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Mario Vs. Donkey Kong FAQ/Walkthrough  
For the Gameboy Advance  
Version 1.0 (Last Updated 6/30/2004)  
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 -= 1. What's New -=  
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Version 1.0 (6/30/04): Yeah, it took me a bit long to update again (blame FFXI). But it's done, so there you have it.

Version 0.9 (5/30/04): I have completed the game, and now have 5/12 Expert stages covered in this FAQ! The rest will be finished in the next day or so, most likely.

Version 0.5 (5/28/04): The walkthrough goes through the end of the normal game, leading up to the start of the Plus Worlds. Strategy for those will be coming in the next few days, so stay tuned!

Version 0.3 (5/27/04): Walkthrough now covers up to and including 5-1 in the normal stages; just wanted to get more information posted for those who needed help. More to come soon.

Version 0.1 (5/25/04): The first version of this FAQ.

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 -= 2. Introduction -=  
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10 years after Donkey Kong '94 was released to the Gameboy, it makes its return on the Gameboy Advance. It may seem at first glance to be a rehash of the original DK action (grab the Key, open the door, battle DK at the end), but the story is a bit different. Now the stages are 2 parts apiece, and you have to save the Mini-Mario toys, which DK has stolen. The colors are brilliant, and the sound is alright (voices could be done better, they sound sort of grainy). Despite it being a totally-remade sequel of sorts, if you're looking for a fun new game to try, this has to be it for you!

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-= 3. Story -=  
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One day, Donkey Kong was hanging out in his little hut, watching TV. As he was flipping through the channels he found something that caught his eye. "The new Mini Mario toy! He walks, he talks, he says, "I'm Mario." Each one comes with it's own crystal ball. Collect one, collect them all, be the first one on you're block to own the new Mini Mario toy, before there all sold out! Buy them all!" As those last words repeated in Donkey Kong's head, he knew he had to have them all! Donkey Kong then rushed down to the nearest Toy Store to find they we're sold out of Mini Mario toys. "What!?" Exclaimed Donkey Kong. Then, as Donkey Kong turned around, he noticed the Mario Toy Company. This gave Donkey Kong an idea: to steal all the Mini Mario toys!!!

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-= 4. Controls -=  
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Basic Controls  
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Start: Begin/pause game

Select: N/A

Control Pad: Move Mario

A: Jump

B: Pick up an item

L/R: Switch between worlds on level select screen

Advanced Controls  
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Handstand: Down + A

Handstand Jump: While in handstand, press A

Double Handstand Jump: After first jump, hit A when touching the ground

Backflip: Back (Left/Right, depending on direction facing) + A

Wire Grab: Jump + Up

Wire Swing: Hold Up, A to jump

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-= 5. Walkthrough -=  
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World 1: Mario Toy Company  
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#### Level 1-1

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Starting off, jump on the blue switch to make the blue walls visible/red walls invisible. Climb up the blue ladder and grab the first present, then climb back down and hit the red switch. Continue to the right and bounce on the spring to reach the upper ledge. There, grab the second present, as well as the Key. Take it to the left and enter the door with it.

In the second part, go left and pick up the trash can, and throw it at the Shy Guy. Jump to reach the third and final present. Next, climb the ladder and nail one of (if not both) the Shy Guys with the other trash can. If you can't, just jump over the Shy Guys and pick up the Mini-Mario at the end.

#### Level 1-2

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Climb up the green ladders to the top area, then jump and grab the Hammer. Use it to crush the 2 Shy Guys ahead, then press B to lose the Hammer. Jump on the blue switch, then take the present to the far left. Go back and climb down the blue ladders to the very bottom first, so you can get the second present. Climb back to the top, then jump on the red switch to reverse the walls. From here, climb back down the blue ladder and take the Hammer; use it to destroy the oil can, then toss the Hammer and grab the Key. After that, step on the blue switch and drop to the bottom area, then go into the door.

In part 2, climb up the ladder and grab the trash can. With it in tow, bounce on the spring to the top area, and throw it at the Shy Guy to the right. Use the Hammer to defeat the 2 flames and claim a 1-Up. Drop down to the lower ledge and climb down to ground level. There, use the second Hammer to clear the 3 oil cans. At the end, grab the last present in the air. Finally, climb the last ladder and pick up the Mini-Mario, thus ending this stage.

#### Level 1-3

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Start by jumping onto the wire (hold Up to grab on, then hold Up while hanging to spin; A to jump), then launching yourself upward to the first present. From that ledge, go right and across the first moving platform. Continue to the far right and ride the second platform downward, then step on the yellow switch. Jump onto the trash cans above the spikes to reach the second present, then ride the first platform up and head left. Grab the Key and hop back to the platform. Ride it down, then head left and use it to open the door.

In this area, you can grab a 1-Up high above by swinging on the overhead wires. If not, head right and climb the ladder to the top. Use the first trash can to kill off one (or both) the Shy Guys, then hold onto the second one. Ride the moving platform to the lower area, then throw the can onto the spikes. Jump onto it, using it to reach the final present. Now, ride that moving platform to the very top, and jump to the platform where you can pick up the Mini-Mario to complete the stage.

#### Level 1-4

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From the start, climb the ladder and backflip up to the conveyors in the air. Do this to reach the first present. Then, squat down on the left-moving conveyor to pass under the wall. At the other end, jump and grab the Key, then fall to the bottom area. Drop the Key so it passes under the wall first,

then follow it through. Pick it up at the other side and open the door.

In this second area, go up the ladder and jump to the wire above (be careful of the spark that moves along it; wait until it goes right first). Hang below the 1-Up and swing/jump upward to another wire. Swing on that one to reach the second present. Drop down to the first wire, and climb to the right. Fall to the ledge below and drop to the bottom-most conveyor. Duck down on it and ride under the wall, grabbing the final present in the process. Now, climb the ladder and jump to the first wire once again, and swing up to the second one. Climb to the right on that wire, and drop onto the conveyor. At the other side, backflip to the upper ledge and grab Mini-Mario to exit.

#### Level 1-5

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Start by bouncing up to the ledge above, and picking up the trash can. Toss it up (B + Up) to the ledge above, then climb the ladder to retrieve it. Defeat the Shy Guy with it, then hit the blue switch. Climb down the next ladder and pick up the first present below. Try not to hit the red switch if you can; if you do, go back up and hit the blue one again. Either way, go back up and to the left, and down the ladder. Drop to the Key and pick it up, then drop it down at the base of the ladder. Now, quickly go left and hit the red switch, then bounce back up and reclaim your Key before time runs out. Then, use it to open the door and continue on.

In this second area, climb up the ladder and jump to the second present. Go left and drop to the platform below, then climb up the long ladder to the upper region. There, go left and use the Hammer to clear the oil, then toss it and jump to the third present. If you want, grab the Hammer while in air and clear the Shy Guys to the right, too. Bounce on the spring to the top ledge, then run/jump to the final ledge and grab the Mini-Mario.

#### Level 1-6

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From the start, use the handstand jump you just learned (Down + A, then A to jump), or the backflip to reach the ledges above. Hit the yellow switch and climb to the platform above. Here, check the Help to learn the double handstand jump (Down + A, A to jump once, then when you hit the ground, press A again to jump higher). Do this to reach the higher ledge. Go right and hit the blue switch, then climb down the ladder and go left. Hit the yellow switch, and grab the first present to the left. Head back to the right and hit the red switch this time. Now, go left and climb to the ground level, then hit the blue switch. Go into a handstand and move to the right, as taught, to deflect the falling bricks. At the other end, take the Key and bounce up to the higher ledge again. Hit the yellow, then red switch, then drop to the door and open it.

Here, go left in a handstand to deflect more bricks, then pick up the trash can. Jump and throw it to the ledge above, then backflip up to it. Use the can to kill the Shy Guy on the next ledge. Continue by backflipping, then use the spring to bounce to the high platform. Use the trash can there to defeat the next Shy Guy, then from that lower ledge, jump to the right. Jump in the air to grab the second present. Moving on, use the Hammer to clear the 2 oil cans, then grab the last present and the Mini-Mario to clear the stage.

#### Level 1-MM

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In the seventh stage of each world, you'll have to direct a group of the 6

Mini-Marios you found to the toy box. You must also collect 3 letter blocks (T, O, Y) on the way. Start by going right and climbing the ladder, then continuing to the right, allowing the Mini-Marios to grab the T. Hit the yellow switch ahead, then wait until they jump up to you. Head to the left and up the ladder, then continue left to get the O. Hit the yellow switch ahead, then move left behind the toy box. The Mini-Marios will collect the Y, then jump into the box. When they're all in, close it by jumping onto the box, then pick it up to clear the stage.

#### Level 1-DK

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In this first showdown against Donkey Kong, you will have to hit him 4 times to win. Because you have all 6 Mini-Marios, you have 6 lives so to speak; you can take damage 6 times before dying here. Anyway, DK will hit one of 3 colored switches, causing that color's platform to appear, and a trash can of that color to form as well. Take the can, and jump to the upper ledges, then jump/throw it at DK to cause damage. Be quick though, since if he hits a different switch, the first trash can will disappear. DK can also pull a rope, causing junk to fall from above. After 4 hits, you will win the fight and clear World 1!

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World 2: Donkey Kong Jungle  
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#### Level 2-1

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Start off by climbing up the ropes and jumping to the right ledge. Jump across the next few ropes, being sure to grab the first present on the way. Go right and climb those ropes to the very top (you can hang on to 2 ropes at once to climb twice as fast, by the way), then swing to the left a bit. Grab the second present and continue jumping/climbing your way left. Hit the blue switch and drop down to the left, and grab the Key. With it in tow, bounce up via the spring and head right/down to the door. Open it to continue.

In this area, climb the ladder (watch for fireballs being shot by the piranha plants). At the top, swing on the wire and jump up for a 1-Up. Jump to the right ledge and hit the blue switch there, then head back down to the ground. Continue right from there and climb the ropes. Grab the final present in mid-air, then continue to the very top. Then, just pick up Mini-Mario and you're done.

#### Level 2-2

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From the start, swing on the nearby wire to reach the ropes above. Climb/jump to the next set of ropes to the right, then slide down the rope and press Up to grab the wire when you fall. Then, shimmy to the right a little. Swing up to the far set of ropes, and grab the first present in the air. Jump down to the ledge below and hit the yellow switch, then slide down the rope and pick up the Key. Go left, jumping across the barrels and on the enemy's back, to the far ledge, then use the spring to reach the upper ledge, and unlock the door.

