, and you can reach the bone and the checkpoint.



2 - 2

Spin jump through the beetles and hold right. Bounce off the parakoopa to reach the ledge, and hold right over the springboard.

2 - 3



Jump up to the yellow blocks after the checkpoint, controlling your jump to avoid the spike. Use the chuck to get boosted up to the ledge, then get past the enemies there.

The chuck you bopped will come looking for you if you go where the coin is. Wait for it to come near and jump as it reaches the turnblocks. Keep jumping with precise control to stay ahead of it.

Finally, at the top, lead it off the edge and jump in front of it. Land on it at the bottom to reach the next section.

2 - 4



You have to carve a path in the donut blocks for the chuck to go down. The easy way is to stand still when you spawn. You can just ignore the chuck for a moment.

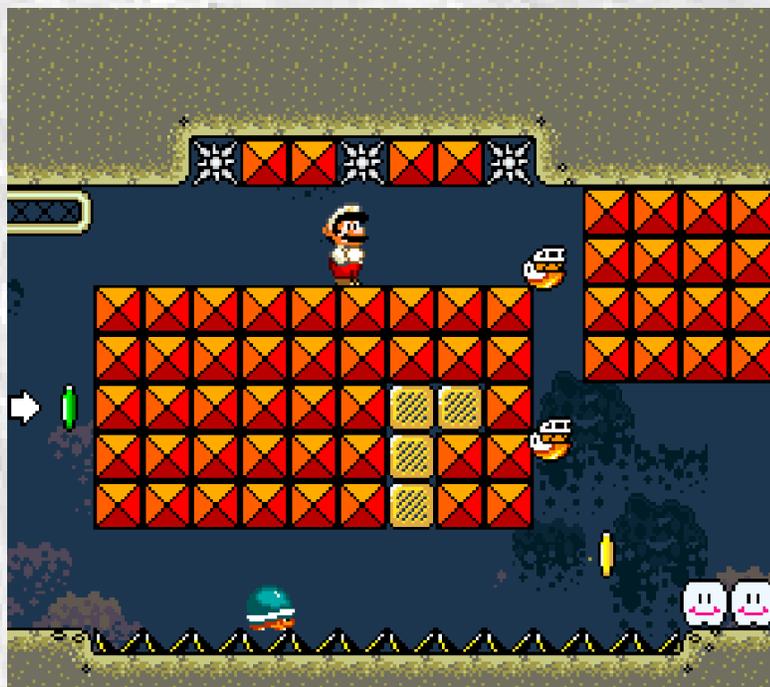
After you've fallen a little ways, just go to the right and keep carving a path. You can go back up and fetch the chuck from there. Just make sure he doesn't fall off into the lava or touch a sprite destroying net.

2 - 5

Do a shell jump. Stay close to the left wall to line it up. Kill the chucks with fire power and spin on the chuck heads to stay alive. Mind the spikes on the ceiling.

The beetle will wake back up. Fall onto it to proceed. A blue koopa will come to kick it, but don't let it kick the beetle away. Jump on the koopa to steal the beetle back.

Throw the beetle onto the spikes ahead and jump off of it. You'll land on munchers and need to run. You have just enough time to reach your next goal, the dreaded vertical pipe.



3 - 1

In the first sky area, you can full jump off the para-koopas. Don't stand on the slope too long or you'll fall off.

Land on the super koopa at the coin and pull back in the air. The feather won't interact with mario right away. With momentum, you'll reach the next slope.

To be safe, let the pokey come closer, then slide into it. You have to hold right until you're near the edge, then press down to start sliding. Hold jump the whole time so you can float across the gap.

After that you can fly to the next checkpoint.



3 - 2

For the next obstacle you need to learn the order of operations. Start by slamming into the munchers. Dive from the top of the arrow so you don't overshoot it.

Mario will gain invincibility frames for a very brief time. Jump up immediately to free the pokey, and then float over to the ledge.

Slamming onto the munchers doesn't give you a real slam, and you need a real slam to get the koopas out of the way.

Run up the triangle and jump off to get flight again. Then slam onto the platform with the small arrow pointing at it. Be sure to run near the top and don't let go of right too early.

From the platform, hit the outlined block so the pokey can walk a little further, and go back to the ledge. Spin off the pokey to reach the clouds.

There's a nasty surprise with a pokey about to jump into a sprite-killing net. Jump to the right immediately to give the pokey safe ground on another outlined block. Use the pokey to get higher.