In the second area, move the barrel to the right so you can jump from it to the wire above. Swing up to the second wire, then up to a rope high above. Climb to the left a bit, then drop to the ledge with a barrel on it. When the elevator comes up, ride it down a little, then jump to the right ledge. Stay

on the enemy's back to get the second present, then get to the left ledge and do the same for the final present. After that, ride the far left elevator up, and grab the Mini-Mario to exit.

#### Level 2-3

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Starting off, head right across the 2 disintegrating bridges. At the far end, jump to/climb the rope to the top, then grab onto the moving enemy's tail as it comes close. Hang on as you move left, grabbing the first present. Climb to the next rope and drop down to the platform below. Grab the Key and use the spring to reach the top area. Run right across the bridges and open the door to move on.

Here, ride the first elevator up, then jump to the left for a second present. Get back onto the elevator and make your way across the other 3 to the far right. Hit the yellow switch and ride the last elevator upward. Jump to the left and grab the third and final present, then ride back down (be careful of the bird). Upon reaching the left side again, ride the first elevator to the peak, then jump right and pick up Mini-Mario.

#### Level 2-4

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Begin by going up the ladder and moving all the way right. Drop to the lower area, but don't hit any switches yet (you'll see why in a moment). Go right and bounce on the rightmost spring to reach the top ledge, where you can take a present. Drop to the lower area with the switches again; this time hit the yellow one. Now, bounce on the spring to the left ledges again. Grab the Key sitting there, then drop it onto the yellow platform. For this next part, you must move QUICKLY to pull it off properly. Go down to the switches and hit the red one; this will drop the Key to the ground. Now, go left and bounce up to the upper ledge, and go left. Climb down the ladder and pick up the Key, then use it to open the door nearby.

In the second area, jump onto the first elevator, then jump to the middle block when you reach the first elevator's peak. Jump onto the second elevator and ride it to the very top. Once there, jump to a left ledge and pick up the second present. On the way down, drop onto the next ledge to the left and hit the blue switch. Next, ride the second elevator down, and get to the first one again. Ride it down a little, then jump to an alcove to the right and hit the yellow switch. From there, ride the first elevator upward again. At the top, jump right over/onto the enemy and grab the third present. Now, get onto the elevator and jump to the middle yellow block, then onto the second elevator. From there, jump left once more and grab the Mini-Mario to leave.

#### Level 2-5

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From the start, go right and ride the elevator to its peak. Once there, jump straight up to the ropes, and climb right to grab the first present. Go back left and jump to the far left ropes. Hit the fruit to have them drop onto the bug enemy below, then hit the blue switch. Then, jump back right via the ropes to the far end, then slide all the way down a long rope. Continue left and down to the Key; take it and ride up the elevator to the top level. Once there, jump right and open the door to continue to area 2.

Here, climb the ropes and head to the right, dropping fruit on the bugs you see. In the middle area, slide down and go left to get the second present. Next, climb back up and continue to the right, past Mini-Mario for now. Drop

down the last rope and grab the final present, then climb back up and grab Mini-Mario to clear the stage.

#### Level 2-6

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Starting off, jump to the wire above and swing/jump to the next one. From there, jump up to the rope and grab onto the enemy's tail to move to the right rope. Climb down the rope to the right, then wait on the ledge with the switches. When the enemy below is on the red platform, hit the blue switch to make the enemy drop. Slide down the ropes to the right, watching for the piranha plant's fireball. At the bottom, grab onto the enemy and move to the left, taking the first present on the way. At the other side, pick up the enemy below and toss it onto the spikes, then grab the Key and ride that enemy across the gap. From there, unlock the door to move on.

In the second area, climb up the ropes to the very top area. There, hit the blue switch on the ledge, then slide down the ropes to your right. Drop onto the blue ledge at the bottom and grab the second present in the air. From there, climb back to the top area, and hit the red switch on the upper-left ledge this time. Now, go right and slide to the very bottom. Head right and use the spring to reach the area above. Take the last present to the right, then head back left by the ropes. Drop down and hit the yellow switch, then climb the ropes to the very top once more. Once there, jump to the right ledge and pick up Mini-Mario to win the level.

#### Level 2-MM

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Here, begin by climbing the ladder, then running all the way right; this will get you the T block. Have the Mini-Marios jump on the spring to reach you, then run to the left. Hit the yellow switch, then go all the way left and down the ladder again (move left so they drop down to the ground as well). Climb up the ladder once more and go right, so the Mini-Marios can collect the O. Have the Mini-Marios bounce on the first spring again, then go left and hit the red switch when they're all up. Jump up the second spring and move right so they follow suit, then go left. Jump to the ropes and climb to the left, allowing the Mini-Marios below to take the Y block. Up ahead, hit the yellow switch, then continue left to the toy box. Get them all in, then jump onto the box to close it, then pick it up to exit.

#### Level 2-DK

-----

For this battle, DK will move back and forth on a platform below, while you can climb around on the ropes above. Touch a fruit and it'll fall; hit Donkey Kong on the head to cause damage. Each time you hit him though, he will move back and forth even faster, and will even start throwing chomper enemies onto the ropes to attack. You can kill those by dropping fruit on them too, but be careful when there are many where you are. 4 hits will do DK in, just like the first time.

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World 3: Fire Mountain  
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#### Level 3-1

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Leading off in this new fiery world, you'll be in a VERY simple first area. Ride the first platform to the left, ducking under the wall you pass under. In the middle area, the platform will rise up. Jump to grab the first present, and land on the left platform. Jump down and take the Key, then hop onto the left moving platform. It'll rise up too, so ride it up and wait for it to move to the middle. When it rises again, jump across to the door and open it easily.

Over here, ride the first platform to the right, ducking under the wall of course. When it rises, jump to the left ledge, then hop on the enemy's back to reach the second present. Go back down and stand on the lone block above the lava, then jump to the right platform when it moves near. Duck to the right, then when it rises, jump to either the left enemy to reach a 1-Up, or to the right ledge. Either way, make your way up to a too-right ledge where you can collect the final present. After you do that, go back left and hop on the enemy's backs to reach the Mini-Mario platform. You simply have to pick up the bubble to beat the level.

### Level 3-2

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Start by jumping onto the block when it falls down. Ride it up a little, then jump right for the first present. When the block falls/rises again, jump to the left and get the Key. Drop to the ledge below, then jump over the lava pit. Ride the second block upward, then jump up/left and unlock the door to reach the second area.

In this area, ride the platform to the right, then run across the bridge to the far right. Ride the first block up a little, then jump to the rope and grab the second present. Jump onto that block when it rises again; this time jump to the middle ledge and ride the second block upward. Head left a bit, hitting a blue switch when you come to it. Then, continue left across the disintegrating bridge, making sure to take the last present while you're there. Drop to the ground below, then make your way back right and up via the blocks again. When riding the second block, before it reaches the top, jump to the left ledge. That way you can go pick up the Mini-Mario and be on your way.

### Level 3-3

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In this stage, you'll experience a new 'trap' of sorts: when the room shakes, seek higher ground since the lava below will gradually rise up. Start by going left and up the ropes. Jump to a ledge on the left and grab the first present, being careful not to hit the side of the enemy there. Jump across the ropes to the right side and collect the second present, too. From there, get to the ledge with the spring; use it to bounce to the upper ledge. Climb the ladder and ride the platform to the left, ducking under the wall above. Then, jump onto the first enemy's back and grab onto the ropes above. Jump to the right ledge and grab the Key, then jump across the 2 enemy's backs to the right, and continue to the door.

From where you start here, run and jump all the way left over the pits. You may want to wait before jumping though, so you don't get hit by the fireballs. At the end, hop to the upper ledge and climb the ladder nearby. Up there, ride the platform to the left, then jump to the rope above. Climb it a little before jumping to the right ledges and hitting the blue switch. Go right and grab the Hammer, then pound through the fire enemies and collect the third present. Relinquish the Hammer, then go onto the right platform and pick up the Mini-Mario to exit.

#### Level 3-4

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Over here, go right and ride the first block upward. Jump to the right ledge and hit the blue switch, then jump up the blue steps to the right. Climb across the ropes and grab the first present to the far right, then go back left and up the steps to the top area. Collect the Key to the left and hit the red switch while you're there, then go right and drop to the ledge below. Go right and ride the platform across, then go up the red steps to the top. Once there, simply open the door to move on.

In the second section, ride the block to the upper platform, then climb the rope. When you reach the ledge with the enemy on it, grab the enemy and toss it into the spikes. Then, jump onto that enemy and grab the second present before continuing up the ropes. At the top, jump to the left, hopping along the backs of the 2 hopping enemies. Continue left and drop down to the lower areas, being careful not to die when near the enemies. Slide down the ropes to the very bottom area, then grab the final present there. Jump onto one of the enemies, then climb back up and hop to the right ledge. There, simply grab the Mini-Mario bubble to clear the stage.

#### Level 3-5

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Starting off, go right onto the elevator, then onto a ledge, and then onto 2 more elevators. Ride up to the ropes and climb them to reach the first present. Then, jump to a ledge to the right and grab the Key. Now, go left across the elevators at their peaks, and ride another moving platform to the left. Bounce on the spring, then run/jump to the right and open the door.

In the second area, ride up the first block to the upper ledge, then grab the second present when the next block rises. Be careful of the fire birds and the fireballs they drop, however. Climb up the ropes to the right, then stand on the ledge to the left. Ride the block up, and jump to the left ledge when you can. Jump onto the ropes and take the final present, then head back right and pick up the Mini-Mario to leave here.

#### Level 3-6

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From the start, go right to the edge of the platform, and wait for the lava to start subsiding. When it does, ride the elevator down and continue left. Run across the bridge and hit the blue switch, grabbing a 1-Up in the air. Continue going down until you reach 2 more elevators; at this point ride the left one down to a ledge with the first present. Get across to the right elevator and jump to the upper-right ledge, and hit the red switch. Go down that elevator and grab the Key, then hop over to the left elevator. Use the spring to reach the ledge above it, then go up the steps to the final elevator. From there, head left and unlock the door (if you were too slow in doing this, an alternate method would be to hit the blue switch, throw the Key onto the blue ledge above, backflip to it, and repeat).

Now that you're here, backflip to the upper ledge and take the second present (wait until the fireball goes down, though). Then, climb the ropes to the very top, and climb to the right ledge. Jump over a spike pit and slide down the next couple ropes to the bottom area. Head right and pick up the last present in the corner. Now, jump on the hopping enemy's back to reach the upper ledge, then do the same up there. At the top, get onto the ledge and pick up Mini-Mario to win.

### Level 3-MM

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Starting off, hit the blue switch behind you, then run to the right. Climb the ladder and continue right to the spring, collecting the T in the process. Bounce up to the high ledge, and have the Mini-Marios follow suit. Climb the next ladder and hit the yellow switch there. Run all the way left with them until you reach the ledge with the red/blue switches. Make sure all your guys are on the regular platform, then hit the red switch. Cross the red bridge, letting them grab the O block on the way. Hit the yellow switch at the far side to drop to the yellow bridge below.

Next, go right with the Mini-Marios and hit the red switch when they're all behind you, to make a ladder appear. Climb up and go left to make them drop to the conveyor belt. Now, quickly go right and hit the blue switch so they don't fall after getting the Y. Continue down and right, and you'll meet up with them below. Get them all into the toy box, then close/grab it to exit.

### Level 3-DK

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Following a simple world is a simple DK battle, as you can tell. He'll sit on the usual perch above, throwing barrels and stones down the series of platforms to the left and right. When he throws a barrel, get under it and do a handstand to flip it upright so you can get it (do this with the stones for 50 points apiece). Then, take the barrel and throw it at DK to cause damage. Every so often, Donkey Kong will throw a barrel straight down, and you won't have to flip it or anything; just take it and throw it. 4 hits will do him in, as usual.

## ===== World 4: Spooky House =====

### Level 4-1

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In this new area, you'll be introduced to Thwomp: a stone block that will fall on you when you try and pass under it. Wait until it rises to pass by safely. Anyway, trigger the first Thwomp and wait for it to go back to the top area before hitting the yellow switch. Go left and grab the Key, then hit the yellow switch again. Trigger the first Thwomp to come down, then while it's down, hit the red switch. Go right and hit the yellow switch again when the first Thwomp stops moving. Next, hit the red switch and trigger the second Thwomp. When it comes down, hit the yellow switch and pass by when it rises. Bounce upward on the spring and go all the way left for the present, then unlock the door.

Here, go right past the Thwomp and trigger the spikes to fall from the ceiling. Jump across them to get a 1-Up and the second present. Jump onto the conveyors ahead, but jump to the upper ledge for now. Go left and hit the blue switch when the Mini-Thwomp is away, then go back down the conveyors to claim the final present. Go back up and head left to a red switch; hit it when the Thwomp comes down. Trigger it to drop again, then jump over the blue gap, climb the ladder, and collect the Mini-Mario to leave.

### Level 4-2

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Begin by using the spring to reach the door ledge, then climb across the ropes to the right platform. Go right and down to the switches, and hit the blue switch. Head left across the ropes, then up and right to get the first present. Go back around a second time, and pick up the Key this time. Throw it left onto the conveyor, then when it passes the red invisible walls, hit the red switch. Hit the blue switch when it reaches solid ground, then head left across the ropes and the wall. Be quick to get the Key before it disappears. When you get it, bounce up to the ledge and open that door.

In this area, jump to the high ledge via the spring. Get to the left side of the shield enemy, then duck down. It'll turn and push you through the hole in the wall. Down below, grab the second present, then jump onto the enemy's back and up to the ladder. Climb up and get pushed through the next hole, then quickly jump across the donut blocks. At the other side, jump up the 3 springs to reach the final present, then hop to the left for a 1-Up. Jump across the donut blocks and grab the Hammer in the air. Use it to clear the fireball enemies ahead, then discard it and pick up Mini-Mario to exit.

#### Level 4-3

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Start by riding the first platform, then backflipping to the middle platform above. Ride it back to the left and hit the yellow switch, then drop to the platform below to get the first present. Go down and ride the first platform to the right. From there, jump to the upper ledge and take the Key, then go down and hit the blue switch.

Ride the platform to the left when it comes, jump onto the blue ledge, then onto the second moving platform. Ride it to the left where you can hit the yellow switch. If you're quick, you can jump back onto that second platform. Ride it to the right and go up the yellow steps, then ride the top platform to the left. Drop onto the middle ledge and hit the blue switch, then jump back onto that platform and continue left. Backflip to get the second present, then get down to the middle moving platform and hit the yellow switch to the left. Now, go back right, up, left, and onto the top yellow ledge so you can open the door and move on.

In the second part, start by hitting the blue switch to make the blue ghosts into blocks, and the red ones movable. Go across the gap and hit the red switch (wait for the higher one to be next to the higher platform, and the lower one just to the left of the spring), then spring onto the red blocks overhead. Head up and left by jumping across falling spikes, grabbing the final present in the process. Climb the ladder at the end, then hit the blue switch and jump over the gap. Collect the 1-Up at the far side if you want, otherwise climb the ladder. Finally, hit the red switch and jump to the left platform where you can take Mini-Mario and leave this stage!

#### Level 4-4

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Start by going right and using the fallen spikes to reach the first present (beware of Boo in this stage; turn around when he gets too close to stop it). Climb across the ropes to the right side, then drop down and grab the second present. Also, hit the blue switch when you're here. Use the spikes to get across the pit to the left, then make your way up to the ropes again. Get to the blue ledge above and run to the left, then hit the red switch. Ride the elevator downward and take the Key back up with you, and unlock the door on the platform.

Here, immediately turn around to stop the Boo. After that, go right and up the steps, then climb the ladder. When the pushing enemy charges at you, jump

atop it and get to the left ledge. Ride the moving platform to the left, jumping to reach the final present. Drop down to the ledge below and hit the blue switch. Ride the elevator up and that moving platform to the right again. This time, have the enemy push you through the hole in the right wall (be sure to duck first). At the other end, simply drop down and grab Mini-Mario to exit.

#### Level 4-5

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Start by going right and using the spring to reach the upper area. Backflip to the left ledge and jump to find the first present. Go right and trigger the Thwomp, then pass under when it rises. Jump to get the second present, then go through the conveyor by ducking under the wall. Bounce back up and go right/down again. This time, backflip to the lower ledge and take the Key. Drop it on the conveyor and duck under the wall to get through. Pick up the Key at the other side and take it to the door nearby.

In the second area, quickly hit the yellow switch to cause the upper ghost to move back left. When it passes the red wall outline, hit the red switch again. This will trap it in the left area, as well as the lower one you don't need to deal with. Use the spring to bounce onto the red ledge, then backflip to the upper platform. Jump to/climb up the ladder and wait a moment; look to the left and watch the 2 ghosts floating by the ropes. Wait for the lower one to be just right of the ropes, and the upper one to be next to the high ledge. At that point, hit the blue switch and go down the ladder, then jump to the left ledge. Go left and use the first ghost to jump to the ropes. Climb up and use the other 2 ghost blocks to reach the last present, and continue on to Mini-Mario.

#### Level 4-6

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From the start, spring up to the first platform and jump to the second left one when it comes near. Ride it to the far left, and then ride the elevator to the top area. Go right and drop down the middle area to get the first present. At the bottom again, hit the blue switch and spring up to the moving platform again. Ride the first one to the right, and jump onto the blue ledge. Ride the elevator to the top; once there, head left and drop into a room inside the middle structure, and hit the yellow switch there. Drop through the donut block and hop onto the second moving platform. Ride it to the left elevator, then take that up again. This time, go right and climb the ladder. Take the Key up there and drop into the lower-right room and open the door.

Next, climb the ladder and hit the blue switch, then the red switch to bring the pushing enemy to the ground. Hit the blue switch once more, then go down and get pushed while ducking down to the left. Climb the ladder to the very top, then jump and hit the red switch when the ghosts are in a step position so you can get the second present and continue to the right (down/left to up/right). Go right and ride the donut blocks down, but jump to the left along the way to nab the final present. At the bottom, hit the blue switch again and get pushed below to the left. Climb to the top, hit the red switch when the ghosts are aligned over the pit, then get pushed to the right. Go right and up the ladder, then hit the blue switch. Get pushed to the left, then pick up Mini-Mario to get out of here.

#### Level 4-MM

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Begin by jumping onto the left side of the red ledge, then up to the ropes. Go up and left to the blue switch; hit it, then slide down the rope and hit the red switch to keep the Thwomp from crushing you. Go right and collect the letter T, then go right and hit the yellow switch. When the Thwomp rises, that's the time to quickly run to the right spring. Have them bounce up to the higher ledge, then go left a little to get the Y. Now, go back right and bounce up the springs to the top ledge. Go left and drop down a ledge, but edge over enough to trigger the Thwomp. At that point, hit the blue switch to trap the Thwomp below. Now, jump to the upper ledge and move left enough to claim the O below.

Now, head back right and bounce on the spring, and have the Mini-Marios follow. Hit the red switch this time, then jump to the red ledge (they'll jump too, don't worry). Get them all into the toy box, then close/pick up to move on.

#### Level 4-DK

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This battle versus Donkey Kong can be REALLY annoying, even if you know what you're doing. He has 3 colored switches: when he hits one, that color's ghost will turn into a Shy Guy and walk around, making the other 2 ghosts. That's when you must be quick to take that visible Shy Guy, jump up the ledges, and throw it at DK to cause damage. You have to do this 4 times; just watch where you jump and be quick so you don't go jumping atop ghosts!

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World 5: Mystic Forest  
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#### Level 5-1

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This stage introduces a new switch, which you can use to control the way the conveyors move. Start by hitting the switch behind you, then riding the left conveyor (duck under the wall). Grab the Key, then throw it up onto the belt above. Now, wait for it to drop to the second belt before jumping onto the switch, grabbing the first present in the process. Do this switch again when the Key falls to the fourth conveyor. When it reaches the ground, hit the switch again, then you quickly go down the ladder and under the wall to get the Key. Hit the switch there and drop the Key onto the conveyor, then pass under the wall as well. Pick up the Key at the other side and open that door.