Descend with a spin jump between the spikes. Swing back to the left at the very bottom so you can line up a bounce off the spiny balls. Let go of jump before you land on the first one, and then press it again so you can reach the second one. Get a big bounce off the second one to claim the checkpoint.

3 - 3

From a standstill, duck jump and slide under the muncher. Spam the twirl button to defeat the first three moles. You need to be more careful with the three moles after that.



Slow down so you don't kill the shell. You can hold X while tapping Y to twirl the cape while holding an item. At the end of the snake, drop the shell in front of the koopa so it can become a disco shell. Ride it until you can access the next checkpoint.

3 - 4

Go all the way to the right and hit the p-switch, then go back left. Grab the throw block and go back to the right again. Quick section.



3 - 5

When you get to the big floating island, run backwards from the arrow. Jump with speed so you can easily grab the throw block. Use the second koopa to cross the next gap.

You need to do a low jump after that, or you can stop your momentum altogether, throw the block up, and spin jump over. Either way,

you'll need to press jump again in the air to make the gap.

Once you get the shell, throw it into the turn blocks near the end. Time your jump to land on it and two more flying koopas. Control your jump height so you don't overshoot. Then enter the door to reach the next section.

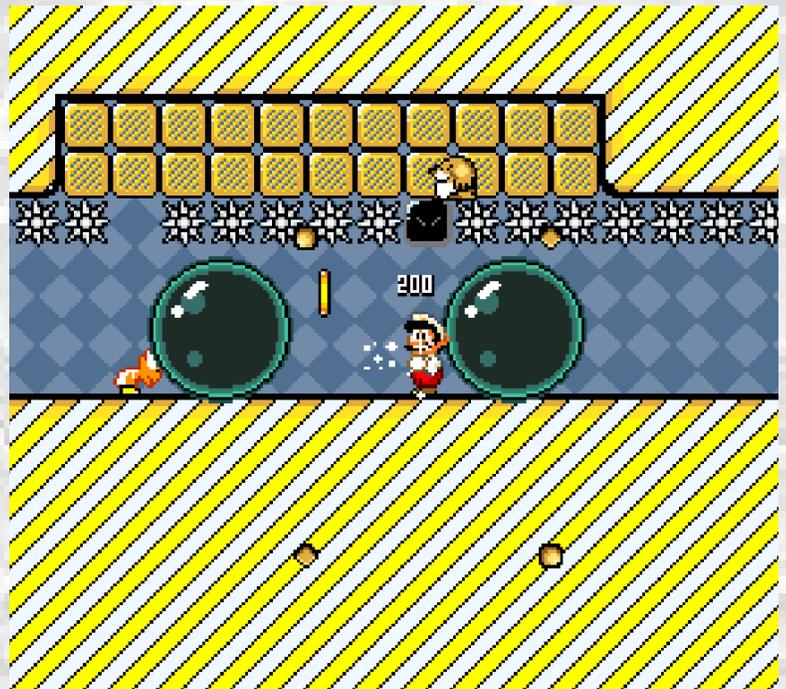


4 - 1

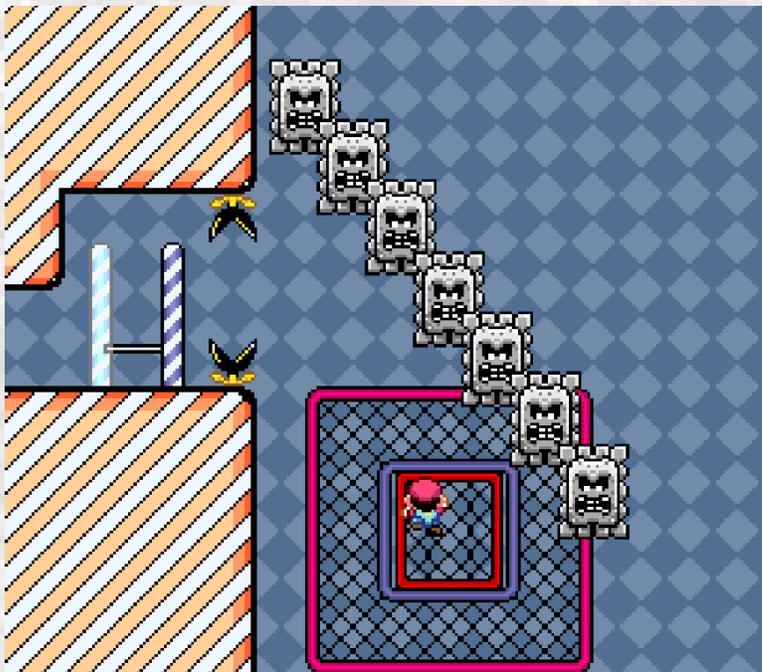
Most of this section is controlled jumps and defeating the enemies with fire power.