In the second area, jump on the spring to the first conveyor. Backflip up to the next set of them, and ride them to the right. Jump to the ropes and grab the second present after the air is clear of fireballs. Jump to the left conveyor and duck on it to get the last present since you're here. At the end, drop to the conveyors below, and return to the ropes at the right side. Climb up to the very top, then after a fireball is shot, go left and duck under it via the conveyor. Then, pick up Mini-Mario to beat the level.

#### Level 5-2

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Here, start off by climbing the first ladder, and grabbing the Hammer above. Defeat the sleeping Shy Guy, then stand under the next ladder and throw the Hammer up (press B). Go up and reclaim it to defeat the next guy, then toss the Hammer again. This time, jump to the right and hit the blue switch. Go back left and up the blue ladder. At the top, grab the Hammer and beat the 2 enemies, picking up the first present to the left. Go right and hit the red

switch, then continue onward. At the other end, hit the blue switch as you make your way down to the Key. Once at the bottom, grab the Key and hit the red switch to open the way to the door.

In the second area, climb the rope and head right. Jump from the enemy to the rope above it, then hit the yellow switch to the right. Climb the ropes up and to the left to get the second present. Hang from the enemy's tail to reach the far left. There, hit the red switch to make that enemy drop to the ledge below. Go right and down, then climb along the ropes and grab onto that dropped enemy's tail. Go left and jump to the ledge with the last present on it (fall off the rope by holding Left to pull this off). Hit the yellow switch when that enemy is on the red platform, so it drops to the lower ledge. Go down to the bottom yourself and hit the red switch, then go all the way right by hanging from ropes/tails. At the end, drop to the ledge and spring up to the Mini-Mario bubble.

#### Level 5-3

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Start by climbing up the ladder and ducking on the conveyor to get the first present. Drop down and grab the Key, then throw it onto the conveyor. Follow it under the wall, then take it and hit the conveyor switch before bouncing up the spring. Hit the yellow switch, then throw the Key onto the upper belt and follow it through. Stand on the first yellow block over there and throw the Key to the top conveyor. Quickly drop to the right and switch the belt's direction, then go left under the low wall. Hit the switch to change direction once more, then hit the red switch. Now, go all the way right and up the ladder. Take the Key before it vanishes, then use it to open the door.

In this area, go left and down and wait for the Bob-omb to destroy the first blue wall. Go into the lower cannon area and pick up the next Bob-omb, and throw it at the left wall to clear it. Then, go all the way up the ladder and head right to get the second present at top. Drop to the bottom area and pick up another Bob-omb, then bounce on the spring and clear the left wall. Go down and repeat this to clear the floor in the lower-left area. Drop down and hit the blue switch, then go up via spring and backflip on the new blue ledge to get the last present. From here, go right and up the ladder to the top cannon. Use the Bob-omb there to clear the right wall, then the floor far to the right. After that's done, go down and right, then drop down to the Mini-Mario so you can leave here.

#### Level 5-4

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Begin by springing up to the next ledge, and hitting the switch there to reverse the elevator direction. At the top, spring to the ledge above, then jump onto the ropes. Climb to the right, and jump to the first present in the air. Watch out for the bats, though! Continue right, sliding down the ropes to the down-moving elevator. Ride down the elevators to ground level, then hit the blue switch and head left under the wall via conveyor. Grab the Key and spring to the switch above. Hit it, then throw the Key on the conveyor and follow it under the wall (duck down). Ride the elevators on the right side upward, then jump to the door when you reach it.

Here, make your way to the left, then backflip to the first cannon ledge and grab the second present. Watch out for all the cannonballs in this area as you climb up the middle ropes. Jump to the right and climb up to the upper ledge. Go up some more ropes, making your way to the right while avoiding the bats, so you can get the last present. After that, go left to the far ledge and pick up the Mini-Mario to exit.

## Level 5-5

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Start by going left, ducking under the wall while on the conveyor. Bounce up the second spring and hit the yellow switch. Go right and up the ladder, then pick up the Key and step on the switch. Go right and drop the Key on the conveyor. Ride the belt to the right, grabbing the first present on the way. Go right and jump onto the down-going elevator when it appears, then quickly jump to the second one. Drop the Key there, then ride the first elevator down to the ground. Hit the switch there, then climb the ladder, grab the Key, and take the rightmost elevator up. Go left and open the door on the ledge.

In area 2, go left and use the Hammer to kill the first guy. Toss it up to the second ledge and do the same there. Go right and grab onto the ropes, then ride the tail to the far right. Spring to the upper ledge, then jump on the enemy's head to reach the conveyor. Jump to the ledge above the conveyor and take the Hammer, then drop to the right end of the conveyor and kill the enemy as it tries to reach you. Go under the wall by ducking, then spring up to the enemy's tail above. Hang on it to get the second present, then go right and drop onto the regular ledge below. Cross the ropes and jump up the series of conveyor platforms to the top one. There, backflip to the ceiling platform and take the Hammer. Go left/down and kill the 2 enemies, taking the last present in the process. Finally, grab the Mini-Mario and leave.

## Level 5-6

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Ride the moving platform to the left, dropping onto the disintegrating bridge below. Hop on it to make it last, then jump onto the platform when it appears to the left. Jump onto the second one, then go up and jump to the ropes above. Climb up and jump to the right. Then, drop down to the spring and hop across to the other spring, grabbing the first present in the air. Climb right on some more ropes, and then onto the donut blocks ahead. Jump onto the next moving platform and use it to reach the second present above. Drop down to the bridge and go right to a blue switch; hit it. Jump onto the donut block to the right, then quickly backflip to the ledge above. Grab the Key and go left/down to the bottom blue ledge. Jump across a donut block to reach the door, so all you have to do is open it.

In the second area, go up the ladder and use the Bob-omb to clear the right wall. Climb up the ladder and bounce up the spring to the ledge above. Spring up to the 2 ledges above that one as well. There, backflip over the middle gap to get the last present. Go left and spring up to the ladder; climb up to the blue switch and hit it. Make your way down to the ground level by the Bob-omb cannon. Take a Bob-omb to the elevated ledge to the left, and throw it up onto the ledge surrounded by bombable blocks. After they're cleared, backflip up there and continue up to the Mini-Mario bubble.

## Level 5-MM

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Here, start by grabbing the Bob-omb to the right and using it to bomb the right wall. Go up the ladder and head right so the Mini-Marios can collect the T. Continue right so they bounce up the spring, tossing the Bob-omb away if it gets close. Repeat this so the Mini-Marios get to the top area, then climb down the ladder and head left, collecting the O in the process. Grab the Bob-omb and bomb the wall to the left. When the next bomb comes out, go left and throw it up at the left side of the wall. Quickly go right to lead the Mini-Marios away from the blast, though. Next, go left and up the ladder, then lead them all the way left. Drop down to the lower platform and hit the

blue switch, then jump to the upper ledge and go right, leading them below through the passage to grab the Y. Go right and down the ladder, then go right and grab the Bob-omb/toss it out of the way. Go up and have the Mini-Marios bounce up to the top floor, too. Finally, go left and up the steps, lead them into the box, then close/pick it up to exit here.

#### Level 5-DK

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This battle with DK entails moving around on conveyors and dealing with more Bob-ombs. Donkey Kong will control a switch that can change the conveyor's direction of movement, which makes things annoying and tricky for you. Also, he'll constantly throw Bob-ombs around. Take one and get to the top conveyor without getting hit by another bomb, then throw the one you have at DK to attack. Do this 4 times to win.

### ===== World 6: Twilight City =====

#### Level 6-1

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From the start, go right through the first set of lasers when they each shut off. Spring up to the upper ledge and go left, jumping across the gap. Continue left and up another spring, then go right real quick. When the red lasers stop momentarily, go right and collect the first present. When the coast is clear, go left and backflip to the upper ledge, then jump onto the conveyor. Ride it to the right when the lasers aren't in the way. Jump to get the Key, then hit the switch to reverse the conveyor's direction. Spring up to the left and backtrack to the level's start, where you can open the door.

Go up the ladder and hit the yellow switch, then when the Shy Guy walks on the yellow ledge, hit the red switch below. Stand on the Shy Guy to cross the spikes, then go right. Hopefully when you did this before, the Shy Guy on the second platform to the right was on his yellow ledge too; that way they'd both be on the spikes. If not, go back and try it again until they are. Either way, go all the way right to the next platform. Toss the third enemy onto the spikes, then hit the switch and backflip onto the conveyor above. Ride it to the right, then climb the ropes to the top of them. Go left on the top ledge and duck on the conveyor to get the second present.

Before you reach the end, backflip and hit the blue switch. Drop down to the blue ledge, then go right and hit the switch to reverse the conveyors. Hit the yellow switch, then go all the way left (stand on the Shy Guy to cross the spikes). Duck under the wall to get the last present, then grab the Mini-Mario bubble to exit.

#### Level 6-2

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Start by jumping onto the moving platform loop to the left. Make your way to the far left, and take the first present there. Jump onto a platform on the second track above, then at the top, jump to the left platform. Hit the switch and jump back onto that platform, and ride it to the lower-right. Jump onto the lone block and backflip to the second present on the red ledge. Get onto a platform below and hit the blue switch to the right. Keep riding to the top area, then hop off and grab the Key.

Get to the upper-right ledge and hit the switch to reverse directions again,

then ride a platform down and left. Drop to the entrance area and ride the first platform track again. Get up to the second one like before, and make your way to the switch in the upper-left. Hit it, then throw the Key onto the conveyor. When it falls by the door, hit the switch again and ride a platform up and to the right. Drop down to the door and use the Key to open it.

In the second area, jump from the trash can to the wire above, and swing to the upper wire. Climb to the right and drop onto the ledge, then hop onto the next trash can. Handstand on it to protect from the bricks, and hit the yellow switch at the far side. Climb the yellow ladder and throw the one Shy Guy at the other to kill them both at the top. Go left and drop down to get the last present. Grab onto the wires and swing back up to the top area, then go back right and down the ladder. Hit the red switch this time before going down to the bottom-right level. Throw that Shy Guy onto the spikes and ride him across to the left side (handstand to avoid the bricks). There, jump to the ledge and pick up Mini-Mario.

### Level 6-3

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Start by going right and jumping to the first present, then go back and hit the blue switch. Spring up to the above ledge, then climb the rope and grab onto the first enemy's tail when it comes near. Hold it in place until the far left enemy hits the left wall and turns around. Then, let go and return to the start area. Wait until the left enemy is at the right side of the red invisible wall, and the right enemy is to the left, then hit the red switch. Get back up there (backflip from the lower red wall to the door ledge) and climb/hang from those tails to reach the far left ledge. Jump there to get the Key, then drop down and hit the blue switch before going right. Spring up to the ledge above and open the door.

In the next area, go right when the red laser is gone to avoid the spark on the wire. Swing from the smaller wire to the upper area and continue left when the yellow laser is gone. Spring up to the above ledge and head right when the lasers aren't blocking your way. Jump up and left to another ledge, and collect the second present in the back. Step on the switch, then go right and hit the blue switch. Go down and left on the conveyor, then swing up the wire to the top ledge where you can get the last present. From there, jump to the right and take Mini-Mario to exit.

### Level 6-4

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Start by going right on the conveyor while ducking, then swinging up to the moving platforms above. Jump down and left to the ledge and hit the yellow switch, then go right to get the first present. Go right and hit the blue switch this time, then swing back up to the moving platform. When you reach the overhead wire, swing up on it to get the second present. Drop down to the moving platform after that, and go back right. Swing across the ropes, jumping when the lasers are off. Continue to the far right and swing to the top platform. Go left and stand on the Key when the laser comes, then take it and step on the red switch ahead. Go left and down, then all the way right. Drop down the gap when the lasers are off, then drop the Key on the conveyor and move left under the wall with it. At the other end, take the Key to the door and open it.

Here, wait until the second enemy from the left is moving right, then hit the blue switch, then climb from tail to tail to cross the spikes. Climb the ladder and duck on the enemy's head to pass under the wall. At the other side, quickly get up and backflip to the conveyor above (note: if you want the blue present to the right, you'll have to try and walk between the

enemies and under the spikes when there are openings to get past; there's no other way). Go left and spring up to the top, then hit the red switch when the Shy Guy is on the blue ledge. Go down and climb the ropes to the right, then drop onto the Shy Guy and duck under the right wall. At the other side, simply grab the Mini-Mario and you'll be on your way.

#### Level 6-5

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Starting off, drop onto a moving platform below and ride it all the way around the middle, grabbing the first present in the process. On the second go-around, hit the yellow switch. Go around again and hit the blue switch on the right ledge, then ride to the ladder and climb up. Go under the left wall via the conveyor. Hit the switch and toss the Key onto the conveyor, then follow it out. Grab it again and hit the red switch, then drop onto a platform through the hole in the floor. Ride the platform around, dropping the Key onto the left-moving conveyor. Go around the platform and hit the yellow switch, then retrieve the Key as it slides up. Hit the reversal switch and go onto the conveyor. Throw the Key behind you, then duck down and go through. When the Key comes out the other side with you, pick it up and open the door below.

In this area, go right and get pushed under the first wall. Jump up and hit the blue switch, then wait for the enemy to come back around, so you can get pushed all the way right. Climb the ladder and do the same to get to the next ladder to the left. Hit the yellow switch there when the pusher is to the left of the invisible yellow block, then climb back down and get pushed by the second ladder. Go up that one and get pushed to the right, grabbing onto a wire to avoid falling. Go right and drop down to the wire above the second present. Avoid the spark and get the present, then hit the red switch in the corner. Swing up to the top wire again, then go right and drop to another wire below. Go right and swing to get the last present, then go all the way down and right to the red ledge. Swing up just enough to get onto the ledge above, and pick up Mini-Mario.

#### Level 6-6

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Start by riding the first platform to the right. Grab onto the tail to avoid the spikes, then drop onto the platform and continue upward. Jump to the ropes and go right to the next platform. Duck to avoid the ceiling as you ride upward, then go right and hit the blue switch. Drop down to the trash can and use it to reach the first present to the left. Head back left to the first platform track, and use the platform to reach the Shy Guy on the spikes. Go left and spring up to the platform when it comes through, and jump to the left ledge from there. Drop down the middle of the lasers to get a 1-Up and the second present. When they die off for a moment, go right and down to the Key. Then, ride the platform to the door and go on to area 2.

Head to the right, ducking to avoid the yellow laser. When it dies off, you'll have to be FAST to get to the right before the blue ones come on. Use the Bob-omb to clear the floor, then drop down when the laser is gone to get the last present. Go up and throw Bob-ombs at the ledges above to clear the wall, then spring up to it and spring to the wire ahead. Instead of swinging on the wire, go left and drop from the pole, then jump over the spikes to the left ledge. When the lasers die down, step to the middle area, then repeat to get to the far end. Use the Bob-omb to clear the left wall, then pick up the next Bob-omb and take it left when the lasers stop momentarily. Clear the bottom-right corner so you can pass through. Then, go right and pick up the Mini-Mario to leave here.

## Level 6-MM

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Start by going right and jumping to the top ledge. Direct the Mini-Marios to the T, and down to the second conveyor. When they get there, hit the switch and run left to drop them to the bottom one. Hit the yellow switch, then switch the direction of the conveyors again. Run to the left to get them all to the ground level, then you go all the way right and down a ladder. Go left through the lasers when they each shut off, and hit the blue switch ahead.

Meet up with the Mini-Marios and have them come through, getting the O on the way. Climb down the ladder and go right, taking the trash can with you. Go right to the next ladder and toss the can up to that ledge. Go there too and bounce up to the top ledge when the lasers are off, and leave the can next to the left wall. Hit the red switch and go right to bring the Mini-Marios up, then go left to the toy box. Lead them all in and close/pick up the box to move on to the fight.

## Level 6-DK

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This supposedly 'last' fight with Donkey Kong involves going through a laser and switch maze of sorts. When he drops the Bob-omb onto the conveyor, get through and hit the first switch. Climb the ladder and when the coast is clear, hit the second switch. This will drop the Bob-omb onto DK to cause damage. You'll have to do this 4 times to win, so be patient and alert to pull it off! It can get tricky though, since DK can also change the direction of the conveyors with his switch. Just be quick on your feet in hitting the switches quick enough, and you'll be able to win.

Upon beating DK here, you'll witness a cutscene before going to another round against him.

## Donkey Kong

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In this tall tower-like stage, there are 3 Toads in captivity. DK sits at the top with 3 switches, each one making a particularly colored Key appear. The idea is to get each Key and free all 3 Toads. Do that, then you can move on to DK. You can't attack him as you are, so wait around at the bottom, evading the barrels that fall until the 3 Toads return. They will bring a big barrel you can carry, so bring it to the top area and throw it at Donkey Kong. He'll fall down to a lower perch and continue the barrel barrage. Repeat this 2 more times and he'll be done for!

At this point, you'll witness another cutscene and the game will seemingly start over again. Only this time, you're playing the Plus Worlds!

## ===== Plus World 1: Mario Toy Factory =====

Note: In the Plus Worlds, you have a new objective in each stage. Accompanied with the Key is a Mini-Mario, who will follow you around like in the previous #-MM stages. This means you have to be way more cautious as to where you go, etc. It'll be better understood when you actually play these stages.

## Level 1-1+

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Start off by going right and down the ladder. Grab the lower left Shy Guy and toss it at the other one to kill them both. Then, go back up the ladder, and then up another one. Toss the Shy Guy onto the spikes so you can get the first present. Go back down and hit the blue switch, then climb down to the lower-left area. Collect the Key/Mini-Mario and move the trash can to the left corner. Go up the ladder and head left so the Mini-Mario will grab the second present. Hit the red switch and go all the way right, grabbing the final present below. Continue right and spring the Mini-Mario up with you twice (up both springs). Jump the gap and hit the blue switch, and then head straight to the door, clearing this stage.

Level 1-2+

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From the start, go left and use the Hammer to beat the oil drums. Toss up the Hammer and jump to the first present, then hit the blue switch and climb the right ladder. Go left and use the Hammer to beat the next 2 oil drums, collecting the Key/Mini-Mario in the process. Grab the trash can from the right and toss it against the left wall, then climb down the ladder and go all the way left. Hit the red switch after he gets the second present, so he can reach the third as well. When you're done, grab the trash can that just fell down and spring up with it. Use it as a step for Mini-Mario to reach the door.

Level 1-3+

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Start by bouncing up the springs to the left for the first present. Land on the ledge by the door and bounce on the right springs to the upper-right platform. Climb the ladder and use the Hammer to dispose of all 3 enemies there. Then, nab the second present before going back down to get the Key/Mini-Mario from the start. With them, bounce up the left series of springs and backflip to the top ledge so you can get the last present. Then, bounce over to the door; have Mini-Mario open it so you can exit.

Level 1-4+

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Go up the red steps to the top ledge, then hit the yellow switch. Go right and get the Key/Mini-Mario, and backflip to the upper ledge to grab the first present. Go back left and down, jumping across the trash cans with Mini-Mario, grabbing the second present as well. At the other side, go up and hit the red switch, then go all the way right and down another ladder. Have Mini-Mario go through the lower passage and spring up, grabbing the final present in the air. When you're together again, simply go left to the door.

Level 1-5+

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Begin by climbing the ladder and getting the Key/Mini-Mario to tag along. Spring up to the conveyor, then jump up to the top conveyor and go left. Mini-Mario will go under the wall to get the first present. Continue left and jump the gap to get another present, then make your way downward. Go right on the bottom conveyor with Mini-Mario in front of you so you get the last present. Finally, go left and down, jump the spike gap, and open the door.

#### Level 1-6+

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Climb up the ladder behind you to start, then throw the trash cans at the Shy Guys to kill them all off. Take the first present, then continue down and right to the Key/Mini-Mario. Spring up to the left, continuing off to the ledge below. When Mini-Mario follows you down, climb down the ladder and go right, so Mini-Mario gets the second present. Go back left, then head right while doing a handstand to protect from bricks (Mini-Mario should be close enough to you to avoid damage, so don't worry). Jump at the end to get the last present, then quickly go right to the door.

#### Level 1-DK+

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For this battle, there will be colored platforms, and DK has control over which ones can be jumped upon at a given time. For instance, when he hits the red switch, a red trash can will appear, and the red platforms can be jumped on. Anyway, grab a trash can when it appears, and jump up the platforms to the top, then throw the can at Donkey Kong to attack. After a color switch, he'll send junk at you from above, so be careful. 4 hits will beat him, as usual.