When you approach the moles, hang back towards the right bowling ball. This will bait the mole backwards so it doesn't land directly on your head. Be ready to react fast when it drops from the ledge.

When you see the coins at the end, run forwards without hesitation.



4 - 2



Do two controlled bounces on the ball n' chain before jumping over to the next ball n' chain.

Use the slope to get high speed and jump. Aim for the center of the net, press up, and then press Y. If you land it perfectly, you'll flip over to the back before the thwomps can crush you.

One more precise jump and you reach the checkpoint.

4 - 3



Slide down the slope, jump out, and pull back a little to hit the turn block. You should land on the grey platform. Spin jump then and ride the saw forwards and backwards. You need to get on the podoboos at the end to reach the next ledge.

Ride the statue's fire over from there and land on the castle block to switch to a normal jump. The koopa will let you wrap around to the other side of the pillar, then you continue riding the fire to the next checkpoint.

4 - 4

Run forward and turn back briefly to time each saw. Spin jump immediately, bounce off the drybones, and grab the vine.

Now you have to wiggle up and down to avoid the saw until the drybones wakes up. Jump on it, land on the koopa, and go to the ledge.

There's a swarm of fishbones there. Jump over the first few. When you reach the slopes, just hold down on the slopes to defeat them.



5 - 1

Use the rotating platform to reach the ledge. Wait for the ghost mine to get near its peak to spin jump off it.

When you get to the orange platform, you need to stand on it so it sinks. However, the chuck will be pelting you with rocks the whole time. Swim up to avoid the second and third rocks. You don't need to hold down or jump out of the water.

After the third rock you can swim out from under the pillar. Avoid the boo circle and spin onto the fuzzy to reach the checkpoint.



5 - 2



This section starts with a precise jump where you have to tap the jump button on the noteblock and then push it again in the air to get over the muncher. Go straight to the mushroom platform from there.

Wait on the mushroom platform until the right side cuts off the line. Grab the rope and hold it until you clip through the ledge. Next is a boo cloud. If a boo spawns on top of you, quickly swim backwards away from it. Wait for the fish to dip down and swim over to reach the checkpoint.

5 - 3



The goal is to get the shell and use it on the ? block. Be sure to build momentum when jumping over the spike. The ? block contains a star. Hold onto the shell before getting the star so the star power doesn't destroy it.

After this, you're item swimming. This takes finesse. Tap the down direction lightly to dip under fish. Tap forwards lightly to speed up. A light tap will also help you sneak into the tunnel at the end.

The start here is tricky. Move back away from the overhang before trying to swim under it. You want Mario's hat to hit the lip so he'll clip under by a pixel.

You can swim forwards and hit the message box. This makes the water disappear. Then take a step back so the ghosts don't hit you. Shell jump up to the ledge.

Get on the mushroom platform and let it go down. Do one hop to delay so it doesn't reach the munchers. It will clip the line. Jump on the rope as it falls, then onto the mushroom platform, and then to the right. These will be quick jumps.

5 - 4





This is a precision section. Hang back at the start so the goomba doesn't bounce you. To control your speed, periodically let go of the run button and/or the forward button. When you get to the arrow, run forward and hit a ? block. If timed correctly, you'll destroy the bullet.

Don't drop on the koopa right away. It's walking into a transparent spike, so it's better to wait for it to walk back and forth a cycle.