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Plus World 2: Donkey Kong Jungle  
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#### Level 2-1+

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Climb the left ladder and get the Key/Mini-Mario, then climb back down and head right. Get the first present, then climb up the second ladder and go left for the second present. When Mini-Mario reaches where you are, go right and wait for the first piranha to shoot its fireball. When it does, jump up the first set of step platforms so you're above the plant. Go right and do the same thing, ducking under fireballs that come your way. You must be careful to move when there are no fireballs, so Mini-Mario doesn't get hit. Jump to the final ledge, then when he's there, go down to the ropes and nab the final present. Then, get back to the top ledge and exit via the door.

#### Level 2-2+

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Starting off, jump to the rope above and drop the tomato on the lone rhino enemy below. Then, go to the left ropes and drop fruit on the other 2 rhinos. Now, collect the 2 presents on top and drop through the disintegrating floor to the lower area. Grab the last present and the Key/Mini-Mario, then spring up by the door above.

#### Level 2-3+

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Go left on the disintegrating platforms to the first present (it would help if you hopped along them so they don't totally vanish). Head to the upper-right area and collect the second present, and then head left onto the regular ledge. With Mini-Mario and the Key, climb down the ladder to the ground and head left. Pick up the barrel and take it to the other side of the steps ahead, while Mini-Mario gets the final present above. Drop the barrel against the wall, then lead Mini-Mario down. Jump on the barrel over the

wall, having him follow suit, then unlock the door to exit here.

Level 2-4+

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For this stage, you must be quick to move so yourself (and especially Mini-Mario) don't get hit by eggs from above. Climb along the ropes, jumping between them to get all 3 presents above. Then, go down and open the door to move on.

Level 2-5+

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Begin by going up the ladder and getting the Key/Mini-Mario. Hit the blue switch and go down/left, then up the rope. Drop the fruit on the first enemy, then go right so Mini-Mario falls to the ground. Go left and up the ropes, then jump over the wall, grabbing the first present in the air. Drop down and head right this time, dropping a fruit on the second enemy you encounter. Climb the ropes and jump to the second present, then go down and right. Drop the fruit on the last enemy you meet. Grab the last present before springing up to the top ledge, where you can go open the door and beat the stage.

Level 2-6+

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From the start, go left and get the Key/Mini-Mario, and head left. Pick up the rhino and jump to get the first present. Go right, then turn and throw the rhino behind you. Spring up with Mini-Mario to the second ledge, then climb back down and hit the yellow switch. Head all the way left so Mini-Mario walks on the yellow ledges and gets the second present. Go right after that, then hit the red switch when he's off the yellow. Spring up to the ledge yourself, then spring again to the top ledge and grab the final present to the far left. Go down the small portion of ladder and drop to the right ledge, and hit the blue switch. Continue right so Mini-Mario comes down, then open the door to exit.

Level 2-DK+

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For this fight, DK will be on a ledge below, where you'll be above in an area full of ropes and spikes below. You have to climb around and drop the fruit on Donkey Kong's head when he passes under you. Each time you hit him, though, he'll send a bunch of chomper enemies onto the ropes to attack, so watch out! 4 hits will do him in this time, once again.

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Plus World 3: Fire Mountain  
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Level 3-1+

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Here, start by going up the ladder to get the Key/Mini-Mario. Go back down and hit the blue switch, then when the Mini-Mario bounces onto the blue ledge, go all the way left. Hit the red switch so he can't go anywhere out of that left alcove. Now, hit the yellow switch and return left so Mini-Mario sees you. Have him follow you right; when he bounces on the second spring, hit the blue switch and lead him right, dropping onto the ledge below. Get

the first present, then have him go right. Hit the red switch, then the yellow switch afterward. When he jumps up the steps and over the gap, continue right so Mini-Mario springs up to get the last 2 presents, and the 1-Up on the return trip. When he comes down to where you are, head left and open the door.

#### Level 3-2+

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Go right and collect the Key/Mini-Mario, then go left and drop through the disappearing floor. Go right and walk on the next disintegrating section, and have Mini-Mario fall down to the third ledge. As for yourself, go right and grab the first present on the ropes. Be careful of the fire birds on the way, though! Go down and right, collecting the second present, then pick up the Shy Guy and toss him into the lava below after you step on that bridge. Go down and right, leading Mini-Mario onto the bottom-most platform. When he's there, backflip to the upper ledge and go all the way right so Mini-Mario can nab the last present. Now, go down to the bottom and exit through the door.

#### Level 3-3+

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Here, begin by getting the Key/Mini-Mario to tag along. Move along when the fireballs are not around for a brief moment. When you get to the far right, time your jumps across the small ledge correctly so the fireball doesn't hit either of you (the best time to do this is when the fireball is on its way down). At the end, spring up with Mini-Mario to the upper ledge. Jump to get the first present, then make another timed jump to the left to avoid the fireball again. Backflip up to the second present, then continue left when the fireballs are going downward. At the end, backflip up to the last present, then open the door to exit.

#### Level 3-4+

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Starting off, spring up to the above ledge, then jump your way to the Key and Mini-Mario. Go right and drop down to the lower ledge, then backflip to the upper ledge and head left. When Mini-Mario is to the left of the blue wall, hit the blue switch. He'll collect the first present in there, then spring up to where you are when you head left. Do this, then bring Mini-Mario all the way right again. This time, backflip to the upper ledge and go all the way left. Hit the red switch, then slide down the ropes to the bottom area so you can get the second present. This will bring Mini-Mario left and drop him down to the bottom area. When he's there, hit the blue switch and go back left with him to get the final present. Then, go right and down the ladder, and meet him at the door.

#### Level 3-5+

-----

For this easy stage, go right and up the first set of steps with Mini-Mario. Go left across the disintegrating bridge, collecting the first present on the way. At the end, jump the gap and spring to the upper ledge. There, backflip to the above ledge and take the barrel to the right (Mini-Mario will still follow you right). Drop it below the lower-right platform and head right so Mini-Mario jumps on it to reach you. From there, just jump up the platforms to the left and drop down to the door at the end.

Level 3-6+

-----

From the start, go right and toss the Shy Guy to the left. Continue right past the fireballs, then collect the Key/Mini-Mario and climb up to the first present. Go back left past the fireballs, then toss the Shy Guy to the right side this time. From here, climb up the ropes and hit the blue switch, then jump to the disintegrating ledges and collect the second present. Go back down and lead Mini-Mario up the ledges, including the blue platform. At the next rope, use Mini-Mario as a stepping stone to reach it. Climb up and hit the red switch, then continue right. Backflip to the upper ledge at the end and continue right for the last present, then go to the door and leave.

Level 3-DK+

-----

For this fight, you'll be in a room FULL of those disintegrating blocks. Donkey Kong will sit on top, throwing stones and barrels at you from above. There are falling blocks that will move up and down, partially clearing the structure as well, so be careful. Anyway, handstand near the bottom so when a barrel comes, you can flip it over. When that happens, bring it back up to hit DK. Do this 4 times to win, as always.

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Plus World 4: Spooky House  
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Level 4-1+

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Begin by going all the way right, past the Thwomps and Mini-Thwomp on the way. Jump to grab the first present on the way, though. Also, hit the yellow switch on the way. At the end, climb the ropes and jump to the second present on the ledge. Collect the Key/Mini-Mario to the right, then go down and left, allowing him to get the last present below. Pass under the Thwomps when they're rising up again, as well as the Mini-Thwomp. When you reach the far left, hop up the yellow steps and hit the red switch when you're both at the top. Jump up the red ledges, then climb the ropes and jump onto the ledge above the Thwomp to trigger it. Now, quickly go right and down to the door; Mini-Mario will jump over and meet you there.

Level 4-2+

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From the start, go right and get the Key/Mini-Mario, then hit the yellow switch ahead. Go back left and have Mini-Mario sink down with the donut block. Have him sink down the lower-left one too, so you get the first present. Continue back right, while Mini-Mario hops up the yellow steps below. At the top of that, hit the blue switch and go right to get the second present. Go right and hit the yellow switch as soon as he's off the blue ledge, then continue right a bit. When Mini-Mario goes down, head left and hit the red switch. Return and lead him left to the final present, then go back right once more. Hit the blue switch, then climb down the ladder and open the door.

Level 4-3+

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Start by hitting the blue switch so Mini-Mario falls to you, grabbing the

first present in his free fall. Go left and up via the falling spike ledges. At the top, wait until the 2 red Shy Guy ghosts below are in a step formation (the lower one under the present, and the other one above/left of it). When that happens, hit the red switch and jump down to get the present, then go up to the next ledge. Spring up to the upper-right ledge, having Mini-Mario follow suit. Up there, wait until the blue Shy Guy ghosts are equal distances apart from each other and the sides, then hit the blue switch. Hop across to get the last present, and reach the door with Mini-Mario intact.

#### Level 4-4+

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In here, climb up to get the first present to start. Then, lure the Boo all the way left by the ladder. When it's back there, get the Key/Mini-Mario and jump upward via the falling spike ledge. Keep facing Boo whenever possible to keep it at bay. At the top, hit the blue switch, then get Mini-Mario to fall down the donut block below. When he does, grab the second present, then go right and up for the third one. As soon as he gets it, hit the red switch, then go down the ladder and meet up at the door to exit.

#### Level 4-5+

-----

Starting off, hit the yellow switch, then go left and wait for the ghost to reach the right wall. When it does, hit the red switch to turn it into a block. Go up and touch the Key/Mini-Mario and lead it right. Climb down the last ladder and hit the yellow switch, then lead the ghost to the left. When it passes the first blue wall, hit the blue switch, then when it passes the middle yellow wall, hit the yellow switch again. Now, when the ghost reaches the left wall, hit the red switch. Bring Mini-Mario to the left again and spring up to the above ledge with him in tow. Now, jump to the right ledge and make your way right when the Mini-Thwomps are apart. Be sure to jump to get the presents on the way. Once at the far right, open the door and you're done.