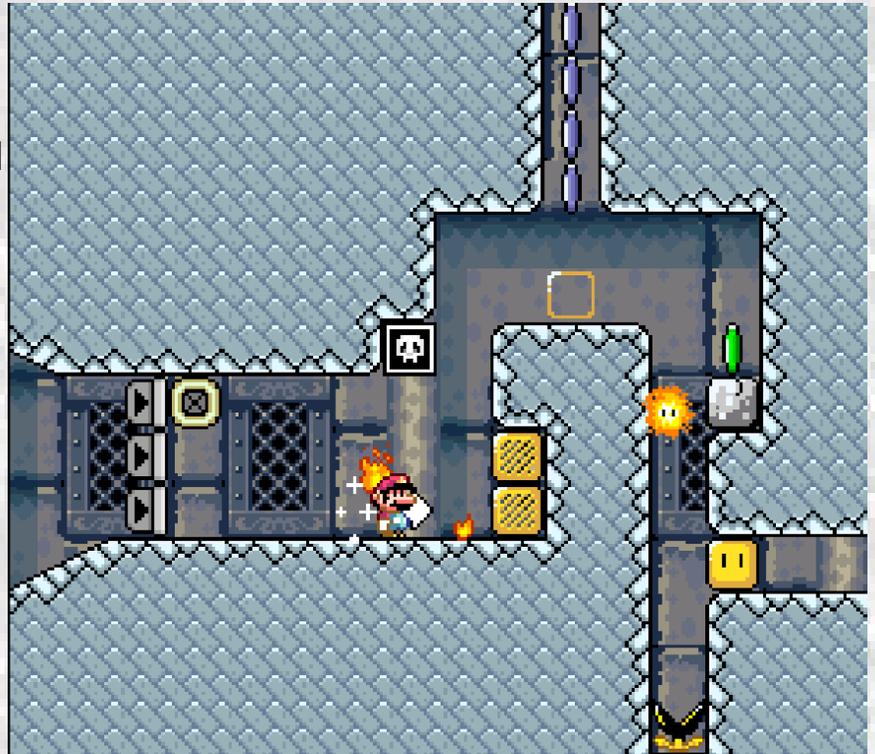


On the next ledge there are more goombas you have to deal with the same way as you did before. This time you have to rush forward to spawn a goomba from an exploding block. That goomba will turn around a spiny letting you proceed. If the block explodes late, you either didn't hang back enough at the start of the ledge, or you were too slow running forward.

Finally, rush forward to spawn in some flying ? blocks. Run across them after the first one dips to its lowest point. Spin on the sparky to clear the munchers and grab the checkpoint.

Run under the hopping flame right after the wooden spike descends. Jump up to the ledge and spin on the sparky before it goes past the sprite-only block.

This gives you a shell. Throw it forward so it lands in the gap. Fall onto it and press jump after you bounce on it. This will give you a low bounce so you can squeeze into the gap.



Bounce off the goomba and press jump so you can make it across the gap.

Jump over the first two disco shells so they collide.

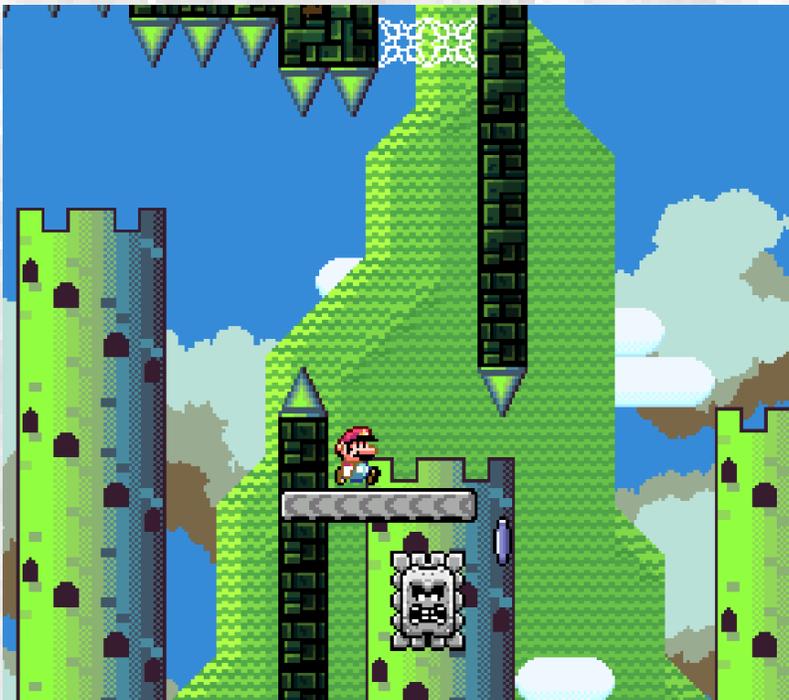
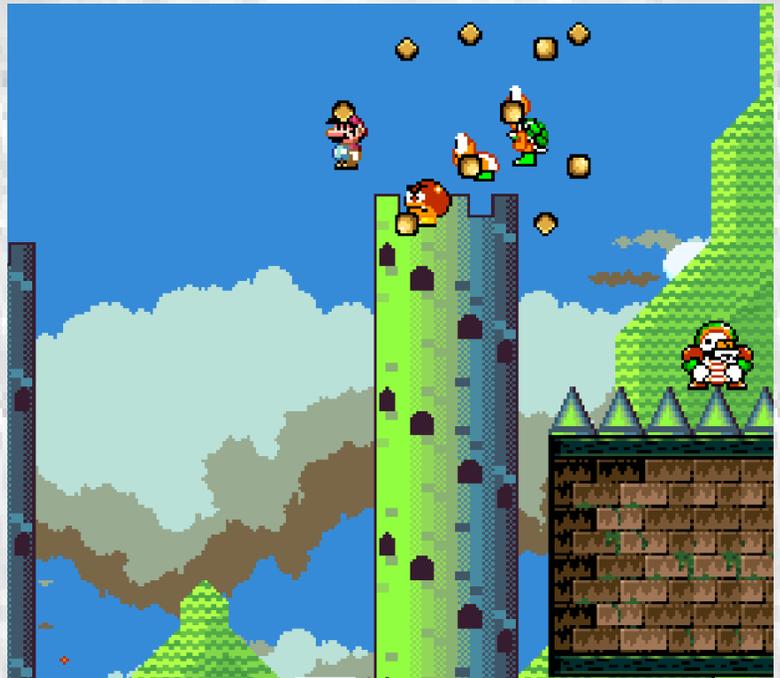
When you get to the third disco, walk onto the turn block bridge. It will push you above the disco. A koopa will kick a shell into the disco. You can toss the goomba forward onto the ledge from here.