#### Level 4-6+

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Right from the start, you'll have the Key/Mini-Mario following you, so be careful. Trigger the first Thwomp, then when it's rising, quickly run right past everything else. Spring up to the ledge above with Mini-Mario, and pass the donut block once. Go back left and have Mini-Mario fall, getting the first present. Now, quickly go left so he jumps left, grabbing the second present as well. When he's back up where you are, go right again. Have Mini-Mario fall on the donut block again, then when he hops to the right, hit the blue switch so the Shy Guy ghost turns into a block he can jump on. Continue right and jump to the last present, then go down and meet up at the door.

#### Level 4-DK+

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This battle with Donkey Kong is relatively easy, compared to the last fight you had with him. There are 3 colored ghosts floating around; when DK hits a switch, that color will become a solid Shy Guy you can pick up. There are 2 spikes that will fall and act as ledges should you need them (and you will). Anyway, attack by taking a Shy Guy and jumping up to/throwing it at DK. Be careful of touching the other 2 ghosts when jumping around, though. 4 hits will do him in once again.

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Plus World 5: Mystic Forest  
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Level 5-1+  
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Begin by springing up to the Key/Mini-Mario above. Go right and backflip to the upper ledge, to keep Mini-Mario here for now. Go right and hit the blue switch when the enemy is above the red platform, so he drops below. Drop down a ledge too, and collect the present to the left. When the enemy is above the red platform, hit the blue switch. Do this same trick one last time below with the red switch/blue platform. Now, go left and down to the bottom area. Jump to get the second present there, then ride the conveyor above to the left (duck under the wall).

Now, go up and get Mini-Mario and spring with it to the top ledge. Continue right and down to the second ledge. Go right and do a double handstand jump to reach the upper-right ledge. Go right so Mini-Mario can grab the last present. Then, go down and hit the red switch, and drop to the bottom area. Go all the way right from here and open the door to exit.

Level 5-2+  
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Here, you'll start off with the Key/Mini-Mario following you once again. Climb the ladder and head right, then hit the conveyor switch and have Mini-Mario go right and spring to your ledge. Climb down the ladder and go right on that conveyor, then go left and get the first present below. Spring back up and get onto the next conveyor. Duck under the spikes and grab the second present there. Go back down with Mini-Mario and hit the conveyor switch, then spring up and go right, springing up to a third conveyor. Head left against the current, then jump to the next conveyor and spring up to the left ledge. When Mini-Mario joins you, hit the switch and ride the topmost conveyor to the right, and open the door at the end. Be careful through this whole area, so you and the toy don't get hit by piranha fireballs.

Level 5-3+  
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Start by hitting the blue switch without getting the Key/Mini-Mario, then take a Bob-omb. Spring up to the ledge and blow up the wall there. Go back down and get another Bob-omb, then quickly spring up and go right. Drop down to the blue ledge and go all the way right, and toss it above before it blows to clear the wall up there. Backflip to the upper ledge and hit the red switch, then take the first present. Get back to the bottom area and take a Bob-omb, and toss it onto the red platform to clear the right wall. Take the Key/Mini-Mario at this point, and hit the blue switch. Grab a Bob-omb and throw it to the right, then hop/spring to the upper ledge, and go right. When Mini-Mario reaches the wall on his ledge, hit the red switch and continue right.

Moving on, grab a Bob-omb and jump on the blue switch so Mini-Mario below can claim the second present. Toss the Bob-omb to the right section of floor to clear it. When that's done, drop through the opening and open the door.

Level 5-4+  
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Begin by getting the Key/Mini-Mario and springing to the left ledge. Jump onto the conveyors and collect the first present above. Spring to the next ledge and continue left. As you move around going up, be careful of the cannonballs being shot around. Wait until the set of cannons above you shoot sideways, then spring up to that ledge. Go onto the left rope to get the second present, then go back right and spring up to the next conveyor. There, quickly backflip to the right ledge so Mini-Mario can get the last present below you. Now, go left and jump the gap, then spring to the top ledges. Go right and jump across a couple more platforms, then open the door ahead.

Level 5-5+  
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Starting off, climb the rope and grab the first present. Climb to the far left and grab the Key/Mini-Mario below. Jump back to the ropes and climb right so Mini-Mario falls onto the conveyor. Climb down the ladder now and head right onto the next set of ropes. At the other side, backflip to the conveyor and get Mini-Mario to follow you right, down, and left. Go right onto the ropes as Mini-Mario falls below, then lead him left into a small room. He will spring up to grab the second present. Trigger the enemy to charge to the left below, then head right quickly. Slide down the rope and continue left. Climb to the left rope and jump to the final present. Grab the Hammer and defeat the last enemy with it, then open the door ahead.

Level 5-6+  
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Here, begin by taking the Key/Mini-Mario to the left. Cross the platform where the cannons are shooting through, and collect the first present on the way. In the lower-left area, use the first Bob-omb to clear the first block to the right. Get to the left side of the cannon so the Bob-omb jumps out to the right this time. Go near him to trigger the timer; if done right he'll explode next to the second block. Now, backflip to the upper right ledge and go right to get the second present below.

Next, go left and toss a Bob-omb aside, then hit the blue switch and head right. Back at the start, climb the blue ladder and hit the yellow switch above. Now here comes the tricky part: if you want that last present, you must shimmy along on the wire while Mini-Mario moves around below. You have to be VERY careful that he doesn't get hit by the cannonballs below. The best bet is to wait until immediately after they shoot diagonally to start the wire climb. When you make it to the left side, jump from the yellow ledge to the door with Mini-Mario to unlock it and exit.

Level 5-DK+  
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In this arena with Donkey Kong, there are many conveyor belts in the air, and bombable blocks below. He has a switch that will change the direction the belts move, so be careful when moving about. He'll toss Bob-ombs onto the conveyors, which will make their way down to you, slowly clearing the floor. Take a bomb and jump to the top conveyor, then toss it at DK to attack him. You must do this 4 times to win the fight.

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Plus World 6: Twilight City  
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Level 6-1+

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Begin by climbing up and backflipping to the first present. Get the Key and Mini-Mario, and climb down the ladder again. Go right, moving when the lasers permit (do this for Mini-Mario above too) and grab the second present above. Hit the yellow switch and lead Mini-Mario back left and down to where you are. Now, hit the red switch and go all the way right. After the laser ends, spring up to the ledge above. Jump to the left ledge and hit the blue switch, then spring up to the last present. Go back right and down, quickly take the trash can and toss it to the left ledge, and backflip before Mini-Mario falls down. If he does, you'll have to do it all over again. After you do this, take the can to the left and spring upward, leaving it on the blue ledge. Use the Mini-Mario to reach the ropes above. Head back right, leaving the can by the high wall, then lead Mini-Mario to the far right spring. When he's up where you are, go left all the way to the door.

Level 6-2+

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In here, start by swinging on the rope so you can get the Key/Mini-Mario, as well as the first present above. Drop down and head right while doing a handstand to deflect the bricks. At the far right, spring up and head left. Go down the ladder and head right, allowing Mini-Mario to nab the second present. Spring both of you back up to the right, then go left again. This time, jump to the ropes and collect the final present up there. Climb to the left ledge and go all the way left; Mini-Mario will bounce up to where you are and open the door.

Level 6-3+

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Start by jumping up to the first tail enemy, and holding it in place until the first one below hits the left wall and turns around. Then, head left while hanging. Do this for the next couple stops to ensure Mini-Mario's safety. At the end, jump to get all 3 presents, then spring up to the door and exit this really easy area.

Level 6-4+

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From the start, head right with the Key/Mini-Mario when the lasers go off. Grab the first present and drop to the next platform below. Go on the conveyor, passing when the lasers each shut off. Duck under the final wall to pass through, then fall to the ledge below. There, take the Shy Guy and drop him onto the red platform below. Jump to the right and hit the blue switch so it falls to the spikes. Go down the ladder and hit the red switch, then ride the Shy Guy to the left, jumping to reach the second present. On the leftmost ledge, jump to get the final present as you lead Mini-Mario to the door where you are.

Level 6-5+

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Starting with the Key/Mini-Mario once more, head left over the bombable blocks. When you're both all the way left, hit the blue switch to leave Mini-Mario here. Go back right and use the Bob-ombs in the 2 corners of the blue block formation to destroy the blocks below. Finally, take a third Bob-omb and go left with it. Stand atop the last blue formation and throw it up at the conveyor above. It'll go right and clear the blocks there. Now, backflip

and hit the switch to reverse the conveyors. Go down and head right, then backflip to the ledge where the Bob-omb cannon is. Take the bomb and toss it onto the blue blocks below, then hit the red switch so it falls, destroying the bottom-right wall. Now, climb down the ladder, collect all 3 presents below, then take Mini-Mario to the door.

#### Level 6-6+

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Start off by getting the Key/Mini-Mario, then climbing the ladder and hitting the blue switch. Go right to get the first present below, then go left and hit the red switch. Head all the way right to the second blue switch, leading Mini-Mario upward on the way. When he's up by you, go back left and down, and get the trash can to the right. Toss it up, then go up and bring it right with you some more. Hit the blue switch, and continue right. Have Mini-Mario fall to the ground, then toss the trash can to the regular ledge above. Duck on the first conveyor and go right, then drop down and hit the reversal switch.

Spring back up and toss the trash can onto the left side of the top conveyor. Quickly go right and down, then hit the red switch when the can falls so it sits on the red platform. Lead Mini-Mario all the way right to the door, then hit the blue switch. Now, spring up to the left and reach the top conveyor. Grab the second present on it, then jump to the right and grab the final present before opening the door to leave.

#### Level 6-DK+

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This battle with Donkey Kong will involve the laser room once again. On the left side where you are, there will be lasers with conveyor switches in the middle, and DK will be under the conveyors to the right, throwing Bob-ombs upon them. The idea is to hit the conveyor switches to change the directions of the belts, eventually sending the bombs down on DK's head to cause damage. You must be quicker this time, since the Bob-ombs will explode quickly. Be patient, and you'll be able to succeed once more.

#### Donkey Kong Plus

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For this major battle against Donkey Kong, the ape dons a robotic suit, comprised of a center body and 2 arms. Each giant hand is holding 3 Mini-Marios, which you must rescue. Early on, DK will pound one hand against the ground, causing junk from above to fall. Backflip to the upper ledges (use the hands as stepping stones) and grab the barrel, and throw it at the head to attack, thus freeing 1 of the Mini-Marios. Be careful though, when one of the hands pound the ground, the room will shake, so jump in the air to avoid being stunned! Later in the battle, he'll slide the hands left and right to try and crush you (this is when there are 2 barrels in the corners). Ignore them, and wait for the usual pattern to commence again. You must hit this boss 7 times with barrels to win.

After the fight, watch the cutscene, and then the credits will ensue. Congrats on beating the game again, but the fun doesn't end here either! You can now play some Expert levels, depending on how many high scores you've attained (for each level, you need 9 stars; get a star for each high score you beat). The next section of the walkthrough will cover those stages.

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## Expert Levels

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### Level X-1

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Begin here by stepping on the conveyor switch, then heading right. Hit the blue switch, then the red, then finally the blue again. Now, go back left and up the ladder, and pick up the trash can. Throw it to the right wall and backflip from it to the conveyor belts above. Go all the way left and jump to nab all 3 presents. Go down and hit the reversal switch again. Head right and hit the red switch, then backflip to the can and use it to reach the red ladder up ahead. Grab the Key up there, then go down and hit the blue switch. Toss the Key and the trash can onto the bottom conveyor, and follow it right (duck under the wall, of course).

On this side now, toss the trash can and Key to the blue ledge above. Hit the conveyor switch once more, then backflip to the upper ledge. From atop the can, throw the Key up to the top conveyor, then go down and hit the red switch, and then the conveyor switch again. From there, backflip from the can to the red ledge, then toss the Key up by the door. Now, simply backflip to the conveyor, pick up the Key by the door, and head out of this stage.

### Level X-2

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Start by jumping right along the disappearing ledges. Backflip to the upper one, then backflip quickly again for the first present. Head left and backflip to the next set of platforms, quickly doing it up there for the second present. For the next several platforms, you'll have to either handstand jump or backflip along them, but do it quickly so you don't slip and die! You'll need to backflip to grab the last present, though. At the top, climb the ropes and head left. Spring across the spike pits and grab the Key, then hit the blue switch. Drop down along the platforms to the left, then go down and right to the door.

### Level X-3

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From the start, jump onto the moving platform when it comes, then face right. Backflip to the first present above, being very careful not to fall onto a fireball or into the lava below. Jump from the lone block to the next ledge, and ride the moving platform around the track. Jump to the next set of platforms ahead, watching out for the falling/rising blocks on the way. Jump to the second present above the second track, then at the far left ledge, take the Key and the final present by backflipping. Return to the right side of the stage the same way you came. When you get there, toss the Key to the upper ledge. Backflip up there and reclaim the Key, using it to unlock that door.

### Level X-4

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Start by going left, past the Thwomp and Mini-Thwomps, jumping to grab the first present on the way. At the far end, hit the yellow switch and climb the ladder. Backflip to the second present to the right, being careful of the same traps from below making their way upward. Go right and hit the red switch when the Thwomp goes down, to trap it below. Continue up and left past the Mini-Thwomps. Climb up the next ladder and hit the yellow switch, then go right again. Climb the last ladder after hitting the blue switch, and go up

once more. Backflip to the top ledge and grab the Key, then make your way left past 3 Mini-Thwomps this time. Drop the Key and backflip to the final present when you can, then continue onward to the door with Key in hand.

#### Level X-5

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In this area littered by bombable blocks, you have to make your way to the bottom of it all. There really aren't any directions I can give you, other than to bomb your way downward to the presents and the Key, then eventually a clear path to the door. Just watch your time, and you'll be fine!

#### Level X-6

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From the start, hit the left switch and ride the platforms upward. Jump to the right and take a Bob-omb, then throw it at the left blocks. Climb down the ladder and grab the first present, then go up the platforms and continue right. Go down the platform and make your way to the bottom-right area. Spring up to the ropes above and grab the second present, then go onto the left ledge and hit the yellow switch. Slide down the ropes and head left on the conveyor, then head all the way left and up the elevator once again. Grab the Bob-omb and throw it to the right yellow ledge, clearing the blue blocks in the wall.

Now, jump to that ledge and collect the final present, then slide down the ropes and hit the blue switch. Hit the conveyor switch, then climb back up the ropes and go left. Drop down to the blue ledge and ride the platforms up and left. Collect the Key and hit the yellow switch, as well as the reversal switch, then toss the Key up and backflip to it. Go left and drop the Key down the elevator, then climb down the ladder and drop to the bottom area. Retrieve the Key and go right, then ride the platform around to the exit.

#### Level X-7

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Begin by tossing the Shy Guy onto the spikes, then backflipping from it to the blue switch on the ledge. When the Shy Guy moves to the right, drop onto it again, backflip over the second wall, and pick up the Shy Guy at the other end below. Go all the way right to the first present, then hit the yellow switch. Throw the Shy Guy onto the yellow platform above, then backflip to it and use it to backflip to the upper right area. Hit the red switch when the Shy Guy is next to the present below, then go down/left to the second present.

After that, take the Shy Guy and throw it upward. Get to the top area and wait for the Shy Guy to walk on the red platform above the spikes. At that point, hit the yellow switch, then climb across the ropes and drop onto the Shy Guy. Go left and jump across the ropes to get the final present, then continue along atop the Shy Guy below. Backflip to the Key on the last ledge, then drop down to the door to exit.

#### Level X-8

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Begin by riding the left block down, then dropping onto the right one. Collect the first present on the way, then jump to the lower-right block. Quickly backflip to the upper-right one, then handstand and jump over the right spikes to the next ledge. Go right and grab the second present, then

drop to the lower-left block. Handstand jump to the left over those spikes, then jump to the next block. Backflip to the upper block and ride it downward, collecting the final present on the way. Then, jump down and left onto the spring. Go right and backflip to the next block, then do a double handstand jump to reach the Key. Go back down and unlock the door to exit.

#### Level X-9

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Starting off, climb the ropes and grab the first present on the way up. Jump to the ledge and hit the blue switch, then slide back down and head right. Wait until you have a clear shot for moving up, then climb the ladder and toss the Shy Guy to the right ledge. Jump from it to the ropes, then climb up and continue left. Jump to grab the final present above the door, then climb down the ropes ahead to reach the Key. Jump from the hopping enemy to the upper ledge, then from there, head over to the door.

#### Level X-10

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This is another fun switch level, as you can tell. Start by waiting until a blue ghost is below/to the left of the upper-right ledge, then step on the blue switch. Backflip to it and jump to the first present. Go back down and wait for the red ghosts to form a stepping path towards the upper-right area, then hit the red switch. Backflip/handstand jump up those to reach the second present in a high alcove to the right. Going back down, wait for the blue ghosts to line up, then hit the blue switch again. Use them to reach the last present high above in the center area. Finally, go down and wait for the yellow ghosts to form steps leading to the upper-left area, then hit the yellow switch and go up to the Key. Bring it back down to the door and you'll be done.

#### Level X-11

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Start off by bouncing up to the ledge above. Take the Hammer and crush the first Shy Guy with it, then toss the Hammer up, climb up to reclaim it, then toss it up again. Repeat this to reach the top area, where you can smash another Shy Guy. Jump to the first present to the left, then run right and jump the gap. Run and jump over the large gap to the second present, then drop down to the conveyor below. Go right and jump to that ledge, and climb the ladder, hitting the blue switch at the top. Go back left and down, and collect the last present where you started the stage.

Now, go back up and right, and drop down to the Key ledge. Throw it up, then backflip quickly to retrieve it. Toss it onto the blue blocks to the left (wait until after the piranha's fire passes before trying this). Then, go all the way down to the bottom area and hit the red switch. Use the Hammer to clear the enemy to the left, then grab the Key and exit through the door.

#### Level X-12

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Begin by jumping on the Bob-omb and riding it to the right, to avoid the lasers on the ground. When it's about to explode, jump to the safe ledge to the right and wait. Go back when you can and drop down to the first present. Backflip up a couple ledges and climb to the area with Bob-ombs above. Take one and spring up with it, tossing it onto the overhead conveyor. It'll drop to the left, exploding on the ground, clearing the blue blocks. Do this

twice, then go down the ladder and up the one to the left. Head left there when the lasers allow you to, then jump to get the second present.

Go back out and down the ladder, then hit the floor switch this time. Climb to the Bob-omb area and take one, then spring up and toss it onto the conveyor again. Do this twice to clear the area to the lower-right. Climb down the ladder and head right across the ropes. Drop down to the Key ledge, then when the Bob-omb below walks by, drop onto its back. Go right with it to reach the last present. Backflip to the Key, then ride the Bob-omb back to the left. Jump onto the blue blocks to trigger an explosion. Lure another Bob-omb down there to clear the rest of the wall, then go through with the Key to exit.

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== 6. Items ==  
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Hammer: This powerful hammer, lasting for several seconds, can be used to crush most all enemies in your path. The downfall is you can't jump while holding it. To discard, press B. It can be grabbed a second time while still spinning in air, though.

Key: Use to unlock the door in the first half of a level. If you drop it after initially picking it up, you have 12 seconds to grab it again before it returns to its original spot.

Presents: There are 3 total in each level. If you collect them all, you move on to a Bonus Stage where you can win extra lives.

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== 7. Secrets/Tips and Tricks ==  
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Access Expert Levels  
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To play the Expert stages, you must first get as many high scores on all the levels (Plus levels too) as possible. For every high score you get, you'll earn a star; for every 9 stars you get, an Expert stage opens up. There are 12 total: the first 10 open up by means of stars, and the last 2 open up after beating the first 10.

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Access Plus Worlds  
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In order to gain access to the playable Plus Worlds, you must first complete the original 6 worlds and defeat Donkey Kong at the end.

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== 8. Credits ==  
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Sonicandtails121(at)aol.com: For sending me their rendition of the game story, as seen in the Story section of this FAQ!

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== 9. Copyright Notice ==  
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== 10. Contact Information ==  
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If you have to contact me for any reason regarding my work or any other matters, please email me at [dbm11085\(at\)hotmail.com](mailto:dbm11085(at)hotmail.com). Note that I do NOT respond to emails with questions already answered in this file; unless this file is not marked as "FINAL", this file most likely has any information you may need. Therefore, if you mail me, do not expect a response; I am busy mostly and I have no time to paraphrase my own work to help you if you're too lazy to look yourself!

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