Land on the goomba holding jump and then jump off the koopa. You can pause the game to press jump again without jumping. There's an obstacle course after this. To do a big jump, do a small jump backwards, run to the edge of your ground, and then do a big jump.

Spin jump off the podoboo and through the enemies from the exploding blocks. You need to control your jump height a little to line it up.

Mind the chuck when crossing the gap. You want to drop down quickly so that the chuck is mid-jump when you hit the turnblock underneath him. Jump on his head to bait him to follow you up from there.

The chuck will open the path forward. Jump over him right before he does, and then jump right back on him after he gets on the railing (1F0). There are two bullets coming that you must jump on for extra distance.



Spin on the bowling balls and throw the spring at the coin. Jump off of it and the koopas.

When you land on the platform, let the thwomp fall and then run right. Spin jump as close to the coin as you can get. You'll land on a podoboo. From there you have a gauntlet of thwomps to get past.

After all that, you've made it to the end of the game. One final challenge awaits.

Bowser



This Bowser fight has two candelabra in the middle that will suck you down if you step on them. Bowser himself behaves the same as he normally does except he doesn't throw bowling balls in phase 2.

For the first phase, jump back and forth across the arena to avoid the holes and keep ahead of Bowser. When he stops, jump on the mechakoopa and throw it up immediately. If you can't throw it fast enough, just grab it and jump around until you find an opportunity.

During the fire phases that happen between Bowser's phases, the falling fire is spread out more than

usual. It also fades faster. Try to stick to one side of the arena during these phases.

For the second phase, you want to control where Bowser stops as best you can. Try to time it so he stops near the right side of the arena with the holes under him. As long as he's on the right side, the mechakoopa he throws off-screen to the right will walk back into the arena. With the holes under him, they'll be moving away when he throws.

If you miss your chance, don't panic. It's more important that you survive to get another chance than it is for you to get a hit in. Be patient with lining up your attacks and avoid the holes above all else.



The third phase is mainly a survival round. When Bowser bounces, you have a window to jump under him. Right as he lifts up from the ground, jump to the center between the candelabra, then jump over to safety. You need to do small, quick jumps to make it.

You should be able to maintain enough distance that you only need to jump across once every few bounces.

Again, you may want to lure him to the right side of the arena. He will probably throw some mechakoopas into the candelabras, but with time you'll master the rhythm. Wait for your chance to strike, throw the mechakoopa up, and claim victory.



Once you've beaten Bowser, there's nothing left to do but grab a snack and watch the credits roll...or is there? You could go back and claim the eight wonder coins.

If you climb up from Bowser's door, you'll find shortcuts to the levels. Also, the wonder coins will give you a mushroom for the fight. That's pretty nice if you're struggling with Bowser!

Well, I hope you enjoyed the game, and that this guide was of some use. That's all for now. Let me know how it goes!